Epic 40,000 Compendium

Unofficial compilation of the Epic 40,000 game rules



Same rules, but easier to use!

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What's new

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- Done (minor): Added content from *The Citadel Journal* magazine issue 21 (see **About this publication** on page 1).
- Done (patch): Minor improvements to text Squat Stronghold army list and unit summaries to reduce ambiguity.
- Done (patch): #1066 — Add Leviathan datacard to Squats army list
- Done (patch): Added Warlord Titan, Reaver Battle Titan and Warhound Scout Titan data sheets to the Chaos army list.
- Done (patch): Changed the hierarchy of some items in the 'More' section.

I've updated all of the output formats for this version — website, app and PDF.

> **Tip:** You can check the status of all reported issues at https://thehobby.zone/issue-tracker/?bugcatid=78

History

For the full version history, please view this topic in the Android app or on the website at https://thehobby.zone/resources/e40k-compendium/Content/Frontmatter/WhatsNew.htm.

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Introduction

About this publication and how to use it.

About this publication

Origin and intent

This publication makes the *Epic 40,000* rules texts easier to use. All the best content for the game in one place, and in a range of outputs so that you can pick whatever suits you best.

This publication is entirely unofficial and not endorsed by Games Workshop Ltd.

I hope my efforts help you to get more out of this great game, with less confusion. Long live *Epic 40,000*!

Eric Weston

Source materials

Main books from Games Workshop:

- *Epic 40,000 Rule Book* (soft cover, released with boxed set, 1997).
- *Epic 40,000 Battles Book* (soft cover, released with boxed set, 1997).
- *Epic 40,000 Armies Book* (soft cover, released with boxed set, 1997) .

Other publications from Games Workshop:

Articles from *Epic Firepower* magazine issue 1

- *Adeptus Mechanicus Detachments* (page 5 to 9).
- *From the Battlefront — Official Rule Amendments and Errata* (page 12 to 15).
- *Warriors of Justice — Adeptus Arbites* (page 16 to 19).
- *Air Superiority* (page 20 to 27).
- *Epic 40,000 — The Director's Cut* (page 32 to 34).
- *Squat Armies* (page 35 to 46).
- *Princes of Chaos* (page 78 to 86).

Articles from *Epic Firepower* magazine issue 2

- *Supreme Warriors* (page 4 to 13).
- *On the Wings of Death* (page 14).
- *For the Emperor!* (page 17 to 23).
- *Refight: Last Stand at Glazers Creek* (page 24 to 26) — with some minor edits for clarity.
- *Questions and Answers* (page 27 to 35).
- *Sword of the Eldar* (page 39 to 43).
- *Big guns never tire* (page 46).
- *Legio Tormentum* (page 50 to 54).
- *Greener is Meaner!* (page 66 to 70).
- *Terror and Death* (page 72 to 78).
- *The Hand of Fate!* (page 79 to 83).

Articles from *Epic Firepower* magazine issue 3

- *Fist of the Imperium* (page 7 to 13).
- *The Imperial Guard* (page 14 to 20).
- *Alternative Guard* (just the tweaks from page 25 for the 'Option 3' Imperial Guard Infantry Detachment).

- *Liber Tacticus* (page 26 to 28).
- *Ordo Malleus* (page 31).
- *Questions and Answers* (page 32).
- *Attack of the Tyranids* (page 39 to 49).
- *Bug Hunt* (page 54 to 57).
- *Children of the Kraken* (page 58 to 61).
- *The Green Machine* (page 62 to 66).
- *Penal Legions* (page 78).

Articles from *Epic Firepower* magazine issue 4

- *Medic! Imperial Support Units* (page 5 to 6).
- *Tribal Gathering* (page 17 to 19).
- *Epic Siege* (page 23 to 28).
- *Fortification* (page 29 to 31).
- *Imperial Tunnellers* (page 34 to 36).
- *The Thinking Man's Abattoir* (page 41 to 47).

Articles from *Epic 40,000* magazine issue 1

- *Mailbag — missing the points* (page 40 to 41).

Articles from *Epic 40,000* magazine issue 2

- *Vehicle Variants* (page 10 to 12).
- *Leman Russ* (page 14 to 16).
- *Third Wave* (page 24 to 27).

Articles from *Epic 40,000* magazine issue 3

- *Path of the Eldar* (page 20 to 22).

Articles from *Epic 40,000* magazine issue 4

- *Its' All in Your Warhead!* (page 18 to 21).

Articles from *Epic 40,000* magazine issue 5

- *Destroyer Leman Russ Variants* (page 17 to 18).
- *Allocating Hits* (page 21 to 22).

Articles from *Epic 40,000* magazine issue 6

- *Lightning — Imperial Fighter* (page 2 to 3).

Articles from *Epic 40,000* magazine issue 7

- *Warmonger Titans* (page 10 to 11).

Articles from *Epic 40,000* magazine issue 9

- *Tau* part 1 (page 12 to 15).
- *It's All in Your Warhead, Part II* (page 20 to 22).

Articles from *Epic 40,000* magazine issue 10

- *Tau* part 2 (page 20 to 21).

Articles from *The Citadel Journal* magazine issue 21

- *Machines of Destruction* (page 72 to 75)

Articles from *The Citadel Journal* magazine issue 34

- *Slaves to Darkness* (page 30 to 37).

Articles from *The Citadel Journal* magazine issue 35

- *Knights and Dragons* (page 36 to 39).

Articles from *White Dwarf* magazine issue 209

- *Ready for Battle* (page 33 to 39).

Articles from *White Dwarf* magazine issue 210

- *The Emperor's Tarot* (page 48 to 49).

Articles from *White Dwarf* magazine issue 211

- *Waaagh! 'Ere come da Orks* (page 34 to 41).

Articles from *White Dwarf* magazine issue 214

- *The Hand of Fate!* (page 64 to 65).

Articles from *White Dwarf* magazine issue 215

- *Chambers of the Horned Rat* (page 88 to 95).
- *Are You Experienced?* (page 96 to 98).
- *Flak Attack!* (page 99).
- *Final Thoughts… Suggested Points Limits* (page 99) — added as a note at **Armies** on page 204.
- *The Eternal Crusade* (page 102 to 107).

Articles from *White Dwarf* magazine issue 218

- *The Coming of the Great Devourer* (page 80 to 85).

Articles from *White Dwarf* magazine issue 224

- *Lords of Battle* (page 72 to 75).

Changes I've made

For the most part, I have not edited ambiguous or cumbersome sentences — the wording of the rules is exactly as originally published (with some rare exceptions, mostly for technical reasons, or the odd correction I couldn't resist). I did make some other changes where it was necessary for effective single-sourcing or to provide a good experience with the HTML formats:

- Left out many images and short stories, to save effort and to keep file sizes down.
- Made some headings more self-descriptive and unique, and added links between related topics. Together, these changes make it easier and faster for you to find and check related information when you need to.
- Made some keywords stand out more, and made some capitalisation more consistent.
- Adjusted the structure, especially in the HTML formats. This makes it easier for you to find and digest the rules.
- Made some content collapsible/expandable in the HTML formats. This reduces visual clutter while keeping rules or notes handy.
- In some cases I've repeated short pieces of content so that you that don't have to flick back and forth between topics to check a rule or table.

Many of the source files I worked from are poor quality scans which make it difficult to obtain correct text via difficult for optical character recognition software. I do a lot to tidy up imported content, but I'm only human and some errors do get through. Please ignore minor typographical errors, but let me know about bigger problems. If you find a mistake (or if you have an idea to improve this publication), I'd like to fix it — let me know about it at https://thehobby.zone/issue-tracker.

Or, feel free to discuss with me in the *Epic 40,000* Facebook groups (see **Further resources** on page 464). I look forward to your feedback.

Future direction

My overall intent for this compendium is to mirror the best of the original content, with the minimum of changes (and some comments or notes where necessary to highlight problem areas). I think it is also worthwhile to add some useful content away from the main body of the rules (such as at **Further resources** on page 464).

I added most of the original published content to this project during the 'beta' release phase (that is, prior to 'stable' release version 1.0.0). I continue to make small improvements and add more content when I can, so over time I publish occasional updates and increase the version number as appropriate.

I also harboured a desire to start a separate project to rework the text, to improve the usability further, and to tweak or extend some of the rules. Others expressed a similar desire, and we now have a community project for this — if you're interested, see epicremastered.com.

Formats of this publication

I use 'single-source publishing'[1] to manage this publication efficiently and to compile a range of formats for you to choose from. Use whichever format you prefer — the rules content is identical for all formats at any particular release version.

Formats — choose what works best for you

Responsive website (HTML5)

Get it from: https://thehobby.zone/resources/e40k-compendium

This is the simplest and most reliable way to get this publication at the most up to date version.

Mobile app for Android devices (HTML5)



Get it from: https://thehobby.zone/resources/Downloads/E40kCompendium-release.apk

This is the best way to use this publication when you have an Android device and may need offline access to the rules.

> **More about the app**
>
> I'm not an expert in Android app development, but this app should work on most devices that use the Android operating system. I've used it without problems on a range of Android phones, tablets and other devices.
>
> There is no app for Apple iOS. I'm not exactly sure how I'd need to approach that, and I don't have a suitable device test on. Sorry!
>
> **Updates**
>
> This app is not in the Google Play app store (or any other app store for that matter), so you can only install or update by side-loading[2] — and you won't get automatic updates either. I will update this publication from time to time, so please occasionally check the website for new versions as I don't have any alternative notification method in place at the moment.

Portable Document Format (PDF) file

> **Remember!** Print/PDF output is a lot more hassle than the HTML outputs, and I don't even use it myself. So, I won't always update the PDF to the latest version of the project that you see in the website and/or Android app.

Get it from: https://thehobby.zone/resources/Downloads/E40kCompendiumPDF.pdf

Use this version if you really want to print the whole thing out. It is sized for A4 paper, but you should be able to scale it to fit whatever paper size suits you best.

> **Tip: Print individual topics from the website**
>
> If you only want to print a few individual topics, you can print from the website. The print-outs get similar styling to the PDF file.
>
> If the topic you're printing has an FAQ block or other 'expanding' content, be sure to expand that first unless you don't want it in your print-out.

[1] https://en.wikipedia.org/wiki/Single-source_publishing
[2] https://www.howtogeek.com/313433/how-to-sideload-apps-on-android

Addicted to paper?

I encourage you to give the HTML5 formats a good try. I like physical paper documents as much as anyone else, but the HTML5 formats have strong advantages over 'dead tree format' and on-screen PDF:

- More ways to navigate and quickly find the rules you want to check — not only table of contents/navigation menu but also a handy search tool, hyperlinks to related information and quick access panels on the home page.
- Better page flow — no need to squint at the PDF or pan and zoom, no awkward page breaks.
- Less visual clutter — content that you'll probably want to see less often, such as FAQ sections, are folded up by default (just tap to unfold).
- Easy to have the latest version at all times — no printing required.
- No weighty tome to carry around — just use the smartphone you probably already carry.

If you still really want a hard copy then I suggest you use a good printing and binding service to process the PDF for you. I use www.doxdirect.com for this sort of thing as they provide a good service at a good price. It may be less competitive for you if you're not in the United Kingdom — check https://www.doxdirect.com/help/international-shipping.

I suggest you be kind to the environment and to your wallet by printing only occasionally, after significant updates. I'll try to keep sensible release notes at **What's new** on page ii, which should help you to decide when there is enough change to warrant a new print-out.

How to use this publication

Notice boxes

Various notice boxes appear in the rules, where appropriate. These highlight information that merits special attention or that is useful as an aside to the main content.

Special rule: You will occasionally find these boxes where it is important to understand a special rule that relates to the main text.

Designer's note: You will find these boxes where an explanation of the concepts and philosophy of particular rules is likely to be helpful.

You and your opponent are much less likely to dispute or misinterpret rules if you understand why they are written the way they are.

Example: These boxes contain examples that put rules in context for you, or that show you how to follow the flow of several different rules that work together.

Tip: These boxes contain advice to help you learn the rules more effectively or get the best out of the game — or in a few cases, notes about changes I made.

Remember! These boxes contain reminders about things that are important to get right but easy to miss or forget in the heat of battle.

Editing notes

[Comment: Inline comments like this highlight some of my notes on problems with the text that I haven't fixed yet, or that I may not be able to fix directly unless I create a new rule.]

Footnotes

Footnotes, for additional information.[1]

Rules status

You'll notice that I've got to some effort to state the source of rules content in each topic. The core of this compendium is comprised of the original rules from the three books of the *Epic 40,000* boxed set and are therefore inherently 'official' — but there are many additions from other publications. Where appropriate, I indicate the status of additional rules in line with statements made in *Epic 40,000* magazines, as follows:

- Official 'new rules' that are to be 'used where applicable' are usually integrated into the main body of the rules and no status is indicated.
- [Experimental rules] indicates 'optional and can only be used with the opponent's consent'.
- [Unofficial house rules] status (as in the rules for Squats) appears in a fan-made summary I'm using to guide me, but I haven't found a definition yet — probably much the same as [Experimental rules].

Related information

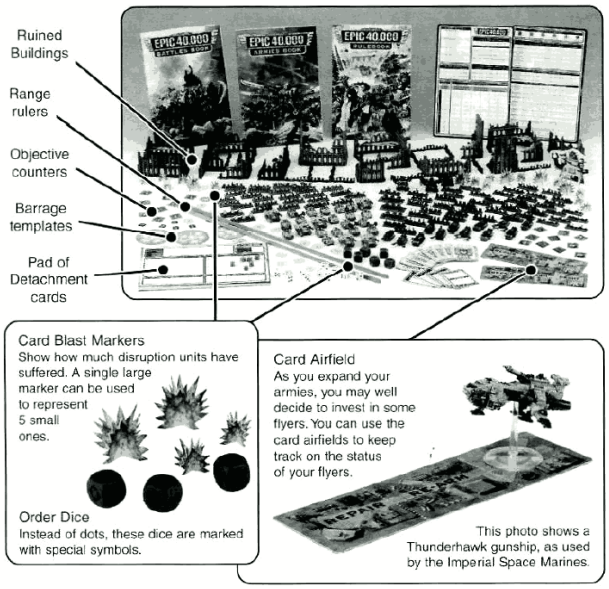
You'll sometimes see a short list of hyperlinks at the bottom of a topic. These links are convenient shortcuts to related information that is especially relevant to the topic. They look like this:

Components

[Content from Rule Book page 3.]

[The original *Epic 40,000* box set] contains the following models, rulebooks and components:

- 1 Rulebook
- 1 Armies Book
- 1 Battles Book
- Getting Started Leaflet
- 2 Playsheets
- Citadel models: Space Marines, Orks, ruined buildings
- Detachment card pad
- 22 Dice: 6 Order dice, 10 D6, 6 tiny D6
- 2 Plastic Range Rulers
- 51 Counters
- 12 Fate cards
- 20 Blast markers: 5 large & 1 0 small
- Card Ork Gargant
- [3 card barrage templates, ~6cm diameter]
- [2 card airfields]



[1] I sometimes use footnotes like this to present additional information outside of the main flow of the text.

What you will need to play

[Content from Rule Book page 5.]

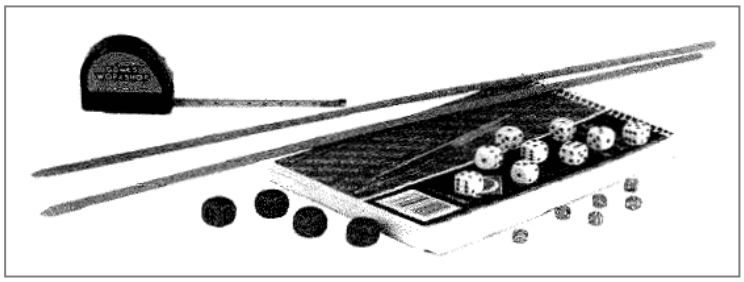
In addition to model armies, a suitable battlefield, (at least) two players with a raging desire to conquer each other's armies and the components in the game you'll need a few more essential items to begin play. Most of these are included in the *Epic 40,000* box, while the rest are readily available.

Dice. Ordinary six-sided dice. You'll need lots of these. We've included loads in the box but you'll always want more than you can find at any one time — it's a law of physics.

Special Dice. There are two sorts of special dice in *Epic 40,000*. There's the Order dice which has symbols on it which are used to mark when a group of models is doing something unusual. There's also the itsy-tiny-little dice (professional term) which are used to mark damage and loss of shields on gigantic war engines (more on this later). You can use the tiny dice as ordinary dice as well but we don't recommend it, they're really fiddly.

Measuring Instrument. We've included two plastic range rulers in the game (generous to a fault, see?) to measure move distance and ranges. However, once in a while you will find a retractable measuring tape useful for measuring long distances.

Paper and Pens or Pencils. You may need to record details of casualties and damage to those gigantic war engines occasionally during a game so it's useful to have some paper and a writing implement handy. We've included some roster cards to record details of your army onto and you should feel free to make further copies of these or to devise your own method of recording unit details and so on.



Related information

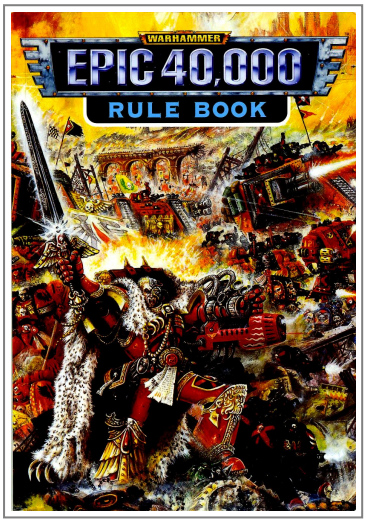
Further resources 464

Lore

Background material from the books and magazines.

Rule Book

[Content from Rule Book page 4, front cover, inside front cover and inside rear cover.]



Welcome to the dark universe of the 41st millennium. The book you're holding contains all of the game rules for *Epic 40,000*: how armies move and fight on the battlefield. If you have never played *Epic 40,000* before I'd recommend that you read through the Getting Started sheet [Comment: Not included in this compendium] before you plunge into this rulebook. That should give you an overall idea of how the game works before you read the rules themselves.

Whether you're a new commander or a veteran Epic campaigner it's worth reading through the whole rulebook from the beginning. It doesn't matter if you can't remember all of the rules straight away, just get a feel for the order of them and where to find things when you're playing. All of the important stuff is summarised on the reference sheet and the best way to learn is to play a game and then look up things as they occur.

The rulebook itself is split into two sections, the **core rules** and the **special rules**. The core rules are the actual nuts and bolts of what you need to play the game. The special rules are ones which apply to particular kinds of models — Titans, flyers, artillery, that kind of thing. You don't really need to know the special rules until you start fighting with these units but I'm sure you'll be using them in no time!

We've tried to write this rulebook so that it's as concise as possible without resorting to legalistic jargon with masses of exceptions and conditions. Instead the rulebook explains the core rules as clearly and simply as possible with plenty of diagrams and examples.

In a game of such literally Epic proportions occasional situations are bound to arise which aren't covered directly in the rules. Discussions of some of these and some guidelines on interpreting the spirit of the game are included in the Battles Book. If you do run into a situation where no clearly defined rules exist you should feel free to improvise a rule or agree with your opponent on a procedure.

The Battles Book also includes suggested rules for setting up battles, scenarios to play and working out who has won a game. We regard these as a matter of player choice rather than part of the game rules, which is why we've taken them out of the rulebook and discussed them in more detail elsewhere.



Left: Imperial Guard tanks displaying ice-world camouflage.

Below: A fearsome Tyranid horde moves to attack the Imperial Fists Space Marines. The first wave includes Harridans swooping over the trees whilst a massive Hierodule looms over the forest canopy





Above: Orks and Space Marines fight across an Ork settlement.



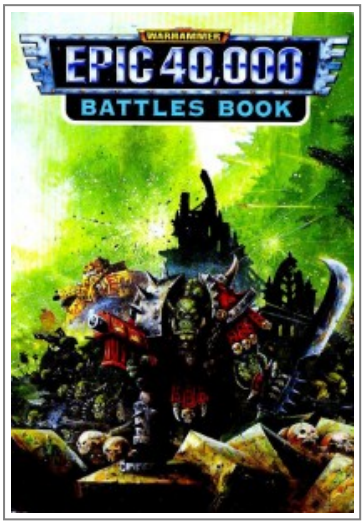
Above: Orks assault an Imperial refinery, defended by the Imperial Guard.

Right: Ork war buggies hurtle forwards closely followed by a battlewagon.

Below: Blood Angels Space Marines and Imperial Guard engage a Tyranid Harridan.

Battles Book

[Content from Battles Book page 3 and front cover.]



Welcome to the Battles Book. The Epic rulebook covered how to move your armies around on the tabletop and fight opponents, the Armies Book covers how to collect and organise an army, the Battles Book is about how to bring together the armies and rules to fight an exciting battle. We've tried to pack as many ideas as possible into this book to help you get the most entertainment out of your *Epic 40,000* games and hopefully set you off on your own exploration of the war torn galaxy of the 41st millennium.

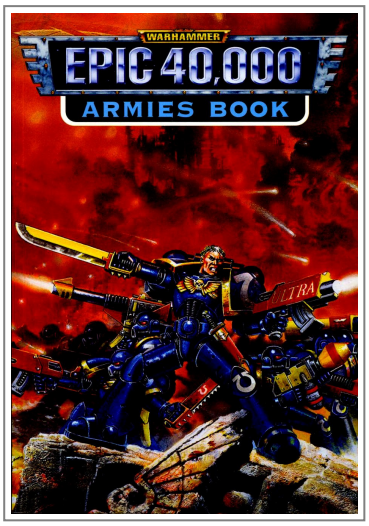
The Battles Book is split into sections which deal with modelling and painting miniatures, building terrain and setting up a tabletop battlefield. In addition we have suggested some ways of fighting different kinds of battles and determining who has won, although we consider this to be an area ripe for the ingenuity of players to create their own battles and victory conditions. As you can probably guess, there are a lot of interesting aspects included and in many of these areas we have just scratched the surface to give you something to think about.

Epic 40,000 is more than a game, it's an entire hobby which embraces all of the aspects of painting, modelling and gaming. As such it is far more demanding than most pursuits or pastimes which can be mastered and then discarded. It is far more challenging too. Armies have to be purchased and assembled, carefully painted and organised into fighting detachments ready for battle. The battlefield itself has to be shaped with terrain and the two opposing forces have to be given the conditions under which they will fight, their objectives and their means of winning victory.

All this may seem a little daunting but it can all be approached one step at a time, and once you've played an exciting game on nice terrain with carefully painted miniatures it will reward your efforts handsomely.

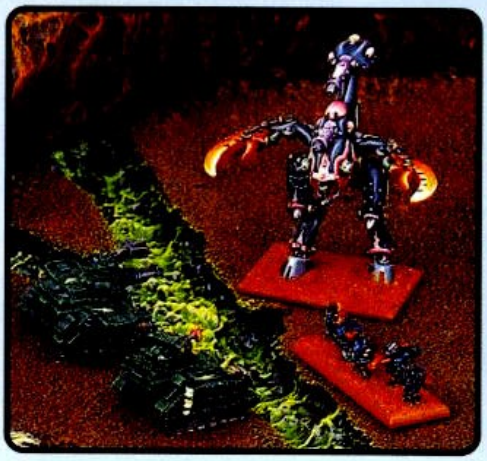
Armies Book

[Content from Armies Book front cover and inside front cover.]





Above: A detachment of the Imperial Guard defends an industrial installation from attack by Ork Goff forces.



Above: Dark Angels Space Marines square up to a Chaos Subjugator Titan.



Above: A mighty Chaos horde rampages into battle across the sand dunes of a desert world wargames table.



Above: Predator tanks of the Imperial Fists Space Marine Chapter.



Above: Eldar Dreadnoughts and Warwalkers of Saim-Hann Craftworld clash with Blood Angels Space Marines.

Forces of the Imperium

[Content from Armies Book page 14.]

Spanning a million worlds, with a populace running into countless billions, the Imperium has been the bastion of humanity for over 10,000 years. Four hundred centuries have passed since mankind took its first few tentative steps into the stars and now much of the galaxy is under the sway of the immortal Emperor. Enemies constantly assail the Emperor's domain — Tyranids, Eldar, Orks and the ever-present threat of Chaos.

The Imperium must fight eternal battles against these menaces and also crush all rebellions, insurgencies, secessions and heresies from within its own ranks. These tasks fall to the vast armies and fleets of the Emperor, organisations so large and so widely scattered that even the Administratum of Earth are not able to tally the men and machines fighting in the thousands of crusades and warzones.

The armies which fight humanity's wars are drawn from three main fighting arms of the Imperium — the massive war engines of the Titan Legions, the regiments of the Imperial Guard and the elite Space Marine Chapters of the Adeptus Astartes. These three elements are sometimes used alone but more often they are forged together into a combined force which is as deadly a weapon as any commander could hope for.

Related information

Armies of the Imperium. 212

The Imperial Guard

[Content from Armies Book page 14 to 20.]

This immense fighting force is the mainstay of the Imperium's ground forces. There are untold thousands of Imperial Guard regiments, most numbering many thousands of men and tanks. The huge resources of the Departmento Munitorium are entirely devoted to the arming of the Imperial Guard and even this massive organisation has no exact idea of the number of warriors filling the ranks. Imperial Guard regiments are raised to order, trained and equipped for specific battles and campaigns.

Each threat to the Imperium is allocated a catchment area of the surrounding star systems, from which numerous Imperial Guard regiments will be raised. The more serious the danger, the larger the catchment area. Some particularly hostile zones, such as the Cadian Gate from which the Black Crusades of Chaos pour forth, have standing orders to supply regiments on a regular basis, constantly feeding men and machines into an eternal war.

The Imperial Guard is often likened to a sledgehammer — a huge and brutal weapon to use in battle. The Imperial Guard are not a swift, decisive army like the Space Marines, instead they are used to bludgeon a foe into oblivion in bloody campaigns taking months or even years. The might of the Imperial Guard can be turned to many specialised tasks, from sieges and siege-breaking to trench battles over hundreds of miles of battle front and huge armoured thrusts by whole regiments of tanks. Although one Imperial Guardsman can never be the equal of a Space Marine, there are thousands of men in each regiment, and it is in these huge numbers that the greatest strength of the Imperial Guard lies.

Although the numerous tomes of the Tactica Imperium lay down organisational and strategic doctrines, each Imperial Guard regiment has its own particular character depending upon the world of its raising and the campaign in which it is fighting. Some of these traits are purely aesthetic: uniforms, minor organisational details and so on. Others go much deeper and influence the style of fighting and the very character of the individual troopers. For instance, the Jungle Fighters of Catachan are spirited veterans used to hardship and fighting in close terrain, as their home planet is the lethal death world of Catachan. In contrast are the Mordian Iron Guard: rigid disciplinarians with an unswerving faith in their officers and the might of the Emperor. The Rough Riders of Attila are an extreme example — feral hunters who go to war on horseback, specialising in scouting out the enemy and launching swift and daring raids on enemy supply lines and reserves.

Infantry — Imperial Guard

The bulk of an Imperial Guard regiment is made up of infantry, with the lasgun as their main armament. Although most squads usually have some form of heavy weapon, the bulk of the Imperial Guard's infantry firepower resides in its heavy weapons squads, which combine tank-busting lascannon with the devastating autocannon, heavy boilers and missile launchers. There are also specialist squads such as Rough Riders, diminutive Ratling Snipers and burly half-human Ogryns. These auxiliaries are committed to the battle line where and when they are most needed, but they are not normally part of the standard organisation of a regiment.

Most Imperial Guard detachments are commanded by two or three command squads, each led by a Lieutenant or Captain. Some Command squads also have a Primaris Psyker of the Scholastica Psykana assigned to them, providing valuable psychic assistance in combat. The Command squads receive their orders from the army Colonel, or in some cases the army may be led by a Commissar General if fighting against foes that can only be defeated with discipline and an unflinching devotion to the Emperor, like Tyranids or Chaos. Occasionally, a member of one of the Inquisitorial Orders may have overall command, especially if the war is being fought against rebel Imperial forces, a Chaos Black Crusade or another diabolic and heretical foe.

Vehicles — The Mailed Fist

As well as rank upon rank of infantry, the Imperial Guard also goes to war with vast columns of armoured fighting vehicles. These range from lightly armed Sentinel recon walkers to Leman Russ battle tanks. Each has its own part to play in the strategies of the Imperial Guard.

Mechanised columns of infantry in Chimera armoured troop carriers can launch rapid assaults to grab vital objectives or counter-attack against an enemy offensive. Chimeras can be augmented in a variety of ways, with extra armour or alternative weapons, creating variants to suit many roles. These are supported by Griffon mortars, which lay down a covering bombardment of heavy mortars. Deadly Hellhound flame tanks are brought into play when the Imperial Guard assaults an enemy position. The hissing, roaring blaze of their Inferno cannons gives invaluable support at close quarters.

The Leman Russ battle tank is the mainstay of any Imperial Guard armoured attack, bristling with lascannon, battle cannon and heavy boilers for a flexible mix of anti-tank and anti-personnel weaponry. For siege work and defensive actions, most Imperial Guard Colonels rely on squadrons of Demolisher support tanks, whose heavy cannon, though shortranged, can hold off foes who outnumber them many times over.

Although the role of reconnaissance is usually fulfilled by the swift Rough Riders, some regiments prefer to put their trust in mechanised walkers known as Sentinels. Although not heavily armed or armoured like a Leman Russ, when used in sufficient numbers these scouting machines can also be used to make lightning strikes against weak enemy positions. These hit and run attacks have been used to great effect in many campaigns over the millennia.

Artillery

The huge, sprawling battlelines of the Imperial Guard sometimes stretch for hundreds of miles. Behind the main line are the support echelons, ranks of supplies divisions, armoured reserve units and the fearsome Guard artillery, pounding the Emperor's foes into submission with a steady downpour of shells and rockets. Imperial Guard artillery is split into two broad categories.

Heavy artillery includes such devastating weapons as the Basilisk assault gun. The heavier siege artillery covers such awesome weapons of destruction as the Bombard, with its massive siege cannon and the Manticore rocket launcher. Finally, there are the one-shot Deathstrike missile launchers. These carry huge Vortex missiles, similar to those mounted on the carapaces of Battle Titans. These are the ultimate tank hunters, able to crush squadrons of enemy tanks or inflict crippling damage on war engines with a single deadly shot.

Although not specifically artillery, the Hydra flak tank is quite often used in conjunction with artillery batteries, as they are frequently under attack from enemy flyers. A Hydra's rapid-firing quad autocannon fills the sky with a seething curtain of flak to bring down flyers, or shred opposing ground forces if they get too close.

Imperial Guard war engines

While the Titan Legions supply the Imperium with its mightiest war engines, the Imperial Guard maintains its own companies of Baneblade and Shadowsword super heavy tanks. These mammoth machines carry a prodigious amount of firepower in the case of the multi-turreted Baneblade, or the huge, long range plasma or laser cannon of the Shadowsword. Heavily armoured and implacable, Baneblades and Shadowswords are deployed to grind through the toughest enemy defences or form a wall of blessed steel at vulnerable points along the battleline.

Imperial Guard regiments are often commanded from gigantic mobile command centres called Leviathans. Though seldom used in offensives Leviathans carry their own formidable armament and are heavily protected by void shields.

Flyers — The Imperial Navy

Part of the massive organisational upheaval that followed the Horus Heresy was the ascendancy gained by the Imperial Navy. No longer would any one commander have the ability to lead his force between the stars. Instead, the regiments of the Imperial Guard rely on the Imperial fleet to transport them to the war zone and it is Imperial Navy fighters and bombers that provide the ground troops with air support

The two main aircraft sent into battle are the Thunderbolt fighter and Marauder fighter-bomber. Thunderbolts are useful interceptors, flying ahead of the Marauders shooting down or driving off the enemy's air cover. When the way is clear, the Marauders drop from the skies with a deafening roar of quad ramjets. As they reach their target they unleash a salvo of missiles and battle cannon fire, ripping apart armoured formations and mowing down infantry. When no Marauders are available, the Thunderbolt is quite capable of making attack runs itself, strafing the enemy with autocannon shells.

The Adeptus Astartes

[Content from Armies Book page 21 to 23.]

While the might of the Imperial Guard is often compared to a huge hammer blow, the Space Marines of the Adeptus Astartes are an accurate, decisive fighting force. They are comparatively few in number — each Chapter operates with around a thousand warriors at one time. They fight with surgical precision, using their swift Rhinos and Thunderhawks to strike at the heart of the enemy, eradicating their high command and capturing vital installations.

They are also excellent terror-troops — the mere threat of a Space Marine assault has quelled rebellions in the past and few can withstand the fury of their attack. The Space Marines' tanks are geared towards this role also, with the rapid Predator and hulking Land Raider battle tanks making up the bulk of their armoured columns. Even their artillery, the Whirlwinds, are rapid-moving, laying down a cover of supporting fire for the advancing armoured Space Marines.

As well as being terrifying shock troops, Space Marines excel in defensive situations too. Their heavy armour and special training allows them to withstand attack after attack of seemingly overwhelming odds, coming out at the end of battle battered but victorious.

Infantry — Space Marines

Each Space Marine represents the pinnacle of human genetic engineering and hypnopsychotherapy. Their bodies are enhanced by various implants and gene-manipulation from early childhood. Their senses are far better than a normal man's. Their reactions are lightning-fast while their hyper-tensile muscles make them strong enough to snap an ordinary human in two. This physical superiority is combined with extensive indoctrination and hypnotic therapy, ensuring each Space Marine is unswervingly loyal to his Chapter and the Emperor. Space Marines know no fear and when even the bravest humans would run in terror, they will continue fighting at the forefront, blasting their foes with their rapid-firing boltguns.

These supreme warriors are also armed and armoured with the best the Imperium can manufacture. The boltgun is an effective firearm in most hands, but when wielded by a specially-trained Space Marine it can cut down a swathe of enemies with a single burst. Each Space Marine wears ceramite and plasteel power armour which interfaces directly with his black carapace bioenhancement via needle-like neural interfaces. The armour becomes a part of the Space Marine, a second skin with powered actuators, digital senses and an inch-thick ceramite exterior.

Even more deadly are the Terminators of a Chapter's First Company. They are veterans among even the battle-hardened Space Marines, with decades, even centuries, of experience. Their Tactical Dreadnought armour is like a small tank, forged millennia ago at the birth of the Imperium by technologies which have long since been lost. On the other end of the scale are the recruits of the Tenth Company, the Scouts. Their training is incomplete and their armour is not the same as a normal Space Marine, for they lack the final implant necessary to interact with proper power armour. However, they are excellent recon troops and are able to infiltrate enemy positions, waylay supply convoys and capture communications installations and other strategically important sites.

In contrast to these rapid tactics are the more static Rapier Laser Destroyer and Tarantula Multi-cannon support weapons. These semi-intelligent, cyborg-operated gun platforms are best used in a defensive role, forming hard points that the enemy will break against and then flee as they are cut down by deadly accurate fire.

Vehicles — Armoured Might

With the exception of the Scouts, each Company of a Space Marine Chapter has its own pool of armoured vehicles, most of which consists of Rhino transports. These form the mainstay of Space Marine assaults, transporting their cargo of super-warriors into the heart of the battle. The huge Land Raider fulfils this role for the First Company, its large armoured hull capable of transporting even the bulky Terminators. Its quad-linked lascannon also give a powerful punch against enemy tanks and war engines, providing heavy firepower to supplement the Space Marine squads it is transporting. The Whirlwind and Predator are variants based on the Rhino hull. The Whirlwind mounts a rapid-firing multiple rocket launcher, which lays down a withering hail of fire as the Space Marines advance. The Predator mounts a variety of different weapons, mixing the tank-busting lascannon with anti-personnel autocannon and heavy boilers. It provides a mobile firebase for the Space Marines to anchor on when launching an attack.

The Razorback is a relatively new addition to the armouries of the Adeptus Astartes. It is a compromise between the troop-carrying Rhino and the gun platform of the Predator. It has the capacity to carry a five-man combat squad of Space Marines, backed up with a lascannon and twin plasma guns. It is a flexible design which can spearhead the attack or work in support of more standard formations. The Vindicator, another Rhino variant, was primarily evolved for fighting in dense cover - thick jungle, urban conflicts and suchlike. Its hull-mounted cannon has a short range but is devastatingly effective at close quarters. When Space Marines close in for the kill, they are often supported by rolling salvoes of massive Vindicator shells blasting apart the enemy.

Space Marines also utilise fast attack vehicles such as Bikes and Attack Bikes. The famed Land Speeder is another classic symbol of the Space Marines — a fast, heavily-armed light skimmer capable of launching devastating attack runs deep into enemy territory, using speed and anti-gravitic motors as its best defence.

When a Space Marine finally falls in battle, he may be fortunate enough to be installed into the adamantium shell of a Dreadnought. Thus his near-mortal injuries will be healed, but at the price of eternal confinement within his new armoured body. Dreadnoughts stride into battle blazing away with their heavy weapons, forming bastions in the midst of the Space Marines' attack.

Flyers — Thunderhawk Gunship

When the Space Marines arrive at a war zone they must deploy from orbit as rapidly as possible to maintain the element of surprise which plays such a major role in their effectiveness. To this end, Space Marine warships are equipped with hundreds of drop pods and vast hangar bays full of fast, deadly Thunderhawks. The contrails of these aircraft are often the only harbinger of a Space Marine assault. As the sleek war machines plunge down from orbit, each filled with 30 elite warriors, the foe knows that their fate has been sealed.

They race across the battlefield with a deafening roar, the fire of enemy interceptors and anti-aircraft weapons pattering off their armoured hulls, bringing the Space Marines into the heart of the enemy. The initial shock of a Thunderhawk-based assault can often crush an army before any major fighting has taken place, swiftly breaking up rebellions and insurgencies as well as devastating alien forces. The Thunderhawks give the Space Marines great flexibility, allowing them to strategically redeploy their forces as and when a situation requires. The Thunderhawks provide the Space Marines with such a fast response rate that enemy counter-attacks or outflanking manoeuvres are often stifled in their infancy.

The Titan Legions

[Content from Armies Book page 24.]

Titans are immense fighting machines, towering monstrosities up to two hundred feet tall. They instil terror by their mere presence and little can equal their bristling arsenals of weaponry. Few enemies, apart from other Titans, can stand against them.

Created during the founding of the Imperium, the Titan Legions have crushed the Emperor's foes in countless battles and wars. Protected by banks of void shield generators, Titans can soak up damage that would smash apart tank companies and infantry regiments. They march into the thick of battle with their guns blazing, gouging great holes in the enemy with a fusillade of rockets, shells and plasma, paying little heed to the troops advancing in their wake.

The Titan Legions are maintained by the might of the Adeptus Mechanicus and are sent into battle only with the blessings of Mars itself. Each Legion is based on a forge world, and the forge worlds are spread throughout the Imperium so that at any given time at least one Titan Legion can respond to the call to arms. The Legions are an immensely powerful force in their own right, and the presence of Titans has decided the outcome of many campaigns during the long history of the Imperium.

The Centurio Ordinatus

Alongside the Titan Legions, the Adeptus Mechanicus also commands the might of the Centurio Ordinatus. This organisation controls immense war engines, which are specialised to fulfil very particular roles.

Some, like Ordinatus Armageddon, mount a single huge cannon capable of blasting apart enemy war engines and fortifications. Others carry rack upon rack of huge missiles designed to spread wholesale devastation, as was amply demonstrated by Ordinatus Golgotha against the Ork horde of Warlord Ghazghkull Thraka. Some even mount experimental weapons such as the Sonic cannon put to use by Ordinatus Mars during the Horus Heresy, which shatter an enemy attack and leave the foe vulnerable to a counter-attack by other Imperial forces.

These Ordinatus are deployed only sparingly, and many of them date back to the Great Crusade and have been meticulously maintained for millennia. They are seen as living icons of the Machine-God and the Cult Mechanicus reveres them as such.

Related information

Imperial war engine data sheets 238
Warmonger Titans 48

Waaagh, The Orks!

[Content from Armies Book page 41.]

Orks live for war. It's that simple — if Orks aren't in battle they're not really happy. There is something about the din of war, the blazing explosions and the feel of a bolter kicking in their hands which stimulates their nervous systems and makes them feel more alive than at any other time. Even when they're not in battle, Orks amuse themselves with various psychotic leisure activities such as vicious pit fights, racing bikes and buggies at lethal speeds, and generally scrapping amongst themselves.

Although the Orks constantly raid neighbouring worlds, this is a minor threat when compared to the devastating ferocity of an Ork Waaagh! Occasionally an Ork Warlord will rise above the infighting and squabbling and weld together a vast army to rampage across the galaxy. As the Waaagh begins the Ork gods, Gork and Mork, begin to stir their children, instilling them with an even greater desire for battle. Things start slowly, the incidence of raids increases, the Orks start selecting their war leaders and the Mekboyz begin construction of strange weapons and vehicles without really knowing why, or where the ideas come from.

As the Waaagh gathers pace the Orks become more and more agitated, seeking out fresh enemies, using their traktor beams to latch onto the space hulks which occasionally drift through Ork space. The Orks from a particular area, which may be a single planet or a whole group of star systems depending on the power of the Waaagh, start to gather, coalescing in one place like a swarm. The Mekboyz start constructing ever larger war machines — Battle Fortresses and Gargants. The Orks' slaves churn out masses of weapons and armour, arming the Orks' massive mobz with bolters and stikk bomz. Then the green-skinned horde erupts into a war-frenzy, pouring forth across the galaxy like a green tide of destruction. Whole planets are razed, millions of captives are put to work in crude factories building even more weapons and vehicles, fuelling the massive Ork thirst for domination.

Luckily the billions of Orks spread through the galaxy spend so much time fighting each other that their desire for battle is generally sated unless they find themselves faced with an obvious threat. If all the Orks were ever to band together in a single Waaagh nothing in the galaxy would have the power to stop them.

Related information

Waaagh! Armies of the Orks 249

Waaa-Ghazghkull and the Battle for Armageddon

[Content from Armies Book page 42 to 43.]

One of the most deadly Waaaghs the Imperium ever faced was led by the infamous Ork Warlord Ghazghkull Mag Uruk Thraka. After suffering a nasty head wound, Ghazghkull became convinced he had been chosen by Gork and Mork to unite the whole of Orkdom and bring the galaxy under the heel of the greenskins. His rise to prominence was nothing short of meteoric — going from a simple warrior in the mob to being a Warlord commanding thousands of Orks in a startlingly short time.

Ghazghkull's wrathful gaze fell upon the Imperial hive world of Armageddon. The overconfident Planetary Governor, Overlord von Strab, underestimated the power of the huge Ork horde and soon Waaa-Ghazghkull had swamped the continent of Armageddon Prime. The remaining defence of the planet, and most of its industrial base, lay in Armageddon Secundus, separated from Armageddon Prime by dense jungles and mountains which van Strab considered completely impassable to the Orks. Imagine the horror of the Imperial Guard as the Gargants and Battlewagons poured from the hills to swamp their defensive line. As the Orks rampaged into Armageddon Secundus their forces split, heading for the different hives that now lay open to them. Millions of Imperial citizens died in the initial onslaught and even more were enslaved: columns of prisoners miles long trekked across the ashen wastes, the corpses of the old and infirm left in their wake. The sky was blackened by the smoke from burning hives and factories.

The Orks smashed apart the defenders of Helsreach port, overrunning Imperial lines under cover of a monstrous psychic storm brought into being by the Ork Weirdboyz. The hardest fighting took place around Hades Hive, where the Imperial defence was led by Commissar Yarrick, a true Hero of the Imperium. Ghazghkull himself took command of the attack on Hades, vowing to tear apart every living creature he found until none were left to challenge his might. His fury at the defenders' tenacity grew as he tried everything to break the hive. But every plan, every assault was thwarted by the efforts of Yarrick until Ghazghkull was howling with frustration, killing his less talented subordinates almost as soon as they gained their positions.

As Ghazghkull fretted at Hades Hive the rest of the Waaagh headed for Acheron, the last remaining bastion of Imperial might to be attacked. However, just as van Strab's men vowed to sell their lives as dearly as possible as the Ork assault waves poured towards them, the scream of jets filled the air and the Ork horde was torn apart by a series of massive explosions. The sky was filled with Thunderhawks of the Blood Angels, Ultramarines and Salamanders Chapters whose furious attack smashed apart the Ork horde and scattered it. Despite the setback Ghazghkull continued to attack, finally overthrowing Hades and laying siege to Tartarus Hive. However, he was eventually thwarted by a daring orbital attack by the Blood Angels, who used drop pods to crush the heart of Ghazghkull's force.

Ghazghkull was thought to have been killed in the fighting around Tartarus, but he later reappeared leading an Ork horde on the world of Golgotha. He plans his revenge on Yarrick for thwarting him and is rumoured to be gathering an even greater Waaagh, which he swears will not be stopped this time. Until then, the Imperium can only prepare and wait before the terrifying storm of Waaa-Ghazghkull is unleashed upon humanity again.

Da Clanz

[Content from Armies Book page 44.]

Ork society revolves around its clanz, which form the basic structure of Ork culture. Each clan has its own specific traits and values and an Ork raised in a particular clan will adopt its virtues and vices as well as its styles of clothing and reputation. There are many clanz, of which six predominate.

Foremost amongst the clanz are the Goffs, who reckon they're the hardest of the Ork clanz. Goffs prefer to smash their enemies at close range, finishing them off in vicious hand-to-hand fighting.

The Bad Moons are the richest of the Ork clanz and buy lots of snazzy equipment and guns. This is because Orks use teef (their own teeth!) as a currency and Orks of the Bad Moon clan grow their teeth faster than anybody else!

The Snakebites are known as traditionalists, preaching the benefits of ancient Ork beliefs, relying on more natural forms of transport such as war boars and Squiggoths. Snakebites are known as ferocious fighters, the equal of any opponent in close combat.

In contrast are the Evil Sunz who seem to produce more Ork engineers and mechanics (known as Mekboyz or Mekaniaks) than any of the other clanz. They have lots of Warbikes and Buggies and many Evil Sunz end up joining the cult of Speed Freeks, spending their lives trying to go as fast as possible on the most outrageous vehicles imaginable.

Then there are the Deathskulls, notorious thieves and looterz, who construct large, highly unreliable but potent weapons known as kustom combi-weapons. These are cobbled together from scraps and remnants left on battlefields, gathered up by their Snotling and Gretchin servants as booty of war.

Lastly, there are the Blood Axes. Blood Axes see themselves as the most forward-thinking of the Orks. They unashamedly mimic the Imperium, wearing camouflage uniforms and re-fitting captured Imperial tanks. Many Blood Axes end up in the Stormboyz Korps, preferring a life of (fairly) rigid discipline, shiny boots and the chest-swelling tramp of feet as they march proudly to war.

Infantry — Da Boyz

[Content from Armies Book page 44 to 45.]

Every Ork is a warrior of some sort or another, and the bulk of their armies are made up of infantry — da Boyz. Orks are seven feet tall when stretched to their full height, and almost twice as broad as a human. Their fanged mouths jut forward beneath their beady red eyes and their bodies are a mass of slab-like muscles. Orks love really noisy and obviously lethal weapons such as plasma guns and boilers and these form the main armament of most Ork Mobz.

Some Boyz, such as Deathskull Looterz and the rich Bad Moons, carry even heavier weaponry into battle, laying down a hail of shells and missiles from their kustom combi-weapons to support their comrades. These are known as Shooty Boyz, because "Dere ded shooty!".

With typical Orky kunnin', certain members of the Blood Axe clan have learnt how to scout out the enemy, infiltrate the foe's army and perform ambushes and raids behind the lines. These are the Kommandos, one of the few specialist troops the Orks can muster. Stormboyz bear an uncanny resemblance to organised troops such as those within the Imperium. For this reason they are scorned by other Orks who see such organisation as un-Orky, but Stormboyz Kaptinz have led their Korps to many victories in the past and their willingness to use the quirky and often unreliable Ork jump packs make them valuable shock troops in the heat of battle.

The Snakebites train vicious warboars which they ride into battle, giving the Orks a fast, hard-hitting cavalry element to complement the slower foot-slogging mobz.

True to their nature, the Goffs give rise to especially hard individuals known as Skarboyz, whose prowess in hand-to-hand fighting is amongst the best the Orks can muster.

The hierarchy of the Orks is defined by size, strength and ferocity rather than charisma or intelligence (though some Ork Bosses display a certain amount of low cunning). The overall commander of the force is generally known as the Warlord and his direct subordinates (the mobz' commanders) are the Warbosses. Each Warboss has his retinue of Nobz who bellow orders at the Boyz. Promotion can be achieved in a number of ways. Generally it is done in battle, with the superior taking an unlucky shot to the head and the Warboss noticing a particularly burly Ork nearby who could bash heads together and get the ladz to do what they're told. When not at war, most disputes and advances of this nature are settled by a ritual pit fight. These can be to first blood or a knockout, but generally the two combatants fight to the death, usually using nothing more than their claws and fangs. The victor's scars will be a subject of pride and respect, and his authority will be unquestioned until someone else is brave enough to face them in the pit.

The Orks have a servant race, called Gretchin — smaller cousins who do all the running around, message taking and general dogs-bodying. In battle they may be lucky enough to loot or steal a blunderbuss or autogun and they are driven towards the enemy by Ork Runtherds. They form an effective skirmish screen and can even push the enemy back with their weight of numbers if they are lucky. However, they are generally destined to be simple cannon fodder…

Big Gunz and Rokkitz

[Content from Armies Book page 46.]

Ork Mekboyz constantly create a plethora of bizarre weapons and tanks. Many of these are battlefield support weapons which move forward with the Boyz to lend some heavy firepower to the fight. They take all manner of shape and design, from the crude but effective Squig Catapults to the strange Traktor Kannons, Smasha guns, Splatta kannons and Shokk Attack Guns. These are used to pound the enemy into submission from afar, before the weight of the Ork Boyz closes in to crush the enemy in a final brutal assault.

Another type of Ork artillery is the Pulsa Rokkit. These are fired into the middle of enemy formations and send out a huge pulsa field which knocks troops to their knees, hurls tanks sideways and generally halts the enemy advance. They are used to break up enemy attacks or soften up the Orks' adversaries before they swarm forward to cut them down with a storm of bolter fire and the ferocity of power axes.

Orky vehicles

[Content from Armies Book page 46 to 47.]

Da Bikes 'n' Buggies

As well as their unceasing love of warfare, some Orks have also developed a strange addiction to speed. These Speed Freeks principally come from the Evils Sunz clan, though not exclusively. They like nothing better than to roar into the heat of battle on their fast machines, tearing around at breakneck speeds. Like war itself, this seems to fulfil some deep requirement within the Orks' psyche and when they are not in battle Speed Freeks spend their time racing around the Ork settlements or tinkering with their machines to get that extra ounce of speed from them.

Buggies include vehicles such as Ork Wartraks, and Scorchers as well as the ubiquitous War Buggies themselves.

The Orks who ride the impressively armed Ork warbikes are known as Bikeboyz.

Da Wagonz

Along with the Warbike and War Buggy, the primary vehicle for the Orks is the Battlewagon. As with all Ork constructions these vary wildly depending on the desires of the owner and the particular foibles of the Mekboyz who build them.

Some are little more than a wheeled chassis with an engine and a gun while others are more like conventional tanks with armoured hulls, caterpillar tracks and turret-mounted cannons. Most Battlewagons feature outrageous close combat weapons, and are bedecked with spikes or armed with massive grabbing claws or lethal deff-rollaz. The most popular designs have a tendency to hang around, being copied by other Meks, and modified to incorporate the latest innovative teknology. The Ork Mekboyz call all these vehicles different (and outrageous) names like Gutrippas, Lungburstas, Bowelburnas, Gobsmashas — doubtless to persuade Warbosses of their great lethality, but Orks and just about everyone else just refer to them all as Battlewagons.

When the spirit of the Waaagh floods through Orkdom, most Meks also manage to nail together strange vehicles for themselves, creating highly destructive Speedstas that are protected by erratic force fields and which mount immense weapons such as Lifta-Droppas or Death Rays.

Another variant of the Battlewagon is the Flakwagon, probably inspired in the distant past by the sight of Imperial Hydras blasting down squadrons of Ork Fighta-Bommerz. A Flakwagon's multiple guns can be elevated to fire at incoming aircraft, offering the Boyz some much needed protection against death from the skies.

Not all Battlewagons have wheels or tracks. Like most races in the 41st millennium, the Orks have developed their own peculiar Dreadnoughts. These clanking machines are piloted by a living Ork, mounting a variety of heavy weapons and crushing close combat grabbers. The massive walking war machines known as Stompas are a particular favourite for a Warboss who hasn't got enough teeth to field a proper, full-sized Gargant.

Others aren't conventional vehicles at all but are employed in a similar fashion, such as the Squiggoths — mighty beasts that Orks of the Snakebites clan breed and then take into battle, riding in towering gun decks atop their broad backs.

Flyers — Da Flyboyz

[Content from Armies Book page 47.]

Although most Orks prefer to have both feet firmly planted on the ground, there are a few irrational individuals who have a craving to fly through the air like a bird. Most Flyboyz are Speed Freeks who just can't go fast enough while on land and so take to the sky for the exhilarating feeling of plunging groundwards at the speed of sound! They are generally considered to be quite, quite mad by the other Orks, but when the Fighta-Bommerz shoot down the enemy in a vicious dogfight, even the most die-hard Snakebite would have to admit that there is something very satisfying about raining death from above.

The Eldar

[Content from Armies Book page 58 to 59, and 60.]

The Eldar are the most ancient of the dominant races of the galaxy. Their civilisation spans countless millennia and their technology is the most sophisticated and evolved. However, they are a dwindling race, scattered through the galaxy on their massive Craftworlds, battling against the eternal threat of utter extinction.

In the dim past, the Eldar were a flourishing race. Their technology allowed them to reign over a significant portion of the galaxy, rivalling the size and strength of the Imperium. Their unique understanding of the warp allowed them to construct the galaxy-spanning Webway — a series of portals and warp-tunnels which connected worlds to worlds. It bound their society and allowed them to cross vast interstellar distances with ease.

But the success of the Eldar was also their downfall. With abundant resources and a lack of enemies, the Eldar life became dedicated to more cerebral pursuits. Art, literature and visual performances were studied in great depth, for the Eldar lifespan is many times longer than a human's. The Eldar psyche is given to extremes of emotion and they sought ever more pleasurable ways to pass their long years. The fall from enlightened existence to debauched hedonism was slow but inevitable.

As they slipped into the grip of ever more depraved activities, there were some amongst the Eldar who foresaw the coming doom. The Exodites, as they came to be known, left the Eldar worlds to start new lives on feral, untamed planets. There they could purge their souls of excess in a ceaseless battle against the environment, purifying themselves with the physical struggle for survival in harsh conditions.

As the Eldar descent continued, their excessive thoughts grew in the warp. Their constant search for even more pleasure was fuelled by the developing entity that would become the Chaos God Slaanesh, the Prince of Pleasure. As the foetal god grew in power, it fed off the extravagances of the Eldar and in return fuelled them with an ever greater desire for satisfaction. This vicious circle continued, with Slaanesh growing in power, yet not quite achieving the full consciousness of the other Chaos Gods.

Towards the end some of the Eldar suddenly saw the folly of their existence, and set to building massive world-ships called Craftworlds to escape from the Eldar Homeworlds, which had devolved into a myriad of exotic cults which battled with each other, indulging their every whim and fantasy in a nightmarish orgy of pleasure and violence. As the Craftworlds started their flight, Slaanesh awoke. With a birthing scream that crushed planets and wiped out stars, the new Chaos God was born. A psychic wave poured through the galaxy, eradicating everything it passed over, creating a massive flux around the Eldar Homeworlds. A vast area of space, thousands of light years across, was sucked into the warp by this psychic implosion, creating the immense Eye of Terror which is now the haven of billions of Chaos followers. The Craftworlds that had delayed their departure for too long were dragged into the warp to be devoured by the ravening hunger of the newly-born Slaanesh.

Now the surviving Eldar Craftworlds and the few Exodite planets are all that remains of the once vast Eldar domains. The Eldar themselves follow a strict path of study and learning, regulating themselves so that the excesses of the Fall will never be repeated. For all that they have fallen far from their original greatness, the Eldar civilisation is still a mighty force to be reckoned with. Their technology and psychic mastery is rivalled only by a few individuals. Within even the smallest Craftworld resides immense power, the remnants of a race that once controlled the stars themselves.

Forces of the Eldar

In some aspects of warfare, the Eldar have no rival. Their creation of the psychoplastic known as Wraithbone allows them to create sophisticated weapons and vehicles which resonate with their own psychic energy. Wraithbone can be used to house spirit stones, letting the souls of the dead interact with the systems connected to it. Thus many Eldar vehicles have their own sentience, a guiding conscience which can interact with its living crew. This gives Eldar machines a great deal of speed and manoeuvrability and with their mastery of anti-gravitic drives makes Eldar vehicles the fastest and most flexible in the galaxy.

The Eldar strengths lie in evasion and avoidance, preferring to strike at their enemies and then melt away before any retaliation. The Eldar cannot win wars of attrition, they are relatively few in numbers and must strike swift and hard before retiring to safety from where they can launch further attacks.

Related information

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Ulthwé the Damned

[Content from Armies Book page 59 to 60.]

All Eldar abhor Chaos and all that it represents and they reserve a particular dread for the creature they created, the deity Slaanesh. Each Eldar carries a spirit stone to trap his soul upon his death so that it may be kept safe from the Great Enemy. An Eldar soul that is left to be absorbed into the warp will be devoured by Slaanesh, for the Prince feeds off those who were its creators.

Of all the Craftworlds, Ulthwe is the most closely associated with Chaos. The Craftworld of the Damned lies in proximity to the Eye of Terror and must constantly guard against incursions from the immaterial realm. In terms of knowledge about the forces and manifestations of Chaos, Ulthwe is second only to the Black Library, a legendary repository of forbidden knowledge guarded by the Eldar Harlequins. In its constant battle against the dark armies of the Chaos Gods, Ulthwe has studied its foe for over ten millennia. However, by its very nature Chaos corrupts all that encounters it. To understand Chaos is to risk contamination by it, and the Farseers of Ulthwe must exercise caution in their studies lest they succumb as their ancestors did.

The Eldar's greatest strength is their mastery of the warp and it is also their greatest peril. Many Webway portals on Ulthwe are sealed by powerful runes and curses, for they lead to the Crone Worlds where the Eldar's dark brethren now worship the Chaos Gods. By their divinations and scrying the Farseers of Ulthwe tap into energies which stem from Chaos and their proximity to the Eye of Terror makes this more hazardous than for other Craftworlds. The other Eldar, and particularly the Exodites, do not wholly trust Ulthwe, constantly looking for the first telltale signs of corruption. However, the Eldar of Ulthwe are perhaps the best prepared to deal with the temptations of Chaos, as they constantly battle against their ancient foe.

The infinity matrix of Ulthwe, its guiding intelligence, is the most powerful of its kind with a vast knowledge and wisdom that spans thousands of generations. With its help, the Farseers of Ulthwe have averted many catastrophes that could have destroyed the Eldar in the future, intervening at critical stages to assure the continued survival of the race. Ulthwe remains the Eldar's greatest weapon against Chaos but if it should fail its loss will be their greatest woe.

Eldar infantry

[Content from Armies Book page 61 to 63.]

Guardians

Deep in the heart of every Craftworld is a sealed chamber. Inside, upon a smouldering throne, sits an Avatar of the Bloody-handed god — Kaela Mensha Khaine — a bloodthirsty embodiment of divine fury and ancient hatred. When the Eldar go to war, a psychic disturbance resonates through the wraithbone core, reverberating with the wakening of the Avatar. In a long ceremony the Avatar is brought to full life, sending a shattering surge of anger and hatred resounding through the Craftworld instilling the ancient thirst for blood into the Eldar Warriors. With the awakening of the Avatar, the Aspect Warriors and Guardians don their armour, perform their rites of sacrifice and prepare for war.

The Guardians make up the bulk of the Eldar's fighting forces and are drawn from the citizens of the Craftworld, for every Eldar is trained and ready to fight if need be. Squads are assembled from the populace and led by those who have trodden the Path of the Warrior and have past experience in battle. Equipped with shuriken catapults, they can unleash a hail of fire which scythes through the enemy. Guardian crews also man the floating support platforms which mount a devastating selection of weaponry, including Avatar small distort cannons and vibro-cannons as well as more standard armaments such as lascannon and heavy plasma guns.

Warriors who later tread the Path of the Seer are known as Warlocks and they are trained to use their psychic abilities in battle, hurling blasts of warp energy or protecting their forces with psychic shields and wards. The most powerful psykers are the Farseers who can use their runes to predict the future, able to direct the limited forces of the Eldar to where they are most needed. So few are the Eldar that when they go to war even the dead must fight alongside them. Spirit stones are taken from the Craftworld's infinity matrix and implanted in armoured shells known as Wraithguard. They carry the deadly but short-ranged wraithcannon which uses the energies of the warp to destroy their targets. Eldar Scouts are amongst the most skilled infiltrators and saboteurs in the Imperium. Their cameleoline cloaks conceal them from enemy fire while their needle rifles are deadly to almost any living creature.

Aspect Warriors

One of the disciplines the Eldar employ to control their heightened psyche is the Eldar Path. Each Eldar dedicates themselves to a particular area of expertise until they have totally mastered it, when they will move onto another. One of these is the Warrior Path, where the Eldar learn to control and use their negative emotions such as hatred and anger. Those on the Warrior Path are known as Aspect Warriors as each takes on a particular aspect of the war god Kaela Mensha Khaine.

There are many different Aspects but there are some that have shrines on almost every Craftworld. There are the devastating close combat specialists of the Striking Scorpions and Howling Banshees, while the heavily armed and armoured Dark Reapers, with their deadly missile launchers, prefer to unleash death from afar. Then there are the Swooping Hawks whose winged packs allow them to fly through the air with the grace of a bird, striking deep into the enemy army before withdrawing to strike somewhere else. Seen by some as the most sinister and deadly Aspect, the Warp Spiders use the Eldar's excellent knowledge of warp technology to warp themselves across the battlefield before tearing apart their foes with their horrifying death spinners.

Sometimes an Eldar will become trapped on a particular Path, unable to let go of their life to divert themselves to study another area. Those stuck on the Warrior Path are supreme fighters who have exceptional armour and wield ancient Eldar weapons. They are known as Exarchs and are regarded with a mixture of awe and fear by other Eldar.

Warriors of the Laughing God

One other of the Eldar gods survived the cataclysm of the Fall along with Kaela Mensha Khaine, the mysterious deity known as the Laughing God. The followers of this strange master are known as Harlequins and their role in Eldar society is not fully understood, even by the Eldar themselves. They perform tasks such as guarding the Webway and it is they who maintain the infamous Black Library which does not exist in the material realm but within the fabric of the Webway, where the secrets of Chaos can be found. What other roles they perform even the Eldar do not know, but their arrival at a Craftworld is an omen of change, though whether for good or bad only time tells. They certainly have their own reasons for fighting when they do, and do not share their secrets with other Eldar.

The Harlequins treat war as a performance, and don brightly coloured suits and everchanging holo-masks when they go to battle. They are fearsome shock troops whose great speed belies a strength and ferocity few can match. Amongst their ranks are those who possess even more deadly powers, such as the Death Jesters with their heavy shrieker cannon and the enigmatic Solitaires who live amongst the other Eldar for centuries before revealing their true selves. The Shadow Seers are potent psykers, rivalling the power of the Farseers while each Harlequin Troupe is led by the Great Harlequin, a vessel for the power of the Laughing God himself.

Vehicles — Swift Death

[Content from Armies Book page 64.]

Eldar vehicles follow the doctrine of speed combined with deadly firepower. Their Wraithbone hulls are resilient, but it is in their speed and anti-gravitic motors that their greatest strength lies. The standard grav tank of any War Host is the Falcon. Its turret and hull mounted weaponry can punch a hole through most armour and it has the capacity to transport a squad of Guardians or Aspect Warriors into the heart of conflict. The Wave Serpent is a more dedicated troop carrier which is surrounded by a shimmering energy field, warding off enemy attacks before it is pulsed forward to smash aside tanks and scatter infantry squads as a prelude to disgorging its cargo of warriors.

The Eldar take even more specialised vehicles to war, such as the Night Spinner which propels a cloud of lethal monofilament webs into the air. As they drift down the enemy must scatter lest they be caught in a mist of wires that slice through armour and flesh with equal ease. The Fire Prism's sophisticated cannon gathers energy through a massive crystal prism, which it focuses and unleashes in a series of devastating blasts that punches through the thickest armour and slays squads of enemy infantry. Sophisticated sensor and tracking arrays allow the Fire Prism to blast opposing flyers out of the sky, making it as great a threat for airborne foes as ground based troops.

Like other races, the Eldar also employ a variety of walkers, such as the Dreadnought which has no living crew but is instead controlled by a powerful spirit stone. The War Walker has a living crewman who is protected by a small power field. Its speed and two heavy weapons make it excellent at striking at the flanks of the enemy, constantly harassing the foe with punishing volleys of scatter laser fire and lascannon blasts.

The swiftest of the Eldar vehicles are the small but deadly Jetbikes. With their twin shuriken catapult or shuriken cannon they can cut down the foe in swathes. The larger Vyper mounts a powerful heavy weapon, giving Jetbike squadrons a powerful, long range punch against even the toughest foes. The speed of Jetbikes and Vypers allows them to foray deep into enemy territory, capturing objectives and threatening the rear of the opposing army.

Flyers — Rulers of the Sky

[Content from Armies Book page 65.]

With their unequalled grasp of anti-gravitic technology, it is unsurprising that Eldar aircraft are the most swift and agile to fly over the battlefields of the 41st millennium. The Night Wing is a deadly interceptor which can swoop on its prey in an instant, using batteries of lascannon to blast the enemy out of the skies. The psychosonic charges of the Phoenix bomber send out an almost unstoppable wave of energy that shatters the nervous system of living creatures and overloads electronic circuits of vehicles and war engines.

Lastly are the huge Vampire raiders. Favoured by Eldar pirates, these descend from orbit at many times the speed of sound, cleaving thorough the skies with the ease of a bird of prey. The Vampire carries squads of troops within its armoured hull which it can ferry into the hardest fighting or deploy deep behind the enemy army.

Eldar War engines

[Content from Armies Book page 65.]

Eldar war engines are unrivalled in their sophistication and technology. The huge machines of other races are crude and ungainly when compared to the smooth grace of the Engines of Vaul and the fluid, lifelike movements of Eldar Titans. They are unmatched in other ways too, using image-distorting holo-fields to misdirect enemy shots rather than void shields and power fields which attempt to shunt off enemy attacks with raw energy.

Related information

Eldar war engine data sheets 285

Chaos

[Content from Armies Book page 76.]

Chaos is the bane of the 41st millennium. The threat of Chaos concerns the High Lords of Terra, the Farseers of the Eldar and even the crude thoughts of Ork Warlords.

The horrifying forces that seethe through the warp are ready to pour forth without warning, bringing death and destruction to everything in their path. Chaos raiders reave forth from their twisted daemon worlds within the Eye of Chaos to bring carnage upon the hated Imperium of Man. Space hulks, brimming with monstrous Chaos beasts and the deranged supplicants of the dark gods, drift across the face of the galaxy at random, leaving ravaged corpse-worlds in their wake.

Chaos reigns eternal within the warp and one day the brave warriors battling the unnatural tide of filth and darkness must falter. Then the raging insanity of Chaos will triumph across the galaxy.

Related information

Armies of Chaos 288
Princes of Chaos 58

Warmaster Horus

[Content from Armies Book page 76 to 77.]

The ultimate triumph of Chaos almost came about at the dawn of the 31st millennium. The growing Imperium of humanity was plunged into devastating civil war when the Emperor's trusted Warmaster, foremost amongst the Space Marine Primarchs, Horus, turned his back on the Emperor and embraced the power of the Chaos Gods.

The first act of the Horus Heresy was the virus bombing of Istvaan III. Twelve billion lives were ended in an instant in response to a small insurgency. A small force of loyalists managed to escape and warn the Imperium even as the Warmaster planned his next assault. From that point on, the fate of the galaxy hung in the balance. If Horus were successful the might of the Imperium would be his to command and Chaos would spread through the galaxy annihilating all opposition and tainting everything it touched.

As the Heresy grew, Horus led his core of fanatical Space Marine Legions towards Terra and a confrontation with the Emperor. All attempts to halt the Warmaster's progress towards Earth were foiled, either by the merciless, brutal attacks of Horus' army or by betrayal from within the ranks of the defenders. Soon Horus' vast armada circled in orbit over the Imperial Palace and the minions of Chaos swarmed down to attack the Emperor and his last guardians. To most the battle for the Imperial Palace and the events that followed have passed into myth during the last 10,000 years, but for some the fires of hatred and vengeance from that day still burn.

While the Emperor's defences crumbled around him, one chance for victory presented itself. As the battle raged below, the shields on Horus' battle barge were lowered, perhaps so that the renegade Warmaster could watch the final destruction of his one-time friend and master. Whatever the reason, the Emperor immediately led an attack by teleporting into the heart of Horus' warship, bringing with him Sanguinius and Rogal Dorn, two of his most loyal Primarchs leading forces of their trusted Space Marines. The battle raged on board Horus' ship, and finally the Emperor and Horus, the two mightiest beings in the Imperium, clashed with each other. The battle was hard and long fought, but the Emperor triumphed in the end, immolating the Warmaster with his inconceivable psychic powers.

The wounds inflicted by Horus left the Emperor mortally wounded and for the last hundred centuries he has been confined to the Golden Throne, feeding upon the souls brought to him to sustain his mind while a city-sized support system keeps his dying body in stasis.

Following the death of Horus the Traitor Legions fled to the Chaos-tainted daemon worlds of the Eye of Terror, from where they still launch their raids of destruction to this day.

Black Crusades

[Content from Armies Book page 77.]

The threat of Chaos is ever present. Chaos Raiders constantly ravage the galaxy and the insidious worship of the Chaos gods spreads from world to world in a plague of false belief.

When the power of the warp waxes strong the forces of Chaos pour forth from the Eye of Terror in an unstoppable tide of horrors, swamping systems and eradicating entire planets. Each of these great Black Crusades is led by an immensely powerful Champion of Chaos or an immortal Daemon Prince who has spent centuries amassing his minions. These diabolic individuals, through subtle machinations and feats of martial prowess, manage to weld together the disparate forces of Chaos into a vast army.

Chaos Space Marine Warmasters, such as the infamous Abaddon, lead their diabolical hordes on destructive rampages through the Imperium, in what is known as the Long War — the everlasting battle that has raged since the Horus Heresy was finally crushed. Even the Orks and the Eldar do not escape the attentions of Chaos. The Eldar Craftworld of Ulthwé drifts near the Eye of Terror and constantly fights battles against the hit and run attacks of Chaos raiders. The Ork domains are often descended upon by marauding Chaos armies, and are either brutally crushed or decide to throw their lot in with the Chaos hosts.

The Black Crusades sweep through many worlds, varying in intensity from swift fleets of raiders to massive armadas that engulf whole sectors and subjugate billions of people. Chaos Cultists rise from their hidden temples to ally with their mighty masters and swell the ranks of the Chaos horde even further. The carnage and destruction creates a massive flux in the warp and daemons gather, ready to break through into the material universe, wreaking havoc and terror to further their gods' aims.

The Imperium maintains a constant guard against the Black Crusades, particularly around the Cadian Gate where the armadas of Chaos must navigate the permanent warp storms around the Eye of Terror to assail the Imperium. The Imperium has fought hundreds of wars around the Gate, the forces of Mankind striving to check the advancing Chaos armies before they can break through into the more heavily populated systems further from the Eye of Terror.

Forces of Darkness

[Content from Armies Book page 77.]

There are a myriad minions of Chaos, some more powerful than others. When a Black Crusade erupts from the Eye of Terror, it may encompass followers of only one Chaos God or be an unholy alliance forged by many disparate troops with a common goal — the destruction of everything that opposes them. Wild, untrained Beastmen run before the brightly decorated Noise Marines. The sinister banners of the Black Legion flutter alongside the ragged pennants of Chaos Cultists. The hideous gibbering and moans of Nurgle's daemons are drowned out by the wrathful bellowing and war cries of the Khorne Bloodthirsters and the baying of Fleshhounds.

Chaos infantry

[Content from Armies Book page 78 to 80.]

Chaos Space Marines

The core of most Black Crusades are the Chaos Space Marine Legions. Many of these warriors fought in the Horus Heresy itself — twisted fighters who, through their unnatural existence in the Eye of Terror, have continued to vent their ancient hatred of the Imperium for over ten thousand years. They are the pinnacle of genetic engineering combined with the terrifying power of Chaos — supreme warriors who are the bane of their foes. Amongst the ranks of the Chaos Space Marines there are some whose powers are even greater. The Khorne Berzerkers have a thirst for battle which can only be quenched by the most bloody of combats. They are always at the forefront of the battle, hurling themselves in hand-to-hand combat with whatever foe they can reach. Conversely, the Noise Marines of Slaanesh favour weapons of immense destruction, like the Blastmaster and Doom Siren. They shatter their foes from afar, tearing apart troops and vehicles with blasts of sonic energy.

Chaos Space Marine Warmasters are Champions of Chaos who have risen amongst their peers to command vast armies. Not only are they magnificent warriors, able to ruthlessly crush all opposition, but also their centuries, even millennia, of experience make them excellent strategic and tactical commanders. This applies to the lesser ranks of Chaos Champions as well: many are Company Captains and other powerful heroes who have fought their way to positions of power since the Horus Heresy. Perhaps most frightening of all are the Tzeentch Sorcerers, who are not only excellent warriors, but also wield the tremendous psychic powers granted to them by the Chaos God Tzeentch who is known as the Great Sorcerer. They use their unearthly powers to annihilate their foes with psychic blasts and to ward away the attacks of the enemy with psychic shields and mind controlling abilities.

Daemons

Daemons are the true Children of Chaos. They are born from the raw power of Chaos and their form is shaped by its merest whim. The daemons of Khorne the Blood God are warlike, vicious creatures whose only wish is to hack and tear at the enemy with their deadly claws and razor-sharp fangs. The Daemonettes of Slaanesh, the Prince of Pleasure, are wholly different. They are sensuous creatures who revel in every experience of the flesh; hell-born abominations whose trilling laughter and sweet whispers echo through their foes' minds even as their massive claws rip them apart. Daemons are not physical, mortal beings in any sense. They are powerful adversaries, able to shrug off all kinds of damage and wounds that would crush lesser creatures. They are immune to all earthly toxins and poisons and their utterly alien bodies can simply ignore many weapons which would sear, burn, crush and maim mortal beings.

Some mighty Champions of Chaos are granted the gift of daemonhood by their dark masters, such as N'Kari and Doombreed who fought alongside Horus during the Emperor's attack on his battle barge. These Daemon Princes are mighty individuals, whose powers accumulate through aeons of bloodshed and worship. Some have wings and can skim across the battlefield blasting away with their psychic powers. Other are tremendous beasts, ripping apart their enemies with enormous fangs and tusks, gouging armour plates with mace-like tails and horns like scimitars. The mightiest of these creatures lead armies, ruling over their personal Daemonic legion.

Chaos Cultists

Even where the Imperial Cult is rigidly adhered to, there are some who are swayed by the power of Chaos. Secret cabals spring up even as the Inquisition ruthlessly purges sects and hidden organisations on hundreds of other worlds. Led by their Demagogue and his secret coven of manipulators, assassins and iconoclasts, a Chaos cult slowly grows in power, infiltrating every strata of society, from soldiers to factory workers, clerks to high ranking officials.

When the time is right, these insidious groups rise up in bloody revolt, attempting to oust the rightful rulers of the planet and throw their world at the feet of the Chaos Gods. Cultists perform secret rites in the heart of the Emperor's domain, summoning hideous daemons to aid them in their insane quest for domination. Many are discovered and swiftly executed by the Adeptus Arbites and Inquisition, but there are always others willing to trade their soul for the alluring promises of power and immortality.

Chaos cults offer sanctuary to the twisted Beastmen of Chaos. These individuals are tainted by the Dark Gods, not wholly man nor animal but an unnatural hybrid of the two. These foul creatures hide out in the most loathsome places, hoping to avoid the purges of zealous Imperial servants while they muster their strength to strike at those who would hunt them down. When a Chaos cult emerges into the light, the Beastmen creep from their noisome dens in ever greater numbers, swelling the strength of the cults even more.

Chaos vehicles

[Content from Armies Book page 80 to 81.]

Like their loyalist counterparts, the Chaos Space Marine Legions employ many types of vehicles and war machines. However, their vehicles are often twisted mockeries of those employed by the Emperor's troops. Their crews become melded with their machine as living components which can never leave. Their hulls are bedecked with the icons and banners of their Chaos masters and even the structure of the tank may be warped so that they sprout horns, fanged maws, whirling blades and scythes.

Daemon engines

Not all daemons gain a physical form when they enter the material realm. Some of them can only manifest themselves as spirits, entities capable of possessing a mind or inhabiting a machine. The ancient artificers of the Chaos Legions toil long and hard to create massive engines of destruction for these creatures to inhabit, mighty machines which are built out of adamantium and steel by millions of slaves. When the Black Crusade emerges from the Eye of Terror, rituals are performed to open the way for daemonic spirits to possess these machines, turning each vehicle into a living entity with a will of its own. The followers of the different Chaos Gods mould their creations according to their individual aims, the character of their masters and their own aesthetic values. Thus the Daemon Engines of Khorne bristle with crude cannon, snapping blades, saw-like close combat weapons and other lethal appendages. Khorne's followers are the most lethal inventors of Daemon Engines, building the awe-inspiring Brass Scorpions, Blood Reapers, Towers of Skulls, Cauldrons of Blood and the mighty Deathdealers.

The Daemon Engines of Nurgle, known fondly as Contagions by the god's worshippers, are even cruder, bearing huge catapults which sling noxious volleys of plague-encrusted offal at the foe. In total contrast are the sleek Hell-Scourges and Hell-Knights of Slaanesh. These graceful machines lope across the battlefield, striding into the heart of the opposing army before unleashing a devastating volley of fire from their cannon. Even more unlike Nurgle are the swift Firelord and Doomwing flyers of Tzeentch, their warp engines pushing them through the skies with a terrifying roar, as they drop their payload of warpfire and plasma on the helpless prey below. Behind them the Silver Towers drift over the heads of their allies, belching a relentless rain of sorcerous fire down upon the foe.

Chaos artillery

[Content from Armies Book page 81.]

Although the troops in a Chaos army generally excel at close quarter fighting, there is still a need for long range weapons of destruction. Commanders of the Iron Warriors Legion in particular favour massive siege guns like the Cannon of Khorne, while there are few troops who can withstand continual bombardment by the quad mortars of a Khorne Doomblaster.

Hive Fleet Kraken

[Content from Armies Book page 95.]

The Imperium now faces its greatest threat since the Horus Heresy. It comes from another galaxy, drifting across the cold void between stars in pursuit of its ancient need — the horrifying Hive Fleet of the Tyranids. These creatures hunger after fresh genetic material to fuel their race, an ever-driving battle for survival and evolution that even now is slowly grinding through the Eastern Fringe of the Imperium, attacking, assimilating and stripping whole worlds in an everlasting conquest.

The Tyranids need this genetic material to evolve their technology. They do not use standard machines and equipment, instead every tool, every weapon and every member of their race is genetically engineered to perform a specific task, whether this is the awesome Tyranid Warriors or bacteria bred to cleanse the insides of a Hive Ship's internal organs. For unknown millennia the Tyranids have consumed everything in their path until their whole race has emerged as the ultimate predator, a being that devours worlds, star systems and possibly whole galaxies. The threat of the Tyranids is so alien, so utterly apocalyptic that nobody is safe, whether they are human, Ork, Eldar or any other race. The Tyranids make no distinctions, they have no loyalties, they unthinkingly destroy and absorb anything that they come across and while they endure every race in the galaxy must battle to prevent its own extinction.

Related information

Hive Fleet army list 308

The Hive Mind

[Content from Armies Book page 95 to 96.]

Each organism within the Tyranid Hive Fleet is a living being, with its own consciousness. This may be as crude as a virus' need to reproduce itself or as complex as a fully developed sentient warrior's, with its own instincts, reactions and interpretations. Each of these untold billions of minds form one massive sentience known as the Hive Mind. It links each Tyranid creature, binds and runs their society, yet it is far more than the sum of its parts.

The super consciousness of the Hive Mind is totally alien, it may not "think" in the same way a man might, and it is doubtful if it is even aware of minor details which confront the Hive Fleet. However, it does seem to be able to focus on particular individuals and groups, and from its vast depths stem the Tyranids' psychic powers.

Where there is a large force of Tyranids, the Hive Mind's presence is strong and the single directive of the Hive Mind will over-rule the individual instincts of the creatures that are fighting. However, the link with the Hive Mind is destroyed by the death of its synapses, powerful creatures like Hive Tyrants, Dominatrix and Tyranid Warriors. With the synapses gone the other organisms will revert to their instinctive behaviour to expand, reproduce and slay without motive or direction.

The magnitude of the Hive Mind's power can only be guessed at, dwarfing the ancient wisdom of an Eldar Craftworld's infinity circuit and rivalling that of the Chaos Gods. As the Hive Fleet approaches, all warp travel in the area is rendered extremely hazardous and psychic communication by Astropaths is all but impossible. This psychic void is known as the Shadow in the Warp, a suitable guardian for a race known as the Great Devourer.

The Battle for Ichar IV

[Content from Armies Book page 96.]

Ichar IV is one of the principal hive worlds of the Ultima Segmentum. Its massive manufactories and mines contribute hugely to the Imperium's defence and so it was with considerable alarm that the Imperium's military commanders realised that one tendril-like swarm of Hive Fleet Kraken was heading straight for the planet. However, worse was to come. An insidious Genestealer cult attempted to overthrow the governor of Ichar IV in a bloody rebellion and it was only when Space Marines of the Ultramarines Chapter were brought in to quell the insurgency that order was restored. However, the revolt had been costly, damaging many factories and weakening the already over-stretched defenders. And still Kraken came on, intent on devouring everything in its path, including Ichar IV.

Every available force was rushed to the planet, arriving even as the first Hive Ships began entering the Ichar system. The Eldar, particularly from Iyanden Craftworld which had already fought off another swarm, sent warriors to aid their Imperial allies against the menace of the Great Devourer. The first assault waves poured towards the Adeptus Mechanicus facility called Nemesis, while other attacks were directed at the outlying hives of Diel, Oceanos and Babylon. At Nemesis, the Imperial and Eldar forces were led by Marneus Calgar who, with the aid of the valiant Admiral Rath, had defeated the earlier threat of Hive Fleet Behemoth at the Battle of Macragge.

The Eldar held the Granikus River which protected the southern approaches to Nemesis, while the Ultramarines and Imperial Guard stood watch over the hive itself. The first terrifying assault was horrendous to behold, as thousands upon thousands of Tyranid creatures, many of them new genotypes never before encountered, poured from the orbiting Hive Ships in mycetic spores. The Eldar held the Granikus crossing, but were almost wiped out doing so, assailed by monstrous Carnifexes and Genestealers. Meanwhile, the sheer volume of Tyranids attacking from the north almost overwhelmed the Space Marines under Calgar's direct command, yet somehow the Tyranids were held back allowing the Ultramarines enough time to regroup and form a second defensive perimeter which held against the oncoming swarm. Only the Imperial Guard fared well, using their massive cannons to blast apart the Tyranids across the open terrain of the ash wastes, staining the grey slopes with the purplish blood of the Tyranids.

With their initial attack halted, the remaining Tyranids plummeted to Ichar IV, attacking the other hives. The space port of Midas managed to stem the flow of the attacking beasts, while the western hive of Cambria was almost overrun. There was bitter fighting across all three continents, yet somehow the Tyranids were held at bay, at a great cost to human and Eldar lives. After the sudden devastating assault had dissipated, the influence of the Hive Mind was weakened and hunt and destroy operations were begun, seeking out nests of Tyranid creatures surviving on their instincts in the wilds. Ichar IV had been saved, but nearly a billion lives had been ended during the conflict. And only one swarm from the vast entity that is the Kraken was stopped. In the chilling vacuum of space, who can tell how many more swarms lurk in the darkness, ready to pour forth their terrifying warriors in its everlasting thirst for the living...

Tyranid infantry

[Content from Armies Book page 98 to 99.]

Tyranid Warriors

The most numerous Hive Mind synapses are the Tyranid Warriors. These six-limbed creatures stand over twice the height of a man. They have vicious, sword-like claws to rip apart foes in close combat, as well as more manipulative limbs with which they wield devastating weapons such as the barbed strangler, venom cannon and deathspitter. The Tyranid Warriors form the core of almost every Tyranid swarm, using their powerful Hive Mind presence to guide the creatures around them.

Towering over even the Tyranid Warriors are the Hive Tyrants. 11 is speculated that these are a further evolution of Tyranid Warriors, as they share the same six-limbed characteristics. However, Hive Tyrants, as well as being horrendous foes both at range and in close combat, are also powerful psykers. They are able to tap into the vast energies of the Hive Mind to terrorise their foes and shrivel the minds of enemy psykers. Another evolution of the Tyranid Warrior gene-strand is the Zoanthrope. These creatures are not much more than physical vessels for the immense psychic powers of the Hive Mind. Though a powerful hand-to-hand opponent, the Zoanthrope mainly relies on its ravening Warp Blasts to eradicate the foe, while its psychic field protects it from the enemies' attacks.

Even more hulking and monstrous are the huge Carnifexes. With their four massive scythe-like claws, Carnifexes can tear apart tanks and sweep through whole units of the enemy. They can also spit forth balls of bio-plasma which explode with devastating effect, blasting vehicles and searing troops. Slightly smaller, but no less deadly, are the Lictors. They are the ultimate hunters, able to guide swarms to their prey using a scent trail of pheromones. Their vicious flesh hooks lash out to seize their prey before dragging them into the deadly embrace of their mantis-like claws. Their skin is covered in chameleonic scales, which shifts and changes colour to provide an effective camouflage wherever the Lictor may be hiding.

One of the Tyranids' most devastating creations are the insidious Genestealers. On the battlefield these swift, clawarmed creatures are used as shock troops, leaping into the heart of the enemy where they can cut down their foe with their razor-sharp fangs and talons. They are also used to infiltrate entire civilisations, using an ovipositor to implant their genetic material into an unwitting host. The unfortunate victim will shortly give birth to a Genestealer, frequently hybridised with characteristics of the host.

The Hybrid has a hypnotic protection that prevents the parent from killing it out of hand, and it in turn will impregnate other victims, until a flourishing cult is born. Genestealer cults gnaw away at the heart of society, infiltrating the military and other positions of power. When the Hive Fleet approaches the cult emits a psychic beacon drawing the Tyranids to their world. Meanwhile, the cult openly attacks the defenders, leaving them weakened for the final Tyranid assault, during which the cult will be subsumed into the fleet and the Hive Mind once again.

The Biovore is highly specialised, even within the ranks of the Tyranids. Inside its bloated carapace, it nurtures its symbiotic Spore Mines, which feed off nutrients provided by the Biovore. In battle the Biovore vomits forth clouds of Spore Mines which drift down onto the enemy, moving along in the breeze until they detect a non-Tyranid lifeform. Then they explode, shredding the target with shrapnel-like chitin debris, as well as causing massive disruption with a shower of alkalines, viruses and acido-compounds. Few troops are brave enough to advance in the face of such a horrifying death.

Termagant gene-strand

One of the most prolific Tyranid genotypes is the Termagant. These creatures form vast broods within the Tyranid swarm, and their particular evolution has been adapted in a number of ways to create distinct sub-species. The basic Termagant is six-limbed like most Tyranid infantry, carrying a variety of symbiotic weapons such as the fleshborer and spike rifle. They are fast and have sharp claws and teeth, and are covered by a chitinous shell which affords them some protection. In battle, their massed broods charge forwards, cutting down the enemy with deadly fire before swarming over the survivors, finishing them off with a final assault.

The Hormagaunt is a more refined close combat beast, sporting elongated claws and powerful legs which allow it to bound across the ground at tremendous speeds. They are terrifyingly fast, able to cover a long distance in a few powerful leaps, spearing their foes with their claws and gnawing at flesh and bones with their razor-sharp fangs.

Tyranid vehicles — living tanks

[Content from Armies Book page 100.]

As well as vaguely human-sized warriors, the Tyranids also breed immense creatures to fulfil the role of tanks. They have highly evolved symbiotic weaponry, which may consist of three or four different species created to perfectly interact with each other (with devastating and often explosive effect). For example the spine of an Exocrine sprouts a massive bio-cannon, which is powered by the muscular contraction of the head frill. This enables the Exocrine to hurl a lethal chitin projectile long distances, smashing apart the enemy even as the close combat Tyranid constructs close in for the kill. The Dactylis also uses similar muscular specialisation. Its forelimbs are designed to bend back to grasp the parasitic ammunition pods that feed off glands in its back. The tension is then explosively released and the arms snap forwards with a distinctive cracking noise, hurling their deadly charges far into the enemy.

In marked contrast to the long range firepower of the Dactylis and Exocrine are the Assault Spawn. This category includes several creatures logged by the Magos Biologis, including Malefactors, Haruspex and Trygons. These creatures have short ranged bio-weaponry which they use to scythe through the enemy before they close in with massive claws and tank-sized mandibles to rip the enemy apart. Most Assault Spawn can also carry troops in internal cavities, or with modified skin and scales that allow other Tyranid creatures to cling onto them as they move. Assault Spawn are excellent linebreakers, smashing into the enemy to disgorge a swarm of malignant Tyranid horrors.

Tyranid flyers

[Content from Armies Book page 100.]

Harridans & Gargoyles

A massive shadow passes across the sun, leaving the battlefield in darkness. High in the air, immense creatures soar on the warm thermals of battle, waiting for the moment to swoop down on their hapless foes and rake them with bio-cannon fire and toxic spore clouds. The Tyranid Harridans are amongst the largest flying creatures in the galaxy, dwarfing the fighters and bombers of most other races. Their bellies seem to constantly writhe and it is only when they start sweeping down that enemy troops see the broods of hideous Gargoyles clustered to the Harridans' horny skins. These creatures are also modified from the Termagant gene-strand, with their upper limbs melding with their maws to produce vicious flamespurt weapons. Their lower limbs are all but atrophied and their leathery wings allow them to glide and fly with ease.

Tyranid war engines

[Content from Armies Book page 101. Moved the actual rules elements to the army list.]

Tyranid war engines are monstrous composite creatures, the size of buildings. The unique anatomy of the Hierodule and Hierophant bio-Titans allows them to clamber over buildings, wade through rivers and trample across forests with ease.

The Tyranid Dominatrix is one of the most potent psykers of the 41st millennium. They are able to unleash massive bursts of ravening warp power to smash their foes and they are surrounded by a flickering aura of energy which can deflect the most lethal attacks.

Related information

Tyranid war engine data sheets 317

Magazines

More on the Imperium

Supreme Warriors

[Content from Firepower #2 page 4 to 12. (And White Dwarf #210 page 32 to 39.)]

Amongst the armies of the Imperium, the Space Marines of the Adeptus Astartes form an elite fighting force. There are roughly a thousand Chapters of Space Marines spread through the Imperium, each with its own particular style of organisation and fighting. The majority of Chapters adhere quite closely to the doctrines of the Codex Astartes, an immense tome of organisational, strategic and tactical information which was written after the Horus Heresy by Roboute Guilliman, Primarch of the Ultramarines. The knowledge within its many volumes form the basis of the Ultramarines Chapter and their successors, while many other Chapters, such as the Dark Angels and Blood Angels, vary from its text in only minor ways. There a few completely unorthodox Chapters, foremost among them being the Space Wolves, whose organisation and style of war bear no resemblance to the Codex Astartes.

Each of these Chapters is fiercely proud of its heritage and will defend its traditions against all arguments. A Space Marine Chapter's organisation, battle tactics, uniforms, banners and all other aspects will reflect the character of its leaders, founding planet (or planets) and Primarch. Even events within the Chapter's history will continue to have a lasting effect. For example, in one particular battle, warriors from the Dark Angels Deathwing (the first company of Terminators) saved one of the Chapter's founding worlds from a Genestealer cult. Following the rituals of their home, the Space Marines repainted their green armour white, which is their colour of death, and did battle with the Genestealers. From that point on the Deathwing has always worn white armour, in homage to the sacrifice of the brave warriors who died many millennia ago.

Fielding the army

For extra information concerning the background and organisation of the many Space Marine Chapters, you can look at the range of *Warhammer 40,000* Codex books. Codex Ultramarines details the organisation of the Ultramarines Chapter itself, and many of the other Chapters that were raised in subsequent foundings using the gene-seed of Roboute Guilliman, the Ultramarines Primarch. Details of the Dark Angels and Blood Angels Chapters (and their successors) can be found in Codex Angels of Death, while the Space Wolves also have their own book.

White Dwarf also regularly runs articles on the Space Marines, and we hope to give more information on other Chapters in the future (particularly the Imperial Fists, White Scars and other remaining First Founding Chapters). Not only do all these sources provide information for some of the better known Chapters, but they will also spark off ideas for you to invent your own.

Most of these forces can be represented within the existing Army of the Imperium list, as I'll show. The list has enough flexibility to allow a wide variety of different formations and detachments, which can be used to emphasise the character and temperament of the Chapter you are fielding. As well as just choosing your army and detachments in an imaginative manner, you can take your army one or two stages further. Firstly, you can invent new detachment lists to choose from, restricting certain troops and allowing a greater choice or numbers of others. Secondly, you can invent totally new troops, whether from the ground up with their own profile or, more straightforwardly, by inventing a new special rule or using the existing specialist abilities and upgrades in a new way.

Battle organisation

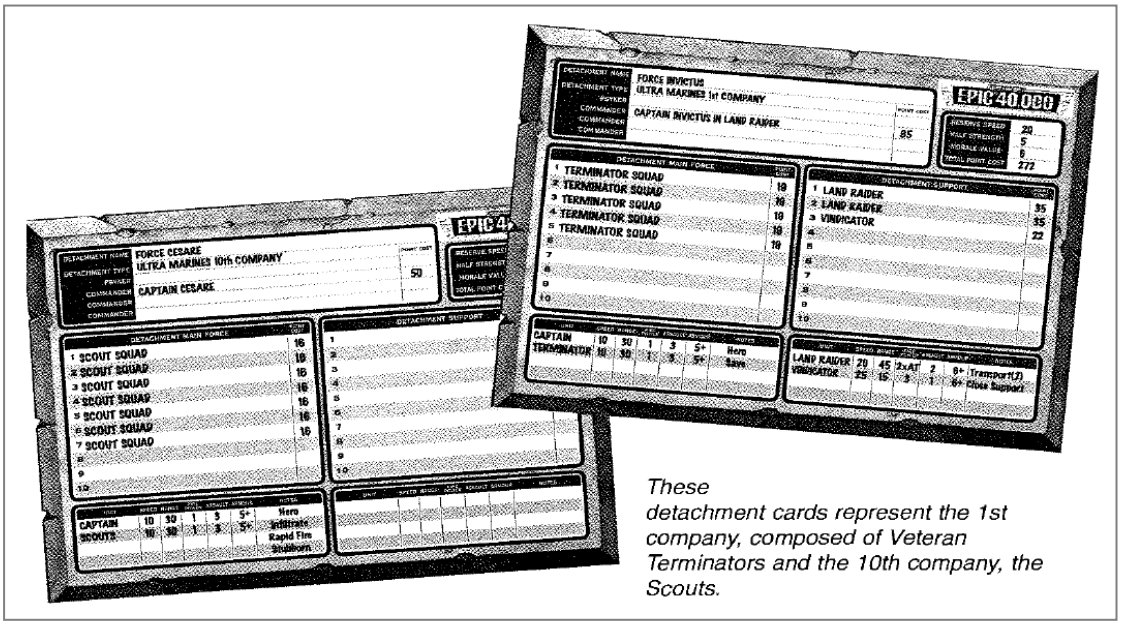
As well as the character of the Chapter itself, most Space Marine armies have their own individual style and tactics. Depending on the nature of the campaign, warriors from different Companies will be sent to fight. If the Space Marines are responding quickly to a request for help, they will despatch their fastest strike cruisers laden with Thunderhawks, drop pods and fast attack troops such as Bikes, Land Speeders and Assault squads. Once these troops have established themselves in the war zone (sometimes just a single hive city or settlement, but also whole continents, planets or star systems) the heavier firepower will be brought in. Tactical squads, Devastators and tanks will be moved to the conflict, boosting the strength of the Space Marines even as the first elements of the Chapter attack the enemy and attempt to sever their lines of supply, breaking up their battle lines and destroying their reinforcements.

Your Space Marine force could reflect this at any stage of its development, and all you have to do is choose the troops from the lists which fit this character. Whether you want to fight a lightning strike, a steady implacable advance, or opt for a more static defence, the Army of the Imperium allows you to choose what you need.

The First and Tenth

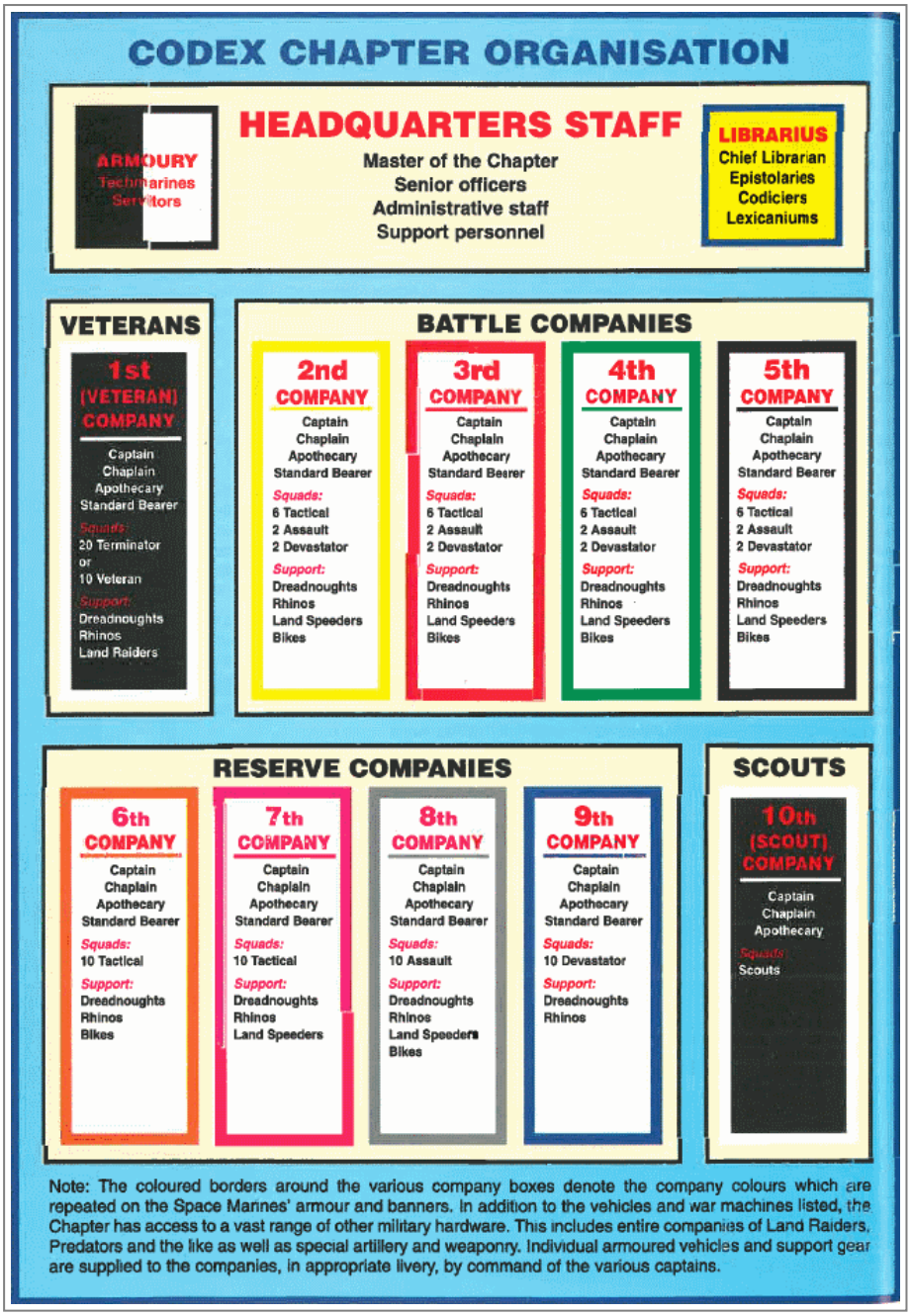
A Codex Chapter (one which follows the Codex Astartes closely) comprises ten companies, each of which is made up of a variety of squads depending on the Company. For example, the fourth Company of the Ultramarines is a Battle Company, comprising 6 Tactical squads, 2 Assault squads and 2 Devastator squads, with attendant support vehicles in the form of Rhinos, Dreadnoughts, Land Speeders and Bikes. The Company is an organisational unit though, and on the battlefield most Companies are usually split into smaller detachments, and often combine with elements of other Companies to fulfil their role on the battlefield. Each Chapter also maintains its own armoury and has a pool of Vindicators, Predators, Land Raiders and other support vehicles which are assigned to squads on a battle by battle basis.

The first Company of a Codex Chapter is the Veteran Company, from which the much feared Terminators are drawn. If you want to field a first Company detachment in your *Epic 40,000* army, it's a simple matter to use the lists to represent this. In terms of the detachment's Main Force you should limit yourself to choosing Terminator squads, with mainly Land Raiders as support, and some standard Tactical squads to represent the Veterans in power armour. In contrast, the Tenth Company would comprise Scouts (since the 10th Company is the Scout Company) with any support units drawn in from other elements of the Chapter. There's a sample detachment card for each of these below.



These detachment cards represent the 1st company, composed of Veteran Terminators and the 10th company, the Scouts.

The army lists for Space Marine detachments in *Epic 40,000* are for those Chapters that adhere to the Codex Astartes, the massive tome which describes the strict rules for the organisation, tactics and doctrines of a Space Marine Chapter. Whilst most adhere to its teachings there are some that do not.



Other Chapters

Although the majority of Chapters follow the strictures of the Codex Astartes quite closely there are some whose organisation and tactics vary wildly from its doctrines. Some, such as the Space Wolves, have strong traditions from their home planet and Primarch which they revere above the teachings of others. Other Chapters have suffered from horrendous battle losses, such as the Scythes of the Emperor who faced the initial onslaught of Tyranid Hive Fleet Kraken. More still are isolated from the Imperium, out on the Eastern Fringe on millennia-long crusades or cut off by warp storms for centuries, and are forced to adapt and change to survive.

Many of these can be represented with the standard Army of the Imperium lists. All you have to do is impose some restrictions on what troops you take and therefore build more characterful detachments. For example, if you wanted your Army to include Space Marines from the Ultramarines Chapter shortly after the Battle of Macragge (during which the First Company was wiped out) you could include a disproportionately large number of Scout squads and hardly any Terminator squads (or maybe even none).

Similarly, you can vary the lists slightly to allow a greater or lesser amount of flexibility. Let's say you've invented your very own Chapter, let's call them ... erm ... the erm ... (takes a quick look at Ian's list of names in issue 197), ah, the War Lions. Right, you've decided the War Lions are pretty Codex apart from the fact that one of their founding planets is also a Forge World of the Adeptus Mechanicus (strange, but possible). So the War Lions like to have lots of tanks and their greater access to the Tech-Priests' technology means they can maintain a large number of Dreadnoughts in comparison to other Chapters.

With me so far? Right. So, one of the things you might like to do is allow the Chapter Master to have a Dreadnought bodyguard, instead of Space Marines. Also, you could allow the War Lions to field Dreadnoughts in a Space Marine detachment as main force units, rather than in support. Although you can already incorporate the Space Marines and Dreadnoughts in the same detachment, taking Dreadnoughts as main force units leaves more space for other support such as Land Raiders and Whirlwinds. With even this simple change, the character of the Chapter is already evident.

All of this is possible without having to write a single new rule. It is simply manipulating the detachment army lists in the desired way. Of course, if you're going to do anything even slightly wacky you'll have to sort this out with your opponent first. Remember that you're not creating a Chapter to make an unbeatable army, but to provide your own troops with extra character and personalisation. Being able to field a force which is uniquely yours is very rewarding and can lead onto all sorts of ideas for scenarios and campaigns.

Getting more extreme

All I've talked about so far is manipulating the organisation of the detachment lists to achieve a desired result. In many cases this may well be all you need to do. However, one thing that can make a Chapter really stand out is having a detachment or troop type which is uniquely theirs. For example, the Dark Angels have the highly skilled Ravenwing, the Blood Angels have their frenzied Death Company and the Space Wolves squad organisation is wholly different to any other Chapter.

In this article you will see various new detachments which you can include in your Army of the Imperium. Although they have undergone slightly more drastic changes than the ones I've talked about so far, they are still pretty straightforward. As well as altering the composition of the detachments, I've added a simple special rule which further emphasises their character. For the Space Wolves, White Scars and Ravenwing this is a completely new rule, but for the Death Company I've simply used some of the special abilities that already exist, namely *Assault*, *Save* and *Rampage*. You will also notice that their organisation, such as access to Support units, has been changed from normal too. You will find that even these fairly minor tweaks strongly influence their role and effect on the battlefield, enabling you to create specific detachments fairly easily.

Adding a special rule to certain troops, or for the detachment overall, is by far the best method for creating specialised troops. Epic has great scope for this kind of individual characterisation. There's no reason why you should limit yourself to whole detachments either. For example, you may like to have Commander Dante, Chapter Master of the Blood Angels, with his jump pack and Veteran Assault squad bodyguard. You can look at existing options and upgrades for an idea of any change in the points cost needed, and this shouldn't normally be more than two or three points per unit. Changes which are worth more than this should be given some serious consideration first.

You can take a look at the detachment lists I've devised for the Blood Angels Death Company and the Dark Angels Ravenwing. Both of these are specific to their own Chapters and show how you can make a Chapter even more individual with a few simple additions or minor adjustments. Anyway, that's just a few ideas for you to ponder over. Remember, there's no harm in experimenting if you want to. After all, it's your army and as long as your opponent agrees it's up to you what you want to do with it.

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The Adeptus Mechanicus

[Content from Firepower #1 page 5 to 6.]

Continuing our look at the armies that didn't make it into the Epic 40,000 boxed set, this issue Gav presents the definitive rules for the mighty Adeptus Mechanicus.

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

Infantry

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

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

Robots

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

Vehicles

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

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Warriors of Justice

[Content from Firepower #1 page 16 to 19.]

Adeptus Arbites in *Epic 40,000* by Mike Headden

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

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

Innocence is No Excuse

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

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

Infantry

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

They do not have, as standard, the heavy weapons squads that provide much of the firepower for the Imperial Guard, but make up for that with the range of grenades that are available: Hallucinogens, Haywire, Photon Flash and the like which serve to distract and disrupt the enemy. This is because so many of their foes are deluded or easily led rather than being direct enemies of the Imperium. After all, it is much better subduing the brainwashed population of a protagonist and traitorous Planetary Governor, executing the leaders and re-educating the masses, than virus-bombing the planet and wasting a valuable resource (people and industry!).

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

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

Vehicles

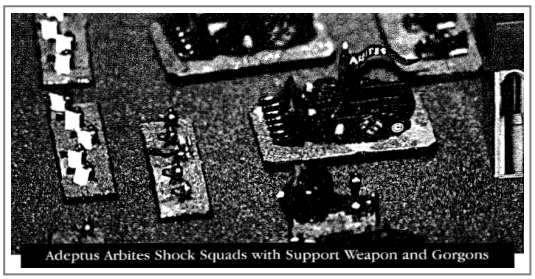
The Adeptus Arbites employ comparatively few vehicles and those they have are primarily transport vehicles. The Adeptus Arbites do not use either the Chimera or the Rhino but have instead their own form of transport, the Gorgon. Armed with a turret-mounted, short-barrelled cannon with grenade dischargers on either side of the passenger compartment. They are used to 'soften up' opponents before the Arbites close with them. The peculiar design of these vehicles leaves them open topped, which albeit allows indirect enemy fire to affect the passengers, allows the Arbites to fire out of the vehicle whilst it is moving and therefore bring more firepower to bear.

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

Fielding Adeptus Arbites in *Epic 40,000*

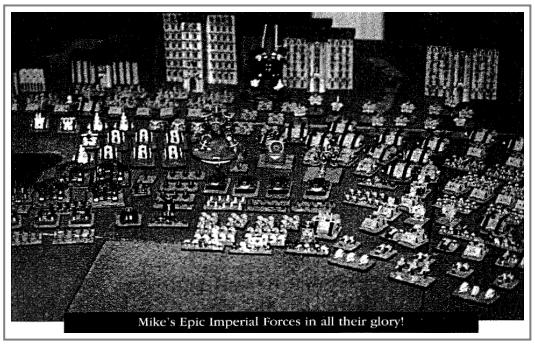
I have converted my Arbites from the old Epic Imperial Guard figures. Some had their lasguns shortened to represent bolters and others had a scrap of paper 2.5mm x 5mm glued to their left arms as a suppression shield and had their lasguns trimmed down to a tube with a slightly fatter cylinder at the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

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



Adeptus Arbites Shock Squads with Support Weapon and Gorgons

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



Mike's Epic Imperial Forces in all their glory!

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

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

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

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

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Penal Legions

[Content from Firepower #3 page 78.]

The Penal Legions are the very dregs of the Imperium's fighting forces. When an individual is found guilty of a crime, such as disobeying orders, cowardice, thieving, murder, blasphemy etc, they are usually sent to a Penal Legion. This can also be the fate of entire Imperial Guard regiments that are deemed to have failed badly, they are turned en masse into Penal Legions. Penal regiments can also be raised from penal colonies and prison planets and transported to a war zone.

The Penatante Prefect is the Judges and Arbitrators who command the detachment. Each Penal Squad is accompanied by an Arbitrator to keep unruly troops in line and has the power to execute any that refuse orders.

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Variants of the Leman Russ tank

[Content from Epic 40,000 #2 page 14 and Epic 40,000 #5 page 17.]

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

Although over 90% of Leman Russ in service are the standard model, or the standard model with very minor local variations, there are dozens of significantly different variants also in service. Some of these are extremely rare. Only one working prototype of the Leman Russ Arachnos variant, which replaced the tracks with eight robotic legs, is known to exist, and other variants are equally as rare. However, some of the more successful variants have become well established over the millennia, and are now a standard part of the inventory of most Imperial Guard armies. Amongst these by far the most popular are a triumvirate of designs, called the Leman Russ Vanquisher, Leman Russ Executioner, and Leman Russ Conqueror.

There are many different versions of the standard Leman Russ battle tank, some are built by the Adeptus Mechanicus, others are field conversions built for a specific task by commanders in dire need. Some designs are more common than others, the Leman Russ Demolisher is used by most Imperial Guard armies. The Destroyer is a rarer vehicle and few Forgeworlds now build them. Many other variations on the Leman Russ chassis exist, from bridging and recovery vehicles to command tanks, fearsomely powerful Vanquishers or flamethrower tanks.

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The Leman Russ Vanquisher

[Content from Epic 40,000 #2 page 14.]



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

Since the loss of Tigrus, the Adeptus Mechanicus has made strenuous efforts to reproduce surviving Vanquisher cannons on selected forge worlds, those renowned for devotion and favoured by the Machine God with the most skilled munitionadepts. These forge worlds have been granted some success. Although slow and fraught with difficulty, Gryphonne IV and Stygies VIII have both resurrected their own versions of the Vanquisher cannon. Other forge worlds still continue their own work and pray for similar success.

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

The Leman Russ Executioner

[Content from Epic 40,000 #2 page 15.]



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

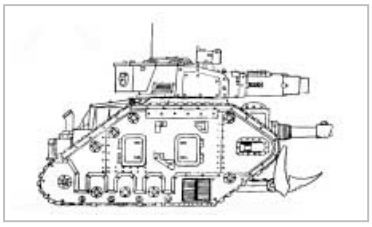
Ryza's own tech guard regiments are almost exclusively equipped with Executioners.

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

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

The Leman Russ Conqueror

[Content from Epic 40,000 #2 page 16.]

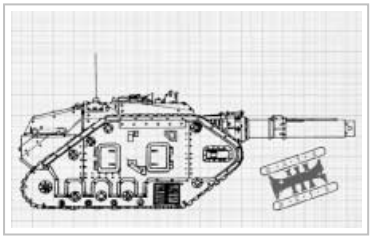


The Leman Russ Conqueror variant is built exclusively on the Forge World of Gryphonne IV, using the secret knowledge of the planet's Adeptus Mechanicus munitions adepts. The Conqueror was first used to equip the Tech Guard of Gryphonne IV supporting the War Griffons Titan Legion during the Relief of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

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

The Destroyer tank hunter

[Content from Epic 40,000 #5 page 17.]



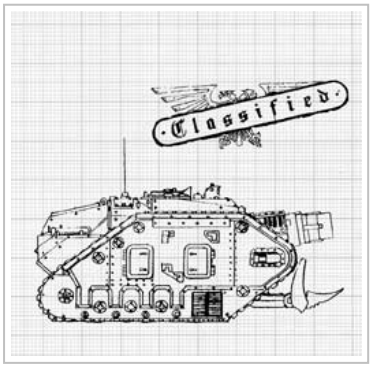
Once, in the distant past, the Destroyer Tank Hunter was a common vehicle amongst the ranks of the Imperial Guard. But despite centuries of worship, the Adeptus Mechanicus can no longer easily replicate the weapon's advanced technology. Each vehicle now has to be painstakingly hand crafted. This slow and laborious process means fewer and fewer Destroyers remain in service.

Those Imperial Guard units that do still possess Destroyer Tank Hunters guard them jealously, and each vehicle is continually patched up and repaired to keep them in the field. Wrecks which can be reconstructed are highly prized salvage after a battle. These valuable weapons' main role on the battlefield is to seek out and eliminate enemy tanks. Their fearsome Laser Destroyer can slice through the thickest tank armour with ease, even at long range.

Destroyers are usually deployed well back in hiding, weapons trained ready to ambush enemy armoured columns. After a couple of long range shots the Destroyer will quickly change firing positions to avoid return fire should they have been spotted. This tank 'sniping' makes the Destroyer a notorious hazard to tank crews, who value a confirmed Destroyer kill far greater than that of a 'normal' vehicle.

The Thunderer siege tank

[Content from Epic 40,000 #5 page 18.]



The Thunderer Siege tank is a conversion of the Destroyer Tank Hunter. The advanced technology of the tank hunter's main weapon is difficult to manufacture and repair if the weapon malfunctions or is damaged in battle. Rather than waste an armoured vehicle chassis the Adeptus Mechanicus often re-gun the tank hunter chassis with a different weapon. A common conversion is to replace the damaged Laser Destroyer with a Demolisher cannon, to fill the role of the Demolisher. It is possible that some Thunderers have been produced as new build vehicles.

This vehicle is used by commanders whose forces are required to fight in dense terrain, and often find that a regiment will not have enough Demolisher tanks to directly support all the infantry platoons.

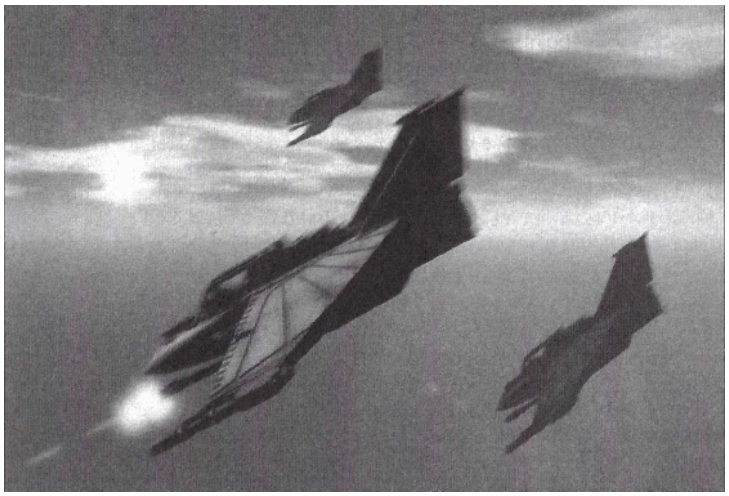
Like the more heavily equipped Demolisher, the Thunderer is usually deployed in close support of infantry platoons, lacking the range to engage enemy tanks in the open.

Lightning — Imperial Fighter

[Content from Epic 40,000 #6 page 2 to 3.]

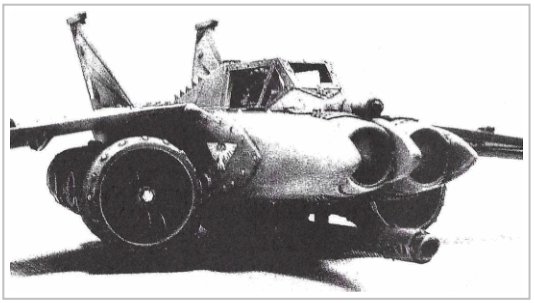
Although the Thunderbolt and the Marauder form the backbone of the Imperial Navy's fighting forces there are many other aircraft under its command. As well as the spacebound Furies and Starhawks common to the flight decks of Navy carriers, there are a bewildering array of lesser craft used locally.

Shuttles, dropships, transporters, reconnaissance and spy craft, as well as locally produced attack aircraft, such as the long ranged 'Faustus' class interceptor sometimes employed by battle fleets in the Segmentum Pacificus, are all examples of the Imperial Navy's many smaller aircraft. The Lightning is also one such craft.



Although not nearly as widely spread as the Thunderbolt it is well liked by its crews and its service record is comparable to any other fighter employed by the Navy. Fighter squadrons are always equipped with the same aircraft, to avoid logistics and repair problems, and a squadron will either be equipped with Lightnings or Thunderbolts, not both.

The Lightning



Following the Saint-Saen Crusade which liberated twelve worlds in the Segmentum Obscurus, the STD patterns for the Lightning were recovered on Karnak II by Adeptus Mechanicus exploration teams. The plans were immediately placed in the hands of the Adeptus Mechanicus lords of Cypra Mundi. These ancient lords then sat in judgement, took readings of the Emperor's Tarot and the advice of their oldest and wisest technicians before deciding that the omens were favourable, and they could begin work with the Machine God's favour.

It took over half a millennia of trials, testing, careful research and devotions to the Machine God before the first Lightning saw service with Battlefleet Obscurus. After initial problems with the swept wing design were corrected, the fighter was given approved status and went into full production, supplying the Fleet carriers and cruisers.

Slowly the STC technology has been disseminated to two other major naval centres, at Bakka and Hydraphur, and Lightning squadrons are now in service alongside the more common Thunderbolts in the fleets of Segmentum Tempestus and Pacificus as well.

The fighter's main role is engaging enemy aircraft and establishing air superiority over the battlefield. Based on orbiting spaceships or on rapidly established forward air bases, squadrons of Lightnings fly patrols and intercept missions, and supply fighter cover to Marauder bomber missions. Plummeting from orbit or racing from ground airfields, Lightnings are given licence to engage targets of opportunity on the ground should they identify an enemy threat. Although this is not their primary function, the twin lascannons mounted on the wing tips and the long autocannon under the nose make it an effective ground-attack weapon.

The Lightning Strike variant



The Lightning Strike is actually the same aircraft as a Lightning, only with a different weapons fit. The nose-mounted cannon is removed to save weight, and rocket racks added under the wings and fuselage to take six Hellstrike rockets.

This weapons fit is only used on Lightnings that are in a dedicated ground attack role, with the primary mission of targeting enemy armour. During a major offensive Lightnings are used in close support of Imperial Guard infantry on the ground. A 'taxi rank' of Lightning Strikes will circle the battlefield, awaiting contact from a front line Imperial Guard commander in need of assistance. The Lightning will then swoop down towards the requested target, unleashing a barrage of rockets before climbing back to the rank.

This system allows the Imperial Guard to have constant heavy firepower on call, and makes the movement of enemy armour difficult.

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Warmonger Titans

[Content from Epic 40,000 #7 page 10.]

[Emperor Class Titans]

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 Imperator Titan, and most of the comments that apply to the Imperator 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 Imperator 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 Imperator. In battle, Warmongers will usually be held back to provide long range support, bringing down devastating salvoes of missiles and defensive laser fire upon the enemy while other units forge ahead and drive into the heart of the enemy.

Related information

The Titan Legions 19
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The Emperor's Tarot [lore]

[Content from White Dwarf #210 page 48 to 49.]

The Tarot deck

The full Emperor's Tarot is a deck of 78 cards, used by his loyal followers to divine his will and aid in making important decisions. The cards themselves are elaborate works of art, each is a thin wafer of liquid crystal, lovingly hand-crafted by specialist scribe-artists of the Administratum. Each scribe labours his entire lifetime lavishly illuminating a single precious card. When laid out in their entirety the cards form a picture of the entire Imperium, its heroes and its foes. There is a card for each: the Warrior, the Space Marine, the Inquisitor, the Preacher, the Assassin, the Chaplain, the Astropath and the Judge, to name but a few. The most potent card is that of the Emperor himself. Conversely there are such horrors as the Daemon, the Traitor, the Warlock, the Mutant, the Heretic, the Hulk and the wild card of the pack, a card which is notoriously difficult to interpret, the Harlequin.

The picture on each card is never constant. The cards are psychically attuned to the strengthening and weakening of influences within the warp, but although the image shifts, perhaps due to the reader's state of mind at the time, the basic meaning remains the same. Interpreting the mutable images is part of the art of understanding the cards.

No reading of the Tarot is ever undertaken lightly. A reading is a sacred ritual with strict codes of conduct that must be followed. The placing of the cards is highly significant, a circle of five arrayed about two central cards is the most basic reading. If more cards are used then further into the future can be seen, however, the information gleaned will become more vague and harder to interpret correctly. Cards mean different things depending on their position upon the table, their orientation and their relationship to other cards. The ramifications of a large reading can be thousand-fold and every reader might reach a different conclusion. For especially important events or dangerous threats to the Imperium, the High Lords of Terra themselves will look to the cards.The senate will convene to debate the card's meaning and each High Lord is advised by his own council of psykers and seers. The ensuing debates can last for weeks.

> In the darkened chamber, its ancient walls shrouded by old tapestries, the wizened old seer sat behind a large stone table, awaiting his audience. Glow-candles illuminated the yellow smoke of incense burners. The cloying vapours of sacred herbs lay heavily across the chamber as his patrons arrived, a silent procession of five men, all dressed in the long ornate robes of the Ministorum. Pontifex-Urba Judah spoke first.

"The cards are prepared, anointed with oils, thrice blessed before the image of Him on Earth, as you required. Make your reading." He passed a deck of cards, wrapped in silken cloth, to the old man who carefully shuffled them. Each card was a beautifully worked wafer-thin sliver of crystal. The Pontifex and his aides took their seals around the stone table.

First the seer took the card of the High Priest. The image was one of a robed figure carrying a hammer and a book, the picture's face changed to that of the Pontifex himself. The seer placed it face up. *"Your talisman I presume."* It was common practice for high-ranking members of the Ecclesiarchy to take this card as their signifier, the talisman card for whom the reading was to be made.

The seer's laboured breathing became rhythmic as he attuned his senses, then with careful precision the old man laid seven cards face down on the table. Two inside a circle of five. The reading proper had begun.

In a trance he addressed the onlookers. *"We stand alone facing the universe and seek the path of wisdom. Each card has its cosmic meaning, for humanity, for this world and for each individual present."* The old seer began the reading with a prayer.

"I invoke thee, beloved Emperor. Infuse these cards that I might attain true insight of things hidden, to thy greater glory and the salvation of humanity." He turned the cards, one by one, studying the changing face of each one as he did. Finally he spoke.

"Your true self, the Heretic, but inverted." The Pontifex drew in a sharp breath and shuffled uneasily in his seat at the implications. The others looked unsettled too. *"Do not judge the cards until all is revealed"*, warned the old seer. He turned the next card.

"Your perceived self, the Kraken. Two cards of the Discordia Arcana lying together…" the seer pronounced wanly. Discordia — the Arcana of threats and enemies, around the table suspicions were further aroused and nervous glances exchanged. The Pontifex had recently preached against the dangers of idolatry in the light of the worshipping of four-armed gods by Thalla's native tribesmen. Yet still the Emperor was trying to warn those present. Beneath the table, the seer secretly eased off the safety-catch on his laspistol…

The Emperor's Wisdom

The merits of the Emperor's Tarot are the subject of fierce theological debate within the Imperium. Many of the Emperor's most dedicated servants rely upon the Tarot's prescient powers to guide their actions. They believe the Tarot is a direct channel to the Emperor's Will, that it is the Emperor himself who, through the medium of the Tarot, warns his loyal servants of threats to Mankind. Many wars have been fought on information interpreted from the Tarot, many disasters have been averted. For most this is enough evidence of the Divine nature of the Tarot, that despite being immobilised within the Golden Throne on Earth, the Emperor maintains his omniscient vigilance over his subjects, scrying the tides of fate and relating his wishes through the turn of the cards.

For some the Tarot is superstitious nonsense, a diversion from the real business of ruling the Imperium. For others it is the reader himself, not the Emperor who controls the cards. Factions of the Ecclesiarchy believe the Tarot's readings to be influenced by the Chaos Gods and that they serve as a channel for secret teachings to be handed down. Many shun their use altogether, others regard them as a dangerous heresy.

Despite these arguments the Tarot remains a popular tool among many of the Imperium's most powerful men. Planetary Governors, Imperial Guard Colonels, Inquisitors (especially those of the secretive daemon hunting Ordo Malleus), Space Marine Commanders, Prefectus of the Administratum, Chancellors and Provost Marshals all regularly look to the Tarot cards' prophetic powers for guidance.

Related information

The Emperor's Tarot [Imperium-only Fate cards]. 124

Squats

[Content from Firepower #1 page 35.]

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

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

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

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

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

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

Related information

Armies of the Squats 321

The Brotherhoods

[Content from Firepower #1 page 35 to 36.]

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

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

Vehicles

[Content from Firepower #1 page 36.]

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

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

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

Artillery

[Content from Firepower #1 page 37.]

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

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

Air Wing

[Content from Firepower #1 page 37.]

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

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

War engines

[Content from Firepower #1 page 38.]

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

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

Land Trains

[Content from Firepower #1 page 38.]

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

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

The Tau race

[Content from Epic 40,000 #9 page 12.]

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 polllicians 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.

Related information

Armies of the Tau. 331

The Tau art of war

[Content from Epic 40,000 #9 page 12 to 13.]

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 learns 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 last 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 light large scale engagements has caused the purist Fire caste approach to be questioned and, at the suggestion of the Ethereal caste, large numbers of auxillaries 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 tater 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 infantry

[Content from Epic 40,000 #9 page 13 to 14.]

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 Ihe XV-5 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.

Tau vehicles and battlesuits

[Content from Epic 40,000 #9 page 14.]

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 Battlesult 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 Broadsides 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.

Tau air force

[Content from Epic 40,000 #9 page 14.]

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 attitude. The Manta is well protected and armed with railguns and ion cannons lo bombard ground targets with.

The Kroot

[Content from Epic 40,000 #10 page 20.]

The Kroot are a fierce, savage and technologically primitive alien race originating from the jungle planet of Pech. Their homeworld now falls within the Tau empire and, as such, the Kroot have become the long time allies of the Tau. They are a common site fighting in Tau armies.

In return for their aid, the Tau have gifted the Kroot with many technological advances. With the Tau's aid, the Kroot have developed basic inter-galactic spaceships and have expanded to colonise more worlds close to Pech.

The Kroot themselves are tall, slender and very strong. They seem to have evolved from avians, and still retain a vestigal beak and long quill-like spines. All Kroot are voracious camivores, and it is through eating their dead enemies that they incorporate useful genetic material, and thus can influence their future evolution.

Kroot society is organised into Kindreds, led by their Shapers, who are larger Kroot, responsible for the entire Kindred's development. In battle warriors commonly wield the Kroot rifle, a development of the Kroot's original black powder weapon. The rifle is also equipped with fighting blades for close combat. Kroot warriors are also aided by other related creatures native to Pech, like Kroot Hounds and the large Krootox. Both are different strands of the same evolutionary process.

Kroot Carnivore Squads

The basic Kroot warrior is brave and fierce. They have a well developed code of honour. Being larger and stronger than Humans, the Kroot excel in close combat, especially when wielding their traditional Kroot rifle, fitted with blades on the muzzle and strong and wielded as a stave. Kroot Camivore squads are the main stay of the Kroot fighting force.

Shapers

The leaders of Kroot Kindreds are called Shapers. It is the Shaper's knowledge that will dictate the Kindreds future, as he guides them in all matters, most importantly in what creatures to eat. In battle Shapers lead the warriors and the entire Kindred is led by a respected Master Shaper.

Stalkers

Due to their diet of predator flesh, Stalkers are Kroot who have become adept at hunting and tracking. They range ahead of the Kroot warriors, setting ambushes and traps for the enemy.

Vultures

Due to their diet, these Kroot have retained small wings. Whilst not capable of full flight they can still glide on updrafts and swoop down upon their foes.

Kroot Hounds

Fast moving packs of these voracious hunters often accompany the Kroot into battle. Kroot Hounds are closely related to their more intelligent cousins.

Krootox

These are large riding beasts. In battle the beast will have a large Kroot gun lashed to its back, with which the rider lends the warriors fire support. The creature's large bulk also makes it a dangerous enemy in close combat.

Princes of Chaos

[Content from Firepower #1 page 78.]

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

Everybody starts with ignorance

But I saw the truth

And heard the lies

Mighty Tzeentch has blessed me above all others

Lord, what fools these mortals be!

C'Thrawl, Daemon Prince of Tzeentch

Related information

Chaos 28
Armies of Chaos 288

Slaves to Darkness

[Content from The Citadel Journal #34 page 30 to 34.]

Bring me your young and bring me your old, bring me your huddled masses — and I will slaughter them all…

Archon Tchaeul

Dark Eldar infantry as fast moving and diverse, ranging from the blade clad Warriors to the wild and deadly Wyches, Scourges borne aloft on their bat-like wings, horrific Warp Beasts whipped into a frenzy by their masters and the elusive Mandrakes lurking in the shadows.

Infantry

Although renowned for being fast and deadly, the Dark Eldar are just as vulnerable to enemy fire as their Craftworld cousins and hence seek to close with their enemies as quickly as possible — the better to rend them.

Vehicles

Dark Eldar vehicles are for the most part, akin to their infantry, fast and vicious in close combat, but fairly fragile to heavy fire. Raiders sweep back and forth across the battlefield, disgorging their cargoes of warriors to where the enemy is weakest, covered by hit and run strikes from the Reaver jetbike squadrons.

Fearsome Talos stalk relentlessly towards their prey, lashing out with wild volleys of fire at the enemy, while Ravager weapon platforms dart back and forth to strike at armoured vehicles and bunkers alike.

Flyers

Where Craftworld Eldar flyers are akin to great birds of prey, the Wraith Raider lives up to its name, an indistinct shape, cloaked in shadows. It appears suddenly like a ghost amongst their enemies, lacerating them with thousands of poisonous shards before disgorging a swarm of Dark Eldar warriors to take advantage of the confusion and carnage. Despite its size, the Wraith Raider is infeasibly agile and deadly against other flyers.

War engines

The few Dark Eldar war Engines that are used are a sickeningly twisted parody of their fairer brethren, the Craftworld Eldar.

Dark Eldar War Engines are protected by a Shadowfield, which acts in all ways exactly the same as an Eldar holo-field.

Suggestions for figures

Here are some suggestions borne out of my own (albeit minimalistic!) converting techniques for miniatures to use in simulating the Dark Eldar forces. Most of these are very simple conversions of existing plastic and metal Epic models, with a few other more bizarre ideas thrown in:

Dark Eldar Lord, Haemonculus: Chaos Lord
Dark Eldar Lord mounted on Jet Bike: Vyper
Dark Eldar Warriors: Eldar Guardians
Dark Eldar Warriors with Sybarite: Guardian+Harlequin
Reaver Jet Bikes: Plastic Eldar Jet Bikes
Hellions: Disc of Tzeentch
Scourge: Exarchs, Swooping Hawk Aspect Warriors
Wyches: Howling Banshee Aspect Warriors, Harlequins
Incubi: Chaos Space Marines
Grotesques: Beastmen/Pink Horror/Ogryn all mixed together
Warp Beasts: Flesh Hounds
Raider: Wave Serpent (old Epic Range)
Ravager: Fire Prism
Talos: Brass Scorpion with extra bits!
Wraith Raider: Vampire Raider
Barge of Delights: Man o' War Dark Elf Black Ark
Shadow Stalker Titan: Eldar Titan — when I get around to it will stick lots off the spiky bits from the Dark Eldar Warrior box onto mine!

I hope you recognise the Talos from the pictures — you may have to squint a little! Well, the photos might well flatter it a bit [Comment: I haven't included any images from the source article because the quality of the scans I'm working from is too low to make them worthwhile.]. Basically, all I did was to take an old Warhammer 40K plastic Ork Heavy Plasma Gun. I then glued a claw attachment from the new Battlewagons for Epic onto the front, together with a turret at the rear and spikes along side. Finally paint Black with boltgun metal for claws and guns. A great deal of black paint was involved in all aspects of my painting for my Dark Eldar Epic forces, together with gold and red as a contrast.

Give it a go; it's far simpler than you'd think…

Tip: You have far more options these days — see especially the 'Stygian' miniatures by Onslaught Miniatures (also available from Vanguard Miniatures).

Eric Weston

Related information

Armies of the Dark Eldar 335
Refight: Raid on Adraith 171

Knights and Dragons

[Content from The Citadel Journal #35 page 36 to 39.]

[Unofficial house rules] by Mark Norfolk

Mark is a pleasantly deranged chap from Woking in Surrey and has been a subscriber to the journal since issue 1. He has survived the changes in format and image not to mention Editors a good few times - now that's what we call a dedicated follower. Mark has been following Games Workshop for longer than he can remember and Epic has remained his stalwart favourite game. So, without further ado, take it away Mark…

It's starting to sound like a cliché these days, but I've been an Epic player right back from Adeptus Titanicus (six plastic Titans and six polystyrene buildings was a wargame in those days back then) . I avidly devoured White Dwarf articles as they emerged: new Titans, infantry, Eldar (those Pulsars, arrgh!), Orks (with their Gargants that required a completely different way of resolving fire). I loved it. Epic was great — whole detachments would die at the roll of a die. Over the years the game has evolved into the version it is today. For large engagements and sweeping battles Epic is the game. If you haven't played it, I recommend it.

Many moons ago, during the first incarnation of the game, White Dwarf published rules for Imperial and Eldar Knights. Smaller than a Titan, these large walkers were used to control the megasaur herds on Imperial agri-worlds and Eldar Exodite settlements. After several comebacks Imperial Knights are alive and well in Gav Thorpe's Adeptus Mechanicus army list. The Eldar Knights however have faded into memory.

Strangely enough, I have never collected an Eldar army for the Epic system. I was content to wage war using clumsier, more heavily armoured armies, predominantly the dark forces of Chaos. When the new version of the game emerged I decided time was right to add this declining power to my collection. To set my army apart from my regular opponent's vast Eldar army, (and because I thought they were cool) I thought it was high time to resurrect the Eldar Knight.

The presence of an Eldar Knight force isn't too hard to justify in the background. As the millennia roll by, the Craftworlds of the Eldar would come into contact with their Exodite kin who had separated themselves from the majority of their race to escape the approaching fall. Some colonies would want to be left in isolation but others may be glad of the contact and webway portals may be set up between the Exodites and the ever travelling Craftworld. In times of trouble and when military aid is required, troops and vehicles could pass from one to another as the Eldar come together to preserve their dying race…

Eldar Knights

The inspiration for the Imperial Knights came from human and Eldar settlers uneasily co-habiting the same world. However, the Eldar Knight was faster, more deadly, and just as tough. They take many forms and all of the variants are armed with the deadly Maelstrom cannon — a heavy laser weapon which is equally at home strafing infantry or vehicles.

The Fire Gale: This is the basic Eldar Knight and the workhorse of Exodite Knight armies. This knight is a deadly combination of heavy firepower and close combat assault.

The Bright Stallion: A much faster variant, requiring great skill to manage the centauroid form. This knight's greater speed allows it to be used for heavy support for the rapid moving jetbike squads. 'Stallion only' squadrons can be used to rush forward and use their weaponry to wear down an enemy's tougher units.

The Towering Destroyer: The most powerful of the Eldar knights, this four-armed machine is a nightmare for the enemies of the Eldar. It's presence in an assault can be decisive.

Eldar Exodite Dragon Riders

With the arrival of the Eldar codex for the second edition of Warhammer 40,000 the Eldar Exodite obtained a new form of transportation: the Dragon! For WH40K this meant: converted cold ones, but for Epic something more substantial would be required. With technology at a premium, it seemed only natural that Eldar colonies on worlds or a more 'Jurassic' nature would make use of these giant lizards in warfare.

Tip: Converting the models

Some models of some dino-riding Eldar did appear briefly at a Games Day long ago but never since. Luckily, replacements can be found lurking in various toy shops.

[These days, you have more options — for example, Microworld Games make some nice Lizard Riders (https://www.microworldgames.com/collections/6mm-scifi/Lizardriders) and other dinos (https://www.microworldgames.com/collections/6mm-fantasy/Lizardmen). *Eric Weston*]

Dragons to the Exodites are either food to be herded or predators to be avoided. Their forms are in many and varied. For battlefield purposes they can broken down into three broad categories: giant herbivores, vicious predators and flyers, or Gigantisaur, Camosaur and Pterosaur. They tend to be large and heavy, and with a primitive nervous system, impervious to all but the most overwhelming attacks.

Eldar Exodites ride the backs of these monsters usually with weapons to enhance their abilities or to protect their weaknesses.

Design notes

Although the driving force of this article was nostalgia, and a desire to bring back the old models to the table, I was also attempting to add something to the Eldar army other than a profile you pay points for and then deploy. This meant looking at the Eldar army as a whole fighting force as well as considering the background.

The Knights themselves were based in part on the Imperial Knights in *Firepower* magazine (for which I hope there are more issues to come) . The Bright Stallion can be used with jetbike support to make a small but tough rapid response or scouting force capable of damaging tough or dug in forces. The Fire Gale provides some short ranged but mobile anti-tank ability. The Towering Destroyer beefs up the close combat ability of a knight force, the guardian support can stop the knights being swamped by numerically larger detachments and allows the formation of a small self-contained Exodite army.

For the Dragon Riders a more 'feral ' theme was required, easily done via the *Rampage* ability. No other Eldar unit, bar the Avatar, has the ability, but it suits the savage but slow-brained megasaurs. The Dragon Riders do seem to be fairly good all-rounders but *Rampage* is a double-edged sword and they will suffer if they lose an assault.

Since both detachment types represent isolated Eldar who had given up on the traditional trappings of their race and probably short on resources, only guardians and bikes were given as support options. The backbone of the detachments needs to be provided by the 'big guys' themselves.

In battles both detachment types developed into a support role. The dragons were held back over an objective ready to strike back at a deep incursion by the enemy. The Knights would either keep areas of the table clear by standing on overwatch with their Maelstrom Cannon, or move from trouble spot to trouble spot aiding fellow troops with their *Anti-tank* or (with Towering Destroyers) their Assault scores. The most common cause for fatalities for either troop types was heavy barrages from mass artillery or (for the knights) assaults from more expensive detachments with a larger assault score.

It's fun designing troop types for my favourite GW game, filling in some of the blanks, as it were. The next plan is to design another army from scratch like Necrons perhaps, where the most fun will be designing and modelling the War Engines.

Epic's a great game with a great background so if you don't play it, give it a go. If you do play it why not add to it, design something, don't just hang around waiting for the next issue of *Firepower*.

Lords of Battle [about Titans]

[Content from White Dwarf #224 page 72 to 75.]

Wherever the flames of war burn most fiercely, huge machines stride through the hellish inferno. These behemoths of death bear down relentlessly upon the foe as lethal retribution rains from their awesome arsenal, and the enemy, whether he's a simple infantryman or commander of a heavily armoured battle tank knows that he is doomed.

Titans are the largest ground vehicles to be used in combat, and each carries several staggeringly powerful weapon systems easily capable of vaporising tanks or shredding whole companies of infantry. Most are more or less humanoid in appearance as this allows excellent mobility in combination with an elevated firing position.

Each race builds huge war machines like Titans to suit their very different combat tactics. Orks for example call theirs 'Gargants'. Each Gargant is a sprawling, ramshackle affair, absolutely bristling with enormous and often dangerously unstable weapons. Both the Imperium and the forces of Chaos are served by the same Titan classes. The Imperium considers Titans to be amongst the most sacred creations of the Machine God and so Imperial Titans take the role of fearsomely armed mobile shrines, cleansing and absolving the impure with fire and death.

On the other hand those traitor Titans which marched alongside the Warmaster into damnation have become warped in the service of Chaos. Some are still crewed beings that are more or less human whilst others have been chosen as mounts for the most powerful servants of the Dark Gods and these infernal engines fuse Daemon with machine in an unholy celebration of death.

Like their builders, Eldar Titans are swift and deceptively powerful. Instead of metres of armour plating, they rely on speed, agility and sophisticated technology to protect them from harm. As you might expect, the Tyranids do not use mechanical constructs at all. Their Titans are actually gargantuan creatures which have evolved natural defences just as potent as any weapon system. Scuttling across battlefields upon their many legs, they inspire a horror beyond even that of other Titans.

Scout Titans

Titans can be broadly categorised into three types. The smallest type is the Scout Titan. These are still vast by any normal standard; an Imperial Warhound Titan tor example stands around fifty foot tall. Scout Titans are often used as reconnaissance vehicles tor Titan legions or as rapid response units in a more mixed force. Most Titans of this class carry two or three of the smaller Titan weapon systems; speed and agility not brute firepower are their main advantages. Most races build small Titan classes; the Eldar have their Revenant Titans, Warhound Titans serve both the Emperor and the fell forces of Chaos although the Heretics also use semi-daemonic engines such as the Questor and Subjugator in the same roles.

The main disadvantage of a Scout Titan is that it towers above lesser vehicles, making it an easy target, while not being as heavily armoured or as well protected as a Battle Titan. For this reason they are rarely used in open terrain or for straight firefights with well armed foes. A strong anti-tank force can bring ruin to a Scout Titan so their commanders are usually the wildest of Titan pilots. They tend to fight as hunters, stalking their prey, waiting for an unguarded moment to pounce, then escaping before the rest of the enemy army can react to the blow. Often they hunt in packs, combining their firepower against powerful targets and splitting it against lesser ones.

Battle Titans

Most Titans fall into the category of Battle Titan. This is a fairly loose description that covers many disparate types. Reaver Titans, Warlords, Phantoms, Gargants and Bio-Titans all fall into this category as do many Daemon Engines. Battle Titans are the mainstay of most Titan forces and are usually the largest vehicles to be committed to a land-based conflict. Each Titan is capable of carrying at least three super-heavy weapons and often more.

So tall that they are rarely able to make use of any real cover and so ponderous that avoiding incoming fire is usually out of the question, most Battle Titans rely instead on banks of power fields or void shields as well as immensely thick armour plating for protection. Even the heaviest fusillade can be deflected or absorbed without serious effect. Battle Titans are most often used to plough great holes in the enemy lines, allowing infantry and armoured companies to advance and consolidate in their wake. Individual Titans may carry wildly different armaments — some may be geared specifically to deal with other Titans for example, while others may be fitted with devastating barrage weapons to obliterate infantry. However they are armed, Battle Titans are awesome shock assault vehicles.

Imperator Titans

Finally, the largest and rarest class of Titan is the Imperator Titan. Only the Imperium and the Orks build Titans this large. The Imperium builds them as an act of ultimate worship and a symbol of absolute power, Orks because they can and because they aren't about to be upstaged by some "poncy 'oomans". The Imperator Titan itself is a magnificent machine, standing taller than most tower blocks. Not only does it carry weapons that are capable of demolishing whole cities, but it also ferries an entire platoon of troops within its massive armoured legs. The Mega-Gargant of the Orks is hardly less fearsome. The Orks nail and weld colossal weapons onto every available surface. Whole tribes of Gretchin riggers scurry throughout its vast bulk to keep it rolling inexorably forward. To the Orks fighting alongside it, it becomes an idol to the Ork gods Gork and Mork, and they become inspired by its presence even as their foes quail before it. A single Imperator class Titan is the equal of a whole squadron of lesser Titans and they are only committed to the fiercest and most critical campaigns.

Eldar Phantom and Revenant Titans

Eldar Titans are unrivalled in their sophistication and technology. The huge machines of other races are crude and ungainly when compared to the smooth grace and lifelike movements of Eldar Titans. They are unmatched in other ways too, using devastating pulsar lasers and image-distorting holo-fields to misdirect enemy shots rather than void shields and power fields which attempt to deflect enemy attacks with raw energy. They benefit not only from the experience of their crews (who are brought up with the Titans from birth) but from the collective consciousness of a large spirit stone which contains the ghosts of many Eldar. Titans are built around a wraithbone core which permits the spirits contained within to flow freely through the whole machine. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes it a deadly fighting machine.

Although Eldar Titans are very lightly constructed compared to the metres-thick armour of an Imperial Titan or the regenerative abilities of Tyranid bio-Ttians, they are protected by a holo-field which is projected from wings mounted atop their carapace. This fractures the image of the Titan, making it appear to be a swirling, dancing cloud of coloured motes. It is very hard to target an Eldar Titan with any degree of certainty and even the most advanced tracking systems are thwarted by the swirling energies of a holo-field.

The pulsar is used exclusively by the Eldar. It is a highly sophisticated laser cannon and amply demonstrates the Eldar's consummate skill in constructing laser weapons. The pulsar fires short volleys of extremely powerful laser energy, each pulse of energy in the volley being separated by a few milliseconds from the next one.

Scout class Revenant Titans are extremely fast, using their long legs and small jump jets to move across the battlefield with astonishing speed. Their twin pulsars can cut through foes many times their own size, as well as devastating detachments of smaller adversaries.

Related information

Lords of Battle [Titan tactics] 461

Core rules

The main rules you need to know to play the game.

[Content from Rule Book page 6.]

The core rules are just that, the core of the *Epic 40,000* game. Once you've read through this section you'll be ready to fight out battles using Epic scale vehicles and infantry. The core rules are concerned only with how units (that's to say any kind of troops, tanks and so on) move and fire on each other and participate in assaults. What else is there to know? I hear you ask. Well, all sorts of stuff to do with using massive war engines, swift flyers, artillery and so on. These are covered at **Special rules** on page 86. There is also the matter of what kind of battle is fought and what terrain it is fought over, which is discussed in some detail in the conveniently named Battles Book [**Battles** on page 114].

Related information

How to use this publication. 6

Basics

Using dice

[Content from Rule Book page 5.]

In *Epic 40,000* you'll need loads of ordinary six-sided dice to resolve shooting, fighting in close combat and close range firefights. These are referred to as 'D6'. If you need to roll more than one dice and add the totals together, this is written as 2D6 (for two dice added together, giving a score between 2 and 12) or 4D6 (the total of four dice rolled together, for a score between 4 and 24) and so on. If you have to add something to the total of the roll, this is added afterwards. For example, D6+6 means roll one dice and add 6 to the score to get a total between 7 and 12.

Occasionally you will need to roll a D3. This could be a bit tricky, since there isn't such a thing as a 3-sided dice! However, a D3 is worked out like this. Roll a D6 as normal, then halve the score, rounding fractions up. This means a roll of 1 or 2=1, 3 or 4=2 and 5 or 6=3.

On some occasions, a player is allowed to 're-roll' a dice. This is exactly what it sounds like — the player can pick up the dice and roll it again. However, you must abide by the second result, even if it is worse than the first! No dice may be re-rolled more than once.

Unit types

[Content from Rule Book page 7.]

Epic 40,000 lets you fight battles with everything from lowly infantry to the terrifying war engines that dominate the battle zones of the 41st millennium. From the smallest to the greatest, every warrior and weapon has its part to play and must complement one another in combat — war engines fighting in cities need their own infantry to enter buildings and drive out enemy troops, infantry in the open need support from their own tanks or they will be swept away by enemy war engines.

The Citadel miniatures used to play *Epic 40,000* are referred to as units in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single miniature or several models mounted together on a base, but in the rules both of these things are simply referred to as units.

Units can have very different capabilities so they are separated into four different types: Infantry, Vehicles, War Engines and Flyers.



From left to right: Whirlwind, Space Marine Tactical unit, Space Marine Dreadnought & Space Marine bikes

Related information

FAQ: Infantry basing, old vs. new. 341

Data sheets

[Content from Rule Book page 8.]

In the ~~Battles~~ Armies Book [**Armies** on page 204] you can find a set of data sheets for the vehicle and infantry units used in *Epic 40,000*. War engines have a longer data sheet, which is described in the War Engine rules [**War engines** on page 102]. The vehicle and infantry data sheets give you a set of characteristics for units which tell you how tough, fast, shooty or fearsome they are. For example, here's the data for an Ork infantry unit (a "Boyz mob" to the Orks) and a Space Marine squad:

Unit datasheet

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Orks	10cm	30cm	1	2	4+	
Space Marines	10cm	30cm	1	3	5+	*Rapid Fire*, *Stubborn*

Unit: The name of the unit.

Speed: The speed of the unit. This is the distance in centimetres the unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish, but their shooting will be far less effective.

Range: The maximum range of the unit's weaponry in centimetres.

Firepower: This number represents how effective the unit is when it shoots. The higher the number the better. Some units are armed with super-heavy weapons that make special forms of attack. These units will usually have a word (eg, 'barrage' or 'anti-tank') in place of their Firepower value.

Assault: This number shows how effective the unit is at close combat. It is used when the unit charges an enemy unit, or is charged itself. In assaults the Space Marines' genetically enhanced bodies and superior training give them an advantage over Orks so they have a higher Assault value.

Armour: This number shows how well protected and/or difficult to damage the unit is. Basically, the opponent has to roll this number or higher on a D6 to score a hit on the unit when he fires at it. Both Space Marines and Orks are tough but the Space Marines' power armour makes them even tougher so they have a higher Armour value.

Notes: If any special rules apply to the unit, they will be noted here. An explanation of what effect these rules have can be found at **Special rules** on page 86. As you can see, the rules for *Rapid Fire* and *Stubborn* apply to Space Marines, whereas no special rules apply to Orks.

Detachments

[Content from Rule Book page 9.]

On the battlefield vehicles and troops don't just mill around individually, instead they are organised so that they fight as a unified whole. In *Epic 40,000* a body of troops and war machines that fights together on the battlefield is referred to as a detachment. They are called detachments because the troops will have been detached from a larger force like a Space Marine Chapter or an Ork clan. Detachments are led by a Headquarters unit which issues orders and coordinates the actions of the detachment with others on the battlefield.

All units are organised into detachments in an *Epic 40,000* battle, even if the detachment only comprises one unit. Detachments will be made up of either infantry and/or vehicles, war engines or flyers. The Armies book shows what types of detachments you may field, and what types of unit can be used in them. Within the restrictions of the army list you can tailor a detachment to include any number of units you like, from one upwards, and you may include pretty much any type of unit you like within the detachment. Below are three sample Imperial Space Marine detachments.

Force Firestorm

1 x Space Marine Captain with Land Raider (HQ unit)

2 x Space Marine tactical squads (2 units per squad)

2 x Rhinos

1 x Whirlwind

1 x Dreadnought

Force Danton

1 x Space Marine Captain (HQ unit)

1 x Space Marine Terminator squad

1 x Space Marine Devastator squad (2 units per squad)

1 x Space Marine Assault squad (2 units per squad)

1 x Dreadnought

1 x Razorback

1 x Land Speeder

1 x Predator

Force Lazarus

1 x Space Marine Commander, mounted on a bike (HQ unit)

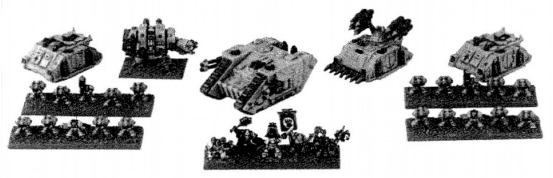
9 x Space Marine Bike squadrons

2 x Space Marine Tactical squads (2 units per squad)

1 x Rhino

2 x Razorbacks

4 x Land Speeders



Force Firestorm

HQs

[Content from Rule Book page 10.]

All detachments have an HQ (headquarters) unit, which must be the most 'senior' unit in the detachment, as shown on the Chain of Command section of the detachment's army list. If an HQ unit is eliminated the next unit in the chain of command for the detachment takes over. The chain of command is shown in each detachment list. You must choose the most senior possible unit to take over, but you can choose which to use if several units are of equal rank. The unit that takes over must either be noted with a suitable marker, or recorded on a piece of paper.

Only units within 30cm of their HQ unit at the start of a phase are 'in command' so they can move and/or shoot in that phase. So, for example, units that start more than 30cm from their HQ can't move in the Movement phase or Assault phases, or shoot in the Shooting phase. The phases are explained in more detail in the section on the turn sequence later, suffice to say that you resolve your movement in the Movement phase, shooting in the Shooting phase and so on.

Note that you check to see whether units are in command at the start of each phase (eg, a unit that was within 30cm of its HQ in the Movement phase could move, but if it was no longer within 30cm of the HQ in the Shooting phase it couldn't shoot, and couldn't move in the Assault phase either).

You do not need to be 'in command' to carry out any of the following actions: snap-fire, fight or lend support in an assault, shoot in a firefight. These actions are explained in detail later in the rules.

Related information

FAQ: Out of Command units 341
FAQ: Marking HQ units 342

The sequence of play

[Content from Rule Book page 11.]

An *Epic 40,000* battle is fought over a number of turns. How many turns a game lasts is determined by the players themselves or the scenario they are playing.

Each turn in *Epic 40,000* is split into four phases. Both sides move their units in the Movement phase, fire their weapons in the Shooting phase and so on. An action may only be performed in the appropriate phase, for example, you can't move in the Shooting phase. Note that both players carry out actions in each phase, so both move in the Movement phase, shoot in the Shooting phase, and so on.

Epic 40,000 uses the following sequence of play:

1. Movement phase

1. Declare flyer missions
2. Determine initiative
3. First player movement
4. Second player movement

2. Shooting phase

1. Determine initiative
2. Shoot with vehicles and infantry
3. Determine initiative again!
4. Shoot with war engines

3. Assault phase

1. Determine initiative
2. Resolve the first player's assault moves, close combats and firefights
3. Resolve the second player's assault moves, close combats and firefights

4. Rally phase

1. Roll to remove Blast markers
2. Roll to rally broken detachments
3. Repair war engine damage and shields
4. Check scenario victory conditions

The initiative

[Content from Rule Book page 12.]

In each phase you have to determine which player has the **initiative**. Who has the initiative is used to decide who carries out any actions first in the phase, so it can be of vital importance in grabbing an important location or getting the first shots off in an engagement. Just who has the initiative is determined by drawing an Initiative counter from a cup or mug.

At the start of the turn five counters are placed in the mug: three for the player whose army has the higher Strategy Rating (see **Strategy Rating** below), and two for the player whose army has the lower Strategy Rating. Whenever the initiative needs to be determined a counter is drawn from the mug, and the player whose counter is drawn out has the initiative from then until another counter is taken. Any counters drawn from the mug are left out until the end of the turn.

Strategy Rating

[Content from Rule Book page 12.]

All armies have a Strategy Rating listed at the start of their army list. This is used to determine how many Initiative counters are used by each player and other matters of over-arching strategy.

If both armies have the same Strategy Rating, each player rolls a D6 at the start of the battle. The player who rolls highest is considered to have the higher Strategy Rating for that battle.

Related information

Q&A: Strategy Rating. 351

The Movement phase

[Content from Rule Book page 13.]

In the Movement phase the player with the initiative may choose to move his units either before or after the other player. Whoever goes first must move all of their eligible units, and then their opponent moves all of his.

Units move a distance in centimetres up to their Speed value. They may turn freely as they move. A unit is never forced to move in the Movement phase. However, once a player has moved a unit and removed his hand from the model, the move may not be changed.

Special moves

[Content from Rule Book page 13.]

Instead of making a normal move, detachments have the following special movement options. Mark the detachment by using the Order dice with the appropriate symbol if it uses a special option.



Overwatch: A detachment on overwatch holds its current position and concentrates on directing heavy, accurate fire at the enemy. Units from the detachment may move up to 5cm in the Movement phase and may re-roll any hit dice that miss when they shoot in the Shooting phase. They may not move in the Assault phase.



Assault: A detachment on assault advances quickly to engage the enemy at close quarters, but the detachment's firing is reduced in effectiveness because the units are 'firing from the hip' as they advance. Units from the detachment may move normally in the Movement phase, but their Firepower is at half value in the Shooting phase. They may move again in the Assault phase, and must move towards the enemy.



March: A detachment which marches sacrifices all of its firing in order to move at top speed. While marching is a good way of moving a detachment around quickly its units become very vulnerable to enemy fire as they are not making use of cover. Units from the detachment may move at up to triple speed in the Movement phase, but may not shoot in the Shooting phase. The detachment's units may not move in the Assault phase, and the detachment's Assault and Firepower values are halved if it is engaged in close combat or a firefight.

Related information

Q&A: Special moves 352
Preparatory bombardment 109
Flak 93
Ravenwing 96

Terrain

[Content from Rule Book page 14 to 15.]

Terrain can affect a unit's movement and provides vital cover for units once the shells start flying. Terrain affects units in *Epic 40,000* in one of three ways:

i. The terrain has **no effect** on the unit when it moves through it, *or*
ii. The terrain is **impassable** to the unit so it cannot move through the terrain under any circumstances, *or*
iii. The terrain is **dangerous** to the unit, so the unit can attempt to enter the terrain but it might get bogged down and stop moving or even take damage. When a unit tries to enter dangerous terrain it must pass a Dangerous Terrain test to keep moving.

The **Terrain** above gives some examples of common types of terrain and the different columns show how they affect different unit types. For example, rubble and ruins have no effect on infantry but they're dangerous terrain for vehicles and war engines.

Terrain effects table

Terrain	Infantry Armour Bonus	Infantry	Vehicle	War Engine
Fortifications	+2	No Effect	Impassable	Impassable
Buildings	+1	No Effect	Impassable	Impassable
Ruins, Rubble	+1	No Effect	Dangerous	Dangerous
Woods	+1	No Effect	Dangerous	Dangerous
Marsh, Swamp	0	Dangerous	Dangerous	Dangerous
River	0	Dangerous	Impassable	Dangerous
Roads	0	See **Roads** below		
Open Ground	0	No effect	No effect	No effect

Dangerous terrain test

Roll a D6 when a unit enters dangerous terrain, or when it starts to move if it's already in the terrain. On a roll of a 1 the unit must immediately halt. If the unit is halted, roll the D6 again. If the second roll is also a 1 the unit takes a hit. Hits from dangerous terrain can't cause critical damage on war engines.

Roads

All units add 5cm to their Speed if they spend the entire movement or Assault phase on a road. Note that the bonus is to the unit's basic Speed before modification. For example, a marching unit of Ork infantry would move 45cm if it stayed on a road throughout its movement (the Orks' Speed of 10cm + 5cm road bonus x3 for marching = 45cm).

Infantry in cover

Infantry gain special benefits from being in cover because they can take best advantage of the concealment it supplies, ducking into holes, lurking behind walls and so on. Infantry units in cover increase their Armour value by the amount shown on the Infantry Armour Bonus column up to a maximum of 6.

For example, infantry in woods increase their armour by +1. In the case of Orks this would increase their Armour value from 4 to 5.

Related information

FAQ: Walkers 342
FAQ: Destroying buildings 342

Transport

[Content from Rule Book page 15.]

Some units have a *Transport* special ability listed in their notes. Special abilities are explained in more detail at **Transport (x)** on page 98 but since transport is so vital in the Movement phase we've put it in here too.

Units that can transport are able to carry other units across the battlefield. It costs a *Transport* unit 5cm of its movement to pick up or set down a passenger unit or cargo.

Units being carried must also pay 5cm of their movement to be picked up and/or set down. You may pick up a unit and drop it off again in the same turn. Units may perform no other actions whilst being transported, so they cannot shoot for example. Obviously, when they have dismounted they can behave normally!

If a transport which is carrying units is destroyed roll a D6 for each unit on board. On a roll of 4, 5 or 6 the unit survives and is deployed in contact with the destroyed transport; on a 1, 2 or 3 the unit perishes with the transport.

Orks hitching a lift

Ork infantry units can hitch a lift on battlewagons and Battle Fortresses by hanging on to the outside of the vehicle. Orks can't move on their own in the same phase if they hitch a lift, but the vehicle's move is unaffected. Units hitching a lift in this manner are simply picked up and dropped down as the vehicle makes its move. A unit of Orks can only hitch a lift once per phase. Battlewagons can carry one unit, Battle Fortresses can carry up to four.

Related information

FAQ: Big Fella's 343
FAQ: Orks hitching a lift 343
Carrying non-infantry units 370

Snap-fire

[Content from Rule Book page 15.]

If a unit moves within 10cm of an enemy unit during the Movement phase, then the enemy can take a **snap-fire** attack at it. Stop the moving unit at the point the attack is made (you can ask an opponent to "bring the model back" to a point it occupied, as long as he hasn't started to move another unit).

The unit can move no further — the sudden burst of enemy fire causes it to halt. In addition the attacker rolls a D6 to see whether they get a hit. Note you always roll 1 D6, no matter what the Firepower of the attacker. If the D6 roll equals or beats the moving unit's Armour value it takes a hit in addition to being halted. The effect of hits is explained in **The Shooting phase [procedure]** on the next page.

A unit may snap-fire any number of times in a single turn, but no more than once at a single target. Snap-firing has absolutely no effect on a unit's ability to shoot normally later in the same turn. You can only snap-fire in the Movement phase, you can't snap-fire at units moving in the Assault phase.

Related information

FAQ: Snap-fire 343
Q&A: Snap-fire 352

The Shooting phase [procedure]

[Content from Rule Book page 16.]

The Shooting phase is split into two parts. In the first part vehicles and infantry shoot, in the second part war engines shoot. The initiative is determined separately for each part of the Shooting phase. In each part the players alternate shooting detachments, starting with the player with the initiative (the player with the initiative shoots with a detachment, the opposing player shoots with a detachment, and so on). A player can always opt to pass on an opportunity to shoot, waiting until later in the Shooting phase.

When a player picks one of his detachments to fire he also picks an enemy detachment as its target. Firing is resolved by adding up the Firepower values of units from the detachment and then rolling a number of dice based on the total Firepower it can bring to bear against the target detachment. Any dice rolls which equal or beat the Armour values of units in the target detachment destroy enemy units. There's a summary of the shooting procedure below and in this section of the rules we'll work through it step by step.

Shooting procedure

S1. Add up shooting Firepower **71**
S2. Work out Blast markers **73**
S3. Work out how many hit dice to roll **73**
S4. Find out target's lowest Armour value **74**
S5. Roll for shooting hits **74**
S6. Discard misses **74**
S7. Allocate hits **75**
S8. Remove casualties **76**

Related information

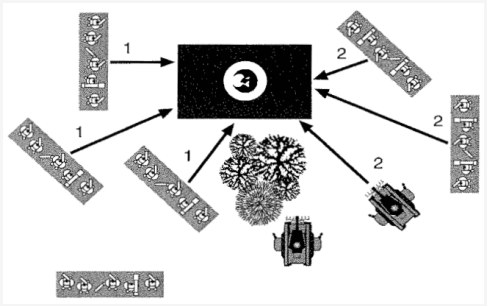
Q&A: Shooting phase 353

S1. Add up shooting Firepower

[Content from Rule Book page 16 to 18.]

Measure the range from units in the firing detachment to the target detachment using the range ruler. Add up the Firepower values of attacking units that have a *line of fire* and are within range of at least one target.

Example: Adding up Firepower



A Space Marine detachment consisting of 4 Space Marine units, 2 Devastator Space Marine units and 2 Predator tanks fires at an Ork detachment. Their Firepower is worked out as follows.

Three of the Space Marine units are in range (3 Firepower). Both Devastator units are in range (4 Firepower). Both Predators are in range, though one of them is behind a wood and so has no line of fire to the Orks — only one Predator adds its Firepower to the total (2 Firepower). This gives a total of 3+4+2=9 Firepower.

Line of fire

Units must have a 'line of fire' to at least one unit in the target detachment in order to fire. Line of fire is blocked by terrain features such as buildings, hills, woods etc but not by other units. Units which are higher up can see over and be seen over any terrain that is lower than they are. Buildings and woods don't block the line of fire to or from units that are in the terrain itself. Terrain conventions and line of fire are both discussed in more detail in the Battles Book [**House rules, frequently asked questions and other nonsense** on page 340].

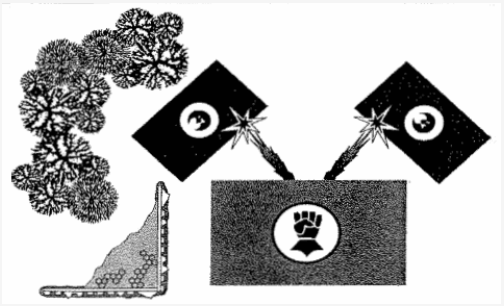
Fire arc

Vehicles and infantry can shoot in any direction in *Epic 40,000*. You can turn the miniatures to face their targets before firing if you prefer.

Splitting fire

Each unit may only fire once in the Shooting phase but a detachment may split its Firepower between as many different target detachments as it likes when it shoots. Work out the shooting against each target detachment separately.

Example: Splitting fire



A Space Marine detachment is faced by two Ork detachments. The Space Marine player elects to split his fire between the two enemy detachments.

The Space Marines have a total Firepower of 21. They direct 14 of this towards one detachment and 7 against the other. Each attack is worked out separately, hits being allocated against units in the specific detachments as usual.

Related information

FAQ: Line of Fire 344
FAQ: Cover 344
FAQ: Measuring ranges 344

S2. Work out Blast markers

[Content from Rule Book page 18.]

Whenever a detachment is fired at it can accumulate **Blast markers**. Blast markers represent the combined effects of heavy fire: infantry units being forced into cover, damage to vehicles, confusion, explosions, mayhem and all the other calling cards of war.

The number of Blast markers a target detachment takes depends on the total Firepower directed at it by an attacking detachment before modification (for Assault orders, Blast markers on the detachment, etc). Simply look up the Firepower on the **Blast Marker table** below to find out how many Blast markers are inflicted.

Blast Marker table

Firepower	Blast markers
1–7	One, if any hits are scored by the attack
8–15	One
16–23	Two
24 or more	Three

Blast marker liabilities

Detachments with Blast markers on them suffer penalties when they shoot. For each Blast marker on a detachment its Firepower is reduced by 1. For example, if a detachment with a Firepower of 9 had 3 Blast markers its Firepower would be reduced to 6. In addition, detachments with Blast markers cannot move without passing a Leadership test and suffer penalties in close combat and firefights [as you will find in the relevant topics].

Leadership tests

A detachment with one or more Blast markers must pass a Leadership test in order to move in the Movement phase, or to set overwatch, or to move in the Assault phase. (**Exception**: Broken detachments may make a retreat move without taking a Leadership test — see **Broken detachments** on page 84).

To pass the Leadership test the player must roll over the number of Blast markers affecting the detachment on a D6. Detachments that currently contain 15 or more units add +1 to the dice roll. A roll of '6' prior to modification always succeeds.

Related information

FAQ: Blast markers 345

S3. Work out how many hit dice to roll

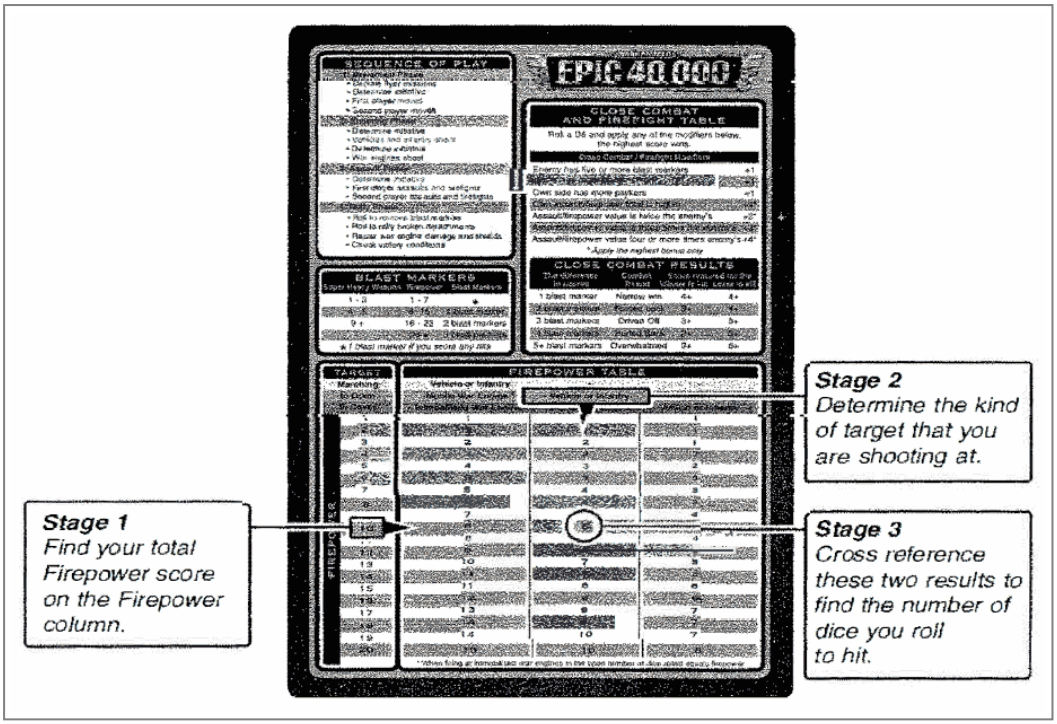
[Content from Rule Book page 19.]

Once you've placed Blast markers you can move on to see whether you inflict any kills with your shooting. Look up the total Firepower you've got on the Firepower column of the Firepower Table.

Now look across the top of the table to find the kind of target you're shooting at (eg, if it's vehicles or infantry in cover use the Vehicles or Infantry in Cover line). Where the Firepower row and Target column cross you'll find a number which tells you how many dice you roll to hit. If the Firepower totals 21 or more work it out as one Firepower 20 attack and a second attack at the remaining Firepower. For example, Firepower 26 = 20 Firepower + 6 Firepower.

If a target detachment has some units in cover and some in the open, you can choose to fire only at the targets in the open if you want to. If you do then no hits can be allocated to units in cover.

Always use the Marching column if the target detachment is marching, even if some units are in cover.



Related information

FAQ: Cover. 344

S4. Find out target's lowest Armour value

[Content from Rule Book page 19.]

Next find out the lowest Armour value in the target detachment so that you know what you need to roll t o hit For example, an Ork detachment contains Gretchin (Armour 3+), Orks (Armour 4+) and battlewagons (Armour 5+), so any dice you roll which score a 3 or more will score a hit.

Remember that infantry in cover adds +1 to its armour rating, so if the Gretchin were in cover their Armour value would increased to 4.

S5. Roll for shooting hits

[Content from Rule Book page 19.]

Roll the hit dice. You may wish to pause at this juncture and grin evilly at your opponent before rolling the dice, and/or inform him that all his men/Orks/tanks are going to die. Then roll the dice.

S6. Discard misses

[Content from Rule Book page 19.]

Remove any hit dice which scored less than the target detachment's lowest Armour value, the remaining dice are hits.

Related information

FAQ: What is a 'miss' on Overwatch. 345
FAQ: Cover. 344

S7. Allocate hits

[Content from Epic 40,000 #5 page 21 to 22.]

Designer's note: Official update

Following Epic Magazine Issue 1 and the Experimental Rules by Mark [Mullins] for allocating hits from shooting, here are the final version. As many of you will know we ran a poll on our website, asking players to vote on whether they liked the rules or not. Approximately 70% of all the people who voted said yes, they liked the rule and would use it. So we have made it an official New Rule for *Epic 40,000*.

The following explanation is meant to replace stage 7 of the shooting procedure [*Rule Book* page 20]. The rest of the ~~firing~~ shooting procedure remains exactly the same. So working out, Firepower, placing Blast markers, working out hit dice using the target detachment's lowest armour value are all unchanged, until it comes to allocating hit dice.

Next you allocate your hit dice against units from the target detachment. Allocate one dice at a time. Dice are allocated to the closest target first, then the second closest, and the third closest, and so on. Each die must be allocated to a unit whether it can affect it or not. The attacking player can choose in which order he allocates the dice but must apply a dice to the first available target. This is explained in more detail below.

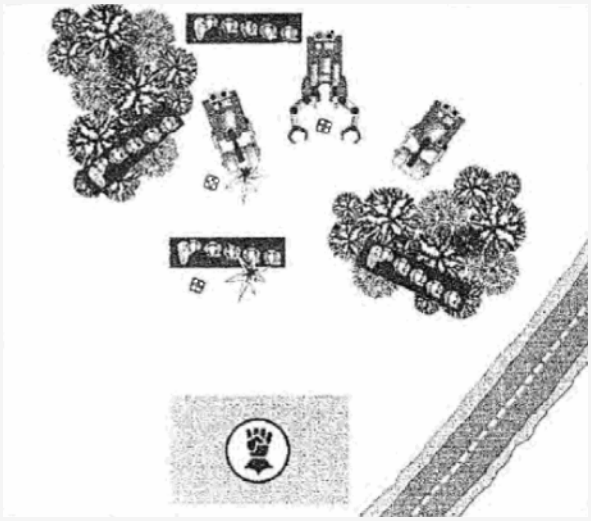
i. Each dice must be allocated against the nearest unit in the target detachment regardless of whether it can be affected or not. (eg, you must use a hit dice that rolled a 4 against a closer unit, even if its Armour value means it cannot be affected, you cannot ignore a closer unit to hit a unit behind it. If this is the case then the shot is wasted, it bounces off harmlessly). You can allocate dice in any order you like. Remember that targets in cover can't be hit unless you used the cover column on the Firepower table.
ii. Hits may only be allocated against units that are in range and in the line of fire of at least one unit from the attacking detachments (you can't be hit if you can't be shot at!).
iii. You may only allocate one hit to each unit in a target detachment that can be affected until all of the units that can be affected have taken a hit. Then you may allocate each unit a second hit starting with the closest. If all the units have taken two hits you may allocate a third, and so on.[Comment: Poor choice of words in first sentence — 'that can be affected' seems to contradict step (1), though clearly it shouldn't.]

Example: Allocating hits step (i)

A detachment of Space Marines is firing at a mixed detachment of Orks and Battlewagons. The Space Marines have a Firepower of 9. Some of the target detachment are in cover, some of them are in the open.

The Space Marine player decides to ignore the Orks in cover to fire at those in the open. Consulting the Firepower table he sees that firing at infantry and vehicles in the open gives him five dice. He scores a 5, 4, 4, 3 and 2. The lowest Armour value in the target detachment is 4+ for the Ork Boyz. The 2 and the 3 are discarded as misses.

Example: Allocating hits step (ii)



a. The closest unit to the Space Marines is a Boyz unit, the Space Marine player allocates one of the 4's to it and it is destroyed.
b. The second closest unit is a Boyz unit in cover. As he did not fire using the cover column or the Firepower table this unit cannot be hit and is ignored.
c. The next closest unit is a Battlewagon. The 5 is allocated to it and it is destroyed.
d. The next closest unit is another Boyz unit in cover, again this is ignored.
e. The next closest unit is another Battlewagon behind a wood. No Space Marine unit in the firing detachment has a line of sight to it, and therefore it cannot be hit.
f. The next closest unit is a third Battlewagon. The 4 must be allocated to this, and as a Battlewagon is Armour 5+ the shot bounces off harmlessly.

Firepower 9 also places one Blast marker on the Ork detachment [already noted at **S2. Work out Blast markers** on page 73].

NB. In ~~firing~~ shooting as described in the rulebook, the final 4 would have been able to hit and destroy the Ork Boyz unit behind the third Battlewagon. As the 4 Is unable to harm its Armour value of 5+ it would have ignored the Battlewagon. The change is that now the 4 must be allocated to a closer target, even though it is ineffective.

Related information

Original hit allocation rules 369

S8. Remove casualties

[Content from Rule Book page 20.]

As you allocate the hits remove destroyed units from the table. Alternatively you can flip them over, mark them with black smoke or replace them with beautifully detailed wreck models or whatever you do with the dead 'uns.

The Assault phase

[Content from Rule Book page 21.]

In the **Assault phase** detachments which are *assaulting* are allowed to move again. An assaulting detachment can use this extra move to engage an enemy detachment in close combat and short-range firefights.

The player with the initiative is allowed to decide whether he will make his assaults first or second. The player going first then makes his assault moves, and fights out any close combats and firefights that result from these moves. Then the player going second makes any moves and resolves their close combats or firefights.

Moving in the Assault phase is subject to all the rules you used in the Movement phase, except that enemy units may not snap-fire in the Assault phase.

Remember! Detachments that have Blast markers on them will not be able to move unless they pass a Leadership test.

Related information

FAQ: Moving past in the Assault phase 345
FAQ: Multiple close combats and firefights 346
Q&A: Assault phase 353

Charging into close combat

[Content from Rule Book page 21.]

During the Assault phase a player may move and attack with detachments that were placed on Assault orders in the Movement phase.

You can declare that any or all of your assaulting detachments are charging into close combat in the Assault phase. This is the only time that units are allowed to move into contact with enemy units. Infantry are allowed to move at double speed when they are charging into close combat if it will bring them into contact with the enemy.

Related information

Q&A: Charging from transports 352

Other assault moves

[Content from Rule Book page 21.]

Assaulting units must move at least 5cm, unless they can move less and get into close combat. They never have to move more than 5cm.

Assaulting troops must move towards the enemy, but they don't have to move towards the nearest enemy, and they don't have to charge into close combat unless you want them to. You may simply want to manoeuvre into range for a firelight or to grab an objective for example.

However, units making Assault moves may not move past any enemy units unless those enemies have already been engaged in close combat by another friendly unit. Rather than get bogged down in a lengthy explanation here this is discussed in greater detail in the Battles Book [**FAQ: Moving past in the Assault phase** on page 345].

Fighting in close combat [procedure]

[Content from Rule Book page 22.]

Close combats are fought when there are opposing detachments in base-to-base contact after a player has made all of his assault moves. If a detachment has any units in base contact with an enemy detachment a close combat must be resolved between the two detachments. The close combat is resolved before the opposing player gets a chance to move his assaulting units. The player with the initiative decides which order close combats are resolved in.

Close combat is resolved by both players rolling a dice with the highest roll winning the combat. The roll of the dice is modified by various factors like the skill of the units fighting and the numbers involved.

The more one player beats the other's dice roll by the greater his victory and the more casualties he will inflict, although both sides are likely to suffer losses in close combat.

Enemy detachments defeated in close combat are also driven back and suffer extra Blast markers.

Close combat procedure

C1. Add up Assault values 78
C2. Work out close combat bonuses 78
C3. Roll dice and add close combat bonuses 79
C4. Work out difference in combat scores and place Blast markers 79
C5. Roll for close combat hits 80
C6. Broken detachments and retreats 81
Multiple close combats 81

C1. Add up Assault values

[Content from Rule Book page 22.]

Each player starts by adding up the Assault values of units in base-to-base contact with the enemy. A maximum of two units can 'gang up' on each enemy unit.

Any other units from the detachment involved in the combat which are within 15cm of the enemy each add a further +1 to the total, representing the effects of their supporting fire.

Related information

FAQ: Why the obsession with 15cm engagement ranges? 346
FAQ: Can units with zero Firepower lend support in close combats? 346

C2. Work out close combat bonuses

[Content from Rule Book page 23.]

Each player receives bonuses in close combat for the Assault value of their units, whether they are supported by psykers, which side has more Blast markers, and so on. These are summarised on the **Close Combat Bonuses table** below.

Note that the bonus you receive for the Assault value of your units depends on how it compares with your opponent's Assault value, you don't add your Assault value straight onto your dice roll!

Close Combat Bonuses table

The opposing side has 5 or more Blast markers	+1
The opposing side has more Blast markers than your side	+1
Your own side has the most psykers fighting or supporting the combat	+1
Your own total Assault value is higher than the enemy's	+1*
Your own total Assault value is double the enemy's or more	+2*
Your own total Assault value is triple the enemy's or more	+3*
Your own total Assault value is quadruple the enemy's or more	+4*

**These modifiers are not cumulative so only use the best one that applies.*

C3. Roll dice and add close combat bonuses

[Content from Rule Book page 23.]

Each player rolls one D6 and adds their combat bonuses to the score. The player with the highest total score has won the combat. If the combat is a draw (ie, both totals are the same) place one Blast marker on every detachment in the combat and roll again.

C4. Work out difference in combat scores and place Blast markers

[Content from Rule Book page 24.]

The difference between the two total combat scores dictates how great a victory the combat was for the winner and how crushing a defeat it was for the loser. Work out how much the winner's score beats the loser's by and look it up on the **Close Combat Results table** below. For example, a score of 6 versus 8 means the winner has won by 2.

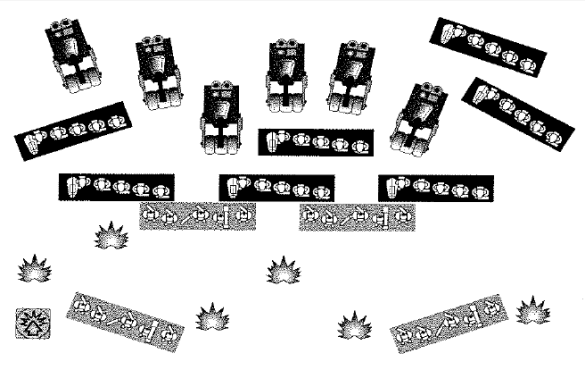
Close Combat Results table

Combat Difference	Result	Hit Numbers	
		Winner	Loser
+1	Narrow Win	4+	4+
+2	Forced Back	3+	4+
+3	Driven Off	3+	5+
+4	Hurled Back	2+	5+
+5	Overwhelmed	2+	6+

The loser receives a number of Blast markers equal to the difference between the two scores. If more than one detachment was involved on the losing side each one receives a number of Blast markers equal to the difference between the two scores.

Important. The maximum number of Blast markers a detachment can suffer in close combat is equal to the number of units it had fighting in the close combat (ie, the ones in base-to-base contact with the enemy, not just lending supporting fire).

Example: Close combat bonuses



In this combat, the Orks have 3 Boyz units (Assault value 2 each) in contact with 2 Space Marine units. They also have 6 Battlewagons and another 4 Ork units within 15cm to lend supporting fire. This gives them a total Assault value of 2+2+2+ 10= 16.

As well as the 2 units in actual combat (Assault value 3 each), the Space Marines have 2 units that can lend support, giving them a total of 3+3+2=8. They've been pretty shot up already and have 6 Blast markers on them.

The bonuses for the ensuing assault are:

Orks	Space Marines
Double Assault value +2	No bonuses
Less Blast markers +1	
Enemy has 5+ Blast markers +1	
Total +4	Total 0

The Orks add 4 to their dice roll while the Space Marines get no bonus at all — it doesn't look good for the battered Space Marines!

C5. Roll for close combat hits

[Content from Rule Book page 25.]

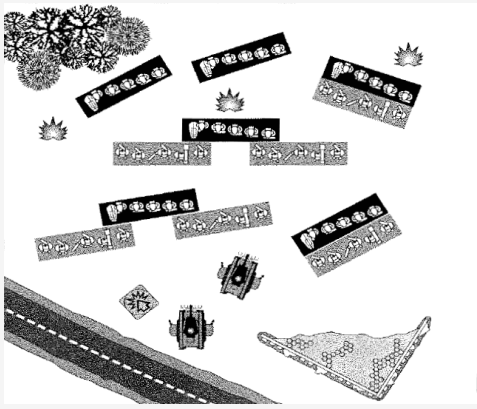
In close combat Armour values are ignored and instead you get a hit if you equal or beat the hit number shown on the **Close Combat Results table** below. Look up the combat difference on the table to find out the hit numbers for winning and losing units.

Roll a D6 for each of your units in base-to-base contact with the enemy, even if you lost. Don't forget that a maximum of two units can attack one enemy unit in close combat. You can choose which enemy units to apply hits against but as with shooting you can only put a second hit on a unit once all of the enemy units have been allocated one hit each.

Close Combat Results table

Combat Difference	Result	Hit Numbers	
		Winner	Loser
+1	Narrow Win	4+	4+
+2	Forced Back	3+	4+
+3	Driven Off	3+	5+
+4	Hurled Back	2+	5+
+5	Overwhelmed	2+	6+

Example: Rolling for hits



In this combat, the Space Marines have scored 8 while the Orks have only managed to score 5 — a difference of 3 points. As well as placing 3 Blast markers on the Orks, the result is looked up on the Close Combat Results Table. This shows that the Space Marine player needs to roll 3+ to kill the Orks, who in turn need scores of 5+ to eliminate the Space Marines.

The Space Marine player has 6 units in contact and so rolls 6 dice, scoring 3, 3, 5, 5, 5 & 6 — an astounding roll that wipes out the 4 Ork units in contact (the excess hits are wasted). The Ork player rolls 4 dice and scores 2, 3, 5 & 6 which inflicts 2 hits. He assigns these to the Space Marines on his flank, hoping to increase the surviving Orks' chances of withdrawing safely.

C6. Broken detachments and retreats

[Content from Rule Book page 25.]

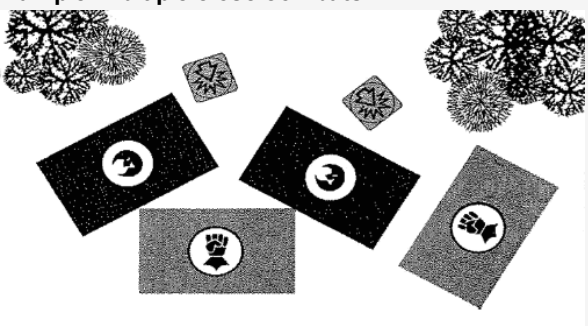
Finally, mark all the detachments on the losing side as being 'broken' (you can do this with the Order dice). Broken detachments must then retreat as explained at **Broken detachments** on page 84.

Multiple close combats

[Content from Rule Book page 26.]

Several close combats may need to be fought in the same Assault phase if a number of different detachments enter close combat with enemy detachments. In an ideal world these would each only involve one detachment per side, but things being what they are it's inevitable that units from several detachments will end up fighting each other. Where two or more detachments are in contact with one or more enemy detachments, resolve the fight as a single large combat.

Example: Multiple close combats



Two Ork detachments charge into a Space Marine detachment. Both Ork detachments and the Space Marines have models in base contact with the enemy so any units not in contact but within 15cm can add supporting fire (see Close Combat Procedure [**The Assault phase** on page 76]).

The second unengaged Space Marine detachment has no models involved directly in the assault and so may not lend any support.

The Assault values of both Ork detachments are added together to find the Orks' total. If they lose both detachments will have the same number of Blast markers placed on them, will both be broken and will have to retreat.

Firefights [procedure]

[Content from Rule Book page 26.]

A firelight takes place if there is an enemy detachment within 15cm after a player has resolved his close combats. Note that it is possible for a detachment to be involved in a close combat and then take part in a firelight immediately afterwards. If a detachment has any units within 15cm of an enemy detachment a firelight must be resolved between the two detachments. When several firefights occur in the same turn the player with the initiative may decide what order to resolve them in.

Firefight procedure

F1. Add up firefight Firepower **82**

F2. Work out firefight bonuses **83**

F3. Roll dice and add firefight bonuses **83**

F4. Allocate hits and Blast markers to losing detachments **83**

Multiple firefights **83**

Related information

FAQ: Multiple close combats and firefights 346

F1. Add up firefight Firepower

[Content from Rule Book page 27.]

Count up the Firepower values for every unit within 15cm of the enemy.

Related information

FAQ: Why the obsession with 15cm engagement ranges? 346

F2. Work out firefight bonuses

[Content from Rule Book page 27.]

Each player receives bonuses in firefights for the Firepower value of their units, whether they are supported by psykers and so on. These are summarised on the **Firefight Bonuses table** below. As in close combat the bonus you receive for the Firepower of your units depends on how it compares with your opponent's Firepower, you don't add your Firepower straight onto your dice roll!

Firefight Bonuses table

The opposing side has 5 or more Blast markers	+1
The opposing side has more Blast markers than your side	+1
Your own side has the most psykers in the firefight	+1
Your own total Firefight value is higher than the enemy's	+1*
Your own total Firefight value is double the enemy's or more	+2*
Your own total Firefight value is triple the enemy's or more	+3*
Your own total Firefight value is quadruple the enemy's or more	+4*

**These modifiers are not cumulative so only use the best one that applies.*

F3. Roll dice and add firefight bonuses

[Content from Rule Book page 27.]

Each player rolls one D6 and adds their firefight bonuses to the score. The player with the highest total score has won the firelight. If the combat is a draw (ie, both totals are the same) place one Blast marker on every detachment in the combat and roll again.

F4. Allocate hits and Blast markers to losing detachments

[Content from Rule Book page 27.]

Each detachment on the losing side takes one hit on the nearest unit to the enemy and receives one Blast marker. Losing detachments are also broken and must retreat.

Related information

FAQ: Retreats 347

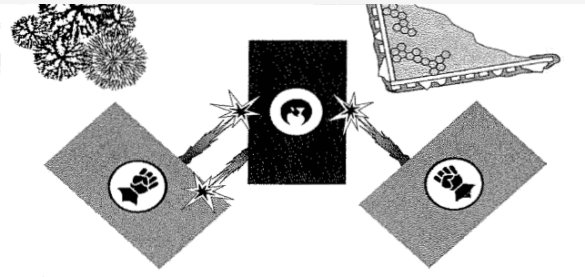
Multiple firefights

[Content from Rule Book page 28.]

Once again, in an ideal world you should be able to resolve discrete firefights between detachments. However, as any detachment with units within 15cm of the enemy is automatically involved in a firelight (it can't choose not to be involved), firefights between multiple detachments are inevitable.

Where one or more detachments are within 15cm of two or more enemy detachments, resolve the whole thing as a single large firefight. It is possible that you could end up with several detachment vs detachment firefights and some multiple firefights in the same turn.

Example: Multiple firefights



Here, 2 Space Marine detachments have cornered the Orks and both have units within 15cm. In the subsequent firefight they add together the firepower of all the units within 15cm, from both detachments. This gives them one total to compare with the Orks' firepower. If the Space Marines lose, both detachments will take a hit and receive a Blast marker. They will both be broken and have to retreat.

Broken detachments

[Content from Rule Book page 28.]

Mark broken detachments with the Order dice. 

A detachment becomes broken if:

i. It loses a close combat.
ii. It loses a firelight.

A broken detachment must retreat when it breaks, and may make a retreat move in a subsequent Movement phase if the player desires. It is not allowed to move or shoot otherwise, and has its Assault value and Firepower halved for close combat and firefights. Note that the only type of move a broken detachment can make is a retreat move; a broken detachment is not allowed to move normally, or march, enter overwatch, etc.

A retreat move may be up to 20cm, regardless of a unit's actual Speed. Retreat moves may be made in any direction, and the normal terrain rules apply, but if a unit ends a retreat within 15cm of the enemy, it is destroyed (it is 'killed while trying to escape'!). Units that are 'out of command' (more than 30cm from their detachment HQ unit) are not affected if their parent detachment is broken (so they don't have to retreat). Conversely, if a unit that is out of command is broken, then it is destroyed with no other effects on the parent detachment.

After Blast markers have been removed in the Rally phase broken detachments can attempt to rally by passing a Leadership test. A detachment can't rally if the number of Blast markers on the detachment is equal to or greater than the number of units in it.

Related information

FAQ: Retreats 347

The Rally phase [procedure]

[Content from Rule Book page 29.]

In the Rally phase the opposing armies have a chance to muster their forces and take stock of the damage.

Rally procedure

R1. Remove Blast markers **85**

R2. Rally broken detachments **85**

R3. Repair war engine damage and shields **85**

R4. Check victory conditions **85**

R1. Remove Blast markers

[Content from Rule Book page 29.]

Remove D6 minus 1 Blast markers from each of your detachments, rolling separately for each. This means you will be taking off between 0 and 5 markers from each detachment.

R2. Rally broken detachments

[Content from Rule Book page 29.]

Take a Leadership test for each broken detachment. Roll a D6. If you score over the number of Blast markers on the detachment the unit has passed the test — remove the Broken Detachment marker. Otherwise, the test is failed — leave the marker in place!

A detachment is not allowed to rally if the number of Blast markers on the detachment is equal to or greater than the number of units in it.

R3. Repair war engine damage and shields

[Content from Rule Book page 29.]

Any war engines that have suffered minor damage can attempt to make repairs at this point and war engines with shields which have been knocked down can attempt to raise them again. Shields and damaged locations are repaired on a D6 roll of 4 or more. War engine repairs and shields are explained in more detail at **War engine critical damage** on page 105 and **War engine shields** on page 106.

R4. Check victory conditions

[Content from Rule Book page 29.]

The various scenarios explained in the Battles Book [**The scenarios** on page 140] have victory conditions which will tell you which player has won (or is winning) or has lost (or is losing). At this point you check to see how both sides are doing.

Special rules

Extra rules to add more depth to the game.

[Content from Rule Book page 30.]

Now you know all about basic units you get to find out about some of the really good stuff: gigantic all-conquering war engines, flyers, other special units like heroes, jump pack troops, artillery and many others. These kinds of units have special abilities which often break the core rules in some way — war engines never retreat from combat for example, artillery doesn't need a line of fire to shoot and so on. The special rules are not particularly complex, you can start playing with them more or less straight away, they are separated out purely so they do not introduce lots of special cases and exceptions while you're reading the core rules.

Related information

How to use this publication 6

Super heavy weapons

[Content from Rule Book page 31. Errata from Firepower #1 page 13 to 14]

Super heavy weapons are ones that don't have a preset Firepower value or sometimes don't even have a Firepower value at all. Super heavy weapons are most commonly found on war engines, but some specialist vehicles like tank hunters or long range artillery units may be armed with them as well. Note that these rules only tell you about the effects of these weapons, the range of the weapons depends on the unit carrying them.

Super heavy weapons can be fired at any target within range, so, for example, they can pick out individual targets within a detachment. Super heavy weapons which are used by units making an Assault must roll a 4 or more on a D6 in order to lock on and be able to fire in the Shooting phase. Units in Overwatch may re-roll misses for super heavy weapons as usual. In firefights a super heavy weapon which doesn't have a basic Firepower value always counts as having a Firepower value of 1 instead.

Super heavy weapons and Blast markers

When a detachment with super heavy weapons fires it places Blast markers on the target detachment. The number of Blast markers placed depends on the number of super heavy weapons fired by an attacking detachment before modification for Assaulting, Blast markers etc.

Look up the number of super heavy weapons being fired on the **Super Heavy Weapons Blast Markers table** below to find out how many Blast markers are generated. If a detachment is firing with both Firepower and super heavy weapons it places Blast markers for both attacks.

Super Heavy Weapons Blast Markers table

Super Heavy Weapons Firing	Blast Markers
1–3	*
4–8	1
9 or more	2

* = 1 Blast marker if you score any hits, otherwise none.

Each Blast marker on a detachment reduces its super heavy weapon shots or Firepower by one each. The detachment's firepower is always reduced first, and if the Blast markers exceed its Firepower the remainder are deducted from its super heavy weapons shots.

Related information

Q&A: Super heavy weapons 354

Anti-Personnel [weapon]

[Content from Epic 40,000 #2 page 11.]

[Experimental rules] [See also **Anti-personnel [ability]** on page 100]

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

Anti-Tank

[Content from Rule Book page 32.]

Some units are armed with a weapon or combination of weapons that are particularly good at destroying a single target unit, regardless of how well protected it is. A classic anti-tank unit is the Space Marine Land Raider which mounts quad tank-busting lascannon and is quite capable of punching holes in the most heavily armoured targets.

Anti-tank shots always roll 1 dice to hit regardless of cover (the shot is so powerful it will simply blast through it!). More importantly an *Anti-tank* shot always treats the target's Armour value as 4 even if it's 5 or 6 (i.e, always roll 1 dice to hit, hitting on a 4+). Note that (despite the name) you can fire *Anti-tank* shots at infantry units or war engines as well as vehicles.

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

[From Firepower #1 page 12.]

Barrage

[Content from Rule Book page 32.]

Barrage weapons fire salvoes of shots, shells or rockets which explode on impact to wreak indiscriminate destruction across a wide area. Barrages are far more effective against an enemy detachment which is densely packed together. An example of a vehicle which is armed with a barrage weapon is the Space Marine Whirlwind.

When a unit fires a barrage weapon take the Barrage template and place it over the target detachment, trying to fit as many enemy units as possible under the template. The barraging unit's Firepower is equal to the number of units from the target detachment which can be fitted under the Barrage template; you must cover at least three trooper models for an infantry unit to count or any part of a vehicle or war engine. The Firepower of a barrage is added to the attacking detachment's Firepower; the barrage does not count as a super heavy weapon for placing Blast markers.

Related information

FAQ: Barrages 349
Q&A: Barrage 354

Close Combat Weapons

[Content from Rule Book page 32.]

Close combat weapons are giant chainfists, power rams, claws, short ranged burners, wrecking balls and other devices which are fitted to war engines so that they can mangle other war engines in close combat. A war engine armed with a close combat weapon has a massive advantage in hand-tohand combat over another war engine.

War engines armed with close combat weapons double their Assault value if they are fighting against enemy war engines in close combat. If a war engine armed with a close combat weapon wins a close combat against an enemy war engine it automatically inflicts catastrophic damage on it. Make one roll on the losing war engine's Catastrophic Damage table to find out what happens to it.

Related information

Q&A: Close combat weapons 355

Death Ray

[Content from Rule Book page 33.]

Death Rays are huge energy weapons designed to obliterate a single target at almost any distance. Almost every race uses a Death Ray weapon of some sort, although the actual type might vary between giant lasers, plasma accelerators, fusion lances and so on.

Death Rays are like super anti-tank weapons. They always roll one dice to hit, and always treat the target's Armour value as being 2, regardless of what it actually is (i.e, always roll 1 dice to hit, hitting on a 2+). Because of the awesome potency of these weapons Death Ray hits always cause critical damage against war engines: roll on the Critical Damage Table on the war engine's data sheet.

Deathstrike Missile

[Content from Firepower #1 page 12.]

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

Related information

Vortex Missile 90
Deathstrike Missile variants 373
Deathstrike Missiles as Flyers 375

Disrupt

[Content from Rule Book page 33.]

Disrupt weapons are ones which inflict slight casualties but cause a great deal of disruption to the target detachment by damaging vehicles or scattering infantry. Eldar monofilament web spinners are good examples of Disrupt weapons — they fire a drifting web of monofilament wire towards the target, forcing the target to take cover before the web lands and slices them to pieces.

Roll a D6 for each Disrupt weapon fired at an enemy detachment: on a roll of 4,5 or 6 place one Blast marker on the target in addition to any other Blast markers that would normally be placed. Disrupt weapons inflict no other damage.

Distortion Cannon

[Content from Rule Book page 33.]

Distortion cannon bore an unstable warp hole in the fabric of reality. Anything caught in the warp hole in the brief moment before it collapses is sucked through and lost forever! Large targets like war engines are unlikely to be dragged through completely but will still suffer severe damage if they are hit.

When a Distortion cannon is fired roll a D6 and multiply the score by 5, giving you a number between 5 and 30. If the score equals or beats the target unit's basic Speed value, you've hit it (a roll of 6 is always a hit, a 1 is always a miss). War engines which are hit take a single critical hit, ignoring shields. Targets with a Damage Capacity of 1 (which is anything except war engines) which are hit are destroyed.

Heavy Barrage

[Content from Rule Book page 33.]

Heavy barrages are very similar to ordinary barrages but the salvoes are heavier and far more destructive. Because of this a heavy barrage hits with a Firepower value equal to twice the number of units under the template.

The shells or missiles for heavy barrage weapons are so huge and cumbersome that it takes vehicles a full turn to reload after firing a heavy barrage. Turn the models around or make notes to show that they can't move or fire on their next turn while they reload. War engines carry masses of ammunition for their heavy barrage weapons so they may fire every turn without having to reload.

Related information

FAQ: Barrages 349

Mega Cannon

[Content from Rule Book page 33 to 34.]

Mega cannon are giant pieces of ordinance which lob a single, huge shell when they fire. The tremendous explosion of the shell when it lands is similar in effect to a barrage but even more dangerous.

When a Mega cannon is fired place a Barrage template over the target unit(s). Roll a D6 against the Armour value of each unit under the template, if the D6 equals or beats the target's Armour value it takes 1 point of damage. The tremendous power of a Mega cannon means that infantry armour bonuses for cover are ignored and each Mega cannon attack places one Blast marker on the target detachment in addition to any other Blast markers that would normally be placed.

Related information

Q&A: Mega Cannon 355

Pulsar

[Content from Rule Book page 34.]

The Pulsar is an Eldar weapon which demonstrates the consummate skill of the Eldar at constructing lethal laser weaponry. The Pulsar fires rapid bursts of laser energy capable of reducing several targets to molten slag in a single salvo.

When it is fired the *Pulsar* generates the equivalent of D6 *Anti-tank* shots which may be fired at targets within range.

Related information

Q&A: Pulsar 356

Ripper Tentacles

[Content from Rule Book page 34.]

Ripper tentacles are a bio-engineered symbiote weapon used by Tyranid bio-Titans. They are metre-thick ropes of muscle and sinew which are controlled by separate nerve bundles so that they writhe and strike with a mind of their own.

When in close combat with another war engine the ripper tentacles can be wrapped around one close combat weapon, preventing the opposing Titan from using it.

Super Lifta Droppa

[Content from Rule Book page 34.]

The Super Lifta Droppa is a powerful Ork weapon which defies the understanding of human tech-priests. It works by latching a traktor beam onto the target and lifting it up into the air. The Ork Mekboys operating the weapon then try to drop the contents of the traktor beam onto some other choice victims nearby.

The Super Lifta Droppa is used to pick up vehicles and war engines, infantry units can't be picked up. In order to grab and lift a target you have to roll a D6 and beat its damage capacity (1 for vehicles; war engines have a Damage Capacity of 3 or more depending on their type). The target can then be moved by up to 1 cm for each point the D6 score beats its damage capacity by before it is dropped. The dropped unit is destroyed automatically (roll for catastrophic damage on war engines). Anything dropped on takes 1 point of damage on a D6 roll of 4, 5 or 6.

Related information

Q&A: Super Lifta Droppa 356

Vortex Missile

[Content from Rule Book page 34.]

A Vortex missile is a devastating one-shot weapon. When the missile is fired the warhead explodes into a whirling vortex of energy which consumes anything in contact with it before it implodes. This ravening vortex is in effect a giant warp hole like the one created by a Distortion Cannon and is particularly deadly against war engines.

When a Vortex missile is fired place a Barrage template over the target unit(s). Every unit under the template suffers the equivalent of D6 *Death Ray*~~hits~~ shots. Once the Vortex missile has been fired it is expended and may not be used again during the battle.

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

[From Firepower #1 page 12.]

Related information

Deathstrike Missile 88
Deathstrike Missile variants 373
Deathstrike Missiles as Flyers 375

Specialists and special abilities

[Comment: There doesn't seem to be any useful distinction between 'Specialists' and 'Special abilities', either in the Rule Book or in the magazines. So, for the sake of simplicity and usability I have merged the abilities into a single alphabetical list in this section. The original definitions that introduced the separate sections are as follows.]

Specialists

[Content from Rule Book page 35.]

> Certain units, generally only infantry, can effectively change their characteristics by specialising in one particular aspect of war. By varying what equipment they carry these units become better than normal in assaults, able to move more quickly and so on. For example, Space Marine Devastators carry more heavy weapons than normal Space Marine squads, giving them a longer range and better firepower. The army lists will tell you what specialists you can buy for your forces; the powers of the various specialists are listed ~~below~~ [in this section].

Special abilities

[Content from Rule Book page 36.]

> Special abilities are ~~ones~~ [abilities] which allow units to 'buck the rules' in some way. This is usually because the units themselves are unusual due to their training, equipment or temperament. Some special abilities are integral to particular units and as such will be included in their description; others can be purchased as upgrades for units through the army lists in the same way as specialists. For example, an Imperial Guard command squad can include a psyker, and if you pay the points for it that command squad will count as having the *Psyker* special ability. On the other hand, a Space Marine Librarian is always a psyker — it's part of his unit description.

Related information

FAQ: Re-rolls 350

Artillery

[Content from Rule Book page 36.]

Artillery units are capable of arcing their fire up into the air so that it will go over intervening terrain. This means they can fire at any target detachment within range even if they don't have a line of fire. *Artillery* units are also capable of making a special preparatory bombardment attack. This is detailed fully at **Artillery** on page 108.

Assault

[Content from Rule Book page 35. Errata from Firepower #1 page 15]

Assault units are optimized for fighting in close combat with pistols, grenades, chainswords, axes and other hand-to-hand weapons. While this gives these units a big advantage in close combat it means that their long range firepower is greatly reduced.

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

Assault specialists with **Heavy Weapons** on page 93 keep a 45cm range but still have their Assault value halved **after** adding +1 to it.

Bridge

[Content from Firepower #4 page 6.]

[Experimental rules]

The unit can place a bridge over one river, stream, trench, ravine, or other such terrain which is up to 10cm wide. The bridge is placed during the Rally phase and will remain in play even if the *Bridge* unit is destroyed.

Once the bridge is placed any normal unit may move across the bridge as normal terrain. A bridge may also be placed against a cliff, wall or other vertical obstacle. Infantry units (only) may then cross the obstacle, but treat it as dangerous terrain.

A unit can only place one bridge per game.

Brood Telepathy

[Content from Firepower #3 page 58 to 59.]

[Official rules]

The strong psychic link between [Genestealer Cult] brethren is denoted by the *Brood Telepathy* special rule which simulates the Hive Mind telepathy between all the Cult members. This gives the Cult a very strong resistance factor as they will only start to take ~~Morale~~ [Leadership] tests when all synapse creatures or equivalent are destroyed. For a Genestealer Cult, ~~I have taken these to be~~ [these are] the Patriarch and Magus.

Cavalry

[Content from Rule Book page 35.]

On primitive, barbaric worlds in the galaxy cavalry still rule the battlefield and many armies of the 41st millennium still use them for their speed and shock value. Cavalry are also useful in long range patrols and scouting missions because they can forage for food as they go. Cavalry might be riding horses, cyboars, giant lizards, daemon steeds or something even weirder depending on which army they're from.

Cavalry units have their Speed [value] doubled, and during the Assault phase their Speed [value] is tripled if they charge into close combat. Because you can't ride a horse through a building very easily, take cover properly and so on *Cavalry* [units] are counted as vehicles. Cavalry also add +1 to their Armour value, up to a maximum of 6+.

Close Support

[Content from Rule Book page 36.]

Close Support units are armed with weapons which are devastating at close quarters, such as firethrowers or heavy, short-ranged cannon. The deadly supporting fire of these units makes a big difference in close combats.

Close Support units count their Firepower value in support during close combat, instead of only adding +1. Note that they still use their Assault value if they are attacked directly so they do need to be used in support of other units.

Deathwing

[Content from Firepower #2 page 14.]

Members of the [Dark Angels Space Marines] Deathwing are known for their unwillingness to back down in the face of horror. To represent this the *Deathwing* special ability allows detachment members to automatically pass **all** Leadership tests, and remove D6 Blast markers in the Rally phase (note the difference from the normal D6-1).

Engineers

[Content from Firepower #4 page 6.]

[Experimental rules]

[An *Engineers*] unit can clear one mine counter during the Rally phase by making an Assault move into the minefield. This ability does not give the unit protection from mines. Check for hits from mines as normal when the unit moves into the minefield.

The unit may create a fortification or ~~barbed wire~~ razorwire during the Rally phase by remaining stationary for an entire tum. The unit may also destroy a fortification by assaulting it. Remove the fortification at the end of the Assault phase if the unit is in contact with it and the *Engineers* unit's side wins the assault.

Related information

Fortifications 121

Flak

[Content from Rule Book page 36.]

Flak units are designed to shoot down enemy flyers, either by tracking their course with complex scanning devices and then shooting at them or simply filling the skies with so much lead that flyers are bound to be hit by some of it. Details of how *Flak* units work can be found at **Flak** on page 112.

Heavy Weapons

[Content from Rule Book page 35.]

Some units are equipped with more long ranged and potent weaponry than is normal for their type. Ork Shooty Boyz and Space Marine Devastators are both good examples of infantry heavy weapons units. Of course the down side to toting this amount of cumbersome weaponry is that the unit becomes more vulnerable in close combat.

Heavy Weapons units count +1 to their Firepower value, increase their Range to 45cm, but have their Assault value halved (round up).

Hero

[Content from Rule Book page 36.]

Heroes are exceptional units or individuals which fight with tremendous bravery and warcraft. Being heroes they also tend to get all the best equipment as well! Space Marine Captains and Ork Warbosses are both examples of *Hero* [units]. Note that a vehicle with a tough, hard-bitten crew could be a 'Hero' just like an infantry squad.

Hero [units] have a *save* (see **Save** on page 97) and their Assault value is doubled.

Hit and Run

[Content from Firepower #2 page 11.]

[Comment: This rule was originally published in the context of White Scars Space Marines detachments — but you may see the same rule used in other contexts too.]

The White Scars attack from nowhere, unleash a devastating volley of fire or brief charge into close combat, and then disappear as suddenly as they arrived. To represent this, White Scars detachments can always make a retreat move after a close combat or firefight, even if they win. This enables them to attack the enemy and then withdraw to safety to avoid an unfavourable assault or firefight from other enemy detachments close by.

This rule applies to every unit in the detachment, including support. Note that if they choose to make a retreat move they will be destroyed as normal if they end their move within 15cm of the enemy.

Infiltrators

[Content from Rule Book page 37.]

Infiltrators are special units that are trained to scout ahead of a main force, sneaking through enemy lines to set up ambushes, sabotaging installations and causing all sorts of trouble.

Infiltrators units count as being within command distance if they are within 60cm of their detachment HQ. They may deploy up to 30cm outside the normal deployment zone, or add +30cm to their first move if they are not deployed at the start of the battle. An *Infiltrators* unit which is more than 30cm from its HQ unit is still destroyed if it is broken in close combat or a firefight.

Related information

Q&A: Infiltrate 357

Jump Packs

[Content from Rule Book page 35.]

Jump pack units are equipped with powered jets, wings, long legs or anti-gravitic devices which allow them to travel in a series of very long, very high leaps. Jump pack infantry are a popular choice for many assault detachments.

Jump Packs units have their normal Speed [value] doubled and during the Assault phase their normal Speed [value] is tripled if they charge into close combat. Because they can jump over terrain when they are moving, *Jump Packs* units can ignore the effects of a piece of terrain as long as they don't end their move in it.

Kroot

[Content from Epic 40,000 #10 page 21.]

All Kroot and Kroot creatures are native of the jungle world of Pech and, as such, are well adapted to jungle fighting. To represent the [*Kroot* units'] native skills they treat woods and jungle terrain as fortifications. They gain a +2 Armour value when in jungles and woods instead of the usual +1.

Medic

[Content from Firepower #4 page 6.]

[Experimental rules]

During the Rally phase, when [army] morale loss is calculated, a detachment that has at least one *Medic* [unit] counts as having one less Blast markers for the purposes of [army] morale loss.

Related information

Army morale....118

Open Top

[Content from Firepower #1 page 18.]

[Experimental rules]

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

Ordo Malleus

[Content from Firepower #3 page 31.]

[Experimental rules]

An *Ordo Malleus* unit can double its Assault value in close combat with daemons.

Psyker

[Content from Rule Book page 37.]

Psykers have the power to manipulate energies from the alternate dimensions of the warp. They can use their powers in many subtle ways but on the battlefield their attacks tend to be of the most violent and unsubtle kind: blasting targets with spectral fire, obliterating enemies with astral lightning or destroying minds with brain bursting bolts of psychic energy.

In a close combat or a firefight the side with the most [*Psyker* units] either supporting or participating will have a distinct advantage and gains a +1 modifier. Also Fate cards (which are explained in the Battles Book [**Fate cards** on page 123]) can be used to make a special Psychic Blast attack with *Psyker* units. Fate cards can also be used to nullify psychic blasts by enemy [*Psyker* units]as long as you have [*Psyker* units] of your own.

Rampage

[Content from Rule Book page 37.]

Units which *rampage* fight with boundless ferocity in close combat, tearing into their opponents with a berserk fury which gives no thought to their own survival.

Normally a unit only rolls 1 die to try to score hits in close combat. However, a unit that has the *Rampage* special ability rolls 2 dice to score hits in close combat. Rampage units are so berserk that they may not retreat from combat. This means *Rampage* units are always caught by the enemy and destroyed if they lose a close combat.

Related information

Q&A: Rampage 357

Rapid Fire

[Content from Rule Book page 37.]

The Space Marines of the Imperium are an elite fighting force trained to fight against impossible odds and win. Part of their training to overcome the numberless hordes of the Emperor's foes is in the use of *rapid fire*. The Space Marines hold their position and pour heavy and accurate fire into the enemy, often at point blank range.

Space Marine infantry units with the *Rapid Fire* ability double their Firepower [value] when they are in Overwatch. Space Marine units with the *Heavy Weapons* specialisation may not use *Rapid Fire*.

Ravenwing

[Content from Firepower #2 page 9.]

The [Dark Angels Space Marines] Ravenwing may go onto special Dodge orders at the start of the Movement phase. The detachment uses all of its speed and skill to make themselves a blur of movement, making it extremely difficult for the enemy to accurately target them. Indicate this by placing the Order dice with the '!' face up next to the detachment.

If the Ravenwing is on Dodge orders the detachment may move normally in the Movement phase. All units in the detachment may add +1 to their Armour value (up to a maximum of 6+) but must then halve their Firepower (rounding up).

Recovery

[Content from Firepower #4 page 6.]

[Experimental rules]

If recovery vehicles are in play, any vehicles that are lost due to dangerous terrain are turned on their side rather than removed from play. A vehicle with *Recovery* ability may recover these vehicles by moving into contact with them. During the Rally phase the player may roll one die. On a roll of 1–3, the vehicle is lost to the dangerous terrain. On a roll of 4–6, the vehicle is turned upright and may move as normal in the following turn.

Save

[Content from Rule Book page 37.]

Some units can survive the most outrageous cataclysms relatively unscathed while lesser beings around them die like flies. This might be because the unit is incredibly skilled, naturally tough, protected by superior armour or energy fields, or simply so alien that many weapons can't harm them.

Units with the *Save* special ability get a saving throw against each hit inflicted on them. If they can roll a 4, 5 or 6 on a D6 when they suffer a hit for any reason the hit is discounted and has absolutely no effect! Blast markers are still placed on units which make their saves.

Related information

Q&A: Save 358

Skimmer

[Content from Rule Book page 38.]

Skimmers are units which are propelled by jet engines, wings, or anti-gravitic devices. Normally they hover just above ground level but they are capable of boosting their height sufficiently to clear trees, buildings or other terrain.

A *Skimmer* unit may ignore terrain when it moves, but if it starts or ends its move in dangerous terrain it must still take a dangerous terrain test. A *Skimmer* [unit] may also 'pop up' in the Shooting phase, rising above any blocking terrain so that it can trace a line of fire over it when it shoots. A *Skimmer* [unit] which has popped up may also be shot at ignoring any intervening terrain. A popped up *Skimmer* [unit] returns to ground level at the end of the Shooting phase.

Related information

FAQ: Skimmer pop-ups 351
Q&A: Skimmers 358

Space Wolves

[Content from Firepower #2 page 12.]

Space Wolves [Space Marines] are renowned for their ferocity in close combat, and any unit with the *Space Wolves* ability adds +1 to their Assault value after doubling for the *Hero* ability or halving for *Heavy Weapons*, not before.

This rule only applies to Space Wolves infantry and Bikes, Attack Bikes and Land Speeders. Space Wolves armoured vehicles, including Dreadnoughts, gain no additional benefit.

Stubborn

[Content from Rule Book page 38.]

Stubborn units are highly disciplined, heavily indoctrinated, well motivated or just plain 'ornery. When shells are thundering down around them and the air is thick with enemy fire Stubborn units are liable to keep going when lesser mortals quail and falter.

Stubborn units may re-roll the dice for any failed Leadership tests.

Related information

FAQ: Stubborn 350

Supreme Commander

[Content from Rule Book page 38.]

Supreme Commanders are the guiding force of an army on or off the battlefield. They are tremendously inspirational figures who can stop a rout or orchestrate a breakthrough simply by being in the right place at the right time. Each army list contains an entry for Supreme Commanders; it is possible that an army may have a choice of more than one commander.

Any detachment with its HQ within 30cm of the *Supreme Commander* unit becomes *Stubborn* so it may re-roll any Leadership tests. Also, if the *Supreme Commander* unit (not just its bodyguard) fights in a close combat or contributes its Firepower to a firelight then you may re-roll the dice for that close combat or firelight. If you re-roll the dice, you must abide by the second result!

Transport (x)

[Content from Rule Book page 38.]

Transport units can carry infantry units, giving them more mobility on the battlefield. The 'x' designates just how many units of infantry a *Transport* unit can carry, so if the notes for a vehicle say *Transport (2)* [then] it can carry two units of infantry. Mounting or dismounting a *Transport* unit costs 5cm of both the *Transport* unit and the infantry unit(s) movement for a turn. It is possible for infantry to mount up, be transported to a new location and then dismount at a cost of 10cm movement to both the infantry and the transport.

Note that a *Transport* unit does not gain the special abilities of infantry which it is transporting. For example a *Transport* [unit that is] carrying a *Hero* [unit] does not gain a *Save* or double its Assault value.

Tunneller

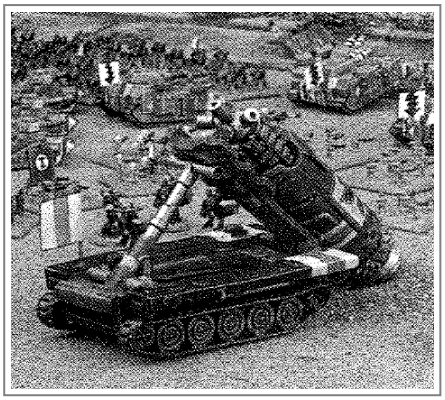
[Content from Firepower #4 page 34.]

[Official rules]

> *'The Governor stood deep within his command post. Without warning, the ground began to shake. Looking out across the main hangar he saw the floor began to break up. Through the broken shards of plascrete, massive screws appeared followed by the bodies of various sized digging machines pushed forward on massive thrusters. With a venting of gas, locking bolts fired clear of the vehicles to allow their contents of assault troops to disgorge directly into the heart of the fortress.'*

There are times when the best way to deploy troops is from underground. When this is the desired course of action, specialist tunnelling vehicles are deployed. The most common are the Mole and the Termite. While these vehicles are maintained by the Imperial Guard they are used to deploy both Imperial Guard and Space Marines.

- ~~Termites, Moles and Hellbores~~ [Units with the *Tunneller* ability] operate exactly the same as **Drop Pods**; the only difference is that the ~~Termite, Mole or Hellbore~~ [*Tunneller* unit] that replaces the Drop Pod counter remains on the tabletop and may continue to act as a normal detachment or war engine. Before deploying Tunnellers make sure that you have clearly indicated which units are occupying which vehicles.
- Like Drop Pods, Tunneller detachments always count as **Reserves**.
- ~~Termites, Moles and Hellbores~~ [*Tunneller* units] do not count as Drop Pods in Planetary Assault scenarios, but may be deployed with their free transport vehicle.



Related information

Drop pods 122
Reserves 121

Vehicle variants

[Content from Epic 40,000 #2 page 10 to 11.]

[Experimental rules]

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

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

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

Tank variants

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

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

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

Anti-personnel [ability]

[Content from Epic 40,000 #2 page 11.]

[Experimental rules]

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

[*Anti-personnel* units] ignore their original Firepower value and instead count as being armed with an *Anti-personnel* super heavy weapon. This is a new type of super heavy weapon which works as described at **Anti-Personnel [weapon]** on page 87.

Assault

[Content from Epic 40,000 #2 page 11.]

[Experimental rules]

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

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

Fast

[Content from Epic 40,000 #2 page 12.]

[Experimental rules]

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

Fast vehicle variant [units] have their Speed value increased by +5cm. However their Firepower [value] is reduced by 1 point. If this would reduce the [unit's] Firepower to '0' then its Armour [value] is reduced by 1 instead.

Flak Battery

[Content from Epic 40,000 #2 page 12.]

[Experimental rules]

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

[*Flak Battery* units] have their Firepower value halved (rounding up), but gain the *Flak* special ability.

Long Range

[Content from Epic 40,000 #2 page 12.]

[Experimental rules]

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

[A *Long Range* unit's Range value] is increased by 15cm but due to the extra weight of the larger gun the [unit's] Speed [value] is reduced by 5cm.

Self-propelled Artillery

[Content from Epic 40,000 #2 page 12.]

[Experimental rules]

The vehicle's normal weapons have been replaced with one or more long range artillery pieces.

[A *Self-propelled Artillery* vehicle unit's Range value] is doubled, but it may not fire at targets which are closer than its original range (i.e. a [unit] with a Range [value] of 30cm would have a new Range [value] of 30–60cm). In addition the [unit] can now use the artillery special rules [as at **Artillery** on page 108].

Shootier

[Content from Epic 40,000 #2 page 12.]

[Experimental rules]

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

[A *Shootier* unit's Firepower value] is increased by 1, but its Speed [value] is reduced by 5cm. [*Shootier* units] with *Anti-tank* or *Anti-personnel* super-heavy weapons receive one extra shot instead. [*Shootier* units] with *Barrage* super-heavy weapons improve to *Heavy Barrage* instead.

Siege

[Content from Epic 40,000 #2 page 12.]

[Experimental rules]

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

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

Tank Destroyer

[Content from Epic 40,000 #2 page 12.]

[Experimental rules]

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

[*Tank Destroyer* units] ignore their original Firepower value and instead count as being armed with an *Anti-tank* super heavy weapon.

War engines

[Content from Rule Book page 39.]

War engines include all very large fighting machines, such as Titans, Ork Gargants and Imperial super heavy tanks. The main difference between a war engine and a normal unit is that the war engine has a Damage Capacity (sometimes referred to as 'DC') which shows how many hits it can take before it is destroyed.

Each type of war engine has a data sheet. An example of a War Engine data sheet is included at **War engine data sheets** on page 107.

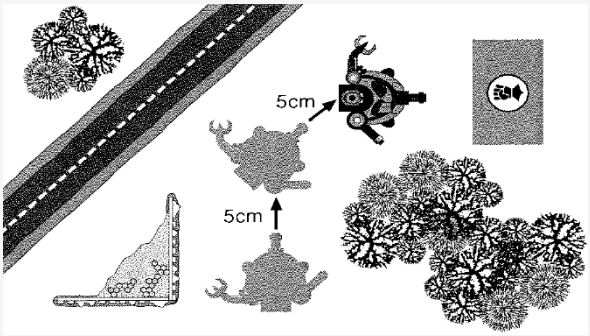
War engine movement

[Content from Rule Book page 39.]

War engines are not allowed to March or enter Overwatch, but they also don't need to be given Assault orders to move or attack in the Assault phase (see **War engines in close combat** on page 106).

War engines are huge, ponderous giants so they cannot turn or manoeuvre as quickly as vehicles and infantry. War engines must generally travel directly ahead when they make their move, though they may turn by up to 45 degrees for free as part of their move. War engines can make more turns but their speed is reduced. Any additional turns cost 5cm of the war engine's move per 45 degrees (or fraction of 45 degrees) turned.

Example: War engine movement



The Great Gargant, Korps Grinda, is advancing on the Space Marines. It has a Speed of 15cm. However, it must negotiate the woods ahead. It moves forward 5cm, then takes its free 45° turn. It then moves forward 5cm and spends its last 5cm of movement making another 45° turn towards the Space Marines to bring its weapons into position.

War engines must make Dangerous Terrain tests just like any other unit. If the test is failed the war engine is unable to move into the dangerous terrain. Even if the second roll indicates the war engine suffers a hit there is no chance that it will inflict critical damage (see **War engine critical damage** on page 105).

Designer's note: Reverse movement

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

[Content from Firepower #1 page 13.]

War engine orders

[Content from Firepower #1 page 14.]

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

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

Overwatch

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

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

March

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

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

Assault

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

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

Flak

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

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

War engines and Blast markers

[Content from Rule Book page 40.]

War engines always count as having the special ability *Stubborn* so they may re-roll the dice when they take a Leadership test in order to move. They also add +1 to the dice roll if their starting Damage Capacity was over 15.

Note that if a war engine fails to move because it doesn't pass a Leadership test it doesn't count as immobilised for the purposes of shooting.

Shooting with war engines

[Content from Rule Book page 40.]

War engine detachments do their shooting after all vehicle and infantry detachments have completed theirs. Draw initiative again for the war engines shooting and then alternate firing war engine detachments, starting with the player who won the initiative.

War engines usually mount multiple weapons, either batteries of heavy weapons or individual super heavy weapons. A war engine can split its firing between several target detachments if desired, but the Firepower of individual weapon batteries may not be split up.

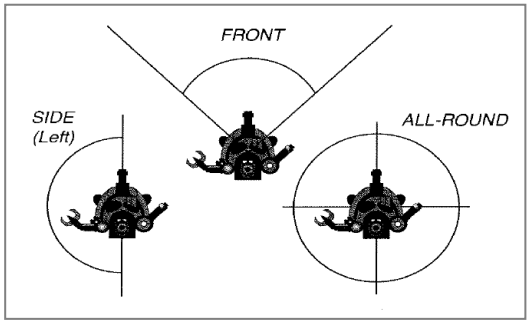
War engine heavy weapon batteries may combine their firepower together if they are shooting at the same target detachment. Super heavy weapons are fired individually.

Each war engine data sheet shows the arcs of fire for the various weapons carried by the war engine. A weapon may only be fired at targets that fall within its fire arc and are also in range and line of fire of the war engine.

War engine fire arcs

The various weapon mounts on a war engine are limited in their field of fire. The different fire arcs are:

- Left/right side — The weapon has a 180° field of fire to that side.
- Front — The weapon can fire in an arc 90° to the war engine's front.
- All round — The weapon has 360° traverse and can fire all round the war engine.



Related information

FAQ: Classifying war engine weapons 348

Shooting at war engines

[Content from Rule Book page 41.]

Shooting at war engines is resolved in the same way as normal shooting, although war engines have their own target category on the ~~Shooting Table~~ **Firepower table** on page 466. Some critical damage (see **War engine critical damage** below) immobilises war engines and makes them easier to hit. Immobilised war engines in the open are not listed in the categories because they are such huge targets that attackers roll one hit dice for every point of Firepower directed at them.

Unlike normal units, war engines are able to absorb more than one hit before they are destroyed. The number of hits a war engine can take is shown by its **Damage Capacity**. Each hit scored will reduce the war engine's Damage Capacity by 1 point, and the war engine is only destroyed when its Damage Capacity is reduced to 0.

We've included some tiny dice so that you can use them to conveniently mark lost damage points on war engines by placing them behind the war engine model. Alternatively you can note the damage on a piece of paper or use some other method if you wish.

War engine detachments

[Content from Rule Book page 41.]

War engines are organised into detachments consisting only of war engines, and may not be included in detachments with other types of units. Most war engine detachments consist of a single unit but super heavy tanks, Scout Titans and other small war engines can be fielded in larger detachments. When firing is resolved against these detachments don't forget that any hits scored have to be distributed evenly amongst the war engines which are within the range and line of fire of the attackers.

War engine critical damage

[Content from Rule Book page 41.]

The weapons used in the Imperium are so destructive that they have the ability to destroy or severely damage even the largest target if they hit it in the right place. To represent this, any hit on a war engine has a chance of causing **critical damage**.

Roll a D6 for each hit scored on a war engine. On a roll of 1–5 the target suffers no extra damage. On a roll of 6 the hit has caused critical damage and a further 2D6 roll must be made on the Critical Damage Table on the war engine's data sheet to find out what has happened to the war engine.

The Critical Damage Table describes what systems, if any, are damaged by the hit. It also tells you how many extra damage points are deducted from the war engine's Damage Capacity.

In addition to causing extra damage points critical damage can disable weapons, start fires, cripple engines and so on. These special effects are described in detail on the individual war engine data sheets, but suffice to say they range from minor irritations to major catastrophes depending on how high the 2D6 roll was.

Certain results indicate the war engine is 'immobilised', mark it with the Order dice. An immobilised war engine cannot move and is easy to shoot at. Many damage results cause special effects on the war engine 'until repaired'. You may attempt to repair each damaged system on a war engine in the Rally phase, after broken detachments are rallied. Roll a D6 for each repairable system: the system is repaired on a roll of 4, 5 or 6.

War engine catastrophic damage

[Content from Rule Book page 42.]

Once a war engine has its Damage Capacity reduced to 0 it suffers catastrophic damage and is destroyed. The death throes of such massive machines are spectacular and can devastate a wide area, raining destruction on friend and foe alike. If a war engine is destroyed roll a D6 and look up the results on the Catastrophic Damage Table on its data sheet.

War engine shields

[Content from Rule Book page 42.]

Many war engines are protected by banks of power field or void shield generators. Both types work in a similar way, each generator raising an energy field which is able to absorb 1 hit before being knocked 'down'. Each hit that is absorbed will have no effect on the war engine itself and no critical damage rolls are made. When all of a war engine's shields are down any further hits will cause damage as normal. Use the tiny dice to mark lost shields by placing them just in front of the war engine to show the number of shields remaining.

The main difference between the two types of shield is that power fields are destroyed as they go down, while void shields can be repaired and raised again. In the Rally phase of each turn, roll for each 'downed' void shield — on a roll of 4, 5 or 6 it comes back on.

War engines in close combat

[Content from Rule Book page 42 to 43.]

War engines may always move in the Assault phase, and can charge into close combat if the player desires. Moving in the Assault phase does not affect the war engine's ability to shoot in the Shooting phase in any way; it always fires at full effect.

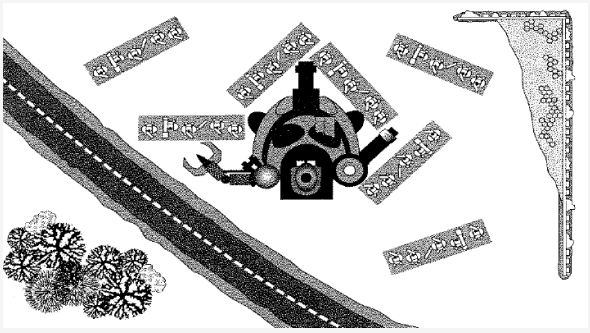
War engines have an (exceptionally high) Assault value noted on their data sheet. Fortunately for lesser units more of them can fight against war engines in close combat.

Ordinary units can only be ganged up on by a maximum of two enemy units, but war engines can be attacked by a number of units equal to half of their starting Damage Capacity. Units attacking a war engine in close combat must be in contact with the war engine model or its base.

War engines can also do a lot more damage in close combat. Instead of rolling a single hit dice for each war engine in base-to-base contact with enemy unit(s), roll a number of hit dice equal to half the war engine's remaining Damage Capacity, rounding up. Note that a war engine can't destroy more units than it is fighting even if it scores excess hits.

Each enemy unit fighting back against a war engine rolls a hit dice as described in the Assault rules. Again, the limit of two attackers per defending unit does not apply if the defender is a war engine; the number of units which can roll for hits against a war engine is equal to half of its starting Damage Capacity. Hits scored in close combat ignore void shields and power fields and damage the war engine directly. Roll for critical damage normally.

Example: War engine close combat



The Great Gargant Korps Grinda has managed to assault the Space Marines. In the subsequent close combat, when rolling for hits the Ork player rolls 9 dice to kill the Space Marines, as this is half its damage total. The Space Marine player may still only roll a number of dice equal to the number of units in contact — in this case, 4 dice.

War engines supporting close combats

[Content from Rule Book page 43.]

Unlike normal units, war engines are allowed to support other detachments which are in close combat. In order to lend its support to a close combat a war engine must be within 15cm of an enemy unit which is fighting in, or lending support to, the combat and the war engine can't be in close combat itself. The supporting fire of a war engine adds a bonus equal to half the war engine's current Damage Capacity.

The number of Blast markers a supporting war engine is carrying is not counted in the close combat itself and war engines that support close combats do not take any Blast markers if they are on the losing side. Each war engine can only support one close combat in each player's Assault phase.

War engines in firefights

[Content from Rule Book page 43.]

War engines participate in firefights just like other units. They may use any weapon batteries which have enemy units in their fire arc and who are within 15cm. Super heavy weapons count as having a Firepower of 1 in firefights.

No retreat, no surrender

[Content from Rule Book page 43.]

War engines can never be broken, and do not retreat if they lose a close combat or a firefight. They don't take a hit for failing to retreat more than 15cm from the enemy.

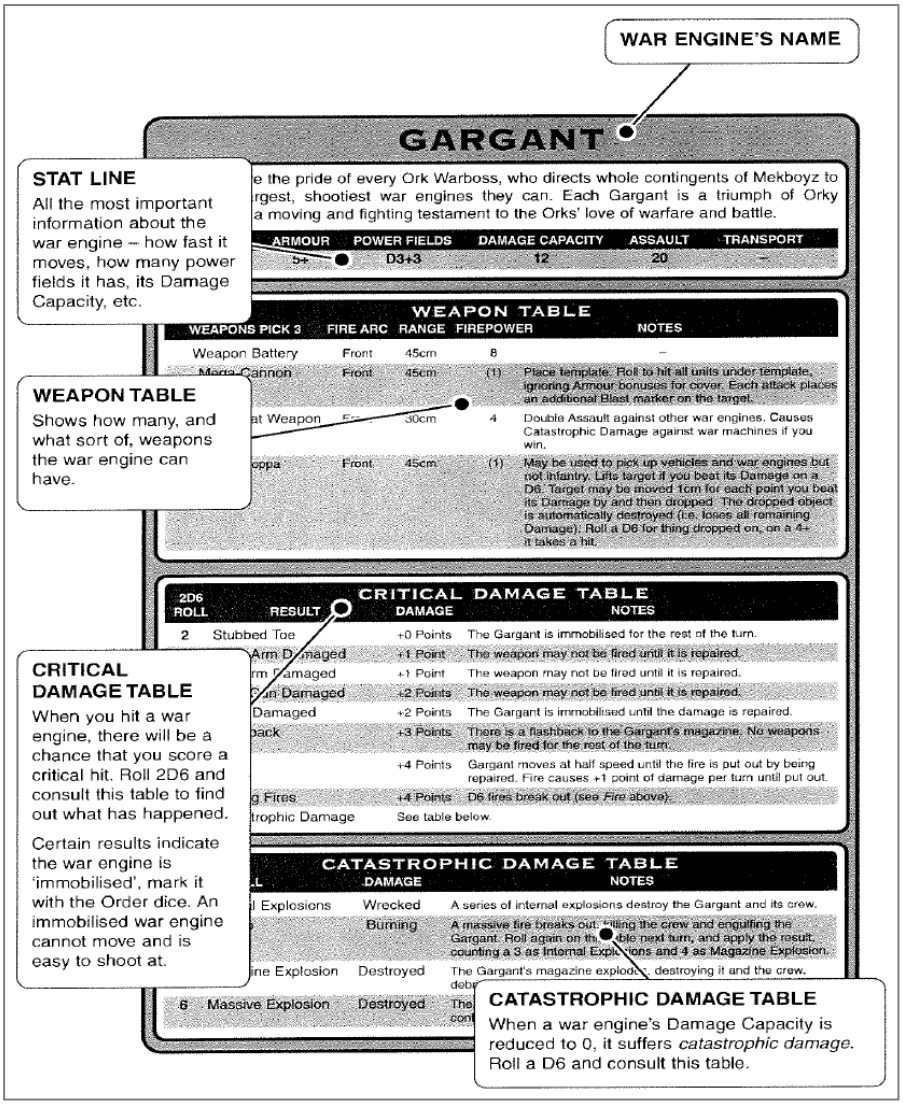
Related information

FAQ: Starting the turn in contact with the enemy. 348

War engine data sheets

[Content from Rule Book page 44.]

This is the data sheet for an Ork Gargant. Data sheets for this and all the other war machines can be found in the Armies book [**Armies** on page 204].



Artillery

[Content from Rule Book page 45.]

Most armies include some form of artillery, be it the powerful siege artillery of Imperial armies, the 'Big Gunz' of Ork armies, or the silent but deadly web spinners of the Eldar. All these different forms of artillery share a number of common traits, which are described in this section. All artillery units include the word 'artillery' in the notes section of the unit's data sheet.

Related information

Artillery ammunition variants and options ... 376
Artillery true range and accuracy ... 378

Indirect fire

[Content from Rule Book page 45.]

Artillery can fire indirectly by shooting over terrain that gets in the way and would normally block their line of fire. Therefore artillery units only need to be within range of their target to fire at it, they do not need a line of fire.

Preparatory bombardment

[Content from Rule Book page 45.]

Artillery units can opt to open fire in the Movement phase, laying down a preparatory bombardment which will 'soften up' the foe before an attack is launched or disrupt an enemy assault before it moves forward.



To undertake a preparatory bombardment, place a marker dice to show the 'special orders' or "!" face by the detachment at the start of the Movement phase, before initiative is drawn. This shows that the artillery units in the detachment can fire a preparatory barrage in the Movement phase instead of moving.

The preparatory bombardment can be fired at the start or end of the opposing player's movement. Work out the attack using the normal Shooting rules, but only the artillery units in the detachment will fire.

Note that if the artillery from a detachment fires a preparatory bombardment, then the artillery units can't move. Any other units from the same detachment may move up to 5cm. After the bombardment has been fired you can put the entire detachment on Overwatch if you wish, but the artillery units may not fire again that turn. Units firing a preparatory bombardment are not actually on Overwatch orders and so get no re-roll for their firing.

Related information

Special moves 68

Flyers

[Content from Rule Book page 46.]

Flyers are not set up with other units. They are kept off table (where it can be imagined they are 'in orbit' or stationed at a nearby airbase) but can fly onto the board in the player's Movement phase. Each detachment of flyers can fly one mission in a turn. Missions that can be flown are: Ground Attack, Intercept, or Transport. Players take it in turn to say which mission each of their detachments will fly at the start of the turn, starting with the player whose army has the lower Strategy Rating.

Related information

Q&A: Flyers 358

Rearming and refuelling

[Content from Rule Book page 46.]

After completing each mission a detachment of flyers must miss its next turn rearming and refuelling. You can use the card airfields supplied to keep track of your flyers' readiness.

Ground Attack (flyer mission)

[Content from Rule Book page 46.]

1. Ground attacks take place in the player's Movement phase. The flyer enters the board anywhere along any table edge. Place the flyer(s) on the edge of the table. This shows the start of their 'ground attack run'.
2. Flyers have an unlimited move, but can only travel straight ahead. Enemy units can Snap-fire at them as they move. However, unlike other units, flyers don't have to halt when snap-fired at.

3. The flyer may halt its move at any point and make its 'ground attack'. Work this out as normal using the flyer's Firepower or other attack. The target detachment must be in the flyer's forward 90° arc, and in range. Don't worry about line of fire (the flyers can climb high enough to see over any intervening terrain).
4. After the flyers have made their attack, they are assumed to hit the after-burners and disengage by climbing straight back up into orbit or high altitude. Remove them from the table — you may use them again after they have rearmed and refuelled.
5. If the flyers are in a detachment they are all placed at the same time, and must all be facing in exactly the same direction. They move together 'in formation', and must all deliver their attacks at the same time (though not necessarily at the same detachment).

Related information

FAQ: Robin's flyers house rule 348

Transport (flyer mission)

[Content from Rule Book page 46 to 47.]

1. Transport flyers are placed and move in exactly the same way as those on a ground attack mission. However, when a transporting flyer fires its Firepower is halved and super heavy weapons need to roll a 4+ on a D6 to lock on and shoot. Other flyers in the same detachment that are not transporting troops fire at full effect.
2. After shooting. the transporting flyers disgorge their cargo at the point where they made their attack. The units being dropped off lose 5cm from their move as normal; the flyer is unaffected. Troops landed by flyer can be ordered to Assault on the turn they land. They may not go into Overwatch or March.
3. Flyers with a transport capacity can carry troops from other detachments in the same army, in which case they are kept off-board with the flyers until deployed. If the transport is destroyed while carrying units, then any transported troops are lost with it (no 4+ saves in this case!).
4. If all of the units in a ground detachment can't fit into the available transport flyers at the same time, then any excess are left behind and can be brought into play on a future turn. Note that troops brought in later like this will be out of command unless landed within 30cm of their HQ. Also note that it is a very good idea for the HQ to be in the first wave!
5. After transport flyers have disgorged their cargo, they take off and disengage by climbing straight up. Remove them from the table — you may use them again after they have missed their next turn to rearm, refuel and load their next cargo.

Related information

FAQ: Big Fella's 343
Carrying non-infantry units 370

Evac! Evac! (flyer mission)

[Content from Firepower #1 page 20 to 21. (Also White Dwarf #214 page 94.)]

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

1. Flyers on Evac are placed and moved just like flyers performing a Transport mission. They may also shoot in the same way — their Firepower is halved and any super heavy weapons require a 4+ to lock-on and fire.
2. After shooting the flyer must remain where it is until the end of the Movement phase. The troops being evacuated are allowed to make a 20cm retreat move, just as if they were Broken. This means they can move even if they are marked by lots of Blast markers. As usual, the troops must sacrifice 5cm of their movement to board the flyers. Flyers which are attacked while on the ground (example: by a preparatory bombardment) are treated like normal vehicles — there is no chance they will be driven off, a hit is a kill.
3. At the end of the Movement phase the flyer takes off and zooms back to its base, taking any evacuated units with it.

4. When the last unit in a detachment is evacuated it loses any Blast markers (removing these does not affect Army Morale). From the next turn onwards the detachment counts as being a flyer detachment in reserve and you should roll to see if it is combat-ready in subsequent turns. When it becomes available it may be returned to the battlefield using a standard Transport mission. The evacuating flyers must refuel and re-arm for a turn as normal.

Counter-strike (flyer mission)

[Content from Firepower #1 page 21. (Also White Dwarf #214 page 95.)]

Achieving supremacy in the skies is a key part to winning a battle. If your flyers can ground attack the enemy without risk of interception they will cause your opponent untold amounts of grief. Air superiority can be achieved in a number of ways. Some commanders put their faith in the ability of their interceptors to shoot the enemy out of the sky in a dogfight. Some armies rely on their superior batteries of anti-aircraft guns. Other army leaders prefer to hit the enemy when they are most vulnerable — while they are on the ground! The new counter-strike mission detailed below allows you to send your flyers on a ground attack on the enemy airbase. You can only use counterstrike missions if you have first agreed to do so with your opponent (though I'd recommend them as they can be very entertaining...).

1. Flyers performing a counter-strike may be intercepted by enemy flyers, just like a Ground Attack or Transport mission.
2. The defender may roll one Snap-fire attack at each attacking flyer to represent the anti-aircraft defences around their base.
3. Any enemy flyers performing a mission this turn are not affected by the counter-strike — they are already in the air. Enemy flyers that are re-arming can attempt to scramble. Roll a D6 for each flyer, if the score is equal to or less than the flyer's dogfighting value it has managed to scramble and flies clear before the strike hits home. Any models which roll over their dogfight value or are being repaired are potential targets.
4. Work out the attack of the Counter-strike just as if the flyers were performing a Ground Attack, treating all the enemy flyers on the ground as a single vehicle detachment in the open. The attackers are assumed to be in range and the player performing the Counter-strike mission can allocate hits to any enemy since there are no closest models. Attackers with a *Barrage* count as having a Firepower of 2 each (*Heavy Barrage* as 4) when performing a Counter-strike. Flyers on the ground are destroyed if they are hit — there is no chance of them being driven off. This attack does not place Blast markers.
5. Flyers that have performed a Counter-strike must re-arm and refuel as normal next turn.

Intercepting (flyer mission)

[Content from Rule Book page 47.]

1. Instead of having an Assault value, flyers have a 'Dogfight value' shown as two numbers like this: "2/2". The first number is the flyer's 'Intercept value', and represents its speed, agility and overall manoeuvrability. The second number is its 'Gunnery value', and represents how much firepower it can bring to bear against an opponent if it can get them in its sights.
2. When an opposing flyer detachment is placed on the table to carry out a Ground Attack, Transport or Intercept mission, you may declare that you want to intercept it with one of your own flyer detachments if it is on an Intercept mission. Place your interceptors by the enemy detachment to show what is going on.
3. Starting with the flyer with the highest Intercept value, each flyer is allowed to attack one enemy flyer. In the case of a tie flyers on an Intercept mission attack first. If both detachments are on Intercept missions and have the same Intercept value alternate attacks, starting with the player who won the initiative.
4. Each flyer attacks individually, rolling a number of to hit dice equal to its Gunnery value. Each dice that equals or beats the target's armour scores a hit. Apply any damage on the target immediately and then move on to the next attack.

5. Once all of the flyers involved in the combat have attacked, remove the interceptors from the table. Any surviving flyers on Ground Attack or Transport missions then carry on with their mission.
6. Detachments on Intercept missions do not have to refuel and rearm until they have attacked an enemy flyer detachment, so they can potentially 'loiter' over the battlefield for several turns if they do not attack.

Related information

FAQ: Intercepting interceptors 347

Flak

[Content from Rule Book page 47 to 48.]

Some units are noted as being 'flak' units. Flak units are specially designed to be able to attack flyers. A detachment containing flak units may be placed on alert when flyer missions are being declared. If you want to do this, mark the detachment with an Order dice showing they have special orders ('!').

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

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

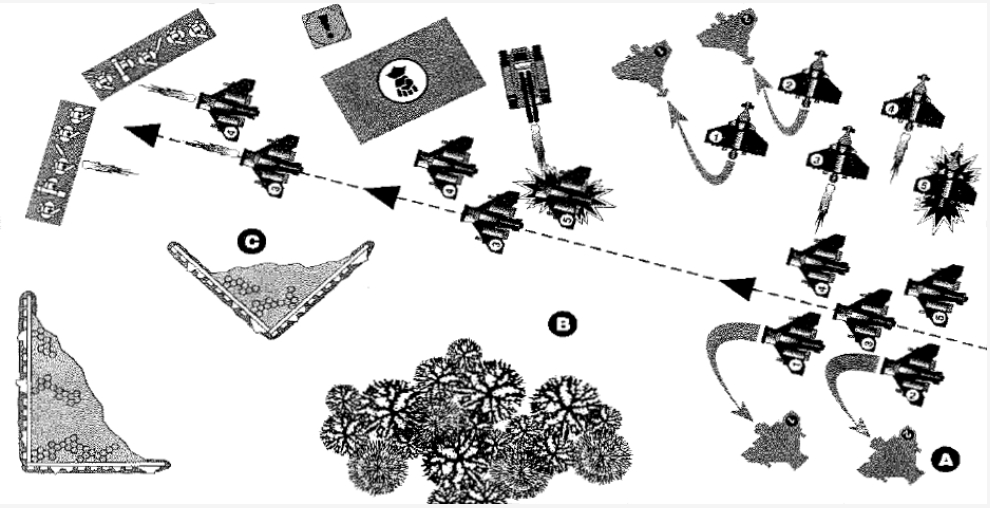
By way of a clarification it is possible to place a detachment on special orders and have the flak units fire at flyers and the artillery units prep barrage. The intention to use a preparatory barrage must be stated at the time when the order dice is placed on the flak to put it on alert.

[From Firepower #1 page 13.]

Flak units on special orders may not move or fire in the Shooting phase, they fire at flyers in the Movement phase instead. Other units in a detachment on special orders count as being on Overwatch, so they can move 5cm and re-roll any misses in the Shooting phase.

A flak unit on special orders can shoot at enemy flyers if any part of their flight path is within the unit's range. Roll 1 D6 per point of Firepower the flak unit has. Each dice that equals or beats the flyer's Armour value scores a hit. A flak unit can split its firepower amongst several flyers if you wish. Once a flak unit has rolled 1 D6 for each point of its firepower it has completed all of the firing it can do in one turn.

Example: Flyers and flak



A. A squadron of 5 Ork Fighter-bomberz starts a Ground Attack mission. The squadron is placed on the table edge. However, the Imperium has a squadron of 5 Thunderbolt fighters on an Intercept mission. These dive into the attack and are placed next to the Fighter-bomberz. The Thunderbolts fire first because they are on an Intercept mission. They are unlucky and only drive off two Ork planes while two of their own number are driven off and one is destroyed. The Thunderbolts then return to orbit.
B. The remaining Fighter-bomberz move towards the Space Marines. As they pass over the battlefield they are attacked by an Imperial Hydra on Flak special orders. It shoots down 1 Fighter-bomber and the rest of its detachment counts as having Overwatch orders for the rest of the turn.
C. The Fighter-bomberz reach their target. However, the Ork player has slightly misjudged the distances and a Space Marine unit snap-fires at one of the flyers, missing it. The last 2 Fighter-bomberz resolve their barrage attack before leaving the battlefield.

Hits on flyers

[Content from Rule Book page 48.]

Roll a D6 each time a flyer takes a hit. If the dice roll equals or beats the flyer's Armour value then the flyer has been shot down and is destroyed. If the dice roll is less than the flyer's Armour value then it has only been damaged. A damaged flyer aborts its mission immediately: remove it from play. It must spend the following turn being repaired, and then be rearmed and refuelled on the turn after that.

Blast markers on flyers

[Content from Rule Book page 48.]

Flyers don't pick up Blast markers at all. They can never take part in close combats or firefights, and can never be broken.

Battles

~~Fighting~~ [How to fight] an *Epic 40,000* battle.

[Content from Battles Book page 4.]

So — you've got your armies together, you've read the rules and you're ready for a game. In order to play a game the players must do a bit of preparation first. Here's the check list:

- Pick a scenario, and decide who will be the attacker and who will be the defender, if this is required by the scenario.
- Sort out the troops that make up the armies.
- Set up the terrain on the wargames table.
- Deploy the armies.
- Fight the battle!

Picking a scenario

[Content from Battles Book page 4.]

There are a number of scenarios included with *Epic 40,000*, the details for which are listed later. **Refight 1: Gogard's Last Stand!** on page 140 and **Refight 4: The Sulphur River** on page 150 are probably the simplest scenarios and so are a good starting point.

The scenarios are split into two broad categories: **Refights** and **Battles**. Relights are based on a situation that occurred in a battle in the Warhammer 40,000 universe and offer you a chance to relight the battle using your own army. The Battles scenarios are more generic, and are designed to recreate situations that occur again and again on the battlefields of the 41 st millennium (or any other millennium, for that matter!).

Some of the scenarios use special rules for things like fortifications, morale and so on. All the scenario special rules can be found grouped together in their own section.

Picking a scenario can be a bit of a bind sometimes so we've laid out the scenarios in a table format below which lets you generate one randomly. This isn't the only way to pick a scenario — it's far better to decide on a fun-sounding one with your opponent or start a mini-campaign by playing each one in turn, but you can always just roll randomly to decide if you like.

Scenario generator chart (roll a D6)		
1	**2–5**	**6**
Historical Refights. Roll a D6:	**Battles.** Roll a D6:	**The Fog of War** on page 161
1. **Refight 1: Gogard's Last Stand!** on page 140	1. **Battle 1: Meeting Engagement** on page 154	
2. **Refight 2: Rescue** on page 145	2. **Battle 2: Escalating Engagement** on page 155	
3. **Refight 3: The Hellblade Mountains** on page 147	3. **Battle 3: Dawn Assault** on page 156	
4. **Refight 4: The Sulphur River** on page 150	4. **Battle 4: Blitzkrieg!** on page 157	
5. **Refight 5: Breakout** on page 152	5. **Battle 5: Ambush** on page 158	
6. Re-roll or count as **The Fog of War** on page 161	6. **Battle 6: Planetary Assault** on page 160	

Forces

[Content from Battles Book page 5.]

Before you can play a scenario you will need to decide what forces are involved — in other words what vehicles, troops, war engines and flyers are in each army. The historical relights can be played by any forces, though the original sides which fought are noted at the end of the scenario. However, with the Battles scenarios it's up to the players to decide what forces will be used by picking their own armies to a certain points total.

When you are picking an army to a points total you obviously need to decide how many points you will be using. This is best done when you first arrange the game and are deciding on a time and place for the battle to take place, rather than actually at the start of the battle itself. For example, you might say something like "Let's play a 2,000 point Epic battle at my house next Sunday". Remember that you don't necessarily have to decide what scenario you're going to play at the same time as deciding on the forces, it's a lot of fun to try and pick an all-round battle force which can fight (or at least try to fight) in any scenario.

The choice as to exactly how many points you use will be limited by the number of miniatures you have to play the game (can you actually field a 6,000 point force?) and how long the game will last (do you really have the 8 or more hours required to complete a 6,000 point game?). You should also take into account the type of forces you will be using. Games that consist mainly of war engines tend to play faster than games that involve a lot of vehicles and infantry, for example.

On the whole, 1,500–2,000 points will provide an interesting game for two players that can be completed easily in an evening. A battle of 3,000 to 5,000 points will make for a longer game and it's a good idea to have two players a side to handle all the forces (and bicker over tactics). Anything over 5,000 points should be saved for marathon sessions when you've got a group of players and at least a full day to play the game.

In general the best rule of thumb for what size of army to choose is the size of playing area. A traditional full-size wargames table is 6 to 8 feet (approximately 180cm to 240cm) wide by 4 to 6 feet broad (120cm to 180cm). This should not be taken as an absolute limit — 12' by 6' makes a good playing area but is difficult to squeeze into most houses.

A good guideline to use is a maximum limit of 10 to 20 points per centimetre of table width (eg, 2,400 to 4,800 on an 8' wide table). The amount of overcrowding that will happen depends primarily on what forces are involved, Orks always need far more room to fight than the Imperium for example. You'll quickly get an idea of what forces suit your playing area, just bear in mind that it's hard to be tactical when everything's shoulder to shoulder — it looks great of course so you may not care about that anyway.

Terrain

[Content from Battles Book page 5 to 6.]

Set up the terrain for the battle in any mutually acceptable manner. A random 'terrain generation system' is included at **Random terrain generators** on page 129, but a better alternative is for one player to set up the terrain, and for his opponent to pick which table edge he will set up on. When you set up the terrain for a battle try to ensure that it makes some kind of sense and has a bit of 'internal logic' to it. For example, if you have a cluster of buildings by a river make sure that there's a bridge, a ford or a wrecked bridge at least connecting the buildings to the rest of the world on the opposite side of the river.

Likewise, if a road terminates abruptly in the middle of nowhere it usually leads to something like a building, a farm, a mine or whatever. By actually investing a little bit of time and energy in imagining how the different pieces of terrain on the battlefield work together you can make it a far more interesting area to fight over than by simply slapping down some hills and woods in a random fashion.

We'll be looking at different sorts of terrain and table set-ups in more depth later.

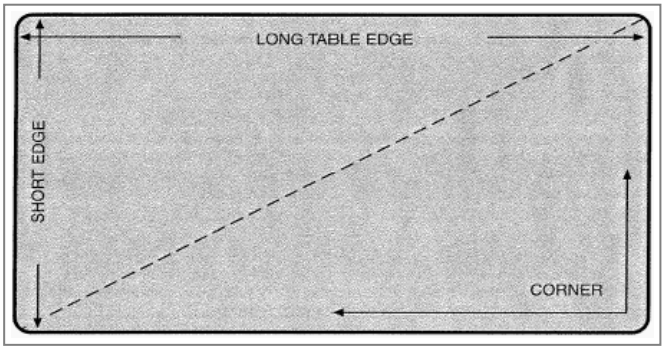
Deploying the armies

[Content from Battles Book page 6.]

The set-up instructions for the scenario you have chosen to play will tell you how to set up your army, and who has to set up first. Units may be set up anywhere on the table within the restrictions of the set-up, as long as no unit is placed in terrain it could not normally move into. Units may be placed in dangerous terrain during set-up if you wish, but if you do this then you must make a Dangerous Terrain test for the unit as you set it up. On a 1 the unit may not deploy there. Roll again — on a 1 the unit takes a hit.

Picking the 'table edge'

In many scenarios it's important to know which is your 'edge of the table'. Sometimes this is dictated by the scenario, and sometimes the player is allowed to choose. When you have the choice, you can either pick a long edge, or a short edge, or a corner (half way up each long and short edge). An example of each choice is shown in the diagram below.



Note that if you pick a corner, then the half-way line down the table will run from corner to corner as shown (it's important to know where the half-way line is for some scenarios).

Fighting the battle

[Content from Battles Book page 6.]

All that remains is to fight the battle. The scenario will tell you how many turns the game lasts, and how the winner is decided. As mentioned earlier, some scenarios have special rules that are only used if playing particular scenarios. These are included **Scenario special rules** below.

Scenario special rules

[Content from Battles Book page 7.]

Some scenarios require special rules to cover unusual circumstances such as bringing on reserve forces or capturing objectives. These are all described in this section. Like the special rules in the rulebook you only need to know the special rules for the particular scenario you are playing so don't worry about learning them all at once. Players inventing their own scenarios should feel free to modify and adapt the scenario special rules for their own purposes or come up with completely new ones as appropriate.

Objectives

[Content from Battles Book page 8 to 9, plus 'morale effects' from page 12. Amendments from Firepower #1 page 12.]

In some scenarios once all the scenery is set up, 'objectives' must be placed on the table for the opposing forces to fight over. Each scenario specifies what type of objectives can be placed (if any), and by which player.

Unless stated otherwise, an objective is only valid for the player who placed it; the opposing player can gain nothing from holding it (apart from denying it to the enemy of course). There are several different kinds of objective.

Different objectives have different restrictions on where they can be placed, as described below. In addition to these restrictions a player may not normally place his objectives within 15cm of each other unless the scenario stipulates otherwise. Likewise, an objective may not normally be placed within 15cm of the edge of the table unless the scenario stipulates that the player's forces enter from that edge — in which case the edge of the table is their deployment zone!

A set of Objective counters is supplied in the game but we would suggest replacing these with small terrain pieces to represent them if you can. In our games we've found that battling over an actual bunker or fuel dump is far more visually appealing than having your forces sell their lives for a flat cardboard counter!

Take & Hold

This objective represents a vital fire position or other important area of the battlefield which must be held for as long as possible. Unless the scenario states otherwise the objective must be placed either in the enemy's deployment zone or more than 90cm from your own deployment zone. If a player has a unit within 15cm of the objective and is closer to the objective than any enemy units in the Rally phase then he holds it that turn.

> **Morale effect**: Each Take & Hold objective that you hold at the end of the turn adds D3 points to your army morale level. Note that you get D3 points per Take & Hold objective per turn.

Rescue

This area contains something vital to both armies that must be captured. This may be a spy, vital plans or even an

important leader. Unless the scenario states otherwise the objective must be placed in cover, more than 90cm from your own deployment zone.

When a friendly unit moves onto the objective it is 'picked up'. The unit can then move normally, taking the objective with it. If the unit carrying the counter is destroyed, leave the counter in place until another unit moves onto it and picks it up. If the escorting unit is destroyed in close combat then one of the attacking units may immediately claim the objective as its prize! Note that the objective can be captured by the enemy once it has been picked up.

> **Morale effect**: If one of your units has the objective at the end of the turn then your army morale level goes up by 1 point, and the opposing army's morale level goes down by 1 point.

Bunker

This objective designates an area that needs to be destroyed, such as a command post, missile silo, communications relay point or other strategic site. Unless the scenario states otherwise the bunker must be set up in the enemy deployment zone. A bunker has the following characteristics:

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Bunker	0cm	0cm	0	2	6	Damage Capacity 3

You must attack the bunker as if it were an enemy detachment. For the purposes of shooting it is treated as an immobilised war engine that has an Armour Rating of 6 and a Damage Capacity of 3. Any critical hits destroy it automatically. The bunker may also be assaulted, in which case any enemy units within 15cm of it can lend it support in the assault segment.

> **Morale effect**: If you destroy the bunker then the enemy's army morale level immediately goes down by D6 points.

Capture

This objective is a site that has a one-off benefit, such as a fuel dump or ammunition store. Once you've captured it you can take what you need and get on with the battle. Unless the scenario states otherwise the objective must be set up in your opponent's deployment zone. If you have a unit in base contact with the objective at the end of the turn, then you can either destroy the objective or capture it.

> **Morale effect**: If you have a unit in base contact with the objective at the end of the turn you can choose to either capture it or destroy it. You add D6 points to your army morale value if you decide to capture the objective, or subtract D6 points from your opponent's army morale value if you destroy it. The objective is then removed.

Cleanse

This objective represents an area that you want to keep out of the enemy's hands. Unless the scenario states otherwise the objective must be placed in your own deployment zone. If a player has a unit within 15cm of the objective and closer to the objective than any enemy unit's, then he holds onto it.

> **Morale effect**: As long as you hold this objective you may add 1 point to your army morale value at the end of the turn.

Related information

Army morale....118

Army morale

[Content from Battles Book page 9 to 12. Amendments from Firepower #1 page 12.]

Army morale represents the will of an army to fight and how many casualties and setbacks a commander's forces will take and still believe that victory is possible. In many scenarios the winner is the first player to reduce the opposing side's army morale to 0 or less, or have the highest army morale level at the end of the game.

When playing a scenario that uses army morale each player's army is given a number of **Morale points** at the start of the game. Over the course of the game this number will change as units are destroyed and objectives are lost or captured.

If a player's army morale is reduced to 0 or a minus number, his army's will to fight has been eroded to such an extent that it can no longer undertake offensive actions. In most scenarios the battle ends at this point, it being assumed that the army disengages from the enemy. In exceptional circumstances the battle may continue.

Detachment morale value

Each detachment has a morale value worked out using the following formula:

(Detachment morale value = points cost/50, rounding up)

So, for example, a detachment worth 200 points has a morale value of 4, a detachment worth 120 points has a morale value of 3 and so on.

Add up the morale values of all the detachments in your army. The total is your initial army morale value. Because detachment morale values are rounded up one army may have a slightly higher starting morale than another.

Army morale modifiers

Army morale is changed at the end of each Rally phase, after Blast markers have been removed and war engines have made repairs but before you check victory conditions to see who's won. The following things change your army's morale value:

1. If any of your own detachments have been reduced to half their starting Strength or less in the turn, or if a war engine detachment has been reduced to half its starting Damage Capacity or less you must subtract the detachment's morale value from your army morale.

   Example: Morale (1): A detachment which started the game with 20 units is reduced to 10 units or less. In the Rally phase its detachment morale value is deducted from the army morale value.

   Example: Morale (2): A war engine detachment of three Baneblades has a total Damage Capacity of 12 (4 DC each). The Baneblade detachment has its morale value deducted from the army morale value when it is reduced to a total Damage Capacity of 6 or less.

2. If an enemy war engine suffers a catastrophic damage result which destroys it (instead of just wrecking it) you add half the war engine's morale value to your own army morale value. This represents the morale-boosting effect the spectacular destruction of an enemy war engine has on the army! Note that this applies even to war engines which fight in detachments of two or more models, but you only add half the value of the individual war engine, not half the value of the detachment as a whole.
3. Each Blast marker which is still on your detachments reduces your army morale value by 1 point. If a detachment is wiped out during the turn all of the Blast markers on it at the time of its demise are deducted from the army's morale immediately!
4. Objectives modify your army morale value (see **Objectives [morale effects of]** on the facing page). Note that the points for reducing a detachment to half strength may only be taken once each per detachment, on the turn that the detachment is reduced to half strength or below.

Players should note that this list of modifiers is not exhaustive and can be manipulated in many ways to show the differences between leaders or armies, particularly in a campaign environment. For example, an army which has lost against a foe time and again might have its starting morale reduced by a certain amount either at the start of the game or each turn, or conversely an army fighting for its life or being led by a legendary individual might have its effective morale increased. Particular units or objectives (see **Objectives [morale effects of]** on the facing page) could have their morale values increased to represent their special importance and so on.

Objectives [morale effects of]

Objectives affect army morale levels as follows:

- **Take & Hold**: Each Take & Hold objective that you hold at the end of the turn adds D3 points to your army morale level. Note that you get D3 points per Take & Hold objective per turn.
- **Rescue**: If one of your units has the objective at the end of the turn then your army morale level goes up by 1 point, and the opposing army's morale level goes down by 1 point.
- **Bunker**: If you destroy the bunker then the enemy's army morale level immediately goes down by D6 points.
- **Capture**: If you destroy the bunker then the enemy's army morale level immediately goes down by D6 points.
- **Cleanse**: As long as you hold this objective you may add 1 point to your army morale value at the end of the turn.

Related information

Q&A: Army Morale 359
Objectives 117

Hidden set-up

[Content from Battles Book page 12 to 13.]

In some scenarios the defender has had sufficient time to conceal his forces and lay some unpleasant surprises for the enemy in the form of booby-traps and mine-fields. As with objectives we recommend replacing the Hidden Set-up counters supplied in the game with small terrain pieces. Hidden Set-up markers can be represented by clusters of fox holes or strongpoints concealed by camouflage netting for example. The extra effort these pieces require is well rewarded when the battlefield is set up.

When using Hidden Set-up the defender takes one Hidden Set-up marker for each of his infantry/vehicle detachments (including those in reserve or otherwise not starting on the tabletop). War engines cannot set up hidden. Each marker should have a number or letter on it. The player using Hidden Set-up writes down the numbers of the counters he has taken, and which detachment each number represents.

When forces are set up on the table, the player deploys the Hidden Set-up markers instead of his units. A marker may be placed on any terrain, as long as it can be moved into by at least one unit from the detachment.

Firing on hidden troops

A Hidden Set-up marker can be fired at but the detachment it represents suffers no casualties. However, any Blast markers inflicted are placed by the Hidden Set-up marker and when the detachment is revealed the Blast markers are transferred onto it. This rule allows attackers to suppress the hell out of where they think the enemy is, or alternatively waste time shooting up the countryside for no effect whatsoever. Blast markers inflicted on Hidden Set-up markers have no effect on army morale levels.

Revealing hidden troops

A hidden detachment must be revealed before it can move or fire. The owning player may choose to reveal a detachment at any time during the turn, interrupting his opponent's move if necessary. Hidden detachments are also revealed as soon as an enemy ground unit moves within 15cm of the marker; flyers cannot reveal hidden detachments at all.

If the marker is for a detachment that is in reserve or that may not deploy on the table for any other reason, then it is a special 'dummy' counter and no units are placed when it's revealed. Your opponent won't know this until the counter is revealed, of course, and what's more the dummy counter may turn out to be a mine-field or booby-trap!

When a detachment is revealed, one unit (owning player's choice) is placed at the point occupied by the counter. The remaining units are set up within 15cm of the first, provided no unit is placed closer than 15cm to an enemy unit.

When a hidden detachment is revealed the owning player may place it on special orders if he wants to (eg, Overwatch or Assault), but if there are any Blast markers on the detachment it must pass a Leadership test first.

Mine-fields and booby-traps

Dummy Hidden Set-up markers may represent mine-fields or booby-trapped areas. Roll a D6 when a dummy Hidden Set-up marker is revealed by an enemy unit moving within 15cm of it. On a roll of 1–3 it was simply a dummy and can be discarded (along with any Blast markers). On a roll of 4–6 it can be either a booby-trap or a mine-field at the controlling player's choice. Note that only dummies revealed by enemy movement can be mine-fields or booby-traps; those voluntarily revealed are always simply dummies!

Booby-traps

The attacking unit that revealed the dummy counter takes a hit on a roll of 2+. The counter is then discarded along with any Blast markers on it.

Mine-fields

If the defender has a suitable model (eg, barbed wire, Achtung Minen signs etc) he may set up a mine-field in the position occupied by the dummy counter. Mine-fields can be up to 15cm long by 5cm wide. Any enemy unit that enters a mine-field is immediately attacked with a Firepower of 1 (ie, always roll one hit dice). Mines bypass power fields or void shields, affecting the target directly. Mine-fields can attack any number of different units in a turn, but can only attack the same unit once. Units that start a turn within a mine-field are attacked only if they move. Skimmers and jump pack troops are affected by mine-fields but flyers are not.

Fortifications

[Content from Battles Book page 14.]

In some scenarios one or both sides' troops can set up in fortified positions, which means that the troops (apart from war engines) can start the battle either dug-in or in fortifications. This is represented on the table in two ways:

Trenches, Entrenchments and Bunkers

If the player has suitable models he may set up any amount of trenches, entrenchments or bunkers in his deployment zone. These provide cover for the troops inside as noted on the Terrain Effects Table. Before you go mad and fortify half of the table you should bear in mind that the more fortifications there are in play the greater the risk that they will be overrun and occupied by the enemy.

Razorwire

If the player has suitable models he may set up any amount of razorwire anywhere in an area that is within 15cm of his units and/or Hidden Set-up markers. Razorwire may not be crossed by vehicles or infantry who are marching or assaulting. War engines, skimmers, flyers and troops with jump packs can move over razorwire without penalty.

Reserves

[Content from Battles Book page 14 to 15.]

Reserves are detachments that are held back behind the front lines to reinforce vulnerable areas under attack. Alternatively they may be detachments following behind a vanguard or reconnaissance force which will advance when the enemy is discovered. In some scenarios some of the player's army are in reserve so they are not deployed on the table at the start of the battle. These reserve detachments will then enter play once the battle is underway.

The turn when a reserve detachment arrives is determined by the speed of the slowest unit in the detachment, as shown at **Reserve Detachment Arrival table** below. Roll a D6 for each reserve detachment at the start of the turn. If you equal or beat the number shown on the table the detachment arrives. No reserves can enter play on the first turn.

IMPORTANT: At least one reserve detachment must enter play each turn after the first. If a player rolls for all of his detachments and fails to make the dice rolls required for any of them to arrive, then the fastest reserve detachment will enter play that turn. If two or more detachments have an equal Speed randomly determine which of them turns up.

Reserves enter play anywhere on the table edge that runs along the player's deployment zone. Place the detachment's HQ on the table edge. The position where the HQ is placed shows where the units from that detachment will enter play, and is where their move must be measured from on the first turn. If several detachments want to enter at the same point (along a road, for example) simply place the HQs in a row, one in front of the other, and measure the moves from the rearmost HQ in the row.

Reserve Detachment Arrival table

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

A detachment which is transporting another detachment (such as transport flyers or a war engine for example) is treated as a single detachment for the purposes of rolling for reserves. If the transporting detachment is available its passengers automatically come too, the passengers aren't rolled for separately.

Related information

Q&A: Reserves 359

Drop pods

[Content from Battles Book page 15.]

Drop pods are specialised, one-use landing craft which are launched from ships in high orbit and plummet down through the atmosphere before landing on the battlefield. A detachment in drop pods always enters as Reserves (counting as having a reserve Speed of up to 30cm). When the detachment arrives it may be dropped anywhere on the table at the start of the owning player's movement in the Movement phase.

To determine where the pods land you'll need to make some Drop Pod markers by tearing or cutting up a load of paper squares (about 1 cm across) and writing a number or letter on each one. Number the units in the detachment being dropped so that they correspond to the numbers on the Drop Pod markers. Each pod can only carry one infantry unit.

Next, place all the markers for the detachment on a Barrage template, and hold the template 30cm above any part of the table. Invert the template sharply so that the markers fall on the table, then replace each marker with its corresponding unit. Markers which land off the table or in terrain which is impassable to vehicles are automatically destroyed. Enemy units can snap-fire at models coming down in drop pods if they land within 10cm. Flak units on Special (!) orders may also fire on them as if they were flyers (use the Armour value of the unit inside). The detachment (or what's left of it) may now move and fight as normal.

Designer's note: Units emerging from drop pods are limited to using assault or normal orders.

[From Firepower #1 page 12.]

Tip: Drop pod models

Although drop pods don't need to be represented as models it's a nice touch to have some empty pods to strew around the battlefield in the wake of a drop pod landing. Desperate commanders can also use drop pods as cover if they have them modelled up! Drop pod models can be made out of all sorts of spare debris — beads, bottle tops, pieces of plastic kits (wheels in particular), shields, Space Marine shoulder pads etc etc. Warwick's even made some mycetic spores (the Tyranid equivalent of drop pods) out of nutshells!

Fate cards

[Content from Battles Book page 16.]

Wars can take the form of anything from a minor skirmish to huge campaigns sprawling across continents, planets and even whole star systems. Although the battles you fight in Epic Warhammer 40,000 are massive conflicts, with hundreds of troops and vehicles on each side, there are some circumstances that still remain beyond the scope of a single battlefield. War is never totally predictable — hardened veterans have been known to break at the first sign of an enemy war machine, while raw recruits have held their ground and defeated their foes against all odds.

The unpredictable tides of battle are represented in Epic Warhammer 40,000 by a deck of **Fate cards**. Each card represents an unusual event or circumstance which might crop up to help your army or hinder the enemy during a battle. Using Fate cards is optional and is not restricted to particular scenarios (which is why they are not in the Scenario Special rules). However, we highly recommend them as a way of adding extra spice to a game, and flattening out some of the wilder rolls that can occur in firefights and close combats. If psykers are being used by either side Fate cards should definitely be used as the psykers' powerful attacks are represented by playing Fate cards.

Tip: See **Downloads** on page 464 for a complete set of re-drawn Fate cards that you can print for use in your games.

Dealing Fate cards

At the start of the battle the Fate card deck is shuffled and four Fate cards are dealt out to each player. The cards are kept secret from your opponent until they are played (there's no point in spoiling the surprise!). Compare the points totals of both armies — the army with the lower total points value is dealt an additional card (so there is a good reason to end up a few points under the total points allowed for the game!). The cards themselves detail their effects and when they can be played during the battle. After they have been played, Fate cards are discarded; each one may only be used once in every battle.

Note: *Counter-attack* and *Psychic Blast* are both represented by one card. You can play the card either as a Counter-attack or a Psychic Blast, but not both.

Variable Fate cards

The method above can provide too many cards for a small battle and too few for a big battle. An alternative method for dealing Fate cards is to deal 1 card to each player per 500 points in their army total (rounding up), plus one to the army worth the lowest total. For example, 1,000 point armies would mean two cards each. If you wanted to get really random about it you could roll dice for the number of cards each player gets (D3 or D6-1 for example). Another approach would be to tie in the number of cards to the scenario and/or the race of the army.



Related information

FAQ: Fate cards 351

The Emperor's Tarot [Imperium-only Fate cards]

[Content from White Dwarf #210 page 48 to 49.]

By Warwick Kinrade

The deck of Fate cards which comes with the Epic 40,000 game is an entertaining way of including the unpredictability of battle in your games. However, we thought we could add even more character if we did a deck specifically tailored to an individual army. Enter the Emperor's Tarot …

The card section this month contains a new deck of *Epic 40,000* Fate cards, the *Emperor's Tarot*, specifically for use by armies of the Imperium. As there aren't special cards for everyone (yet!) it's only fair that you get your opponent's permission before you use them in your *Epic 40,000* battles.

Tip: See **Downloads** on page 464 for a complete set of re-drawn Fate cards that you can print for use in your games.

Using the Emperor's Tarot Fate cards in *Epic 40,000*

In this issue we have provided a new deck of Fate cards for *Epic 40,000*, based on the Emperor's Tarot. An Army of the Imperium may draw cards from the Emperor's Tarot instead of using the normal Fate card deck from the *Epic 40,000* game. Armies of the Imperium must draw from one deck or the other, not both.

The Emperor's Tarot works exactly like the normal Fate deck except that the cards come in four Arcana. Each card can be used in one of two ways. Firstly as the power of the individual face card, which is given on the card itself, for example the Judge, the Space Marine or the Emperor. Alternatively, each card can also be used as its Arcana.

The Arcana, or suits, are as follows:

- **Adeptio** — the Arcana of heroes, servants and great deeds (blue).
- **Discordia** — the Arcana of enemies and threats (green).
- **Mandatio** — the Arcana of government, stability, wealth and leadership (purple).
- **Excuteria** — the Arcana of the unknown, exploration, the future and the mind (red).

As well as its face ability, each Arcana has another power associated with it, as follows:

> **Adeptio and Discordia cards**: Any cards of these Arcana can be used to re-roll a single close combat or firefight die. Only one re-roll is allowed per close combat or firefight. Play the card after rolling the die for a close combat or firefight for the first time.
>
> *Note: The Harlequin card is an exception to this. Although it is of the Discordia Arcana it cannot be used as a re-roll like other Discordia cards; it is a wild card and has a special ability of its own:*

The Harlequin

This card cannot be used as a re-roll like other Discordia cards, instead *The Harlequin* can be used as a wild card. *The Harlequin* can be played at any time, allowing the Imperial player to take a card at random from the unused Tarot deck. He must play this new card immediately, using it either as the face card or its Arcana. If this new card cannot be used because of the battlefield situation or because it must be played at a certain time, then it must be discarded and *The Harlequin* is wasted.

Mandatio and Excuteria: Any card of these Arcana can be used as a psychic blast. Pick an enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a psychic attack card of a higher value. Each card has its psychic blast value marked on it.

These powers are also summarised on the card. Although they have two powers each card can only be used once per battle. Each card also indicates when it can be played.

Example: Using The Emperor's Tarot Fate cards

The *Assassin* card is from the Adeptio Arcana. It can be played at any time to attack an enemy detachment commander or psyker — place a Blast marker on the detachment. Alternatively it can be used as a re-roll, played after rolling the dice for a close combat or a firefight. Once the card has been used in either way then it is discarded.

Related information

The Emperor's Tarot [lore] 49

The Hand of Fate! (1) [Faction-specific Fate cards]

[Content from White Dwarf #214 page 64 to 65.]

This month White Dwarf includes some special Fate cards for Epic 40,000 which have been specifically created for Eldar, Ork, Tyranid and Chaos players. Now the forces of Chaos can summon infernal magics against their enemies, Tyranids can terrorise their helpless prey, Eldar Farseers can confound their foes with their runic powers and Ork Warlords can unleash the ferocious energy of the Waaagh! Robin Dews tells us all about them…

Tip: See **Downloads** on page 464 for a complete set of re-drawn Fate cards that you can print for use in your games.

Slings and Arrows

When we started to develop the *Epic 40,000* game system one of the things we wanted to capture was the sense of a whole game of *Warhammer 40,000* condensed down into a single Assault phase in Epic. Games of 40K normally start with the opposing armies about 24" inches apart (bolter range) and generally end with one or both of the forces being badly mauled but with one player victorious. In *Epic 40,000*, we recreated this sense of a decisive engagement by the resolving of combat with a single competitive die roll (with the addition of a number of bonus factors to reflect the combat status of the troops) that makes the assaults a knife edge part of each battle.

However, whenever you decide things In a game with a single D6 roll the vagaries of chance can come into play. Despite stacking the odds in your favour by outnumbering your opponent, covering him with Blast markers, and having psykers on your side, the fickle finger of fate can always turn against you and when your opponent rolls a '6' and you roll a '1' there is nothing you can do but howl in fury! Thus the *Epic 40,000* Fate cards were born.

Initially, the cards were designed as simple re-rolls to help iron out some of the slings and arrows of fortune. However, as we began to develop the system we saw the opportunity to include other events in the deck such as 'Orbital Barrages' and 'Forced March' to give players the opportunity for an extra edge at critical moments in the battle. We also saw how the Fate cards would give us the opportunity to further develop the characteristics of the different warring races in the 40K universe by giving the Orks some Orky Fate cards and the Eldar their own set and so on.

In the *Epic 40,000* game, we included a deck of 12 Fate cards that are used by both players regardless of the armies involved in the battle. This often means that in an average 2,000 point game, one side has four cards and the other player has five. This means that there are only three 'dead' cards left in the deck, giving you a fair chance of guessing your opponent's hand. I normally work on the assumption that if I'm not holding the 'Orbital Barrage' (a 3D6 Firepower attack anywhere on the battlefield!) then the chances are that my opponent has it in his hand and I try to avoid making March moves too early in the game as this is usually one of the first cards to be played. However, if I'm holding 'Curses Foiled Again' then I know that whatever he throws at me, I can turn the tables and play his card back against his own force.

We always intended to increase the size of the basic Fate deck, and a few months ago we published the 'Emperor's Tarot' in *White Dwarf* issue 210. This is a special deck of 16 cards that can only be used by Imperial players.

Now it's the turn of the Ork, Tyranid, Eldar and Chaos players! On the card sections of this issue of *White Dwarf* you'll find four sets of four new cards specifically created for each of these armies. Each of the four new cards for each race are used together with the twelve cards from the standard fate deck to create a new 'custom' deck of sixteen cards. This larger deck generates greater fog of war and makes it far harder for your opponent to guess what cards you hold In your hand!

In generating the new cards and giving them to some of the big Epic fans in the Studio to playtest, we discovered that they can be used in a number of different ways depending upon the armies involved in the battle. We've listed two of the most obvious ways here, together with a handful of other ideas, but if you or your gaming group come up with alternate suggestions, then give them a try and write in to let us know. The most important principle is that you and your opponent should agree on which method to use before you start to draw any cards.

How to include the new Fate cards in *Epic 40,000*

Method 1

If the battle involves an Imperial player against any non-Imperial army, then the Imperial player can choose to pick from either the 'Imperial Tarot' or the standard Fate deck. If he chooses the 'Imperial Tarot' then his opponent simply removes 4 cards randomly from the standard fate deck and shuffles his eight race specific cards into the remaining Fate deck to create a new custom deck of 16 cards. Then he draws his cards normally.

If you don't have a copy of the 'Imperial Tarot' or the Imperial player chooses to draw from the standard deck, then simply mix in the race specific cards for the other player and deal them out in the normal fashion (usually one card for each 500 points in your army, with an extra card going to the player who's army points total was the lowest!).

If the Imperial player receives any of his opponent's army cards, then he simply puts them to one side and draws new Fate cards until he has the correct number of cards in his hand. The non-Imperial player can of course use either standard Fate cards or the new race specific ones.

Method 2

If no Imperial forces are involved in the battle, then both players should shuffle their eight race specific cards in with the standard Fate deck to create an expanded super-deck of twenty eight cards. Cards are then dealt as normal, and if either player receives cards from their opponent's set, they place them to one side as before and draw new cards until their hand is full.

In addition to the above, we've decided to list some of the wilder suggestions from the Studio staff. Please be aware that these have not been extensively tested and could lead to some unpredictable results!

Method 3

Ignore the normal method of drawing Fate cards. Instead each player draws D3 cards from both the standard deck and

their new set of race specific cards, so that each player will have a random number of cards ranging from 2 to 6!

Method 4

Mix the new set of Fate cards for each player into the standard deck before dealing out Fate cards as normal. Imperial players can draw eight random Emperor's Tarot cards to add to the deck. Players who receive Fate cards they cannot use are allowed to redraw them (or not if you prefer).

Method 5

Each player is allowed to choose six cards to make up the Fate card deck. Cards can be chosen from the standard Fate deck or the players' special eight card sets (or up to four from the Emperor's Tarot for Imperial commanders). Once the deck has been chosen, shuffle it and deal out Fate cards as normal. If either player is dealt a card they cannot use then the card is discarded and another one dealt to replace it. If there are no cards left the player doesn't get a replacement at all!

Nullifying psychic attacks

The new Fate cards include many different kinds of psychic attack that players can use to blast their enemies. However, the method for nullifying these attacks remains the same regardless of what they are called. Any fate card that has a number value printed on it is counted as a Psychic Blast for the purposes of nullifying. Hence any psychic attack can be nullified by the opposing player if he can play a card with a higher value on it before the attack is resolved.

Well that's about it for now. Let us know how you get on with the new cards, but most of all just have fun!

The Hand of Fate! (2) [More faction-specific Fate cards]

[Content from Firepower #2 page 79 to 83.]

[Experimental rules]

White Dwarf 214 included some special Fate cards for *Epic 40,000* which have been specifically created for Eldar, Ork, Tyranid and Chaos players. Well, the back cover of Firepower contains another set of 4 cards for each race, to add to the Fate deck using one of the methods below. Any of the methods is fine, as long as both players agree and both are using the same method.

[See **The Hand of Fate! (1) [Faction-specific Fate cards]** on page 125 for explanation and methods.]

WD214 was the turn of the Ork, Tyranid, Eldar and Chaos players! On the card sections of this issue of Firepower you'll find four sets of four new cards specifically created for each of these armies. Each of the four new cards for each race are used together with the twelve cards from the standard fate deck to create a new 'custom' deck of sixteen cards. This larger deck generates greater fog of war and makes it far harder for your opponent to guess what cards you hold in your hand!

Tip: See **Downloads** on page 464 for a complete set of re-drawn Fate cards that you can print for use in your games.

Placing terrain on the tabletop

[Content from Battles Book page 49 to 51.]

Of course, having lots of terrain is one thing — placing it on the tabletop to make an exciting battlefield is quite another. Having a good terrain set-up to play over really makes an incredible difference to the game by adding a whole wealth of background and visual excitement to your miniature armies as they fight.

Usually the best way to start is by placing 'contours' onto the table — hills, ridges, bluffs, mesas, cliffs, crags, buttes, scarps etc. Basically, anything which might have more terrain placed on top of it later. The amount of contour the battlefield should have depends on what kind of area the battle's being fought over. In a city, for example, it's pretty rare to come across a lot of cliffs and crags, a few large and small hills are more likely. However, in a mountain range most of the battlefield would be, well, mountainous with only a few valleys of relatively smooth ground in-between the peaks. Take a look at bits of the real world on TV or out of the window to get ideas and just copy the kind of layout that you like best.

As you place your terrain it's best to try and create a particular scene or give the battlefield a theme. For example you might decide to go for a giant industrial zone amidst slag heaps, a river valley, or rolling wooded hills which flatten out to a grassy plain and a town at one end of the table.

Having established the contours and theme of your landscape the next thing to do is introduce features into it. What kind of features to use and how many to place very much depends on what kind of world your battle is set on and what theme you have chosen. For example a jungle world would mean lots of jungle areas and scrub land, perhaps with a few rocky areas and a river or two, whereas an atomic desert would include very few features — perhaps a few ruins and some rocky areas.

In general, try to avoid choking the board with too much terrain; remember that your troops and more importantly, your war engines, are going to have to manoeuvre over, around or through whatever terrain you place. In this respect roads, rail/monorail lines etc. are a useful tool and are important for connecting buildings and urban areas together to make the battlefield look more realistic.

Classifying terrain types

Once you've placed all the terrain you want to make up the battlefield take a few moments to think about what you want to classify the different areas as. Discuss the terrain with your opponent so that everybody has the same idea of what's going on — you don't want to get bogged down by some confusion cropping up during the game.

You may decide some areas of your terrain don't fit anything on the Terrain Table in the rulebook. Don't be afraid to just wing it and say "That counts as ruins" or "That counts as a river".

Obviously the Terrain Table is only a representative sample of what might be found on a billion different worlds across the galaxy. Most terrain types can be classified as things off the table, sometimes with a modicum of modification. Some broader interpretations are listed below.

Fortifications

Bunkers, redoubts, towers, citadels. Trenches, gun pits, fox holes etc can also count as fortifications but these will only be impassable to war engines if they're very large.

Buildings

Anything with four (or more) walls and a roof, but see **Ruins, Rubble** below.

Ruins, Rubble

Anything with less than four walls and a roof, craters, boulder strewn ground, open-work industrial buildings like refineries. You may wish to count particularly flimsy buildings (ones built of wood, mud or straw for example) as rubble on the assumption that vehicles and war engines can crunch through them.

Woods

Forests, jungles, extremely heavy vegetation of any sort. Death world jungles would count as dangerous terrain to

infantry too.

Marsh, Swamp

Tar pit, cooling lava flow. If vehicles treat it as dangerous the swamp line can also be applied to thick mud, deep snow, quicksand, fen, soft sand, thick dust, dunes, deep ash wastes and so on.

River

Canal, inlet, lake, ocean etc. If the river is of corrosive acid, radioactive pollutants or something even more unpleasant, make it impassable to infantry and (possibly) war engines as well.

Roads

Could include (smooth) dried-up river and stream beds, cooled lava flows, airstrips, space port landing fields, very very flat plains and deserts (not for infantry).

Open Ground

On some worlds even 'open ground' should give infantry an armour bonus for cover. Jungle or agri-worlds for example, where dense vegetation is growing virtually everywhere, or areas where the ground is riddled with cracks/crevasses and other hidey holes for infantry.

On top of all this you can just make individual rulings about terrain areas. For example we rule that some of our cliffs can be climbed by infantry, counting as dangerous terrain, even though cliffs are normally impassable by definition. Likewise we rule that all the slopes in the ash wastes are dangerous terrain to everything a few units have been swallowed up by them during playtesting!

Terrain conventions

It's always difficult to write very specific rules about terrain because it can be made in so many different ways and miniatures can then be moved across it, attacked from many angles and so on. It is generally assumed that areas of ruins, wood, trenches, marshes etc. will be mounted on a base for convenience, or at least marked out so that they form discrete areas on the battlefield — life gets hard if you can't tell where a wood begins and ends for example. At the other extreme you may well have pieces of 'free standing' terrain like walls, rocks, craters and so on.

When we play we generally assume that if a unit is on the base of a terrain piece it counts as being 'in' that terrain. So, even if a model is outside the walls of a ruined building, for example, but is on the ruin's base it counts as being in the ruins. However this may not be appropriate if you have particularly wide bases for your terrain pieces, in which case you should count the terrain pieces on the base as 'free standing terrain'. With 'free standing terrain', we assume a model is only in cover if it is actually touching the terrain and the cover lies between it and the enemy fire, it only counts as moving over the terrain if it actually moves over it (usually this only poses problems for war engines).

Finally, the Line of Fire rules assume that woods and buildings are about 15cm long and 15cm wide. If you have woods and buildings larger than this it's a good idea to imagine that they are divided into several areas for Line of Fire purposes.

Random terrain generators

[Content from Battles Book page 52.]

If you find the idea of just laying out the terrain a bit daunting or you've done it so many times you can't think of a new approach you may find it useful to randomly generate some terrain to use. You should bear in mind that the results you get from a terrain generator will be, surprise surprise, very random and the set-up you get may not make a lot of sense on the table top. Because of this don't hesitate to move terrain around or discard bits until you have a good battlefield — the terrain generator is really there just to suggest pieces.

We've written up a number of generators for different types of worlds on the following pages, and some notes on how to create your own generator. What is a lot more interesting than the generators themselves is how the different types of terrain are classified and how they go together to make a desert world set-up or a forge world set-up (my personal favourite) and so on.

How to use terrain generators

First divide up the table top into chunks about 60cm square and mark them with dice, range rulers or whatever. Then roll a D3 for each chunk to see how many kinds of terrain it contains. To find out what the pieces of terrain are, roll two different coloured D6 and then read the scores down the side and along the top of the appropriate generator. Each terrain piece should occupy an area of about 15–20cm square, though hills and other contours can be quite a bit bigger. The piece generated is placed on the appropriate chunk of the table and then you move onto generating the next piece and so on.

Hive worlds

[Content from Battles Book page 53.]

On hive worlds it is assumed that battles are fought in the wastelands surrounding the hives. The hives themselves are massive and even a small part of one would fill a wargames board many times over.

Hive World Terrain table

D6	1	2	3	4	5	6
1	Old Ruin	Ash Dunes	Mine	Settlement	Sludge	Ash Waste
2	Chem Waste	Chem Waste	Ash Waste	Ash Dunes	Ash Waste	Ash Dunes
3	Ash Dunes	Ash Waste	Sludge	Ash Waste	Old Ruin	Ash Waste
4	Old Ruin	Settlement	Old Ruin	Chem Waste	Mine	Ash Dunes
5	Mine	Sludge	Ash Waste	Old Ruin	Chem Waste	Settlement
6	Old Ruin	Ash Waste	Ash Dunes	Sludge	Sludge	Old Riun

Old Ruin

The ancient remains of a former settlement half buried in the ash. Old ruins count as ruins.

Chem Wastes

Here old chemicals have come to the surface, staining the ash lurid colours. The chemicals can be highly corrosive or poisonous. Chem Wastes count as dangerous terrain to vehicles and infantry, but have no effect on war engines.

Sludge

his is either a sludge river or canal, a sludge pit or the edge of a sludge sea. Although foul smelling it is not lethal. Sludge terrain is treated just like rivers. Alternatively, it could be a Sulphur river. These are highly corrosive and so impassable to everything except via bridges.

Settlement

A small community of outlaws or renegades. A shanty town of tents, huts and lean-tos, gathered around a nutritious slime hole. This counts as ruins.

Ash Waste

Layers of grey ash cover the ground. Ash wastes are counted as open ground but due to the danger of sinking and the difficulty of moving at speed through thick ash no units may march move on ash wastes.

Ash Dunes

Wind-blown ash has created deep dunes. These dunes are notoriously unstable and count as dangerous terrain for anything trying to traverse them.

Mine

A working or disused mine complex, with attendant buildings, huts, railway lines and slag heaps.

Agri-worlds

[Content from Battles Book page 54.]

Agri-worlds Terrain table

D6	1	2	3	4	5	6
1	Hill	Fields	Plantation	Fields	Fields	Fields
2	Plantation	Fields	Herd	Farmstead	Fields	Hill
3	Fields	Barn	Hill	Barn	River	Plantation
4	Settlement	Hill	Fields	Barn	Reservoir	Fields
5	Farmstead	Reservoir	Farmstead	Reservoir	Farmstead	Herd
6	Herd	Farmstead	River	River	Plantation	Herd

Fields

A field of crops counts as open ground. They can be very large and might be occupied by massive harvesting machines. The limits of the field should be marked by hedgerows or fences. Infantry in a field always count as in cover on the Firepower Table but do not receive any armour bonus.

Plantation

A plantation is a uniform type of woods with trees in straight lines. It counts as woods but is not dangerous terrain for vehicles.

Herd

A large herd of grazing animals. Infantry moving through a herd count it as dangerous terrain; vehicles and war engines are unaffected because the animals move out of the way. The herd itself does not move. Especially large herd creatures, like megasaurs, might cause vehicles to take Dangerous Terrain tests as well.

River

A natural river or a series of man-made irrigation canals.

Reservoir

For the storage of irrigation waters, reservoirs are very deep and impassable to everything. May have attendant pumping stations and are connected by canals.

Barn

A single large building.

Farmstead

A small collection of buildings, outhouses and agricultural equipment, sometimes surrounded by a protective wall, usually with a road running to it.

Optional: The "Get off my land" special rule. Any infantry unit approaching within 10cm of a farmstead during the Movement phase will be snap-fired at by an irritated farmer.

Settlement

A town or small city, with many buildings and roads.

Desert worlds

[Content from Battles Book page 55 to 56.]

Desert Worlds Terrain table

D6	1	2	3	4	5	6
1	Sandstorm	Cliff	Hill	Hill	Dune	Dune
2	Cliff	Oil Pit	Oil Pit	Hill	Rock Spires	Dune
3	Rock Spires	Cliff	Hill	Hill	Complex	Hill
4	Cliff	Road	Road	Complex	Rock Spires	Quicksand
5	Complex	Road	Hill	Road	Rock Spires	Oasis
6	Oasis	Road	Complex	Cliff	Dune	Sandstorm

Complex

A complex could be any collection of buildings, such as a desalination plant, hydroponics installation, refinery, mine head, derrick or workers' hovels. These are generally constructed of open girder work which impedes the movement of vehicles and provides cover to infantry hiding in them, but doesn't give them a +1 armour bonus.

Cliff

A cliff is a hill with at least one side which is impassable (although you could say it is only dangerous for infantry if they want to try and climb it). It's a good idea not to have every approach to the summit impassable as attacking troops will need some way to get at troops who may be deployed on the crest

Hill

This is a standard hill. You may like to nominate particularly steep slopes as dangerous terrain to all units, as the shifting sands can swallow up troops who try to cross them.

Dune

This is a very low hill which may extend over a wide area but does not rise particularly high.

Rock Spires

These are strange columns of sandstone (or whatever material prevails on the planet) carved by aeons of biting winds from the bare rock. They can vary wildly in size, from huge towering pinnacles that a Titan could hide behind, to a low series of gullies and defiles which you could count as a *forest* for the purposes of movement

Oasis

A rare find in the bleak desert, oases are small ponds or lakes, crowded with vegetation. An oasis will probably comprise a pool surrounded by appropriate vegetation, counting as a river surrounded by woods.

Oil Pit

Either bubbling naturally up to the surface, or dumped by a nearby industrial outlet, a noxious slick of oily sludge seeps through the desert, bogging down anyone who tries to cross it The oil pit can be treated as a *marsh*.

Road

A road runs through this part of the desert, connecting some installation to its base. Roads in the desert may be hard, concrete and tarmac affairs raised slightly off the surface, with portions swept with debris that negates its benefits along certain sections. Alternatively, it may be no more than a recently used caravan route, allowing

vehicles and infantry to move faster along its tightly packed surface but conferring no benefit to heavy war engines.

Quicksand

Quicksand can be found in a small pool, and is treated like a *marsh*. Alternatively, fluid may be moving sluggishly beneath the surface of the region, creating a hazardous, almost invisible river which can only be crossed by pontoon bridges or more permanent constructions.

Sandstorm

Or chromestorm, saltstorm, cobaltstorm (and so on). A whirling sand devil is tearing up that part of the battlefield and is liable to move randomly across the desert throwing men and tanks into disarray. It is represented by a swirling column of cloud, with the same diameter as a Barrage template (6cm). At the start of every turn, the sandstorm moves D6x5cm in a random direction. Any detachment it passes through during its movement immediately takes D3-1 Blast markers as it tosses vehicles around, knocks soldiers to their knees and generally wreaks havoc!

Other options for a desert world include a massive pipeline which stretches from a refinery to some distant outlet. Or what about a wind farm (you've seen them — rows and rows of little sticks with fans on the top) which might count as a *forest*. Alternatively you could have a collection of native huts or tents, which don't exactly provide cover, but could be fun as a bit of decoration ...

Deserts may be littered with ancient alien ruins, half-submerged wrecks of past battles and crashed spaceships, plus almost anything else you can think of!

Ice worlds

[Content from Battles Book page 57.]

Ice Worlds Terrain table

D6	1	2	3	4	5	6
1	Glacier	Thin Ice	Ice Cliff	City Entrance	Lake	Ice Crevasse
2	Hill	Lake	Hill	Research Station	Iceberg	Hill
3	Iceberg	Hill	Thick Ice	Ship Wreck	Glacier	Research Station
4	Ice Crevasse	City Entrance	Research Station	Blizzard	Ice Crevasse	The Sea
5	Hill	The Sea	Thin Ice	Hill	Lake	Thin Ice
6	Lake	Glacier	Ship Wreck	Thick Ice	Hill	Blizzard

City Entrance and Research Stations

The inhabitants of ice worlds generally live underground to avoid their planet's sub-zero temperatures and blizzards. The entrances to their cities are surrounded by bunkers. City entrances are classed as *fortifications* and research stations are classed as *buildings*.

The Sea and Lakes

Sometimes the only inhabitable places on ice worlds are the largest icebergs. The sea should be put on a board edge — you could have your whole board surrounded by the sea if you want! The sea and lakes count as *rivers*.

Icebergs

Smaller icebergs float around the sea and lakes. Icebergs may only be used if there are some lakes or parts of the sea on the board, and they float around in random directions. The whole board could be made of icebergs if you are feeling adventurous, all moving and colliding randomly!

Blizzard

Blizzards constantly blow across ice worlds, destroying the landscape and any unfortunate creatures that find

themselves in its path. Blizzards are treated in the same way as sandstorms except that any unit in a blizzard must make a Dangerous Terrain test in each movement and Assault phase.

Thick and Thin Ice

Areas of thin ice count as dangerous terrain for vehicles and war engines. Thick ice counts as *roads* for vehicles and infantry, and dangerous terrain for war engines. Thin ice can be represented by a pale blue area of ground while thick ice could be a white area covered with gloss varnish.

Ship Wreck

Ships that have collided with icebergs are often surrounded by ice and carried around the seas. Such frozen shipwrecks count as *buildings*.

Ice Crevasses

Crevasses are perfect cover for infantry and count as *buildings*. Vehicles treat crevasses as dangerous terrain and war engines can move over them without any trouble.

Glaciers, Hills and Cliffs

These terrain features are similar to those on other worlds. You may like to add rules for avalanches and units slipping down hills.

Forge worlds

[Content from Battles Book page 58 to 59.]

Forge Worlds Terrain table

D6	1	2	3	4	5	6
1	Depot	Scrap	Furnace	Scrap	Smelting Works	Scrap
2	Scrap	Road	Scrap	Road	Temple	Furnace
3	Smelting Works	Road	Power Station	Scrap	Road	Scrap
4	Molten River	Road	Road	Temple	Road	Depot
5	Factory	Landing Pad	Road	Road	Molten River	Power Station
6	Molten River	Road	Scrap	Road	Temple	Depot

Scrap

A huge pile of twisted metal, cables, pipes, engines and other debris waiting to be recycled has collected in this part of the battlefield. The small hill of junk counts as dangerous terrain for vehicles and provides cover and a + 1 armour bonus for infantry (particularly large and unstable mounds may be dangerous for war engines as well).

Furnace

A huge open-topped furnace forms part of the landscape in this area, feeding metal to nearby automatic hammers, pile drivers and mass production lines. The heat from the furnace is almost unbearable. The furnace itself is impassable to every type of unit, while the area surrounding it (up to about 5cm from the edges) is dangerous to vehicles and infantry.

Smelting Works

The gantries and walkways of the smelting works (count as cover for infantry but no armour bonus, impassable to vehicles and dangerous to war engines) crisscross over a web-like net of channels and pools of molten metal which pour from huge vats into massive moulds. The whole process may be automated, with one end of the production line churning out Rhino hulls, Leman Russ track links or thousands of different items, leading to a pile of material like a scrap heap.

Road

Roads on a forge world can be like normal roads running along the ground. However, they are just as likely to be supported on massive girders, climbing and dipping across the skyline, linking the factories and furnaces together in a huge aerial labyrinth. At certain intersections the roads spiral down to the ground and link up with the warehouses and buildings on the planet's surface.

Alternatively the roads could actually be rail tracks, spanning the huge distances between the massive factories. These rails would provide open tracts for vehicles and infantry to move more quickly along, like roads, but junctions and interchanges may create wide areas of interlocking rails which must be crossed at normal speed to prevent damage to vehicles (eg, no road bonus for vehicles at certain intersections and so on).

Temple

This part of the battlefield is a site for a huge temple to the glory of the Machine God. Constructed out of the hardest alloys, bearing many runes of power and prayer, the temple is a solid fortification in which the followers of the Machine God can find refuge and fighters of any race can seek protection and cover (counts as a *fortification*).

Power Station

Huge capacitors store up the energy generated by the roaring furnaces, while fusion reactors and plasma chambers generate raw power to be distributed through massive cables and along pylon-supported wires to the factories and smelting works of the Adeptus Mechanicus. Perhaps it is a Generator Vulcanis, tapping directly into the white hot mantle beneath the forge world's crust, using the immense potential of geothermal energy to sends gigawatts of power surging through its web of conduits to nearby installations. Power stations can be highly volatile areas and troops who take shelter in such a place must be careful to pay heed to the warning signs and hazard markers lest they melt down a plasma reactor or electrocute themselves on a live wire! A power station counts as an intact *building* which is dangerous to infantry.

Molten River

This part of the forge world is divided into two by a massive river of molten metal. Open girder bridges cross over the bubbling liquid at regular intervals but the heat emanating from the stream of white-hot metal is enough to make unprotected troops faint and melt the wiring in vehicles. The river itself is impassable to everything and the bridges count as dangerous terrain to vehicles or infantry trying to cross them.

Depot

This is where the produce of the Adeptus Mechanicus is stored before being shipped off-world to other parts of the Imperium. Depending on what is being built in this particular part of the forge world, the depot may contain a collection of warehouses filled with crate after crate of weapons and ammunition which provide cover. Or maybe it is a huge parking lot normally filled with ranks of gleaming factory-fresh Rhinos and Leman Russ battle tanks (but is now a huge expanse of road which can be crossed over quickly but is surrounded by a high wall or fence).

Factory

The buildings where the Adeptus Mechanicus actually construct their creations, from components forged in the smelting works or built in other parts of the factory. Huge automated, open-topped production lines churn out hundreds of items an hour: whirring cranes lift vehicle chassis onto speeding conveyor belts; semi-intelligent robotic arms labour night and day welding, riveting, painting and coating everything that passes by them. The factory is a veritable maze of small alleys which are impassable to vehicles and war engines but provide valuable cover to infantry skulking within them (treat as an intact *building*).

Landing Pad

Here the creations of the Cult Mechanicus are shipped to their destinations throughout the Imperium - super heavy tanks headed for distant war zones, air filters on their way to hive worlds such as Armageddon and Necromunda, and so on. The landing pad (or pads) are open ground which can be covered at speed by vehicles and infantry (treat as a *road*) while the control towers and subsidiary buildings provide cover and protection for infantry inside

(intact *buildings*).

You may like to agree some special rules for using the landing pad with your opponent. Perhaps troops being dropped off by transport flyers which land on the pad do not have to sacrifice 5cm of their movement to disembark, or something similar.

Other options for a forge world could be acid-filled vats, with walkways criss-crossing their open tops (ready to be smashed apart to spill their lethal contents if hit by a sufficiently large blast). Then there are the random electrical discharges, venting plasma ports, steam hammers, experimental laboratories, weapons test zones, bio-agents silos and a hundred other devices seemingly designed to make forge worlds very hazardous battlefields to fight over!

Primaeval worlds

[Content from Battles Book page 60

Primaeval Worlds Terrain table

D6	1	2	3	4	5	6
1	Ash Clouds	Hill	Hill	Boiling Mud	Rubble	Lava Flow Tunnels
2	Cooled Lava Flow	Ash Clouds	Primaeval Jungles	Huge Rocks	Crystal Forest	Craters
3	Rubble	Hill	Cooled Lava Flow	Hill	Rubble	Primaeval Jungles
4	Lava Flow Tunnels	Craters	Primaeval Jungles	Hill	Rubble	Lava Flow Tunnels
5	Rubble	Huge Rocks	Boiling Mud	Volcano	Hill	Craters
6	Volcano	Hill	Ash Clouds	Magma River	Primaeval Jungles	Magma River

Ash Clouds

Ash clouds blacken the skies giving the planet a dark foreboding feel. If Ash Clouds are rolled more than once then re-roll the result. Ash Clouds have no effect on ground forces, but flyers must make a Dangerous Terrain test when they enter the board.

Volcano

Volcanoes are widespread on primaeval worlds. They erupt frequently throwing magma into the air and onto the planet's tortured surface. Volcanoes count as dangerous terrain for infantry. If flyers choose a route taking them over a volcano they must also make a Dangerous Terrain test. At the start of each turn roll a dice. On a 6 the volcano erupts. Everything within 15cm of the volcano counts as dangerous terrain for all units.

Cooled Lava Flow

When lava flows cool they leave a smooth surface suitable for vehicles. Cooled lava flows count as *roads*.

Boiling Mud

Boiling mud is heated by underground lava lakes and is very dangerous. Boiling mud counts as *swamps*.

Magma River

Great rivers of white hot magma flow slowly across the planet surface melting anything unable to move out of their way. Magma rivers count as impassable terrain to all units. You may like to have a magma river rolling across the

battlefield. For example, it may start at one side of the table and move 15cm at the start of each turn, destroying everything in its path!

Lava Flow Tunnels

The outer crust of the lava flow cools quicker than the centre. When the lava flow has disappeared the cooled outer crust leaves a tunnel, or in most cases usable trenches. Lava flow tunnels count as *fortifications*.

Open Ground

The surface of primaeval worlds is covered with cracks and small craters. Open ground counts as cover for infantry only.

Primaeval Jungles

Primaeval worlds have some life on them. Animals and plants generally find the safest place to live so it is common to see small, but dense, areas of life on such worlds. All jungles count as woods and are dangerous terrain for infantry.

Death worlds

[Content from Battles Book page 61.]

Death worlds are the most naturally dangerous worlds in the galaxy. Units fighting on death worlds fail Dangerous Terrain tests on a 1–2 on a D6. No detachment may march move on a death world as units are impeded by hostile flora and fauna.

Death Worlds Terrain table

D6	1	2	3	4	5	6
1	Hill	Swamp	River	Hill	Ruins	Wood
2	Outpost	Wood	Hill	Lab	Hill	Ruins
3	Wood	Hill	Swamp	Ruins	Swamp	Craters
4	Lab	Ruins	Hill	Wood	River	Ruins
5	Wood	Outpost	River	Outpost	Wood	Wood
6	Swamp	Hill	Swamp	Wood	Wood	Craters

Open Ground

On death worlds even open ground is not entirely safe. There are many unseen creatures that live underground or in holes that attack anything that comes near them. At the start of each turn one random detachment on the board which is in the open takes a hit and a Blast marker.

Atmospheric Change

The atmosphere on death worlds is constantly changing. Unfortunately the weather is unlike anything any army has experienced before! At the start of each turn roll a dice:

D6	Weather
1–3	Weather is normal (for a death world ...).
4	Meteor storm — every detachment takes a hit.
5	Very, very heavy rain — Every detachment takes a Blast marker.
6	Radiation cloud — The radiation cloud covers the whole table and attacks with Firepower 4. Roll to hit every detachment.

Woods

The woods on death worlds are home to some very dangerous creatures, mainly the trees themselves! All death

world woods count as dangerous terrain for infantry.

Swamp

Death world swamps act as one entity. The swamp and all the creatures that live in it attempt to lure animals in and then attack. All units count swamps as dangerous terrain. Roll to hit any units which are in a swamp at the start of their turn.

Outposts and Ruins

Many races have tried to settle on death worlds without fully understanding the deadly nature of these planets. Outposts are *fortifications* built to defend the now ruined towns.

Lab

Labs established to investigate the plant and animal life on the world were soon abandoned as the animals turned out to be too savage to study. The animals still live in the labs. All labs count as *buildings* but are dangerous terrain for infantry.

Daemon worlds

[Content from Battles Book page 62 to 63.]

Daemon Worlds Terrain table

D6	1	2	3	4	5	6
1	Chaos Plain	River	Temple	Cliff	Hill	Cliff
2	River	Hill	Cliff	Temple	Road	Hill
3	Graveyard	Temple	Road	Wood	Cliff	River
4	Road	Hill	Graveyard	Wood	River	Road
5	River	Road	Hill	Temple	Cliff	Wood
6	River	Graveyard	Hill	Road	Temple	Fire Storm

Chaos Plain

This can be many things. Perhaps it is a field of bones and skulls, which shift underfoot, crack under wheels and tracks and are generally unstable. Perhaps a corona of energy constantly flickers just above ground level or flames sweep across the fields disrupting everything in their path. For whatever reason, a Chaos plain counts as dangerous terrain to all units.

River

A river on a daemon world is highly unlikely to be mere water. Boiling acid, venomous ooze, daemonic blood and other vile substances churn across the landscape, spilling their noxious vapours through valleys and into pools. These can be treated as ordinary rivers, or you can make the more potent varieties impassable to infantry and/or vehicles and dangerous for war engines.

Temple

A temple to the Chaos gods has been erected in this part of the battlefield. The appearance of such temples varies wildly depending on the builders and the god to which it is dedicated. The pleasure palaces of Slaanesh may provide release from mortal misery but do not offer much protection against an incoming barrage. On the other hand, the temples of Khorne are mighty fortresses, with studded buttresses, massive gates hewn from black rock and panelled with thick brass plates, towers crusted with armoured turrets and walls festooned with the heads of slain foes.

Cliff

On a daemon world, a cliff is not necessarily just a sheer-sided hill. It may be a screaming face which moans and

wails, or a wall of serrated blades which scythe through anything trying to climb them. Even a seemingly ordinary cliff may shake and start landslides at the approach of other life forms, burying tanks in a hail of boulders, crushing troops in an avalanche of rocks. Such a horror would obviously be impassable and probably count as dangerous terrain to units passing close by (5cm or so).

Road

Roads on daemon worlds aren't going to be constructed from tarmac and concrete. Highways of skulls, polished obsidian, living flesh and other exotic surfaces are more the norm for the realms of Chaos.

Graveyard

A mass grave fills this part of the battlefield. The huge necropolis stretches across the planet's surface, dotting the landscape with hundreds of monoliths, gravestones, tombs and sepulchral chambers. In game terms these morbid fields can be treated like *woods*.

Wood

A wood on a daemon world certainly isn't going to be your common or garden "brown trunks, green leaves" type of affair (unless the Daemon Prince is of a rather nostalgic state of mind!). Trees with hideous screaming faces, clutching limbs, slashing spines and thorns are more likely. Perhaps an infestation of giant mushrooms is more to the tastes of the planet's ruler, or how about a walking wood that moves randomly across the battlefield 2D6cm every turn?

Firestorm

The raging planet itself abhors the presence of the fighting armies: the ground trembles, huge flaming meteors pour from the skies, small eruptions dot the battlefield throwing troops and tanks askew, staggering war engines and making the whole planet's surface unstable. For this reason, any Leadership tests made during the battle have a -1 penalty applied to them as the troops struggle to advance and fight effectively.

Daemon worlds are, by their very nature, unstable, nightmarish places. Perhaps the terrain changes or moves during the course of the battle in some suitably whimsical manner. Fighting on a daemon world may also have other effects on the army. For example, on a world ruled over by a daemon of Khorne, you could say that neither side can include any psykers. Conversely, a Tzeentch planet may well be high in magical energy and psykers and Psychic Blasts have some kind of increased effect.

[DIY random terrain generation]

[Content from Battles Book page 63.]

Do-it-Yourself Random Terrain Generator table

D6	1	2	3	4	5	6
1	A	C	B	C	C	C
2	B	C	F	E	C	A
3	C	D	A	D	A	B
4	D	A	C	D	G	C
5	E	G	E	G	E	F
6	F	E	G	F	B	F

All you need to do is allocate the terrain in your collection to the different slots, so you might decide that all hills and contours are A's, woods are B's, buildings are G's and so on.

The scenarios

[Content from Battles Book page 64.]

Coming next… the scenarios! We've crammed as many different scenarios into this section as we could to give you a good choice and, with any luck, to give you lots of ideas for making up your own scenarios. We'd advise you to build up to the more complex scenarios gradually, starting with **Refight 1: Gogard's Last Stand!** below which is an ideal battle to learn about vehicles, infantry and war engines.

Some scenarios require special rules to cover unusual circumstances such as bringing on reserve forces or capturing objectives. Like the special rules in the rulebook you only need to know the special rules for the particular scenario you are playing so don't worry about learning them all at once. Players inventing their own scenarios should feel free to modify and adapt the scenario special rules for their own purposes or come up with completely new ones as appropriate.

Refight 1: Gogard's Last Stand!

[Content from Battles Book page 65 to 71.]

Waaa-Gogard started on Guilus II, an inhospitable planet on the very edge of Imperial space. The Orks who inhabited the planet constantly battled with each other for territory and teeth. From the anarchy one Ork rose to power. Gork and Mork had found a new champion and Waaa-Gogard had begun.

The power of Waaa-Gogard quickly spread across the planet: Mekboyz started to build Gargants and other engines of war, and the Orks flocked to Gogard's banner. The power of the Waaagh grew until Gogard had no other choice but to invade the stars and, as if sent by the gods, a huge space hulk drifted into the system and was caught by the Mekboyz' powerful tractor beams.

The first planet to be found by the Orks was Balle Alpha. The space hulk was detected by the planetary defence force as it started to manoeuvre towards the planet. The Imperial Governor wisely readied his forces and sent a message to neighbouring worlds asking for reinforcements.

Gogard planned to attack the largest group of cities he could find and cripple the planet's defences in one stroke. Mighty Gargants moved across the planet's deserts leaving trails of destruction in their wake, smashing the forces sent to stop them. Battlewagons followed behind, mopping up any opposition that survived the war engines' attacks. When the Orks reached the cities, however, the wave of destruction stopped. The city walls of Balle Alpha were well reinforced and halted the Ork attack with minimal losses. The Orks regrouped and started to barrage the cities with salvos of fire from their Gargants.

Days later, just as the walls looked to be on the verge of collapsing, the reinforcements the Planetary Governor had called for arrived in the form of the Blood Angels. Gogard's army was trapped between the city walls and the attacking Space Marines and suffered hideous losses. Some Boyz managed to breach the city but were killed by the massed firepower of its defenders. The Orks were quickly defeated, but Gogard himself managed to break out of the trap and smash through the Space Marines' line in his Great Gargant. Many Orks tried to follow their Warboss but only a few succeeded, and Waaa-Gogard was effectively destroyed. The Blood Angels formed a line around the city to prevent an Ork counter-attack while the fortifications were repaired.

Gogard stopped his retreat when he saw no Imperial troops pursuing him. Determined to exact revenge on the hated pointy noses, Gogard rallied his remaining Boyz and reboarded his trusty Gargant "Korps Grinda". With his new crew he set off towards the Space Marines' positions intent on inflicting as much damage as possible.

Forces

Decide who will be the Ork player and who will be the Space Marine player.

Orks: The Ork player has one detachment: *Korps Grinda*, a Great Gargant!

Space Marines: The Space Marines have the following detachments:

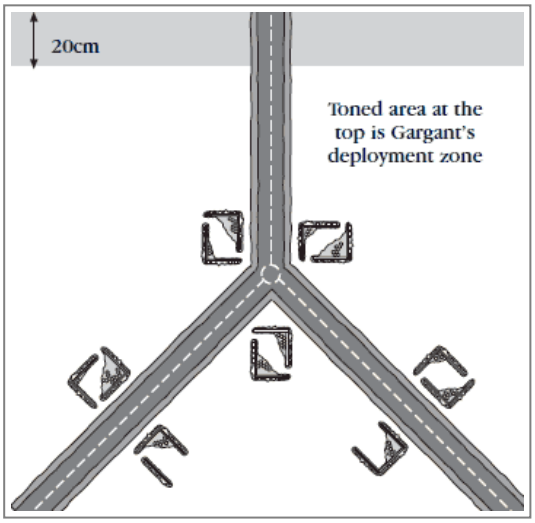
Detachment 1 — Force Citus, comprising four Land Raiders.

Detachment 2 — Force Adonis, comprising one Space Marine Captain and two Devastator squads.

Detachment 3 — Force Lentus, comprising one Space Marine Captain in a Rhino and three Tactical squads in Rhinos.

Set-up

1. The terrain must include the features shown on the map. Further terrain can be added if the players want.
2. The Space Marine player sets up first. One detachment is deployed on the table, either in or touching the ruined buildings by the 'Y' junction. See **Objectives** below.
3. The remaining two Space Marine detachments enter play anywhere along the Space Marine table edge (including the roads) on the first turn of the battle. The Space Marine player must deploy the HQ unit from each detachment on the table edge to show where the detachment and its units will enter play. This is where their move must be measured from on the first turn.
4. The Ork player sets up after the Space Marine player has finished deploying his forces. He may set up anywhere within 20cm of his edge of the table.



Gargant krew

The Gargant has a new krew of Gretchin riggers because Gogard used the old krew for target practice after a very poor performance in their last battle. This new krew aren't all that quick off the mark at carrying out orders, so the Space Marines always win the initiative in the Movement phase and the Assault phase, and can choose to either move first or second.

Objectives

The Space Marine player must set up two bunkers when he deploys. These are the objective of the Ork attack. They may be set up anywhere on the table that is at least 15cm from a table edge.

Each bunker is treated as an immobilised war engine if shot at, with an Armour value of 6 and a Damage Capacity of 3. The bunkers have an Assault value of 2 if attacked.

Game length and victory conditions

The game carries on until the Ork Gargant is destroyed or both objectives have been demolished. If the Space Marines wreck or destroy the Gargant before it has destroyed the bunkers, then they win. If the Gargant takes out both bunkers then the Orks win. If the Gargant destroys just one bunker before it is roasted itself then the game is a draw.

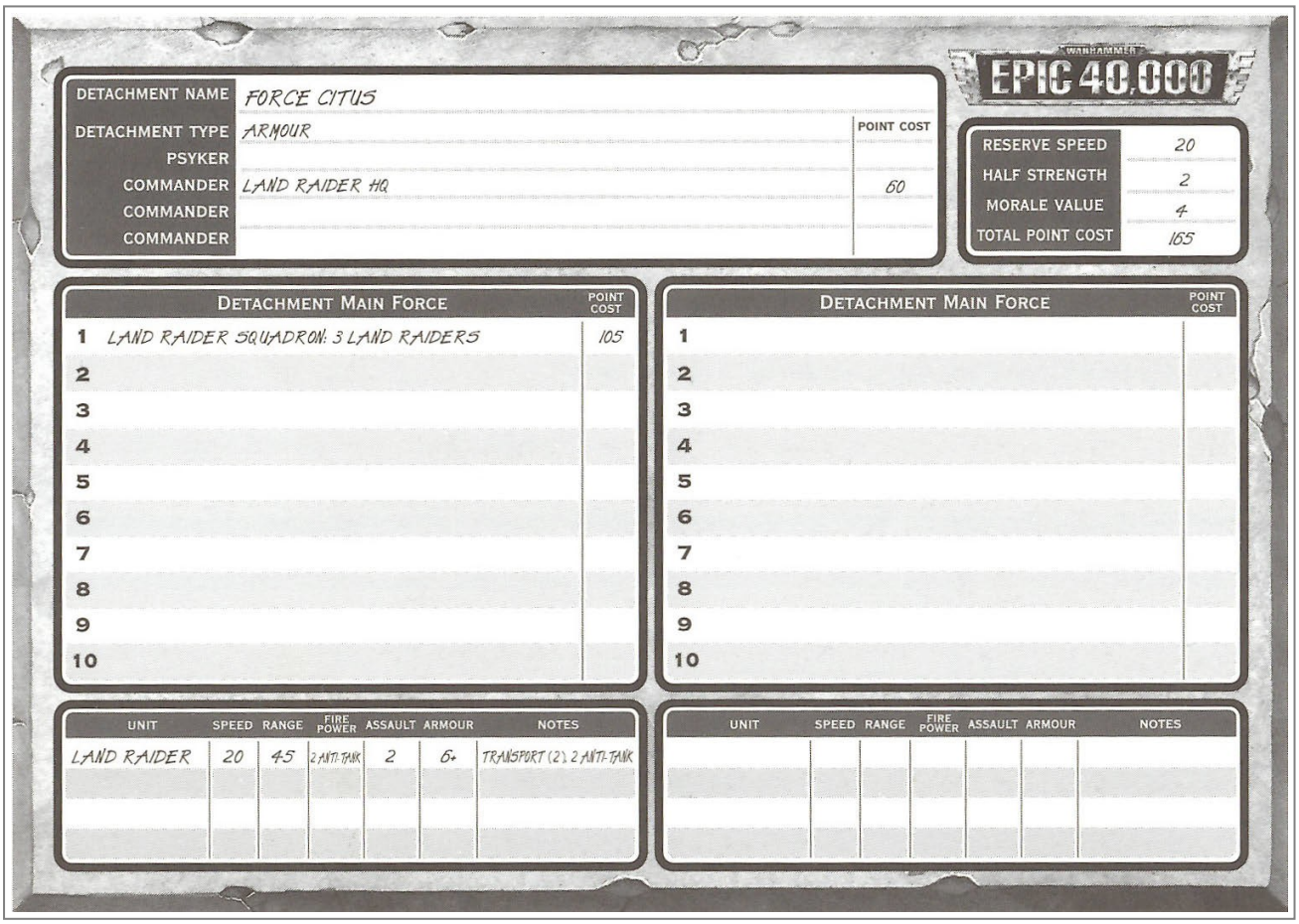
Scenario variants

This particular scenario is a great one for learning the core rules of *Epic 40,000* and the War Engine rules. Here are a few scenario variants you might like to try.

- Swap Space Marine Devastator squads for extra Land Raiders or vice versa (on a one-for-one basis).
- Assume Imperial forces were launching a major offensive at the time of Gogard's attack so the defending force might be very different. Choose a 500 point force to replace the Space Marines from the Imperium army list in the Armies book. This variant should make things a lot harder for Gogard.
- Gogard's Gargant was on the verge of breaking down when it attacked the Imperial positions because of its inept new Gretchin riggers. If it had broken down further up the road Gogard would have had to scrape together all the Orks he could find and attack with what was available. For this variant choose a 500 point force from the Ork army list in the Armies book to replace the Gargant.

Aftermath

Gogard's attack came as a complete surprise to the Blood Angels who were not expecting a counter-attack so soon after the Orks' massive defeat. The Blood Angels managed to damage the Great Gargant before being forced to retreat from the awesome firepower of the war engine. When Gogard reached the city walls again te Imperial defence was far better prepared and raked the Gargant with heavy weapons fire as it advanced. The Gargant crew were struggling to contain raging fires by the time Gogard reached the city fortifications. "Korps Grinda" just managed to destroy the city defences with its Lifta Droppa before a massive explosion in the hull destroyed the Gargant and Warlord Gogard once and for all.



WARHAMMER EPIC 40,000

DETACHMENT NAME	FORCE ADONIS
DETACHMENT TYPE	INFANTRY
PSYKER	
COMMANDER	SPACE MARINE CAPTAIN
COMMANDER	
COMMANDER	

POINT COST
50

RESERVE SPEED	10
HALF STRENGTH	3
MORALE VALUE	3
TOTAL POINT COST	130

DETACHMENT MAIN FORCE		POINT COST
1	SPACE MARINE DEVASTATOR SQUAD: 2 SPACE MARINE UNITS	40
2	SPACE MARINE DEVASTATOR SQUAD: 2 SPACE MARINE UNITS	40
3		
4		
5		
6		
7		
8		
9		
10		

DETACHMENT MAIN FORCE		POINT COST
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
DEVASTATOR UNIT	10	30	1	3	5	STUBBORN, HEAVY WEAPONS
CAPTAIN	10	30	1	3	5	HERO, STUBBORN, RAPID FIRE

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

WARHAMMER EPIC 40,000

DETACHMENT NAME	FORCE LENTUS
DETACHMENT TYPE	INFANTRY
PSYKER	
COMMANDER	SPACE MARINE CAPTAIN IN RHINO
COMMANDER	
COMMANDER	

POINT COST
57

RESERVE SPEED	30
HALF STRENGTH	6
MORALE VALUE	4
TOTAL POINT COST	168

DETACHMENT MAIN FORCE		POINT COST
1	SPACE MARINE TACTICAL SQUAD: 2 SPACE MARINE UNITS IN RHINO	37
2	SPACE MARINE TACTICAL SQUAD: 2 SPACE MARINE UNITS IN RHINO	37
3	SPACE MARINE TACTICAL SQUAD: 2 SPACE MARINE UNITS IN RHINO	37
4		
5		
6		
7		
8		
9		
10		

DETACHMENT MAIN FORCE		POINT COST
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
SPACE MARINE	10	30	1	3	5	RAPID FIRE, STUBBORN
SPACE MARINE CAPTAIN	10	30	1	3	5	RAPID FIRE, STUBBORN, HERO
RHINO	30	-	0	0	5	TRANSPORT (2)

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

KORPS GRINDA

Korps Grinda is Gogard's Great Gargant, whose name brings terror to the hearts of Balle Alpha's defenders.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5	D6+6	18	30	–

WEAPON TABLE

HEAD/SHOULDER WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Gaze of Gork (Head)	All Round	30cm	(1)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Left Shoulder Battery	All Round	45cm	3	–
Right Shoulder Battery	All Round	45cm	3	–
ARM WEAPONS	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Heavy Weapon Battery	Left Side	45cm	8	–
Lifta-Droppa	Right Side	45cm	(1)	Can pick up vehicles and war engines but not infantry. Lifts target if you beat its Damage on a D6. Move target up to 1cm for each point you beat its Damage by. It is then dropped. Dropped object is automatically destroyed. Roll a D6 for things dropped on, on a 4+ they take a hit.
BELLY WEAPONS	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Mega-Cannon	Front	45cm	(1)	Place Barrage template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Stubbed Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
3	Right Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
4	Left Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
5	Right Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
6	Left Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
7	Head Damaged	+3 Points	The weapon may not fire until it is repaired.
8	Belly-Gun Damaged	+3 Points	The weapon may not fire until it is repaired.
9	Flashback	+4 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
10	Fire	+4 Points	Gargant moves at half speed until fire is put out by being repaired. The fire causes +1 point of damage per rally phase until put out.
11	Raging Fires	+4 Points	D6 fires break out (see Fires above).
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Internal Explosions	Wrecked	A series of internal explosions destroys Korps Grinda and its crew.
3-4	Inferno	Burning	A massive fire destroys Korps Grinda and its crew. No unit can approach within 5cm due to the heat. Roll again on this table at the end of the next turn and apply the result counting 3 as Internal Explosions and 4 as a Magazine Explosion.
5	Magazine Explosion	Destroyed	Korps Grinda's magazine explodes. As debris scatters all around, roll a D6 to hit any unit within 5cm.
6	Massive Explosion	Destroyed	Korps Grinda is destroyed in a huge explosion. Any unit in base contact takes D6 automatic hits. Roll a D6 to hit any other unit within 3D6cm.

Refight 2: Rescue

[Content from Battles Book page 72 to 75.]

It was a complete shock to the gentle farmers of Silvanos II when the sky was torn in two by a mighty fireball. As the inhabitants of the agri-world investigated the crash site, their dismay grew when they discovered a huge starship of immense proportions half-buried in the tilled fields. Their dismay became horror as hordes of greenskin savages poured from the ramps and airlocks, mowing down the onlookers with gunfire, chopping apart the unarmed crop growers with crude axes and swords.

As Waaa-Ugulbitz swept across Silvanos II a few hardy individuals managed to escape the slaughter and warn the capital, Venguard, of the danger. As the Astropaths projected the Governor's plea for help, an Imperial Assassin of the Callidus temple, who was on the planet for reasons unspecified, received orders to infiltrate the Ork army and discover what she could about their plans.

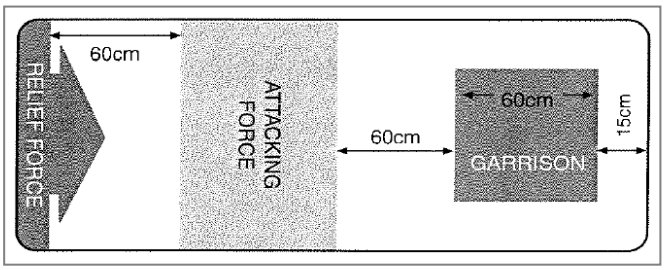
The cry for aid was received by the White Scars Space Marines, who dispatched a fast attack warship carrying two companies of their finest assault troops. As the Thunderhawks of the White Scars screamed down from orbit, a message was received over the commlink. The assassin had managed to determine much of the Orks' future plans but had unfortunately been discovered before she could slip away. As she tried to escape she had been wounded and was now holed up in a ruined farmstead as the Orks scoured the countryside for her.

The White Scars acted with their customary speed, despatching a small force to secure the farmstead and form a defensive perimeter against the incoming Orks. As the greenskins poured towards the ruined outbuildings more White Scars were on their way, punching through the Ork army to take the assassin and her information to safety.

The following special scenario rules are used in this scenario: **Objectives** on page 117.

Forces

Each player picks their army to a pre-agreed points total. Although the original battle was fought between Orks and the forces of the Imperium, any two armies may be used in this scenario. The actual forces which fought this battle are listed at **Historical forces** on the facing page [*Battles Book* page 75].



Set-up

1. Set up the terrain using any mutually agreeable method. In this scenario, the game is played down the length of the board with both armies deploying in a set order. Once all the terrain has been placed, both players roll a D6 with the person rolling the highest score becoming the defender.
2. The defender may deploy up to a quarter of his army points total as the force protecting the vital assassin, deploying them anywhere on the board in the area marked 'garrison'. All of the rest of the defender's units make up his relief force (see below). The defender may only use complete detachments as part of the garrison, and the total points value of the detachments used must not exceed a quarter of the points of his army in total.
3. Once the defending units are all deployed the attacker positions his entire army in the area marked on the deployment map.

4. Finally, the defender's relief force is set up by placing the HQ unit of each of their detachments on the relief force table edge. Every HQ after the first must be placed within 15cm of the position occupied by the first HQ that is placed. The position where the HQ is placed shows where the units from that detachment will enter play, and is where their move must be measured from on the first turn. If several detachments want to enter at the same point (along a road, for example) simply place the HQs in a row, one in front of the other, and measure the moves from the rearmost HQ in the row.
5. The defender may split off one detachment per 1,000 points in his relief force as a 'flanker', if he wishes. The HQ unit for a flanker can be placed anywhere along the player's table edge; it does not have to be placed within 15cm of the first HQ that was placed.

Objectives

The defender sets up a single *Rescue* objective counter anywhere in the area occupied by his defending garrison.

Victory conditions

The defender wins the scenario if the assassin leaves at the board edge that her relief force entered on by the end of Turn 6. It is considered a draw if you have control of the assassin but haven't exited her from the board. The attacker wins the scenario if he has control of the assassin at the end of any turn. Anything else is a draw.

Tactics

Probably the best mix for the defending garrison is a mix of infantry armed with heavy weapons and tough assault units. Put the infantry on overwatch with a clear view of the approaching enemy and surround the assassin with a bodyguard of the best all-round infantry you have. Some good examples are Space Marine Terminators, Imperial Ogryns, and Ork Nobz. Some careful consideration is needed when deploying your garrison as too tight a deployment could be inviting heavy casualties from barrage weapons.

Alternatively you can use a fast-moving force as a garrison, and hope to break out and join the relief force. In order for this to work the break-out force will have to be able to move very fast indeed in order to keep out of trouble, and you'll need to time the break-out carefully otherwise you'll be overwhelmed by the vastly superior attacking army.

As far as the relief force goes, a more general selection of tanks, artillery and Titans is needed to engage the enemy while some fast units attempt to punch through and effect an early rescue. Although your opponent should be fully prepared for an attack against his rear, the disadvantage of fighting on two fronts can be enormous. Any close combat troops that can reach his lines should attack the units that are on Assault orders, as these are probably the ones destined to assault your garrison. You should then attempt to pick off the ones you can't reach with your long-range firepower and super heavy weapons. Remember, the more pressure you can take off your defending garrison the better. Above all the object of this game is to rescue the assassin, not inflict casualties on your opponent, so don't allow yourself to be sidetracked.

The attacker has two main tactics. The first is to use the bulk of your army to engage and slow up the relief force, while a smaller group attempt to pry the assassin loose of her garrison. Once the situation to your rear has stabilised, and degenerated into a more straightforward battle, you can pull out more units to attack the garrison. Your second choice is to attack the defending garrison with as much of your army as possible in an attempt to overwhelm and destroy it before the relief force can arrive. The added bonus of this tactic is that you will then revert to fighting on only one front.

Optional rules

Transport flyers like Space Marine Thunderhawk gunships or fast skimmers have the potential to win the game easily for both sides. Players may wish to agree to limit the number of flyers and skimmers used — ban them altogether if you feel their presence makes the scenario too easy.

Historical forces

The forces that fought this battle are listed below.

Orks: The Ork player has the following detachments:

Detachment 1 — Badruk's Speedas, comprising one Warboss Stompa, six Ork Boyz units and six Battlewagons.

Detachment 2 — Urglag's Blastas, comprising one Warboss Stompa, three Shooty Boyz units and three Big Gunz.

Detachment 3 — Grizzard da Magnifisunt (an' der Ladz), comprising one Warboss Stompa, three Boarboyz units, three Stormboyz units, three Kommandos units, three Bikeboyz units and two Battlewagons.

Space Marines: The Space Marines have the following detachments:

Detachment 1 — Force Hachiman, comprising one Space Marine Captain, two Assault squads and two Scout squads. Historically it was Force Hachiman who defended the assassin.

Detachment 2 — Force Kharira, comprising five Land Raiders and five Whirlwinds.

Detachment 3 — Force Krysha, comprising one Space Marine Captain in a Rhino and three Tactical squads in Rhinos.

Aftermath

The Whirlwinds and Land Raiders of Force Karira punched through the Ork line, suppressing the Shooty Boyz and Big Gunz of Urglag's Blastas. With this safe corridor established, the Tactical squads of Force Krysha managed to break through and link up woth Force Hachiman and the Assassin. However, Force Hachiman was in bad shape after an assault from Grizzard the Magnifisunt's Boyz was barely stemmed by the heroic sacrifices of the White Scars' Scout squads.

The wounded assassin was transferred to a Rhino and Khan Krysha ordered his remaining Space Marines to mount up and make a break for safety , speeding through the wrecks of Ork and Space Marine tanks while the remnants of Force Hachiman attacked the Orks again. Caught betwenn the threat of the Assault squads and the need to stop the Space Marines escaping, Badruk's Speedstas tried to break off from the attack on the farmstead only to be cut down by lascannon fire from the surviving Land Raiders. Urglag's battlewagons were destroyed and he had no way to catch the rapid moving Rhinos which were slipping through his grasp. In sheer frustration he led the remains of his force in a final, vengeful attack on the few tanks left in force Kharira, wiping them out at great cost, while the White Scars disappeared into the mountain passes.

Refight 3: The Hellblade Mountains

[Content from Battles Book page 76 to 78.]

The campaign for Desolation Valley had raged for months on Rynn's World, with neither side able to gain the upper hand and strike a decisive blow. The battle lines had stabilised and a bloody war of attrition had begun. Attacks and counter-attacks were repulsed by both sides. The Imperial Guard artillery lit the night as it maintained its heavy bombardment of the Ork positions. Well dug in, with their backs to the Hellblade Mountains, the Orks would not be so easily moved. Commissar-General Mordrid van Horcic knew it would take a bloody direct assault to break the deadlock. Casualties would be high but he and his men were well prepared to make that sacrifice. He announced the battleplan at the very next staff meeting — all out attack, for the Emperor and Glory!

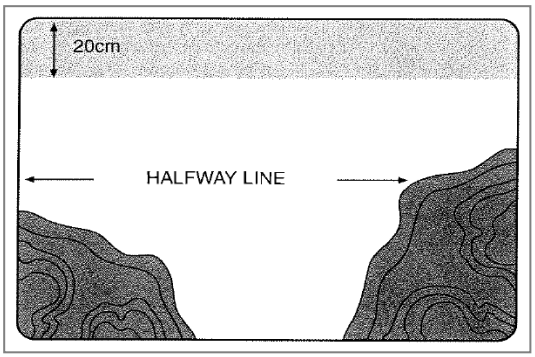
Captain Subodai of the Legio Astartes White Scars agreed. The Space Marine battle brothers would lead the first attack, that honour they demanded. He also had another condition. He would personally lead a force of hand picked White Scars in an attempt to traverse the dangerous Hellblade Mountains and outflank the Ork positions. Captain Subodai's veteran Space Marines, led by his Scouts, made their way high into the mountains undetected. At dawn two days later the order to attack was given, and screaming their battle prayers the Space Marines roared into the attack.

The following special rules are used in this scenario: **Army morale** on page 118, **Objectives** on page 117, **Fortifications** on page 121.

Forces

Each player picks their army to a pre-arranged points cost. Although the original battle was fought between the Imperium and Orks, any two armies may be used in this scenario.

Set-up



1. Set up the terrain using any mutually agreeable method. Apart from the two foothill sections shown on the map, terrain is placed in the normal manner. The foothills represent the lower slopes of the Hellblade mountain chain. Use any mountainous or rocky terrain you have available, although hills and woods can be used instead at a pinch. The terrain in the two foothills areas should be fairly dense and hilly.
2. Once all terrain is placed, each player rolls a D6: whoever gets the highest score becomes the attacker. Objectives are set up as described below, and then the attacker may split off up to a quarter of his army's points total as a flanking force. This enters on Turn 2 on one or the other (not both) of the foothill sections. The attacker must note down which set of foothills the flanking force will enter on before he sees the defender's set-up. The attacker may only use complete detachments as part of the flanking force, and the total points value of the detachments used must not exceed a quarter of the points of his army in total.
3. Once the attacker has worked out what is in his flanking force and where it will enter, the defender deploys up to halfway in from his edge of the table. The attacker then sets up on the opposite edge, up to 20cm in from it. The defender may set up in fortifications if he wishes. Note that it is possible (even likely) for defenders to end up positioned in the foothill sections.
4. At the start of Turn 2 the attacker's flanking force arrives. The flanking force is set up by placing the HQ unit of each of the detachments in the force on the table edge of the foothill section where the flanking force was ordered to arrive. The position where the HQ is placed shows where the units from that detachment will enter play, and it is where their move must be measured from on the first turn. If several detachments want to enter at the same point simply place the HQs in a row, one in front of the other, and measure the moves from the rearmost HQ in the row. The defender is not allowed to snap-fire on units from the flanking force on the turn they arrive; his troops are too surprised to.

Objectives

The attacking player must place one objective per 500 points in his army (round fractions up). The defender places one objective per 1,000 points in his army, (rounding fractions down). For example, in a 1,500 point game, the attacker would place three objectives and the defender would place one.

The attacker can use any objectives apart from *Rescue* and *Cleanse*. The defender can only choose *Cleanse* objectives. See **Objectives** on page 117 for information on how the objectives are placed on the table.

Game length and victory conditions

The player that reduces the opposing army's morale to 0 or less first wins the battle. If this hasn't happened by the end of the 5th turn, or if both players' army morale falls to 0 or less on the same turn, then the player with the highest army morale value is the winner.

Tactics

In this scenario there are great risks and gains to be made by both sides. By starting the game with the larger army (in points if not in numbers) the defender must capitalise on this early advantage as much as possible because by the end of Turn 2 he will be forced to go on the defensive. If your army is highly mobile like the Eldar or Space Marines with little or no static vehicles and artillery, the effects of a flank attack are lessened. Against the Imperial Guard this type of attack can be devastating.

So what can you do? You know for certain that an attack from one side or the other will take place and when, leaving only the strength of it in doubt. No matter what army you command, the one thing you can't do is ignore it. Any vulnerable vehicles should have infantry protection by the end of Turn 1. Close combat troops should be ready to counter attack or take cover should your opponent bring on units with a lot of firepower. Anything you feel that he is likely to attack should be placed on overwatch. Once his force is committed, your other flank is reasonably secure and taking into account this new enemy force you can revert back to your original battleplan.

While an outflanking move like this may only present a few additional targets to a fast moving army it can be a golden opportunity for the slower armies to strike at areas previously out of reach. The larger you make your flanking force the weaker your position becomes during the first turn. Still, a faint heart won't win the day and with a strong force, a good battleplan and surprise on your side you have the chance to inflict some crushing casualties.

Imagine the havoc a Goff mob or company of Baneblades with infantry support could cause on your enemy's baseline with their massed firepower. What Chaos General wouldn't give his right arm (or tentacle) to get a Greater Daemon and some good close combat followers so far across the board without being fired upon! Well, the payoff for these slower moving armies is obvious, but what about the Space Marines? Equipped with drop pods and Thunderhawk gunships they can land where they please anyway. However, even Space Marine armies have some slow troops and you can't fit a Titan in a Thunderhawk gunship! Sneaking a Titan or two on behind your foe could easily tip the whole battle your way. Above all, whether your flanking force is large, small or non-existent, your opponent is going to have to tie up large parts of his army in preparation for its arrival.

Historical forces

The forces which fought the opening engagement of the battle are listed below. The battle soon escalated as the Imperial Guard regiments and Titan Legions moved into the attack. Should you wish to increase the size of the battle then you could use other Imperium forces as reserves, and allow the Orks the appropriate number of reinforcements as well.

Orks: The Ork player has the following detachments:

Detachment 1 — Bogrot's Boyz, comprising one Warboss, one Weirdboy, twelve Ork Boyz units, one Nobz unit and nine Gretchin units.

Detachment 2 — Da Profeshernalz, comprising one Warboss, one Weirdboy and three Kommandos units.

Detachment 3 — Der Gunnerz, comprising one Warboss in a Battlewagon, three Shooty Boyz units and three Stompas.

Space Marines: The Space Marines have the following detachments:

Detachment 1 — Force Subodai, comprising one Space Marine Captain, two Terminator units and two Scout units. Historically it was Force Subodai that was used as the flanking force.

Detachment 2 — Force Kuanti, comprising six Land Raiders.

Detachment 3 — Force Susanowo, comprising one Space Marine Captain in a Rhino, three Tactical squads in Rhinos, and one Whirlwind.

Aftermath

As the Space Marines engaged, Captain Suodai made his move. The Space Marines' flank attack threw the Ork lines into confusion, while veteran Terminators and Scouts began the systematic clearing of the Ork fortifications. The second wave attack of the Imperial Guard then broke the Ork lines, whose reinforcements had been slowed down by the dense terrain of the foothills. The Orks turned and fled into the mountains. Captain Subodai was later posthumously awarded the Bravura Inviola for his role in the victory.

Refight 4: The Sulphur River

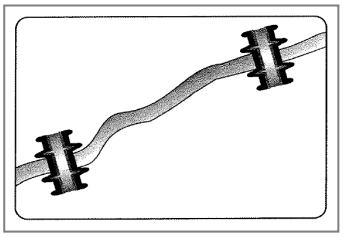
[Content from Battles Book page 79 to 81.]

The Sulphur river that divided the Desolation Valley into two halves was impassable except at a few bridges that remained across it, and the Ork Fighta Bommer pilots had been using them for target practice. Following the battle of the Hellblade Mountains the 15th Imperial Army, under Commissar-General Mordrid van Horcic, burst through the Ork lines. Fresh units of the Legio Astartes were sent forward as the lead elements of the general advance. Commanded by Captain Harq Firmus of the Imperial Fists Chapter the lead elements raced to secure the bridges before Ork reinforcements arrived. As the Sulphur river came into view so did the dust plumes of the advancing Ork warbands. Firmus divided his battle brothers, and gave orders to take and hold both bridges until the rest of the 15th Imperial Army could catch up.

Forces

Each player picks their army to a pre-arranged points total.

Set-up



1. Place a wide river with two bridges across it as shown on the accompanying map. The exact size and type of the bridges is entirely down to what you have in your terrain collection. If you don't have river sections and bridges then they can be improvised from paper or cloth cut to shape with scissors for the river, and lengths of card for the bridges. Whatever you use, the bridges should be placed so as to give each side a chance to reach one of the bridges in the first turn. The Sulphur River itself is highly corrosive, and is impassable to all units except at the bridges (skimmers and flyers can fly over it, of course). The terrain on the remainder of the board can be set up in any mutually agreeable manner.
2. The players' armies are assumed to be in one or more marching columns just off their table edge. They are allowed to enter play in the Movement phase of the first turn. Any detachments that fail to enter play on the first turn are lost.
3. To decide where the detachments come on the players take it in turn, starting with the player with the lower Strategy Rating, to place the HQ unit of each of their detachments on their table edge. All HQs after the first must be placed within 15cm of the position occupied by the first HQ that is placed. The position where the HQ is placed shows where the units from that detachment will enter play, and is where their move must be measured from on the first turn. If several detachments want to enter at the same point (along a road, for example) simply place the HQs in a row, one in front of the other, and measure the moves from the rearmost HQ in the row.

4. Either player may split off one detachment per 1,000 points in his army as a 'flanker', if he wishes. The HQ unit for a flanker can be placed anywhere along the player's table edge; it does not have to be placed within 15cm of the first HQ that was placed.
5. If you prefer you can place counters or tokens for each detachment instead of the HQ unit, just so long as you know which token corresponds to which unit.

Victory conditions

The game lasts D3+3 turns. The winner is the player who controls both bridges (ie, only has his own units on the bridges). A winning draw is achieved by controlling one and disputing the other. If the players hold one bridge each, or both of them are disputed, then the result is a draw.

Optional rules

For a real bloodbath, try playing this scenario without turn limits — to the death!

Alternative scenario

Bridges are of vital strategic importance and battles for control of bridges are not uncommon. A famous example of this is the battle for the bridges of the Skeletus river during the Ork invasion of hive world Armageddon.

In a bold move the Blood Angels Space Marines took the bridges in order to cut off the Orks threatening to overrun Tartarus Hive, and sever their supply lines. With nowhere to run, the Orks would then be slaughtered by the Ultramarines, Salamanders and Imperial Guard regiments racing back from Hades Hive. Ghazghkull recognised the trap and sent his most trusted warbands to retake the bridges. You can relight the Battle for Skeletus River using the same set-up as given above, simply by changing the Imperial Fists detachments for Blood Angels. Historically the Blood Angels took the bridges using drop pods, so if your opponent agrees you could allow the Blood Angels to deploy using the Drop Pod scenario special rules.

Historical forces

The original battle was fought between the forces listed below. The 15th Imperial Army may come to Firmus' aid as more and more Ork warbands storm the bridges.

Orks: The Ork player has the following detachments:

> Detachment 1 — Gazbold's Speed Boyz, comprising one Warboss, one Weirdboy in a Battlewagon, three Kommando units, six Nobz units, three Boarboyz units, three Bikeboyz units and seven Battlewagons.
>
> Detachment 2 — Waaa-Dreg's Stompas, comprising one Warboss Stompa, one Weirdboy Battlewagon, three Shooty Boyz, two Stompas, four Gretchin units and twelve Boyz units.

Space Marines: The Space Marines have the following detachments:

> Detachment 1 — Force Firmus, comprising one Space Marine Captain in a Rhino, two Assault squads in Rhinos, one Tactical squad in a Rhino, two Bike units, one Terminator unit in a Land Raider and two Land Raiders.
>
> Detachment 2 — Force Tardus, comprising one Space Marine Captain in a Rhino, two Devastator squads in Rhinos and two Land Raiders.
>
> Detachment 3 — Force Supra comprising six Whirlwinds.

Aftermath

The Orks came en masse, large warbands chanting and shouting as they fearlessly stormed the bridges. Firmus' men held out all day against repeated Ork assaults, but as more Orks began to arrive, Firmus' position became untenable. Imperial reinforcements were still too far away to assist him. Finally, as Rynn's World's purple sun began to set, Firmus called for the emergency evacuation of his remaining men. He ordered that every vehicle's soul should be commended to Rogal Dorn before they were pushed into the corrosive Sulphur River to avoid them falling into the Orks' hands. Thunderhawk Gunships screamed down from orbit to lift his battle weary brethren to safety.

During the night Warboss Waa-Dreg's Boyz took both bridges unopposed.

Refight 5: Breakout

[Content from Battles Book page 82 to 85.]

The Ork invasion of Levilnor IV came as a shock to the planet's inhabitants as there were Space Marines already present on the planet. Space Marines of the Salamanders Chapter had been called to Levilnor IV to crush the heretical Star Cult which threatened to overpower the Imperial garrison and seize control of the planet.

The Salamanders were preparing to depart when the Orks launched their attack. Desperate lines of defence were drawn to slow down the Ork advance and give the Imperial army a chance to deploy and form battle lines. The outer defences were smashed by the Orks but they made time for the Imperial commanders to plan their strategy.

The campaign soon devolved into a slugging match which went on for months with no side gaining any advantage over the other. Occasionally the Orks would attack en masse with their battlewagons only to be repulsed by reserves after they crossed the Imperial lines. The Orks separated into warbands and built fortified towns which they used as bases to control their forces and organise their battle plans.

To crack a hole in the Ork line the Imperial commanders decided to surround one of the fortresses and besiege it, thus cutting off its contact with the rest of the Ork army. Reserves would then be added to take the fortress and strike a decisive blow against the Orks.

The fortress of Ork Warlord Nah-Badun was chosen for the attack and a diversionary advance on another part of the line allowed the Salamanders to infiltrate the Orks' defences and form a solid line around the town. The siege lasted over a month, many Ork messengers were caught leaving the fortress and all communications were blocked.

Inside the Ork fortress Warlord Nah-Badun became tired of waiting for reinforcements so he decided it would be better to cut his losses and run in order to fight another day. He figured that the best method of escape would be to gather all his forces in one place and break out through the weakest point in the Space Marine lines. The Salamanders continued to wait for the order to attack the fortress, completely unaware of Nah-Badun's master plan.

The following special rules are used in this scenario: **Hidden set-up** on page 120, **Fortifications** on page 121.

Forces

Each player picks their army to a pre-agreed points total.

Set-up

1. Set up the terrain in any mutually acceptable manner. Once all the terrain has been set up, both players roll a D6, the highest scorer becoming the attacker. The defender can then choose which side of the board he wants to deploy on.
2. The defender deploys first Before he does so, however, he must reduce his army to half strength. The defender may only use complete detachments as part of his force, and the total points value of the detachments used must not exceed a half of the points of his army in total.

3. The defender then sets up anywhere he likes in his half of the table, using the Hidden Set-up rules. Note that the defender gets one Hidden Set-up counter per detachment in his full army, not just one per detachment in the half strength force deployed on the table. The defender may set up in fortifications if he wishes. The attacker sets up on the opposite edge, up to 20cm in from the table edge.

Victory conditions

To win this scenario the attacker must exit half the detachments in his army off the defender's table edge by the end of Turn 6. Detachments reduced to half strength or less do not count

Special rules

Space Marines are probably the best attacking army with vast numbers of troop-carrying vehicles, fast moving bikes and land speeders. As a result, we've found that using too many Thunderhawk gunships has a tendency to unbalance this scenario. As this game is about having fun as much as winning we found that it was fairer to limit the number of Thunderhawk gunships used or ban them altogether. This rule doesn't apply when the Space Marines are defending and is optional upon agreement of both players.

If your table is over 4' wide (approximately 120cm) the attacker may struggle to cross it in time so increase the time he has by one turn for every additional 30cm of table width.

Tactics

If anything, the role of the attacking player is perhaps the easier and so tactics are a little more straightforward. At first glance the solution seems to be to spend all your points on fast units like bikes and transport vehicles for as many of your infantry as possible, then drive hell for leather across the board using assault and march moves. For the Space Marines this is a possibility although I doubt that many players have all the necessary models to mechanise an entire army. An important thing to bear in mind for all those commanders preparing to pack their infantry into Rhinos, battlewagons and Falcon grav-tanks is that with just one good shot your opponent can potentially destroy several stands plus the vehicle itself.

Putting some of your better armed units (like Shooty Boyz or Devastators) on overwatch, or at least not marching or assaulting with them, enables you to retaliate in these otherwise one-sided shoot-outs, and will therefore reduce casualties suffered by the rest of your army. Remember that only half your army needs to escape, so don't worry too much about leaving some units behind as a rearguard to provide covering fire for the rest of your force. This is especially true of the Imperial Guard who are numerous but terribly slow. An artillery company or Titan can generate a lot of supporting fire with which to pound enemy positions. Another thing to remember is when you make a break for the enemy board edge, do so in strength. Attacking piecemeal over several turns enables your enemy to concentrate his fire on the units most likely to escape each turn and thus easily break up your assault.

And now onto a suitable plan for the defender. Unfortunately a lot depends on the terrain and how it's been placed on the board. Personally I usually choose the side with the most terrain, leaving my opponent to deploy where there's least cover. Remember that hills and buildings give your troops a better field of fire.

When it comes down to deploying your army, don't put units far out on the flanks. A clever opponent will strike at one end of your line, and troops on your other flank might not be able to move back into firing range before the game is over. Basically, your army should be made up of long ranged infantry and fast, powerful assault units. The infantry should be deployed within 30cm of your baseline on overwatch and target the fastest moving enemy units first. Your close combat troops should be much closer to the centre of the board, enabling them to charge vulnerable targets like transport vehicles during the first turn.

Remember the best form of defence is attack. Whether your attacks are from close combat or ranged weapons always concentrate on breaking a few units at a time before moving onto fresh targets. Never waste your fire on detachments reduced to half strength. Having played this scenario a few times I've found that those armies who fare badly in the attack make the best defenders, and vice versa.

Force

The forces that actually fought this battle are listed below.

Orks: The Ork player has the following detachments:

Detachment 1 — Warlord Nah-Badun an' der Retinue comprising one Warlord mounted on a Battlewagon, one Weirdboy Warphead Battlewagon, one Nobz unit, one Gretchin unit and two Battlewagons.

Detachment 2 — Da Chargerz comprising one Warboss, six Battlewagons and three Bikeboyz.

Detachment 3 — Naffgul's Shooty Boyz comprising one Warboss Stompa, three Shooty Boyz units, two Stompas, four Gretchin units, and twelve Boyz units.

Space Marines: The Space Marines have the following detachments:

Detachment 1 — Force Specula, comprising one Space Marine Captain and three Devastator squads.

Detachment 2 — Force Ceptio, comprising one Space Marine Captain in a Land Raider, and three Assault squads. Historically it was Force Specula and Force Ceptio which formed the Imperial line where the Orks planned to break out.

Detachment 3 — Force Odium, comprising one Land Raider, six Tactical squads in Rhinos and two Whirlwinds.

Aftermath

Warlord Nah-Badun led the charge at the Imperial lines with his retinue. e sent a detachment of battlewagons to one flank with a detachment of Shooty-Boyz. Nah-Badun was prevented from escaping by the brave actions of the Salamanders Assault squads who wrecked his battlewagons just as the mighty Warlord thought that he had won the day.

Battle 1: Meeting Engagement

[Content from Battles Book page 87 to 88.]

Two opposing forces dispatched to secure a strategically vital area scramble to deploy from their column of march to smash their opponents.

The following special rules are used in this scenario: **Objectives** on page 117, **Army morale** on page 118.

Forces

Both players pick armies to an agreed number of points.

Set-up

1. Set up the terrain using any mutually agreeable method. If one player sets up the terrain, then his opponent is allowed to choose which table edge he wishes to deploy on. If both players helped set up the terrain, or it was set up randomly, then roll a dice to see who gets the choice of table edge.
2. Players place their objectives as at **Objectives** on the next page.
3. The players' armies are assumed to be in one or more marching columns just off their table edge. They are allowed to enter play in the Movement phase of the first turn. Flyer detachments enter as reserves, so they will not be available on the first turn of the game. Any other detachments that fail to enter play on the first turn are lost!
4. To decide where the detachments come on the players take it in turn, starting with the player with the lower Strategy Rating, to place the HQ unit of each of their detachments on their table edge. All HQs after the first must be placed within 15cm of the first HQ. The position where the HQ is placed shows where the units from that detachment will enter play, and is where their move must be measured from on the first turn. If several detachments want to enter at

the same point (along a road, for example) simply place the HQs in a row, one in front of the other, and measure their movement from the rearmost HQ in the row.

5. Either player may split off one detachment per 1,000 points in his army as a 'flanker', if he wishes. The HQ unit for a flanker can be placed anywhere along the player's table edge; it does not have to be placed within 15cm of the first HQ.
6. If you prefer you can place counters or tokens for each detachment instead of the HQ unit, just so long as you know which token corresponds to which unit.

Objectives

Each player must place one objective per 500 points in his army (round fractions up). For example, if you had a 1,500 point army, you would place three objectives.

The only objectives that may be used are *Take & Hold* and *Rescue*. Neither player may take more than one *Rescue* objective. See **Objectives** on page 117 for information on how the objectives are placed on the table.

Game length and victory conditions

The player that reduces the opposing army's morale to 0 or less first wins the battle. If this hasn't happened by the end of the 4th turn, or if both players' army morale falls to 0 or less on the same turn, then the player with the higher army morale level wins a 'tactical victory'. Alternatively you could decide to play until one player's army morale has dropped to 0 regardless of how many turns that may take.

Battle 2: Escalating Engagement

[Content from Battles Book page 89.]

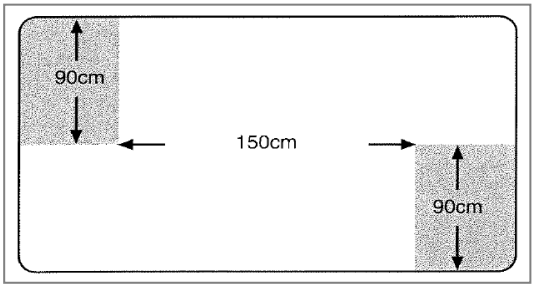
Two patrols clash while they are probing a weakened sector of the battle front. As the engagement continues both sides call in additional reinforcements to maintain the attack.

The following special rules are used in this scenario: **Reserves** on page 121, **Objectives** on page 117, **Army morale** on page 118.

Forces

Both players pick armies to an agreed number of points.

Set-up



1. If one player sets up the terrain, then his opponent is allowed to choose which table corner he wishes to deploy on. If both players helped set up the terrain, or it was set up randomly, then roll a dice to see who gets the choice of table edge. Each army has a deployment zone 90cm deep, set up in one corner of the table. The two deployment zones are 150cm apart, so their width will depend on the width of the table you are playing on. The deployment zones represent the areas being patrolled by the opposing detachments just before they sight each other.
2. Players set up their objectives as described at **Objectives** on the facing page.

3. Each player starts with only one detachment deployed on the table. This must be the vehicle/infantry detachment with the lowest points value in his army (don't use a war engine, flyer or supreme commander's detachment, even if it has the lowest value). The player whose army has the lower Strategy Rating sets up first. His opponent sets up in the opposite deployment zone after the first force has been deployed.
4. All remaining detachments are in reserve at the start of the battle (see **Reserves** on page 121).

Objectives

Each player must place one objective per 500 points in his army (round fractions up). For example, if you had a 1,500 point army, you would place three objectives. Players can choose to either pick their objectives randomly, or choose them from amongst those available. There are no restrictions as to what type of objectives can be used in this scenario. See the Objectives rules for information on how the objectives are placed on the table.

Game length and victory conditions

The player who reduces the opposing army's morale to 0 or less first wins the battle. If this hasn't happened by the end of the 6th turn, or if both players' army morale falls to 0 or less on the same turn, then the player with the higher army morale level wins a 'tactical victory'.

Battle 3: Dawn Assault

[Content from Battles Book page 90 to 91.]

A powerful enemy force launches an attack on a smaller defending force in a carefully prepared defensive position. The attackers need to boldly overrun the defenders in their concealed positions, avoiding mine-fields and booby-traps as they go. The defenders must desperately hold their ground and pray that their reinforcements arrive in time to save the day!

The following special rules are used in this scenario: **Reserves** on page 121, **Objectives** on page 117, **Army morale** on page 118, **Hidden set-up** on page 120, **Fortifications** on page 121.

Forces

Both players pick armies to an agreed number of points.

Set-up

1. Determine who will be the attacker and who will be the defender. If one player sets up the terrain, then his opponent is allowed to choose which table edge he wishes to deploy on. If both players helped set up the terrain, or it was set up randomly, then roll a dice to see who gets the choice of table edge.
2. Place objectives, as described. The attacker places the first objective and then the players alternate until all the objectives have been placed.
3. The defender must roll a D6 for each detachment in his army. On a roll of 1–3 the detachment starts in reserve. On a roll of 4–6 the detachment is deployed on the table or is available on the first turn in the case of flyers. At least one defending detachment will be deployed at the start of the game. If the defender fails to roll 4 or more for any of his detachments he may pick one detachment to deploy at the start of the game.
4. The defender sets up first, up to halfway across the table from his edge. The attacker then sets up on the opposite edge, up to 20cm onto the table. Defending infantry and vehicle detachments deploy using the Hidden Set-up rules and the defender may set up in fortifications if he wishes (see **Hidden set-up** on page 120 and **Fortifications** on page 121).
5. All remaining defending detachments are in reserve at the start of the battle (see **Reserves** on page 121). Reserves may enter battle from the defender's table edge or up to half way along the two other edges of the table.

Objectives

The attacking player must place one objective per 500 points in his army (round fractions up). The defender places one objective per 1,000 points in his army, (rounding fractions down). For example, in a 1,500 point game, the attacker would place three objectives and the defender one.

The attacker can use any objectives apart from *Rescue* and *Cleanse*. The defender can only choose *Cleanse* objectives. The attacker can either pick his objectives randomly, or choose them from amongst those available. See **Objectives** on page 117 for information on how the objectives are placed on the table.

Important: All objectives must be placed in the defender's half of the table, in addition to any other restrictions that apply to them.

Game length and victory conditions

The player that reduces the opposing army's morale to 0 or less first wins the battle. If this hasn't happened by the end of the 6th turn, or if both players' army morale falls to 0 or less on the same turn, then each player scores 2 victory points for each *Take & Hold* or *Cleanse* objective they hold. The attacker scores 1 victory point for any other objectives he's managed to achieve, while the defender scores 1 victory point for each other objective the attacker has failed to achieve. The player with the most victory points is the winner.

Battle 4: Blitzkrieg!

[Content from Battles Book page 92 to 93.]

A fast moving attacking force has punched through into weakly held enemy territory. The attackers must brush aside the scattered enemy resistance and seize their objectives before fresh defenders arrive.

The following special rules are used in this scenario: **Reserves** on page 121, **Objectives** on page 117, **Army morale** on page 118, **Hidden set-up** on page 120, **Fortifications** on page 121.

Forces

Both players pick armies to an agreed number of points.

Set-up

1. Determine who will be the attacker and who will be the defender. The defender is allowed to choose which table edge the attacker will deploy on. It is permissible (and often advisable) for the defender to choose one of the narrow table edges.
2. Place objectives, as described. The attacker places the first objective and then the players alternate until they have placed all of their objectives.
3. The defender must roll a D6 for each detachment in his army. On a roll of 1–5 the detachment starts in reserve. On a roll of 6 the detachment is deployed on the table or is available on the first turn in the case of flyers. At least one defending detachment will be deployed at the start of the game. If the defender fails to roll a 6 for any of his detachments he randomly determines one detachment to deploy at the start of the game.
4. The defender sets up first, anywhere on the table that is at least 20cm from the attacker's table edge. Defending infantry and vehicle detachments deploy using the Hidden Set-up rules and the defender may set up in fortifications if he wishes (see **Hidden set-up** on page 120 and **Fortifications** on page 121).
5. The attacker sets up by placing the HQ unit of each of his detachments on his table edge. All HQs after the first must be placed within 15cm of the first HQ. The position where the HQ is placed shows where the units from that detachment will enter play, and is where their move must be measured from on the first turn. If several detachments want to enter at the same point (along a road, for example) simply place the HQs in a row, one in front of the other, and measure the moves from the rearmost HQ in the row.

6. The attacker may split off one detachment per 1,000 points in his army as a 'flanker', if he wishes. The HQ unit for a flanker can be placed anywhere along the player's table edge; it does not have to be within 15cm of the first HQ that was placed.
7. All remaining defending detachments are in reserve at the start of the battle (see **Reserves** on page 121). Reserves may enter the battle along any table edge except the one the attacker used to enter.

Objectives

The attacking player must place one objective per 500 points in his army (round fractions up). The defender places one objective per 1,000 points in his army, (rounding fractions down). For example, in a 1,500 point game, the attacker would place three objectives and the defender one.

The attacker can use any objectives apart from *Rescue* and *Cleanse*. The defender can only choose *Cleanse* objectives. The attacker can pick his objectives randomly, or choose them from amongst those available.

Important: All objectives must be placed in the defender's half of the table, in addition to any other restrictions that apply to them. This represents the fact that the attacker's objectives are deep in enemy-held territory.

Game length and victory conditions

The player that reduces the opposing army's morale to 0 or less first wins the battle. If this hasn't happened by the end of the 6th turn, or if both players' army morale falls to 0 or less on the same turn, then each player scores 2 victory points for each *Take & Hold* or *Cleanse* objective they hold. The attacker scores 1 bonus victory point for any other objectives he's managed to achieve, while the defender scores 1 bonus victory point for each other objective the attacker has failed to achieve. The player with the most victory points is the winner.

Battle 5: Ambush

[Content from Battles Book page 94 to 95.]

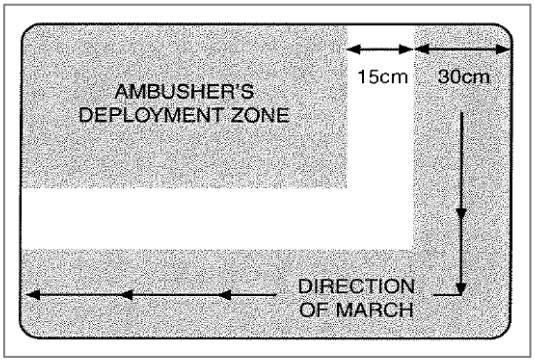
An army on the march is caught in an ambush by an unexpected enemy force. The ambushers must use the advantage of surprise to keep the enemy forces off balance and separated while they bring in reserves to finish them off. The defenders desperately try to amass their strength before they are wiped out.

The following special rules are used in this scenario: **Reserves** on page 121, **Hidden set-up** on page 120, **Army morale** on page 118.

Forces

Each player picks an army to a pre-agreed points total.

Set-up



1. Determine who will be the ambusher and who will be the defender. If one player sets up the terrain, then his opponent is allowed to choose which table edge he wishes to deploy on. If both players helped set up the terrain, or it was set up randomly, then roll a dice to see who gets the choice of table edge.
2. The ambusher must roll a D6 for each detachment in his army apart from war engines and the supreme commander. On a roll of 1–3 the detachment starts in reserve. On a roll of 4–6 the detachment is deployed on the table or is available on the first turn in the case of flyers. At least one defending detachment will be deployed at the start of the game. If the defender fails to roll 4 or more for any of his detachments he must pick one of his detachments to deploy at the start of the game. Ambushing war engines always start in reserve, the supreme commander is always deployed at the start of the game (who did you think was the brains behind the ambush?).
3. The defender sets up first, within the deployment area shown on the map. All units must be facing in the direction of march shown on the map. The defender must set up his detachments one at a time. The first detachment must set up with at least one unit touching the table edge where the column entered. The next detachment must be placed further along the column of march, with all of its units ahead of the first detachment — the third detachment must be set up ahead of the second, and so on. Once all of the detachments have been set up they should be in a single long line running along the direction of march. Defending flyer detachments are in reserve at the start of the battle.
4. The ambusher then sets up at least 15cm away from the defender's deployment zone. Ambushing infantry and vehicle detachments deploy using the Hidden Set-up rules. All remaining ambushing detachments are in reserve at the start of the battle (see **Reserves** on page 121 and **Hidden set-up** on page 120).

Game length and victory conditions

The player that reduces the opposing army's morale to 0 or less first wins the battle. If this hasn't happened by the end of the 4th turn, or if both players' army morale falls to 0 or less on the same turn, then the player with the higher army morale level wins.

Designer's note: Ambush scenario

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

Forces and objectives

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

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

The attacker may place *Capture* and/or *Bunker* objectives. These are represented by immobile transport vehicles (Rhinos, Chimeras, etc.) which can be assumed to be carrying ammo, supplies etc. These can be placed along the route of march subject to the normal restrictions for placing objectives (i.e. not within 15cm of each other or the table edge), in addition the attackers objectives must be placed no further along the route of march than the most advanced detachment out of the defending force.

[From Firepower #1 page 13 to 14.]

Battle 6: Planetary Assault

[Content from Battles Book page 96 to 97.]

Landing forces from orbit in order to gain a foothold on a planet has led to some of the bloodiest battles of the 41st millennium. A defending force must fight tenaciously to stem the attacker's advance while the assaulting forces try to expand and protect their landing zone.

The following special rules are used in this scenario: **Reserves** on page 121, **Objectives** on page 117, **Army morale** on page 118, **Hidden set-up** on page 120, **Fortifications** on page 121, **Drop pods** on page 122.

Forces

Each player picks an army to a pre-agreed points total. It is recommended that players specifically select forces which can undertake or fend off a planetary assault for this scenario, rather than playing this as a random scenario with pre-chosen armies.

Set-up

1. Determine who will be the attacker and who will be the defender.
2. Place objectives, as described. The attacker places the first objective and then the players alternate until all the objectives have been placed.
3. The defender must roll a D6 for each detachment in his army. On a roll of 1–3 the detachment starts in reserve. On a roll of 4–6 the detachment is deployed on the table or is available on the first turn in the case of flyers. At least one defending detachment will be deployed at the start of the game — if the defender fails to roll 4 or more for any of his detachments he must randomly select one of his detachments to deploy at the start of the game.
4. The defender sets up first, anywhere on the table that is at least 15cm away from a table edge. Defending infantry and vehicle detachments deploy using the Hidden Setup rules and the defender may set up in fortifications if he wishes (see **Hidden set-up** on page 120 and **Fortifications** on page 121).
5. After the defender has set up, the attacker picks a single table edge as the entry point for his reserves, representing his primary off-table landing zone. Defending reserves may enter along any other table edge.
6. The attacker splits his army into two parts, representing two assault waves. The first wave must contain all the army's flyers and may contain any other detachments from the army. The second wave contains the rest of the army. The part of the army including the flyers is available from the first turn, but troops in this part may only be brought into play if transported by flyers or if they enter in drop pods (see **Drop pods** on page 122).

   The second part of the army starts in reserve and enters play using the normal Reserves rules, it being assumed that they have been landed near the battlefield in light orbital transports that couldn't be risked on a 'hot' landing zone.
7. Any hidden defending detachments that are revealed on the first turn must roll a D6 to see whether they are surprised or not. On a roll of 1–3 the detachment was surprised and is marked with a 'broken detachment' marker (it may rally using the standard rules). On a roll of 4–6 the detachment was not surprised and may act normally.

Objectives

The attacking player must place one objective per 500 points in his army (round fractions up). The defender places one objective per 1,000 points in his army, (rounding fractions down). For example, in a 1,500 point game, the attacker would place three objectives and the defender one.

The attacker can use any objectives apart from *Rescue* and *Cleanse*. The defender can only choose *Cleanse* objectives. The attacker can choose to either pick his objectives randomly, or choose them from amongst those available.

Game length and victory conditions

The player that reduces the opposing army's morale to 0 or less first wins the battle. If this hasn't happened by the end of the 6th turn, or if both players' army morale falls to 0 or less on the same turn, then each player scores 2 victory points for each *Take & Hold* or *Cleanse* objective they hold. The attacker scores a bonus point for any other objectives he's managed to achieve, while the defender scores a bonus point for each other objective the attacker has failed to achieve. The player with the most victory points is the winner.

The Fog of War

[Content from Battles Book page 98 to 101.]

Two armies clash in disputed territory. Neither commander knows how large the opposing force is, or what their objective is. All he knows is the number and composition of his own command, and what he has been ordered to achieve by his high command.

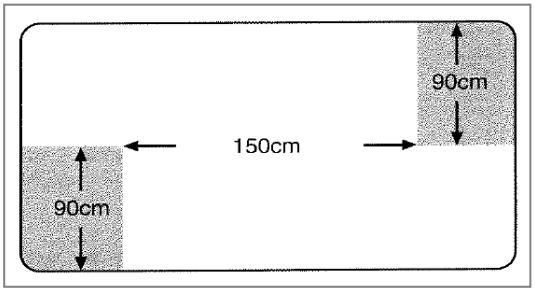
The following special rules are used in this scenario: **Objectives** on page 117, **Reserves** on page 121. Note that the Reserves rules are modified, as described below. You will also need a pack of ordinary playing cards in order to play this scenario.

Forces

Each player picks an army to a pre-agreed points total.

Set-up

1. Set up the terrain using any mutually agreeable method. If one player sets up the terrain, then his opponent is allowed to choose which table edge he wishes to deploy on. If both players helped set up the terrain, or it was set up randomly, then roll a dice to see who gets the choice of table edge.
2. Set up objectives as described at **Objectives** below.
3. Each player draws a playing card to determine their mission and available forces (see **Missions** on the facing page). Whatever mission is selected, each player starts with only one detachment deployed on the table. This must be the vehicle/infantry detachment with the lowest points value in his army (don't use a war engine, flyer or Supreme Commander's detachment, even if it has the lowest value). The player whose army has the lower Strategy Rating sets up first. His opponent sets up in the opposite deployment zone after the first force has been deployed.
4. Each army has a deployment zone 90cm deep, set up in one corner of the table. The two deployment zones are 150cm apart so their width will depend on the width of the table you are playing on. The deployment zones represent the areas being patrolled by the opposing detachments just before they sighted each other.



Objectives

Each player must place one *Capture*, two *Take & Hold* and one *Cleanse* objective on the table, starting with the player whose side has the lower Strategy Rating.

Missions

Take an ordinary deck of playing cards and shuffle it, then each player draws a card. The card determines the player's mission and how much of his army he has available to achieve it with. See **Fog of War Mission table** on the next page.

The force you can use will consist of your vanguard (ie, the infantry/vehicle detachment with the lowest points value in the army) plus a percentage of your army, as shown on the **Fog of War Mission table** on the next page. If you are allowed a percentage of the army, then you may only use complete detachments as part of the force, and the total points value of the detachments used must not exceed the stated percentage. For example, if you had a 2,000 point army and were playing a mission which allowed you "Vanguard+ 25%", then you could use the vanguard plus any detachments whose total points value did not exceed 500 points.

Fog of War Mission table

Card	Force size	Mission
2	Vanguard only	Your orders are to form a strongpoint and hold on to the last man. This will buy time and slow down the enemy. As long as the vanguard has one unit left and is unbroken at the end of the 4th turn, then you achieve your mission.
3	Vanguard only	You have been ordered to deliver a sharp counter-attack to slow down the enemy, and then retreat off the table edge anywhere along your deployment zone by the end of the 4th turn. Any units left on the table at the end of the 4th turn are considered eliminated. As long as you destroy at least one enemy unit and your own losses (in terms of number of units and/or Damage Capacity lost) do not exceed twice those of the enemy, then you achieve your mission.
4	Vanguard +25%	A big enemy assault is coming in this sector. To delay it you've been ordered to slip through the enemy's front line and hit his forces' rear. You must exit one detachment off the table edge that runs along the opposing side's deployment zone to achieve your mission. Detachments reduced to below half strength don't count.
5	Vanguard +25%	You are ordered to move out and grab a new strongpoint, and then dig in and stop any possible enemy assault. Casualties are of no consequence! If you hold one *Take & Hold* objective and your *Cleanse* objective is clear of the enemy at the end of the 4th or any subsequent turn, then you have achieved your mission.
6	Vanguard +50%	The enemy must be driven back. Casualties are not a consideration! If you hold one *Take & Hold* objective and your *Capture* objective at the end of the 4th or any subsequent turn, then you have achieved your mission.
7	Vanguard +50%	You must delay the enemy but conserve your forces as they are needed for a counterattack later. You must maintain control of your *Cleanse* objective until the end of the 4th turn, and exit two of your detachments off the table edge of your own deployment zone to achieve your mission. Detachments exited from the table that have been reduced to below half strength don't count.
8	Vanguard +50%	While friendly forces are attacking in a nearby sector the enemy reserves must be pinned down. You must either wipe out one enemy detachment or reduce any two enemy detachments below half strength. In addition, your own losses (in number of units and/or Damage Capacity lost) may not exceed twice those of the enemy. If you have achieved these objectives at the end of any turn then you have achieved your mission.
9	Vanguard +75%	You have a large force and have been ordered to hold a wide front. If you hold both *Take & Hold* objectives and your *Cleanse* objective is clear of the enemy at the end of turn 4, 5 or 6, then you have achieved your mission.
10	Vanguard +75%	Your force is guarding the flank of a major offensive. You are to drive the enemy back to establish and hold a defensive perimeter. If you hold both *Take & Hold* objectives and your *Capture* objective has been taken by the end of the 4th or any subsequent turn, then you have achieved your mission.
Jack	Entire army	The enemy forces on your front must be crushed. You must either wipe out one enemy detachment or reduce any two to below half strength. In addition, your own losses (in number of units and/or Damage Capacity lost) must not exceed those of the enemy. If you have achieved these objectives at the end of any turn then you have achieved your mission.

Card	Force size	Mission
Queen	Entire army	You have been ordered to hit the enemy and drive them back. You must hold both *Take & Hold* objectives and have your *Cleanse* objective clear of the enemy by the end of the 4th turn to achieve your mission.
King	Entire army	Attack! Capture enemy territory! If you hold both *Take & Hold* objectives, and your *Capture* objective, and are within 15cm of the enemy's *Cleanse* objective by the end of the 4th or any subsequent turn, then you have achieved your mission.
Ace	Entire army	You have been ordered to contain the enemy and stop them achieving any mission they might undertake. As long as the enemy fail to achieve their mission before the end of the battle, then you achieve your mission.

Apart from the vanguard, none of the detachments you use may start on the table. Instead you may bring detachments into play each turn after the first. The number of detachments that can be brought on each turn will depend on the total number of detachments you have off-table (see **Off-table Detachments table** below). If you decide to bring a detachment on then place its HQ unit on the table edge to show where it will enter, as you would for a reserve detachment. Note that you don't roll randomly to determine which detachments enter play as you would do normally with reserves (as rolling randomly would let your opponent know how many reserve detachments you have!).

Off-table Detachments table

Number of off-table detachments	Number that may enter each turn
1–5 detachments	One per turn
6–10 detachments	Up to two per turn
11–15 detachments	Up to three per turn
etc	etc

Discovering the opposing force's mission

There are only two ways to discover an opponent's mission (before the end of the game that is!): tactical analysis and psychic precognition.

Tactical analysis

Observation of the enemy forces, tactics and movement can give you a general idea of their objectives. The longer the engagement goes on, the easier it becomes to work out just what the foe is up to. In the Rally phase of each turn both players roll a D6; if a player equals or beats the score shown below his opponent must reveal his mission.

	Turn				
	1	**2**	**3**	**4**	**5**
D6 roll	6+	5+	4+	3+	2+

If a player has a Supreme Commander on the battlefield when the dice roll is made he may re-roll the dice.

Psychic Precognition

Psykers can often pick up fragments of information, impressions of the potential future and of what enemy plans may be. Roll a D6 for every psyker unit that is within 45cm of the enemy in the Rally phase: on a roll of 6 they perceive the enemy's plans and the opposing player must reveal their mission.

Victory conditions

The first player to achieve their mission objective wins at the end of the Rally phase on the turn they achieve it. If both players achieve their mission objective on the same turn, or neither player has done so by the end of the 6th turn, then the battle is a draw and neither player wins.

Designer's note: Safety warning

Because of the random nature of the missions in Fog of War particularly extreme combinations can lead to very short or unbalanced games. Several Fog of War missions can also be very hard work for armies that are especially slow moving. On the other hand, half the point of the Fog of War is to put a genuine element of the unknown into games, and to encourage you to work with what you have.

The best bet is to play two or three Fog of War battles in one sitting to give things a chance to even out. The Fog of War also makes a good scenario generator for campaigns, whether it is used randomly or by simply having the players select several missions to allocate their forces between.

More scenarios

[Scenarios from other sources, such as magazine articles.]

Refight: Get us out of here!

[Content from Firepower #1 page 25 to 26. (Also White Dwarf #214 page 98.]

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

They had no hope of defeating the vast horde in the open field, but had to buy time; time for the Imperial Guard to lay miles of razorwire and construct bunkers and trench lines with which to hold back the bio-engineered monstrosities. What little study of the Tyranids existed showed that Lictors form an important part of the attack, leading the main Tyranid force to the enemy. The Ultramarines' commander devised a plan that would distract the Tyranids from assaulting the mai defences before they were complete. A small force of Ultramarines deliberately allowed themselves to be tracked by the Lictors and sure enough, the Tyranid swarm was soon assaulting their defensive perimeter. All the Space Marines could do now was hope the Thunderhawks arrived in time to extricate them from the Tyranid horde...

The re-fight

This battle uses the following special rules: **Hidden set-up** on page 120, Razorwire, **Fortifications** on page 121, **Reserves** on page 121 and **Army morale** on page 118.

[Comment: Razorwire is included within the Fortifications topic — so why spell it out separately when the other fortifications are also included for this scenario?]

Forces

Decide a total points value for the battle. One player picks a Tyranid force to this total, the other chooses up to 75% of this total from the Army of the Imperium list. However, the Imperial player is only allowed to take Space Marine detachments (no massed artillery waiting for the alien swarm!).

Set-up and special rules

1. The players set-up the terrain in some mutually agreeable manner.
2. The Space Marines deploy first using the Hidden Set-up rules, and may set up razorwire and fortifications as they wish. Their whole force, except flyers, are deployed at the start of the game. Any flyers in the Space Marine army are in reserve at the start of the battle.
3. The Tyranids move on in the first turn. At the start of the Movement phase the Tyranid player places each detachment HQ on any table edge. This indicates where the detachments will move on. If you wish several detachments to arrive at the same point (along a road, for example) then place each HQ in a row, one in front of the other. Each detachment measures its first move from the rearmost HQ.
4. The Evac flyer mission [**Evac! Evac! (flyer mission)** on page 110] is used in this Refight (and if you like you can also use the transporting vehicles and Gargoyle special rules [**Carrying non-infantry units** on page 370 and **Tyranid Gargoyles** on page 371]).

Game length and victory conditions

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

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



Refight: The Purgation of XCV-78

[Content from Firepower #1 page 26 to 27. (Also White Dwarf #214 page 99.)]

XCV-78 was a primeval world discovered at the end of the 39th millennium. After the Adeptus Mechanicus Explorators had finished their surveys, huge mines were delved deep into the planet's crust, stripping it of its rich mineral wealth. However, as the work progressed there were increasing numbers of setbacks. Mine heads collapsed, whole work teams, hundreds of men strong, went missing and the populace was gripped by panic. Three regiments of Imperial Guard were raised and brought in to instil! more confidence and to police the restless miners. Work began again, burrowing deeper and deeper in the ceaseless quest for yet more resources.

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

The re-fight

This battle uses all the normal rules for the Blitzkrieg scenario [**Battle 4: Blitzkrieg!** on page 157], unless otherwise stated below.

Forces

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

Set-up and special rules

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

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

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

Game length and victory conditions

Normal victory conditions for a Blitzkrieg apply.



Refight: Last Stand at Glazers Creek

[Content from Firepower #2 page 24 to 26.]

[Unofficial house rules]

Designer's note: When I first read Jervis's scenario 'Last Stand at Glazers Creek' in *White Dwarf* 222, I immediatly wanted to adapt it. The idea of a little force trying to survive against a huge mass of enemies is not new and I have tried to make such a scenario before, called "The Last Bastion". But the rules of Last Stand at Glazer Creek were so good that I thought it would be great to be able to play the scenario with Epic forces.

Last Stand at Glazer Creek is in fact a series of battles where an outnumbered force of Imperial Guard try to resist successive waves of hostile Orks (?!). This scenario was originally inspired by a famous battle which took place during the 19th century called Rourke's Drift and by the movie Zulu! which re-tells the battle. If you can watch the movie before playing, do. This will help bring you the whole atmosphere of the battle.

In this scenario Imperial defenders are heavily outnumbered and must hold back the unceasing Ork assaults. The Imperial Guardsmen also hold a very good defensive position and may be able to benefit from the undisciplined nature of Ork attacks. The attackers have a large number of Boyz and know they will sooner or later overrun the enemy. The following rules explain how to choose your army and how to play the game with Epic 40K. The Ork horde should be easy to assemble (you will need a lot of Boyz or Gretchins). The Imperial Guard army list is very specific and indicates all the units required.

Objective

Objectives for both sides are very simple. The Imperial Guardsmen must survive and Orks must destroy all the humies (just forget the traditional victory conditions of Epic 40K for this battle). If at the end of an assault there is no defender alive the Orks win. If there are any defender alive at the end of the final assault, then the Imperial Guard win.

Terrain and deployment

Last Stand at Glazer Creek can be played on any reasonable surface. A 4'x4' table is enough. It's the Imperial player who sets up the terrain. A farm composed by at least one or two building and surrounded by a wall. Other terrain is optional. The Imperial player doesn't have to provide cover for the Ork player.

The Ork deployment zone is up to 15cm from the random table edge they arrive on. The rest of the battlefield is the Imperial Guard deployment zone.

Note: The wall surrounding the farm is not very high. It can provide cover for the defenders, but doesn't prevent the movement of the attackers.

Injured Guardsmen are placed in the farm building which has been converted into an hospital.

The Imperial Guardsmen must deploy first, and can re-deploy before each assault.

Once the Guardsmen have deployed, number each side of the table from 1 to 4. The Ork player can choose two adjacent sides and number them as 5 and 6. Roll 1 D6 for each Ork detachment and deploy it up to 15cm from the table edge indicated. The Ork player can re-choose sides 5 and 6 before each assault.

Forces

The Ork army

The Ork army is randomly composed by rolling twice for the leaders and six times for the troops.

Ork Forces table

D6	Leaders	Troops
1	Shooty Stuff	Kult of Speed
2–5	Nobz	Boyz
6	Boss	Nobz or Boarboyz

Shooty Stuff: 2 Pulsa Rockets, 3 Dreadnoughts and 2 Stompas

Kult of Speed: 6 Bikeboyz stands

Nobz: 4 stands of Nobz, or 1 Bikenob +3 Bikeboyz

Boyz: 10 stands of Goffs (Ork Boyz +*Assault*), or 10 stands of Gretchins led by a Boss

Boss:1 Big Boss, 1 Battlewagon and 4 Nobz

Nobz or Boarboyz: 4 stands of Nobz, or 6 Boarboyz

Units may form together to make detachments. Chain of Command rules are still valid.

The Imperial Guard army

The Imperial Guard forces remain constant throughout the game.

Detachment Tyus: Captain Tyus, 2 Command units, 8 Tactical stands

Detachment Calius: Captain Calius, 2 Command units, 8 Tactical stands

Detachment Cyrius: Captain Cyrius, 2 Command units, 5 stands of guards with *Heavy Weapons*, 2 stands of Ratling Snipers and 3 Support Weapons Batteries.

Detachment Noctius: Commissar Noctius, 2 Command units and 4 Tactical stands

Supreme Commander Agrypius: Colonel Agrypius and 2 tactical stands

Note: Because of their desperate situation the Imperial Guard get an additional +1 close combat modifier in all assaults and firefights.

Special rules

Ork assaults

You will play several battles in this scenario. Each battle represents one assault against Glazers Creek. The Orks forces are randomly determined for each assault. The Imperial Guard can only use the survivors of the previous confrontation. Before the first assault, the Ork player writes on a paper the total number of assaults he will launch against the Imperial defenders. This number must be kept secret until the final assault. Choosing to launch a lot of assaults will give more time to defeat the defenders but will also limit the reinforcements for the final assault.

Ork Reinforcements table

Assaults	Reinforcement rolls
3	+4
4	+2
5	+0

The assaults

Once the two armies have been deployed, you are now ready to launch the first assault. Initiative is drawn as normal. The battle goes on until there are no more Imperial Guard alive, in which case it is an Ork victory, or until at least half of the total Ork stands have been destroyed.

Important: This is a battle to the death for both sides. The normal Army Morale rules are ignored. If half the Ork forces have been destroyed, the greenskins must retreat immediately and the assault (not the whole battle) is won by the Imperial Guard. If it was the final assault, then the Guardsmen have won the battle. Otherwise, the Imperial Guard have to treat their injured and redeploy for the next assault.

The final assault

At the start of the second turn of the final assault, the Ork player can make additional rolls on the **Ork Forces table** on the previous page. The number of rolls is determined by the total number of the Ork assaults (see the **Ork Reinforcements table** above).

Destroyed vehicles and the hospital

Vehicles which have been destroyed during an assault shouldn't be removed from the battlefield. They will provide cover and make the battlefield more interesting after each assault.

Infantry stands of the Imperial Guard which have been 'killed' during an assault must be kept until the end of the battle. If the Orks have been pushed back, roll 1 D6 for each stand of injured Imperial Guard [and consult the **Injuries table** below]. Seriously injured units are placed in the hospital; you will be able to roll again for them at the end of the following assaults.

Injuries table

D6	Result
1–2	**Dead**. Remove the unit from play.
3–4	**Serious Injury**. Place the unit in the hospital.
5–6	**Light Injury**. The unit can fight as normal.

One of the buildings of the Glazer's farm has been converted into a hospital. Seriously Injured units can be sent there as described above.

In addition, it is assumed that Seriously Injured units keep their weapons close to them, so they can get up and fight if Orks become too dangerous. Roll 1 D6 for each Seriously Injured stand if an Ork unit approaches within 10cm of the hospital. On a 4+, the unit gets up and returns to the battle (add +1 to the die roll if the assault is the final one). A wounded unit has it's Assault value reduced to 0, but otherwise can act normally. Deploy these units close to the hospital door.

Once activated, these units will fight until the end of the assault but they will have to roll a die on the **Injuries table** on the previous page at the end of the ~~battle~~ assault.

Special events

If you think that the Ork forces are not strong enough, why not use some special events to spice-up the game? At the start of each assault, roll a die on the **Special Events table** below.

Special Events table

D6	Result
1	**All is Quiet**.
2	**Lack of Ammunition**. A detachment is lacking ammunition. It suffers a -1 to hit during the rest of the battle. Determine which detachment randomly. [Comment: 'the rest of the battle', or 'this assault'? The latter I presume.]
3	**Mutiny!**. Some desperate Imperial Guard try to mutiny against Colonel Agrypius. Fighting to re-establish order results in some injuries among the defenders. 1D3 Imperial units randomly chosen (not the Command sections) are considered to be Seriously Injured and are sent immediately to the hospital.
4	**Sandstorm**. Units can't see anything at more than 30cm during this assault.
5	**Ork Intrusion!** 4 Boyz units have eluded the Imperial sentries. Place them at the centre of the farm and make them charge the closest Imperial units. Resolve the close combat immediately. If some of the Boyz manage to survive, remove them from the battlefield anyway — they're destroyed by other Guard units as they try to escape).
6	**All is Quiet**.

Refight: Raid on Adraith

[Content from The Citadel Journal #34 page 34 to 36.]

[Unofficial house rules]

This Scenario recreates a Dark Eldar raid on the Chaos-held world of Adraith on the outer reaches of the Eye of Terror. A large dark Eldar force struck at the Great Temple on the planet slaughtering thousands and dragging many mutants and humans to the great Barge of the Archon for his amusement.

He himself entered the Temple of Slaanesh and confronted the Daemon guardian to wrest from its depths several treasures. It seemed to all that Slaanesh was content to allow this outrage, perhaps enjoying the irony, until the Dark Eldar were close to the ancient Warp Gate from which they had emerged.

Then, in front of the raiding force, there erupted a horde of malformed creatures and machines barring the way and, driven by the lust for battle and their perverted pleasure of inflicting pain. Following the Dark Eldar came a great mass of Daemons, mutants and war machines, slower but far more formidable.

Very few of the Dark Eldar warriors were able to match their master's feat in reaching the Warp Gate, indeed it is only through a suicidal attack by a number of Wraith Raiders that the Barge was able to attain its goal, but as Archon Tchaeul said when speaking of those who died, ‘That is what they were for’.

The artefacts recovered by Tchaeul, potent psychic devices made in the last years of the Eldar Fall secured and enhanced his position in the city of and many Warrior House's came to replace those who had fallen.

In a Dark Comer of the galaxy…

It had begun so beautifully, thought Archon Tchaeul as he took a moment to view the death of the battered Titan, the enhanced view from the luxuriously appointed command deck of his Barge was breathtaking.

Iridescent fire gouged out fresh wounds on the dark form of the great machine, much as his Haemonculus did on a prisoner. He was distracted for a moment by the last groans of a prisoner brought aboard to amuse him and consequently missed the fatal blow. Irritated, he lashed out at another prisoner hanging within reach.

As if to remind him of the larger picture, the barge shuddered and lurched to one side as a detachment of malformed Land Raiders opened fire, several shots penetrating the swirling mist that shrouded the ship. Tchaeul's hand reached out to caress an archaic console whilst a flock of Ravagers moved to intercept the possessed tanks.

Below decks, many of the new slaves chanted liturgies to their own dark gods, smiling even as the guards flayed their skin in attempt to silence them.

Another gesture and a tactical view appeared before him, showing the pursuing force closing fast, whilst the force delaying his progress was still holding. Greedily, he focused on a vicious close combat between Daemonettes and Wyches, from which be guessed few would emerge.

The once graceful, if twisted, form of his surviving Titan again swept the ruins ahead with its weapons, dark matter beams drilling into the now revealed shape of a half-buried Lord of Battle that had lain undisturbed for aeons until uncovered and awoke by this conflict. Shard missiles turned rubble strewn streets and buildings into corpse strewn abattoirs, whilst the insubstantial Beam of Despair sought out hidden minds and destroyed them utterly.

The Archon did not really need the tactical vision, but it amused him; though the distance to the Warp Gate and the rapidly approaching horde of Chaos did not. To no-one in particular, and heard only by the doomed slaves and Tchaeul's bodyguard, the mysterious Incubi, he spoke, 'Time to go, I believe.'

Forces

Dark Eldar

- 2,500 points, or a mutually agreed amount

Chaos Force

- 1,000 points Holding force
- 1,500 points Pursuing force

Setup

1. The terrain should be very dense and include something to represent the Warp Gate at the eastern edge.
2. The Dark Eldar set up first, up to 30cm from the western table edge. Flyers are in Reserve.
3. The Chaos ~~holding forces are~~ [Holding force is] deployed using the usual hidden marker rules — except that Daemons are secretly declared to be either in the Warp or on the table. If on the table they follow the normal rules, if in the Warp their counter is a dummy and the normal rules apply, however they are **not** in Reserve and may be used in any turn including the first.
4. The ~~pursuing Chaos horde~~ [Chaos Pursuing force] enters on turn 1 from anywhere on the West edge, Daemons either begin on table or in the Warp, if in the Warp, again they are in reserve. Flyers begin the game in reserve.

Special rules

The Warp Gate

The area surrounding the Warp Gate, as marked on the map [Comment: No map was provided in the source material…], is dangerous to the Chaos Flyers due to the Archon's control of the Warp Gate's vast energies and also due to several squadrons of Wraith Raiders. Consequently, any Chaos Flyer entering within 30cm of the Gate must roll a D6:

1–2 No effect, continues on mission.
3–5 Driven off and damaged.
6 Destroyed.

This roll takes effect as soon as a Chaos Flyer enters this area, but after any intercepts have been declared. This roll takes effect before any intercept roll and if the target is driven off, it may not then be intercepted.

The area near the pursuing horde is extremely dangerous to the Dark Eldar flyers, it is full of strange flying creatures, Daemons and weird manifestations of Chaos. Dark Eldar flyers within 30cm of the western table edge must make a roll (with the same rules as above):

1–2 No effect, continues on mission.
3–5 Driven off and damaged.
6 Destroyed.

Measurements of the danger area should be taken after the player has declared his movement. All the time [that] the three artefacts are **not** in Chaos possession, all Slaanesh units may add 5cm to their basic ~~Movement~~ [Speed] value and double their Assault value if in base-to-base contact with a Dark Eldar Unit [that is] carrying an artefact.

The Artefacts start the game on the Archon's Barge and cannot be destroyed by any known means. They should be represented by counters that any unit can take if it moves into contact with them. While all three artefacts are in Dark Eldar possession the Dark Eldar gain 1 ~~morale~~ [Army Morale point] each turn and the Chaos player loses 1. Each artefact that the Dark Eldar player is able to move through the Warp Gate will gain him 15 ~~morale~~ [Army Morale] points. Should the Chaos player have all three artefacts in his possession for a whole turn then they win. Otherwise compare ~~morale~~ [Army Morale] points at the end of game.

And remember:

> *'Pain is not an Illusion, it is reality, it is everything. Allow me to demonstrate…'*
>
> Haemonculus Malath

The Coming of the Great Devourer

[Content from White Dwarf #218 page 80.]

By Warwick Kinrade

Epic 40,000's potential as a game involving huge columns of tanks, massed infantry, flier squadrons and titanic war machines allows players not just to refight battles but whole wars.

Warwick (inspired by the background material in Codex Tyranids) has put together an example of what is possible with a bit of imagination. What follows are three scenarios that chronicle the devastating advance of Tyranid Hive Fleet Kraken. Obviously a lot more went on in the war to halt its advance but you can add more scenarios yourselves can't you?



Lord Commander Ralshap was looking at his worst nightmare. The holo pit was !filled with a sector map of the Eastern Fringe. Threads and dots of light marked out the sub-sectors, icons wavered in the positions of worlds of primary, secondary and tertiary magnitude. The Imperium controlled systems were scattered across the void like jewels on sumptuous black velvet. This much was familiar, this he had seen almost unchanged every day of his sixty years service.

Now the harsh red tendrils of alien incursion showed everywhere. They snaked inwards from the edge of known space, here bypassing worlds, there coiling about them in a strangling grip. In truth, most of the reports were weeks or months out of date. As the alien hive fleets closed in on a system, all communication ceased, the surging energies of the Immaterium whipped into impenetrable storms which blocked Astropathic contact and placed nearby ships in grave danger. And there were so many ships; luggers, barques, warships, galleons, liners, merchants of all kinds, all carrying refugees fleeing the alien fleets in their tens of thousands.

It was difficult to conceive of fighting on such a scale; whole worlds battling for survival, entire populations teetering on the brink of extinction, not just at a few critical points but across whole sectors. At the furthest edge of known space were the blank white icons of systems believed entirely lost. If the Inquisitor was right, these had been stripped down to their bedrock by the insatiable hunger of the alien swarms. Reports indicated that the aliens were attacking everything in their path, even other aliens. The Eldar Craftworld in subsector US/1304/231.091 was alleged to be under attack and its survival had been deemed unlikely.

Already the Imperial war machine was in motion. Imperial Guard regiments were being gathered and armed, Space Marine Chapters were already committing themselves to the fighting. Every world in the path of Hivefleet Kraken was turning itself into a fortress. The ripples of alarm should have reached even Ancient Terra by now and in perhaps a year the response of the High Lords would arrive. For now the battle would have to be fought with every gun, ship, blade and rock at hand.

Defence of the Iyanden Craftworld

[Content from White Dwarf #218 page 81.]

The Avatar had risen. The Seers predicted only doom and despair. Iyanden craftworld stood at the crossroads between existence and extinction. In the shrines of the Exarchs ancient weapons were readied, the Wraithbone sang of death. War had come to Iyanden and defeat would mean destruction.

Hive Fleet Kraken had descended upon the Iyanden Craftworld. Despite the brave efforts of her Wraithship fleets the Tyranid fleet had reached the Craftworld and the Eldar fought for their very survival. Mycetic spores began smashing through the delicate domes, disgorging hordes of monsters into the Craftworld. Amongst the tall and slender wraithbone towers and across their beautiful garden halls the Eldar sought out every Tyranid creature. Tyranid swarms rampaged through the Craftworld, killing everything they found. In the great wilderness dome a fierce battle raged, Vypers soared high into the sky above advancing Titans. The screams ofTyranid creatures echoed before the advance of the warhost.

Before the Dome of Crystal Seers, Farseers and Warlocks stood sentry, driving back the Tyranids with their witchblades and singing spears. Powerful psychic blasts shook the wraithbone trees within as a Hive Tyrant tried to force entry into the Eldar's most sacred sanctum. Deafened by the Hive Mind's psychic scream the Warlocks were helpless, and only the arrival of the Avatar prevented disaster. It threw itself into the midst of the swarming bio-creatures. Slaying all before it with great swings of its sword, the Avatar plunged the Wailing Doom into the Hive Tyrant. Their link with the Hive Mind severed, the Tyranids soon broke before the Eldar's renewed psychic onslaught.

Battles raged through the corridors and domes for many weeks, for Iyanden Craftworld is an enormous construct. The wilderness dome alone would take days to traverse on foot, and the Eldar warhost scoured every inch in search of the Tyranids. Only when the Tyranids had been exterminated could the Eldar count the cost and mourn their dead. Iyanden had paid a terrible toll for her survival; many domes lay in ruins, her Wraithfleet was decimated, and in all, a full four-fifths of her population had been sacrificed to the Great Devourer. Iyanden had become a shadow of her former glory.

Forces

The forces that took part in the battle for Iyanden are listed below. Feel free to change the exact composition of the forces, or even pick your own. The historical forces given here are for a 1,500 point battle, but you should change this to suit your own collection of models.

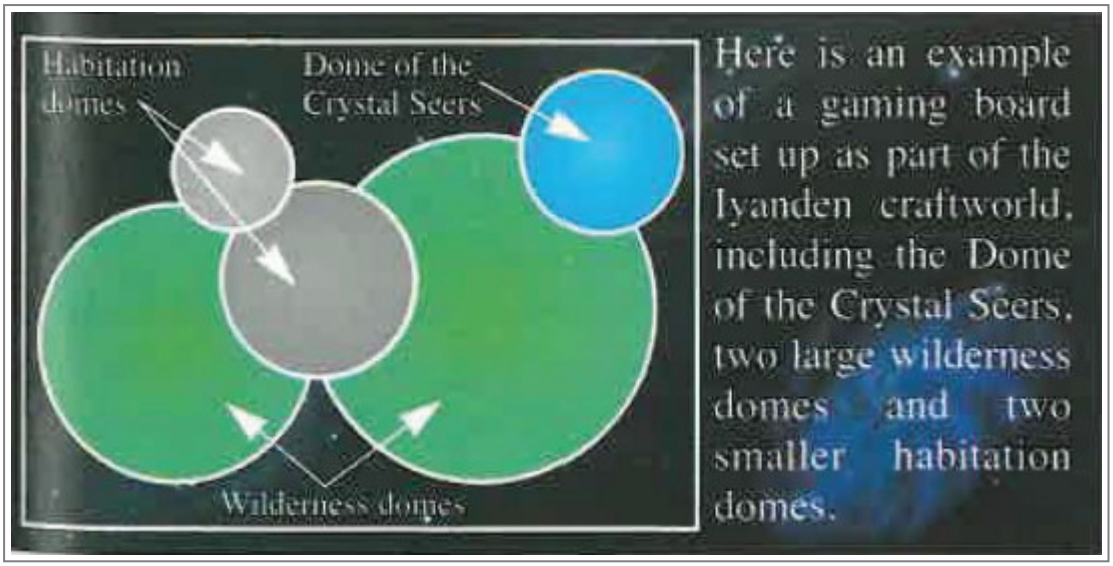
The following special rules are used in this scenario: **Objectives** on page 117, **Army morale** on page 118, **Fate cards** on page 123.

[Comment: Fate cards are separate to the 'scenario special rules', and we normally assume that they are in use. I'm not sure why the authors of the 'The Coming of the Great Devourer' article mention them in this unusual way. Just a simple mistake perhaps.]

Setup

1. For this battle it is probably simplest if you use your entire table as part of the wilderness dome, and mark out one corner as the dome of Crystal Seers.

   Alternatively, to make the interior of the Craftworld you could use sheets of white card cut into large circles for the domes. Overlay the circles to create interlocking domes. One of the circles should be the Dome of Crystal Seers, complete with wraithbone trees; another can be a large wilderness dome full of hills, rivers and forests; another can be a habitation dome full of towers and buildings. You can make this layout as large as you like. A nice touch would be to cover your table in a black cloth before setting up the craftworld, to represent space outside the domes.



2. The Eldar player places his objectives.
3. The Eldar and Tyranid players take turns to set up a detachment. Roll a die: the highest score goes first. Detachments may be placed anywhere within the Craftworld. No units may be placed with 30cm of an enemy unit that has already been set up .

Objectives

The Eldar player chooses 1 objective per 500 points of his force (historically this would be 3). These may be chosen from Cleanse, Rescue, Take & Hold or Capture. There are no restrictions on placing these objectives except they must be further than 30cm from each other, and no Eldar detachment may set up within 20cm of a Rescue, Capture or Take & Hold objective.

Game length and victory conditions

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th tum then it is the player who has the most units in the dome of Crystal Seers that wins the game.

Historical forces

Eldar of Iyanden Craftworld

Supreme Commander

1 Avatar

Bodyguard of 4 Wraithguard units

Supreme Commander

1 Farseer

Bodyguard of 4 Aspect Warrior units, all include a Warlock and an Exarch

Titan

1 Phantom Titan

Warhost [1]

Farseer

5 Aspect Warrior units (2 upgraded to *Heavy Weapons*)

4 Dreadnought units

2 Wraithguard units

Warhost [2]

1 Jetbike command

9 Jetbike units

5 Vypers

Warhost [3]

1 Aspect Warrior unit, with Exarch and Warlock

1 Falcon

6 Guardian units

3 Wave Serpents

Harlequins

1 Great Harlequin

4 Harlequin units (2 include Death Jesters)

Hive Fleet Kraken

Tyranid Swarm [1]

1 Hive Tyrant

5 Tyranid Warrior units

3 Assault Spawn

2 Exocrines

Tyranid Swarm [2]

1 Hive Tyrant

6 Tyranid warrior units

5 Termagant units

2 Lictors

2 Carnifexes

1 Zoanthrope

Tyranid Swarm [3]

2 Hive Tyrants

4 Tyranid Warrior units

4 Hormagaunt units

2 Genestealer units

1 Carnifex

Mycetic Swarm

6 Tyranid Warrior units

5 Termagant units

5 Hormagaunt units

2 Lictors

Bio-Titan

1 Hierophant

The Giant's Coffin, Miral Prime

(During the Tyrannic Wars)

[Content from White Dwarf #218 page 82 to 83.]

The Legio Astartes, Scythes of the Emperor, had been utterly overwhelmed by Hive Fleet Kraken. Their homeworld of Sotha lay directly in the Hive fleet's path and after many savage battles had been lost, stripped bare by the unending Tyranid swarms.

Most of the Chapter's battle brothers were lost defending their fortress monastery on Sotha, but not all. Chapter Master Thorcyra led a successful break-out, and fell back to the Miral system.

But there was no escape from the tendrils of the Kraken and before long the Tyranids had also reached Miral. Mycetic spores darkened the skies above the tropical jungles of Miral Prime.

The Chapter's remaining battle brothers, along with local Imperial Guard regiments, became trapped on the deathworld of Miral Prime. At a huge mesa of rock rising out of the jungle, known locally as the Giant's Coffin, the remaining Imperial forces prepared to make their last stand. The Giant's Coffin was a formidable natural fortress; steep sides slowed down the attackers, and clefts in the rock provided good firing positions for the defenders' heavy weapons teams. They would sell their lives dearly.

The jungle below came alive with monsters. Surrounded and besieged, the defenders fought daily against the raging hordes of bio-killers. From their vantage points they poured fire into the Tyranid swarms. Wave after wave came on, but always the tide was turned, and with each new day the Tyranids attacked again. Thorcyra knew there could be no retreat and there would be no reinforcements. His men were on their own. The Chapter Master did not expect a rescue, only a hero's death for each of his brothers, in the name of the Emperor.

To this date Imperial forces have been unable to reach the Miral system, and there has been no communication with the Scythes of the Emperor since the destruction of Sotha. The fate of those trapped at the Giant's Coffin remains unknown to the Administratum.



Imperial forces valiantly attempt to stave off yet another Tyranid assault on the Giant's Coffin

Forces

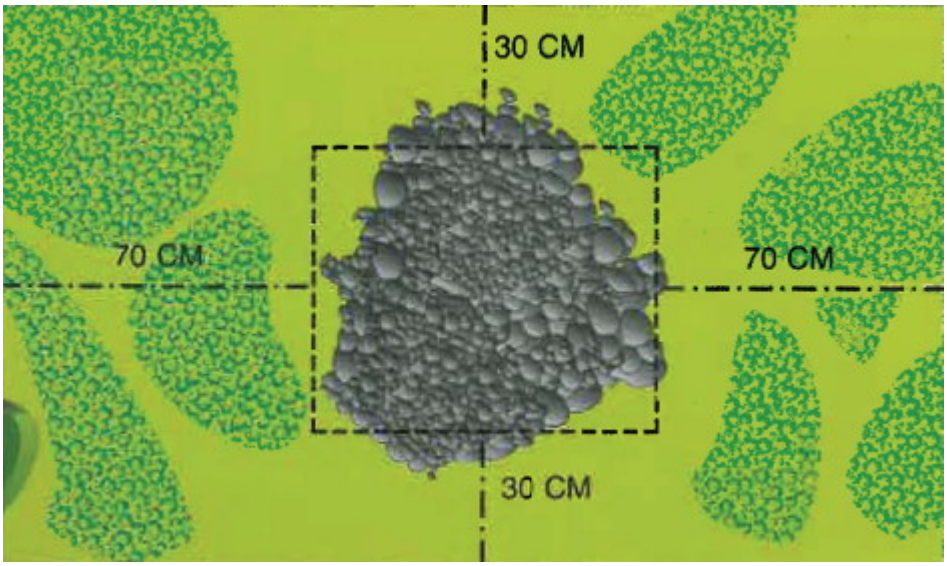
The forces which fought the last stand are listed below. This battle represents one Tyranid attack against the defenders' position. There were many such attacks, so feel free to change the exact composition of the forces to represent different attacks. Each player picks a force worth 1,500 points, neither player may use any war engines and the Imperial force may not use any flyers either.

The following special rules are used in this scenario: **Army morale** on page 118, **Objectives** on page 117, **Fate cards** on page 123

Setup

1. To set up the terrain, place a good sized pile of rocks in the centre of the board. This is the mesa. The rocks should be approximately fist sized, piled on top of each other to create the jagged clefts and caves. Troops on the mesa count as in fortifications, and it is dangerous terrain to vehicles. Alternatively you can make the mesa out of an up-turned washing up bowl or a pile of books, covered by a cloth. Another suggestion is to use a normal hill and treat it as fortified.
2. The rest of the board can be set up in any mutually agreeable manner. Mirral is a jungle deathworld so you could roll up the terrain on the deathworld table [see **Death worlds** on page 137]. The more jungles you can place, the better. Remember that jungles are dangerous terrain on deathworlds.

3. The defender then places his objectives.
4. The defender sets up his all his forces in an area in the centre of the board, no closer than 70cm to either of the short board edges, and no closer than 30cm to the long board edges.



5. The attacking player's detachments move on from either of the short board edges. Place the detachment HQ unit on the board edge and all units from that detachment move on from that place.

Objectives

The defending player must place one objective per 500 points of his force (historically this would be 3). These objectives may either be Cleanse or Rescue. The defender may choose a maximum of 1 Rescue objective. The Tyranids do not use objectives. Any rescue objective must be placed at least 50cm from the defender's deployment zone.

Game length and victory conditions

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn, or if both army morale totals fall below 0 at the same time, then the player with the highest army morale is the winner.

Historical forces

One of the Tyranids' daily attacks was fought between [these forces].

Defenders of the Giant's Coffin

Scythes of the Emperor and Imperial Guard

Supreme Commander
Chapter Master Thorcyra in Rhino

Space Marines [1]
Space Marine Captain in Razorback
6 Space Marine units in 3 Rhinos
6 Space Marine Devastator units in 3 Rhinos
4 Scout units
2 Whirlwinds

Space Marines [2]
Space Marine Librarian in Rhino
6 Space Marine Assault units 3 in Rhinos
3 Attack Bikes

Space Marine Armour
Space Marine Captain in Land Raider
2 Space Marine units
3 Predators
2 Razorbacks

Imperial Guard [1]
2 Command units, 1 includes a Captain
6 Imperial Guard units, 1 includes a Commissar
3 Heavy Weapons units
3 Ratling Sniper units
1 Hellhound
1 Leman Russ

Imperial Guard [2]
2 Command units, 1 includes a Captain
6 Imperial Guard units
3 Heavy weapons units
2 Hydras

Imperial Guard Artillery
1 Basilisk HQ
2 Basilisks
2 Imperial Guard units

Hive Fleet Kraken

Tyranid Swarm [1]
2 Hive Tyrants and 3 Tyranid Warrior units
7 Termagant units
5 Hormagaunt units
4 Genestealer units
2 Carnifex
3 Lictors

Tyranid Swarm [2]
1 Hive Tyrant and 6 Tyranid Warrior units
5 Hormagaunt units
5 Termagant units
2 Carnifex
1 Zoanthrope
4 Assault Spawn
3 Exocrine

Tyranid Swarm [3]
5 Tyranid Warrior units
3 Biovores
3 Termagant units
3 Dactylis

Tyranid Mycetic Swarm
1 Hive Tyrant
4 Warriors
4 Genestealer units
1 Zoanthrope
1 Carnifex
1 Lictor
2 Termagant units

Tyranid Flight Swarm
1 Harridan
5 Gargoyle units

Continuing the stand

You might like to chart the end of the Scythes of the Emperor Chapter as a mini campaign. This is quite easily done. At the end of the game, roll to see what forces the defender gets back. (They weren't actually dead; some squad members managed to hide, others are just injured, ad-hoc squads are formed from survivors, vehicles are repaired by the tech marines, etc.) If the Imperial forces won then they recover each unit on a roll of 2+. On a 1 it was destroyed. If the defenders lost the game then they only recover units on a roll of 4+.

Then simply refight the scenario. Each battle the Tyranids may spend an extra 500 points on troops, which will start in reserve.

The first player to win 3 battles wins the campaign.

Alternatively, you might like to throw in some *Warhammer 40,000* games, as the defenders seek to repel smaller Tyranid probes against their defences, or perhaps Tyranids could have infiltrated into the caves in the mesa, and the Space Marines are hunting them down. Perhaps Thorcyra leads a counter attack — in the end it's up to you.



Thorcyra climbed to the top of the bare rock mesa and surveyed the jungle below. Beside him the Chapter's tattered honour banner fluttered forlornly in the breeze. He had ordered it placed here, and had sworn to defend it to the last man. He felt sadness wash over him; the Chapter would be lost, its geneseed gone forever. Its glorious deeds would be remembered as legends, but first he must earn a place at hte Emperor's side. There was glory in death and he was not afraid to die. His brothers had fought well their Emperor would reward them soon.

From his vantage point Thorcyra could see for miles across the tree tops. The steaming viridian jungles stretched to the horizon in every direction. Within that jungle lurked the enemy. As he watched he saw the sky streaked with fire, another Tyranid spore flashed above him and plunged into the jungle canopy, the crashing sound of ripping branches echoed to him moments later. He memorised its position. That was the ninth spore today — the enemy must be preparing for a new assault.

He turned his attention to the defenders. From here he could see the long barrels of Basilisks protruding from their hiding places on the side of the mesa. Still further down the slope was a ring of make-shift firing pits, with heavy bolters ensconced behind boulders, sandbags and ammunition crates full of rocks. When the attack came they would rain down fire on the foul enemy, driving them back into the jungles. But with each attack he lost more men, more equipment and they expended more ammunition. Inevitably, the time would come when the last shell was fired and the last grenade thrown, and then his wait would be over.

Assault on Ikkyo

(During the Tyrannic Wars)

[Content from White Dwarf #218 page 84 to 85.]

Ikkyo is a small, sub-tropical, forested world with a population of human colonists. It lies at the very limits of Ultramar, close to the projected route of the Iyanden craftworld. The people of Ikkyo pay tribute to their rulers on distant Macragge with good cause, for their world also lies in the path of Hive Fleet Kraken.

The defence forces, guided by a small detachment from the Ultramarines 4th company, had made ready for the expected attack as best they could. Widespread panic amongst the population had resulted in much looting and arson, so the city of Ikkyo was already covered in a veil of smoke, and many buildings had been burnt to the ground.

One wild night, as a tropical storm lashed the tall trees, the planet's nightmare began. The sky was streaked red as mycetic spores began to descend through the atmosphere. Soon the steaming forests were haunted by the screams of monstrous creatures.

As the monsoon rains poured down, the Tyranids launched their first attacks. Despite the threat, the defenders of Ikkyo worked through the night, clearing great swathes of forest with flame tanks to create killing fields for the Ultramarines Devastator squads. The engagements became more ferocious as the Ultramarines simply refused to give ground, and missiles and plasma blasts tore into the forest edges, keeping the rabid swarms at bay. Meanwhile the Hive Mind gathered its strength for one overwhelming attack. For the defenders there was no hope, they would sell their lives dearly and pray for a swift death.

Hope came, unlooked for, on the winds of the storm. As if from nowhere, jet bikes and grav tanks came speeding across the tree tops. Iyanden had come to the rescue of Ikkyo. Why? Few could have guessed that the planet had been seeded by the Eldar's ancestors eons before, and now they had come to save their world.

Amidst the tropical storm's downpour the Eldar launched lightning strikes against the gathering Tyranid swarms. Jetbikes flashed through the dense forests as Aspect Warriors began to reinforce the Imperial positions. When the Tyranid assault finally came, it was met and driven back with equal savagery by the Ultramarines and Eldar. The makeshift barricades and fortifications around the city became piled high with the dead, but the Space Marines held firm. Ikkyo was safe for now.



All looks lost as the Imperial Guard defenders look certain to be crushed by a massive Tyranid assault.

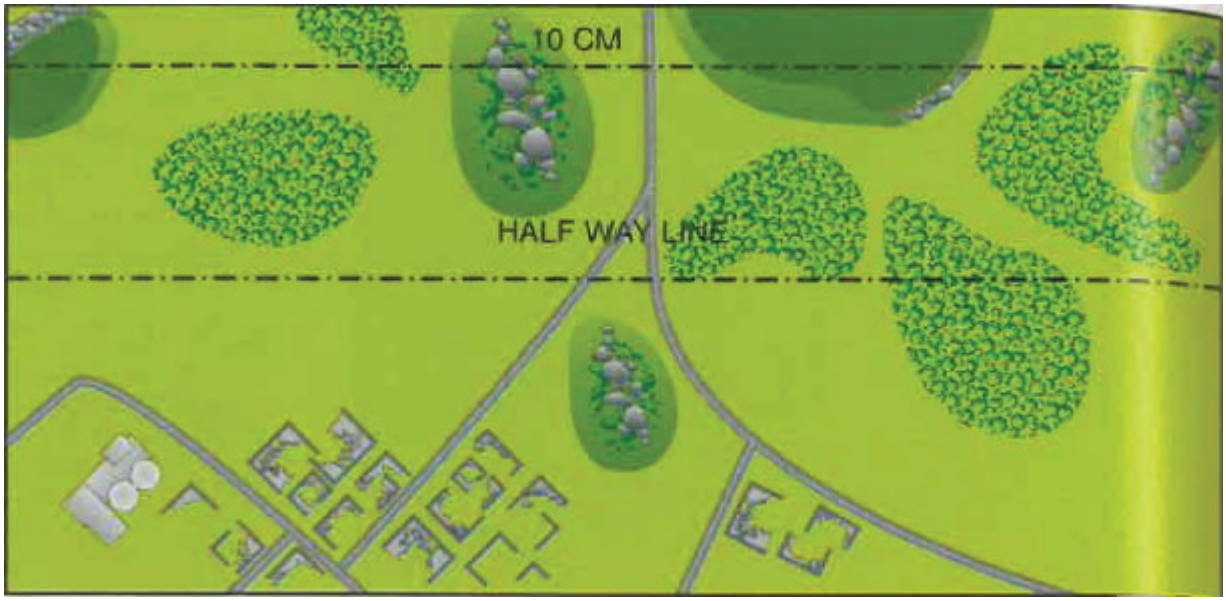
Forces

Both sides pick forces to an agreed points value. Historically this was 2,000 points, but you should feel free to alter this to suit your collection of models.

The following special rules are used in this scenario: **Army morale** on page 118, **Objectives** on page 117, **Fortifications** on page 121, **Reserves** on page 121.

Setup

1. Set up the terrain in any mutually agreeable manner. The defender's side of the board should contain mostly man-made structures like buildings, factories and roads, whilst the attackers side of the board should contain mostly natural features such as woods and hills. This is just a guide though.
2. The defender places his objectives. He then deploys all his Imperial forces in his half of the table. He may also set up fortifications.
3. The attacker can deploy all his forces up to 10cm on from his board edge.



4. All the Eldar detachments start the game in reserve. They may enter the board from the Imperial table edge or up to halfway along the two side edges.

Objectives

The defending player must choose one objective per 500 points in his army. Historically this is 4. They must be either Cleanse, Capture or Take & Hold objectives. The Tyranids do not use objectives.

Game length

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn, victory goes to the player with the highest army morale.

Historical forces

The actual forces that took part in the defence of Ikkyo are listed below.

Defenders of Ikkyo: Imperial forces

Ultramarines Detachment

Space Marine Captain in Land Raider

1 Terminator unit in Land Raider

4 Space Marine units in 2 Rhinos

4 Devastator units in 2 Rhinos

1 Dreadnought

2 Vindicators

1 Predator

Imperial Guard

2 Command units (1 includes a Captain and Primaris Psyker)

8 Imperial Guard units

2 Heavy units

3 Hellhounds

Imperial Guard Armour

1 Leman Russ HQ

2 Leman Russ

2 Demolisher

Imperial Guard Super Heavy tanks

1 Baneblade HQ

1 Baneblade

Eldar of Iyanden Craftworld

Supreme Commander

Farseer in Falcon

Warhost [1]

1 Jetbike unit with Warlock command

4 Jetbike units

5 Vypers

Warhost [2]

1 Jetbike unit with Warlock command

4 Jetbike units

5 Vypers

Warhost [3]

1 Aspect Warrior including an Exarch and Warlock

4 Aspect Warriors (2 upgraded to *Heavy Weapons*)

5 Falcons

Warhost [4]

2 Aspect Warriors upgraded with Exarchs and *Jump Packs*

2 Aspect Warriors upgraded to *Jump Packs*

Hive Fleet Kraken

Supreme Commander

1 Dominatrix

Tyranid Swarm [1]

2 Hive Tyrants

3 Tyranid Warrior units

15 Termagant units

4 Genestealer units

5 Hormagaunt units

3 Carnifexes

Tyranid Swarm [2]

3 Tyranid Warrior units

6 Biovores

3 Dactylis

Mycetic Swarm

1 Hive Tyrant

4 Tyranid Warrior units

6 Lictors

10 Hormagaunt units

10 Termagant units

2 Genestealer units

Flight Swarm

1 Harridan

5 Gargoyle units

Bio-Titan

1 Hierodule

Campaigns

[Content from White Dwarf #215 page 88 to 95.]

More ramblings by veteran campaigner and games designer Andy Chambers.

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

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

Death from above

To move the story along a bit further we played a few spaceship games to represent the Ork's hulk, the *Scylla* attacking Piscina in order to drop and tellyport an invasion force to the surface (having failed to surprise and overwhelm the Imperial forces through use of the not-so-cunning tellyporta device).

In the main engagement the Space Marines' battle barge *Unrelenting Fury* survived crippling engine damage to deal a crushing blow to the *Scylla*, but not before it had disgorged a substantial wave of invaders. A week or two later an Imperial convoy of reinforcements fought their way through Ork attack ships in the asteroid belt to bring much-needed Titans, super heavy tanks and artillery to the defenders.

We were in business.

Where next?

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

Map-based

In a map-based campaign players use a map to allocate their forces to different areas and move them around in campaign turns between battles, with the battles being fought out when opposing sides clash in the same grid location/square/hex or whatever.

Sounds great fun but generally isn't because players will consistently fail to fight out their games before the next campaign turn and forces get split up too small to make for worthwhile battles ("hah my 2,000 point army has caught your 150 point scouting force — what do you mean you won't play?").

Plus players invariably make up all sorts of rules for baggage trains or supplies and other dull stuff which really belongs in a board game and just slows down a campaign.

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

Story

A story campaign is one where a referee/co-ordinator type person interlinks the battles to form a continuous story. As part of this the ref can introduce specific scenarios, victory conditions, extra rules an' so on. Story campaigns are good but can start to sprawl if the co-ordinator isn't careful about setting parameters for them.

For example, the co-ordinator might decide that each time players fight, the winner takes possession of an objective like a vital location, piece of wargear or magic item and keeps it until defeated. After a preset number of games whoever's got the objective is the winner.

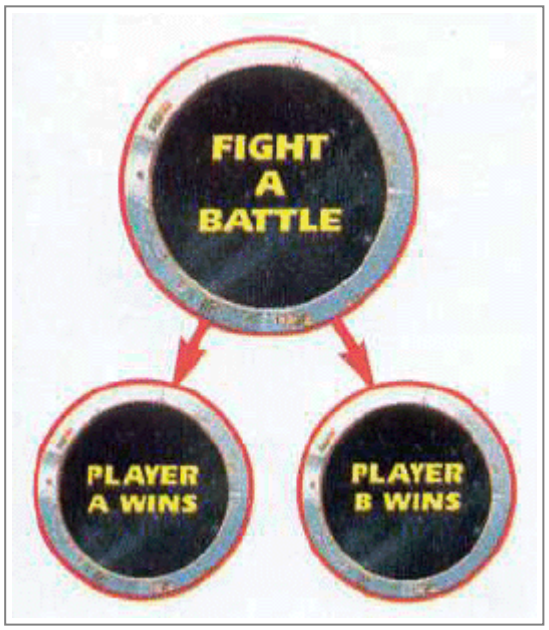
Ladder

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

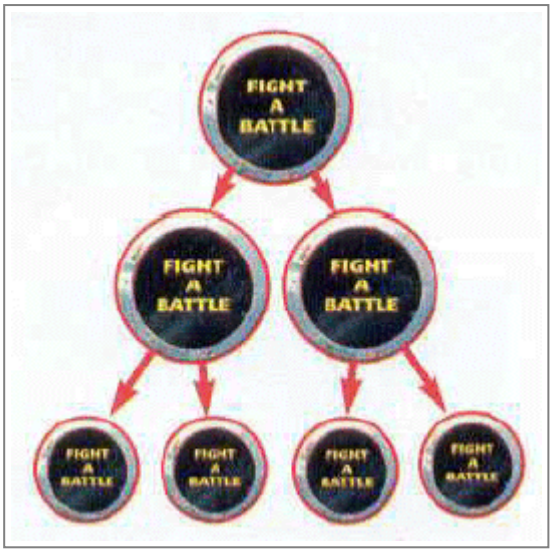
Ladder Campaigns are very straight forward and win Andy's award for Campaign Most Likely to Actually Get Finished!

Tree

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



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



You can add in paths which loop around into sub-plots or skip parts of the tree (appropriate if one side is beating the other quite resoundingly) and so on.

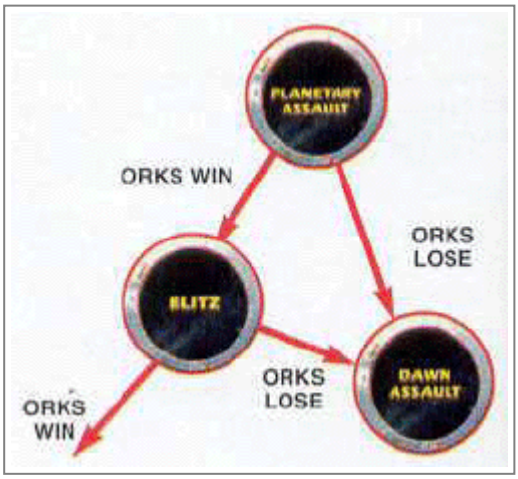
It might sound a bit complex but it's not really, ideas soon start popping out like crazy — anyway, we decided to adopt a tree approach for our campaign so I can show you a working example of it later. Tree campaigns are simple to run and offer a bit more diversity than ladder campaigns because all the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

It's comparatively simple to create a tree for *Epic 40,000* games because there are twelve scenarios listed in the Battles Book and it's simply a case of working out a narrative for the campaign to follow.

For example, when we started off ours we knew the Orks would be dropping in from space — so the first battle should be a Planetary Assault scenario. We also knew from our 40K campaign that Nazdreg and Ghazghkull were holding out against encircling Imperium forces in the planetary capital of Kadillus. So if the Orks won their planetary assault they would try to push through to Kadillus and link up with the Orks there.

We decided that this would best be represented by a Blitz scenario as the Orks would be advancing after the scattered remnants of the defenders from the planetary assault while the Imperials around Kadillus redeployed their forces to stem the tide.

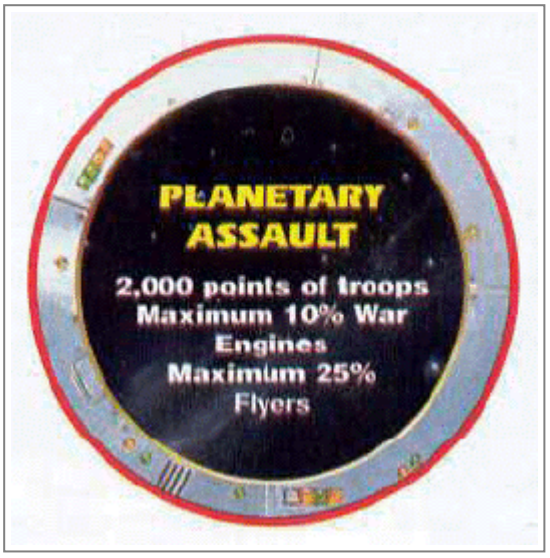
If the Orks were defeated in the Planetary Assault the Imperial forces around Kadillus would be able to launch a full-blown Dawn Assault to try to eradicate the Orks there. We also decided that this would be the likely result if the Ork blitz was stopped. This gave us a start to the tree which looked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

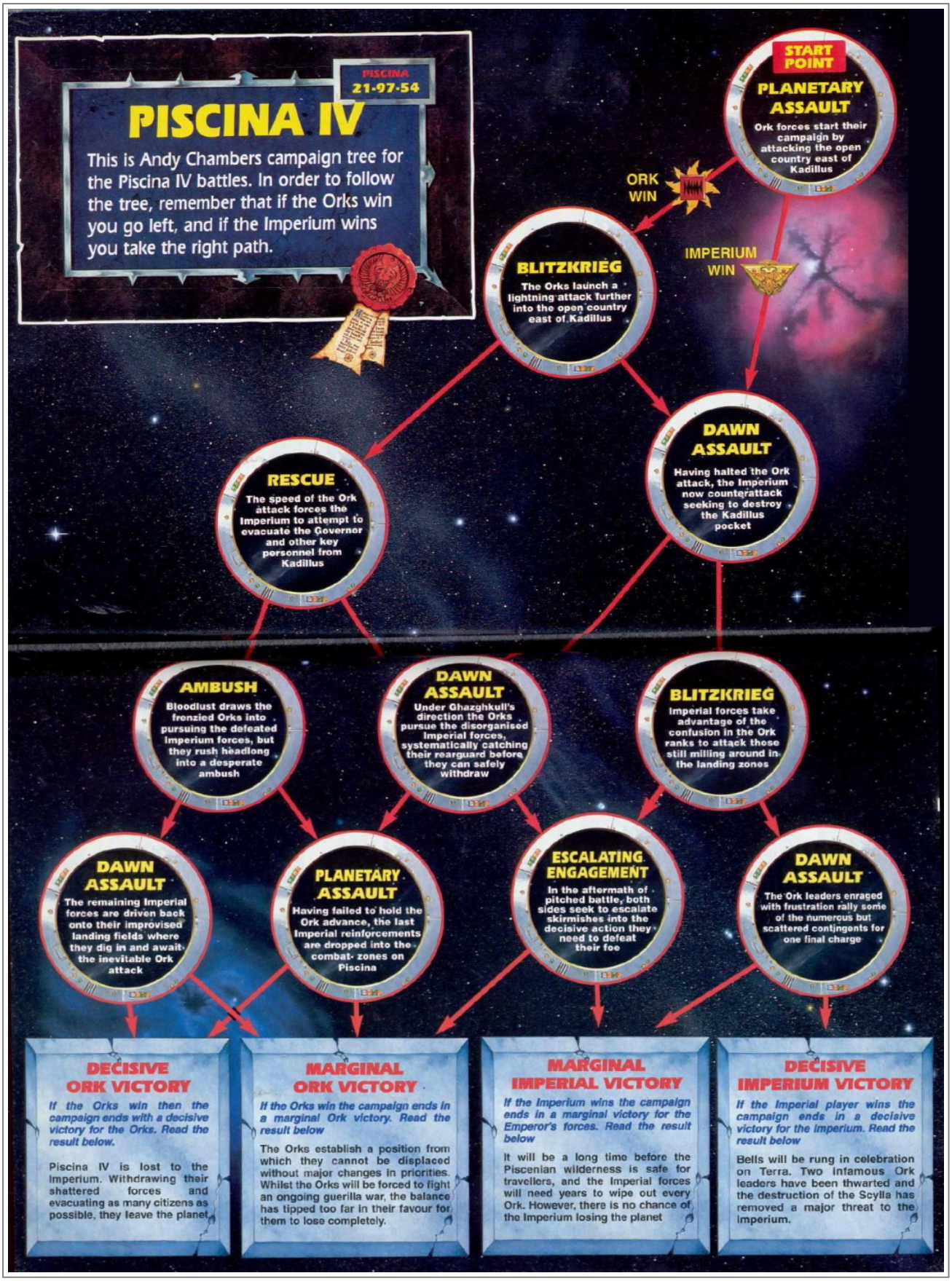


We carried on following the different paths of possibility (those Eldar Farseers are just making it up you see) until we had a tree of about the right size — which was five or six battles, This was also where the results were getting increasingly hard to extrapolate and it was plenty big enough for us!

Originally we were going to include some 40K battles at certain points of the tree, to represent Nazdreg and Ghazghkull battling to escape from Kadillus for example, but we decided we could play extra games like that when we felt like it anyway.

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




PISCINA
21-97-54
PISCINA IV
This is Andy Chambers campaign tree for the Piscina IV battles. In order to follow the tree, remember that if the Orks win you go left, and if the Imperium wins you take the right path.
START POINT
PLANETARY ASSAULT
Ork forces start their campaign by attacking the open country east of Kadillus
ORK WIN
IMPERIUM WIN
BLITZKRIEG
The Orks launch a lightning attack further into the open country east of Kadillus
RESCUE
The speed of the Ork attack forces the Imperium to attempt to evacuate the Governor and other key personnel from Kadillus
DAWN ASSAULT
Having halted the Ork attack, the Imperium now counterattack seeking to destroy the Kadillus pocket
AMBUSH
Bloodlust draws the frenzied Orks into pursuing the defeated Imperium forces, but they rush headlong into a desperate ambush
DAWN ASSAULT
Under Ghazghkull's direction the Orks pursue the disorganised Imperial forces, systematically catching their rearguard before they can safely withdraw
BLITZKRIEG
Imperial forces take advantage of the confusion in the Ork ranks to attack those still milling around in the landing zones
DAWN ASSAULT
The remaining Imperial forces are driven back onto their improvised landing fields where they dig in and await the inevitable Ork attack
PLANETARY ASSAULT
Having failed to hold the Ork advance, the last Imperial reinforcements are dropped into the combat zones on Piscina
ESCALATING ENGAGEMENT
In the aftermath of pitched battle, both sides seek to escalate skirmishes into the decisive action they need to defeat their foe
DAWN ASSAULT
The Ork leaders enraged with frustration rally some of the numerous but scattered contingents for one final charge
DECISIVE ORK VICTORY
If the Orks win then the campaign ends with a decisive victory for the Orks. Read the result below.
Piscina IV is lost to the Imperium. Withdrawing their shattered forces and evacuating as many citizens as possible, they leave the planet.
MARGINAL ORK VICTORY
If the Orks win the campaign ends in a marginal Ork victory. Read the result below
The Orks establish a position from which they cannot be displaced without major changes in priorities. Whilst the Orks will be forced to fight an ongoing guerilla war, the balance has tipped too far in their favour for them to lose completely.
MARGINAL IMPERIAL VICTORY
If the Imperium wins the campaign ends in a marginal victory for the Emperor's forces. Read the result below
It will be a long time before the Piscenian wilderness is safe for travellers, and the Imperial forces will need years to wipe out every Ork. However, there is no chance of the Imperium losing the planet
DECISIVE IMPERIUM VICTORY
If the Imperial player wins the campaign ends in a decisive victory for the Imperium. Read the result below
Bells will be rung in celebration on Terra. Two infamous Ork leaders have been thwarted and the destruction of the Scylla has removed a major threat to the Imperium.

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

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

Are you experienced?

[Content from White Dwarf #215 page 96 to 98.]

By veteran campaigner and games designer Andy Chambers.

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

Epic experience

My basic premise was that as a detachment gains experience it will become increasingly battle hardened. It will recover more quickly from set-backs and suffer less disruption under fire. Unless a detachment suffers heinous casualties it will maintain a cadre of experienced troops and leaders which will soon pass on their skills to new recruits.

Conversely inexperienced ('green') troops are likely to panic more easily and remain disrupted for longer if they come under lire. As you can see below I have used leadership tests and blast marker removal as the main effects of experience.

Experienced detachments

Detachments can be [at] one of five levels of experience: green, experienced, veteran, crack or elite. Which level of experience a detachment has attained is determined by its number of experience points.

Detachment experience level table

XPs	Level
0	Green
1–5	Experienced
6–10	Veteran
11–20	Crack
21+	Elite (Ace)

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

Detachment experience effects table

Level	Effects
Green	**[Ground detachments]**: Detachment removes D6-2 Blast markers (instead of D6-1) in the rally phase. **[Flyer detachments]**: Intercept -1.
Experienced	Standard rules apply.
Veteran	[**Ground detachments**]: Detachment becomes *Stubborn* (if it wasn't before). [**Flyer detachments**]: Intercept +1.
Crack	[**Ground detachments**]: Detachment removes D6 Blast markers (instead of D6-1) in the rally phase. [**Flyer detachments**]: Gunnery +1.
Elite (Ace)	[**Ground detachments**]: Detachment gains a +1 dice roll modifier in Assaults and Firefights. [**Flyer detachments**]: Armour +1.

Starting experience

All detachments start the campaign with D3 experience points except Space Marine, War Engine and Supreme Commander detachments which all start with D3+5.

Designer's note: Space Marine Thunderhawks start with D3 experience like everybody else.

[Content from White Dwarf #215 page 97

If you wanted to be a bit more random for starting experience you could make it D6 or D6-1 instead of D3; this would give you a chance of starting off with veterans or green detachments respectively.

War engines with over 21 experience [points] gain one battle honour for each 5 extra experience points earned (ie 26–30=1 honour; 31–35=2 honours; and so on). [I] haven't done these yet, but they'll be based on the old Titan Legions Battle Honours.

Gaining experience

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

+1 for fighting in the battle.
+1 if the detachment claims a Capture objective during the game, or is in control of a Rescue or Take and Hold objective at the end of the game.
+1 if the detachment participates in a close combat or firefight. [**Ground detachments** only.]
+1 reduce opposing flyer detachment to half strength or below. [**Flyer detachments** only.]
+1 if the detachment Wrecks or Destroys a war engine detachment.
-2 If the detachment falls below half strength.

Each of the above modifiers can only be applied once during ~~the game~~ [a battle], so the most experience a detachment can gain from a battle is 4 points. The least a detachment can get is 0 experience points from a battle, unless it is wiped out. [Comment: Based on the modifiers alone, it looks like it'd be possible to get -1 experience points overall. So I believe that this last bit is an additional rule, not an explanation, to say that detachments won't get negative points from a battle — unless they are wiped out, as explained at **Being wiped out** below).]

Being wiped out

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

Replacing casualties

After every battle all casualties are replaced and all vehicles repaired in the detachments which fought, so detachments are always considered to be at full strength. War engines are assumed to be repaired or replaced (with the same crew and hence the same experience points -1 for being wiped out) regardless of whether they are wrecked or destroyed.

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

Alterations

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

If a detachment is changed it loses one experience point from its total for every choice altered or added. Note that you can remove choices from a detachment (and so make it smaller) without penalty.

Basically this rule is to allow some flexibility in changing detachments, but stops players from boosting their crack or veteran detachments into the size of small armies. For example, you've got an Imperial Guard Tank detachment which finishes a battle on 4 experience points. After the battle you decide the detachment needs to be strengthened with an extra squadron of three Leman Russ tanks, this would reduce its experience points to 3. If you also decided to increase its Hellhound squadron from one to three strong that would reduce the detachment's experience from 3 to 2.

Ready to roll!

With a set of battles laid out and an experience system we were ready to go. We chose 6,000 point campaign armies which we would use to draw our detachments from for each battle. In actuality neither of us managed to work these armies out in full, let alone paint them, until we had got several battles in but it's the thought that counts.

I've already blathered on for long enough in this issue so I'll bring you a campaign report on how we got on another time. The campaign and experience rules have been working very well and I'd recommend them to anyone who's interested in doing something more interesting than one-off battles. In a long running campaign the extra value of experienced detachments would have to be balanced by charging extra points for them — something along the lines of Green: -10%; Experienced and Veteran: basic value; Crack: +10%, Elite: +20%.

Apologies to the Tyranids for not doing a different system to cover them, although I think this one should serve just as well (think of it as 'evolution' points instead of experience points).

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

The Eternal Crusade

[Content from White Dwarf #215 page 102.]

Earlier this issue Andy Chambers gave his thoughts on how to run your games of Epic 40,000 as campaigns. Andy Kettlewell presents an example of one of these which he prepared earlier! This particular campaign is played out between three different armies!

Epic 40,000 is the best system to use for real campaigns. Huge battles can be fought over some of the strangest worlds in the galaxy. Tank battles on daemon worlds and air battles over worlds of ice are all possibilities. *Epic 40,000* is now so close to *Warhammer 40,000* that very little effort is needed to combine the two games to make an exciting narrative campaign.

This campaign was based on a *White Dwarf* Battle Report between Jake and Adrian in *White Dwarf* 177 which, I have just realised, was a long time ago! I happened to like the story at the start of the battle and decided to expand it a little. One thing led to another and I ended up using Imperial, Tyranid and Eldar forces fighting across four games of *Epic 40,000* and *Warhammer 40,000*.

If anything like this takes your fancy then developing it into a campaign is very simple. I've not done anything too elaborate with the basic gaming rules and I've stuck to the scenarios included in the *Epic 40,000* Battles Book.

I have used Eldar, Tyranids and Imperial forces for this campaign, but there is no need to use them if you don't want to. The story can be subtly changed to include Chaos or Orks if you wish.

The Dorlithe Campaign

The Dorlithe system is one of the smaller systems in Ultima Segmentum. It has only two planets, the first so near to the sun that most of the planet surface has melted due to the heat. The second is Dorlithe II, a barren, rocky world with little life or colour. The planet is habitable but, due to it's extreme position in the galaxy, it is of little use to the Imperium.

The planet is a scout base, used to warn other worlds of enemy attack. It's proximity to the Eastern Fringe has not been overlooked. The Inquisition keeps a careful eye on Dorlithe II as they do on all worlds. The threat of Tyranids and other unknown creatures can never be underestimated, especially as the Dorlithe system was close to many important Imperial worlds.

The Dorlithe campaign or The Third Damnation, as it became known to those who took part in it, is one of the many secrets of the Imperium. The Eldar Seers often refer to the campaign when giving examples of human ignorance and naiveté.

Though the Dorlithe campaign is stored in Imperial records, the Eldar's dark libraries describe it in better detail. The war, in it's entirety, tasted for two months. Imperial sources say that the Eldar started it by invading Dorlithe II, though the Eldar claim otherwise.

No matter what actually happened, the campaign was started when Eldar and Imperial forces met at the main Imperial stronghold of Dorlithe II. Battles raged between both races, and the war escalated as each side was reinforced. Here the official Imperial records stop and describe a crushing victory for the Emperor. The Seers of Craftworld Biel-Tan tell another story, a story unheard of by humans. A story involving Tyranids.

Battle 1 — Attack on Dorlithe II

[Content from White Dwarf #215 page 103.]

The following special rules are used in this scenario: **Reserves** on page 121, **Objectives** on page 117, **Army morale** on page 118, **Hidden set-up** on page 120, **Fortifications** on page 121.

Forces

Attack on Dorlithe II is an *Epic 40,000* game between the Eldar and Imperial Guard.

Imperial briefing

The Imperial player chooses a 1,500 point force to represent the Imperial Garrison on the planet. No Space Marine or Titan Legions detachments may be chosen. The Army must be led by an Imperial Guard Colonel.

Eldar briefing

The Eldar player chooses a 1,500 point force to represent the invasion force. Eldar players have no restrictions other than those in the army list.

The battle

Attack on Dorlithe II is played as a Dawn Assault with the Eldar attacking. The Dawn Assault rules described in the Battles Book [**Battle 3: Dawn Assault** on page 156] should be used with the following changes.

Set up

After the terrain is set up roll a die to see who gets the choice of table edge.

The Imperial player must roll a D6 for each of their detachments.

1–4 The detachment starts in reserve.
5–6 The detachment is deployed on the table (or is available on the first turn in the case of flyers).

At least one defending detachment must be deployed at the start of the game. It the Imperial player fails to roll 5–6 tor any of their detachments [then] they may choose one detachment to deploy at the start of the game.

Objectives

The Imperial player gets one *Cleanse* objective. The objective is actually a very important communication centre that the Imperial forces desperately need, to broadcast the Eldar positions to the rest of the planetary force.

- If there are no Eldar units within 15cm of the objective [then] the Imperial player adds 2 to his army morale.
- If there is an Eldar unit within 15cm the Elder player adds 1 to his army morale as the Eldar use the centre to disrupt enemy transmissions.

The Eldar player gets three objectives. These must be *Take and Hold* or *Capture* and must be placed on bunkers or, if there are not enough bunkers, near to any fortification. The object of the Eldar attack is to capture the Imperial stronghold; so make sure you go for those objectives!

Game length and victory conditions

The first player to reduce the opposing army's morale to 0 or less wins the battle.

If this hasn't happened by the end of the sixth tum, or if both players army morale falls to 0 or less on the same turn, then the player with the highest morale wins.

If the morale values of both armies are the same then the Eldar win if they have achieved two of their objectives; if they don't then they lose.

> The Eldar seers knew of the horror that was to fall on the Imperial world of Darlithe II. The Fatseer of Biel-Tan had been tortured by horrific nightmares before Karous, the Craftworld's most respected Farseer, called a meeting in the Dome of Crystal Seers. In the dome the runes revealed the fate of the Imperial world. The would be invaded by Tyranids, threatening nearby systems and maybe the Biel-Tan Craftworld itself. The Eldar immediately contacted the Imperial world of Dorlithe II, the Tyranids must be stopped.
>
> The Planetary Governor, Lord Herdron, was distrustful of the Eldar visitors but he allowed them to land and meet him. The Eldar set out their plan to deploy a large force on the planet to defend the surrounding system against Tyranid attack. The existence of Tyranids is not widely known in the Imperium. Knowledge [of] them leads to insanity or obsession so the Inquisition erases any exposure to Tyranids from the massive population of the Imperium. The dark secret of Tyranids has been kept so efficiently by the Inquisition that even most Planetary Governors do not know of the threat.
>
> Herdron was one of these Governors, and he laughed at the Eldar's visions of the future and sent the Seers away. The thought of having a large Eldar army present on his planet didn't fill him with confidence about their intentions.

> Farseer Karous was disturbed by the meeting and reluctantly started to plan the only course of action left to him and his people. He would attack the planet. It didn't matter who won the baffle as long as the strongest army was left to face the Tyranids.
>
> The objective of the Eldar attack was to secure the main planetary stronghold. The Imperial presence on Dorlithe II was small and Karous hoped to overwhelm the garrison quickly so [that] they would have more time to prepare for the Tyranid invasion.

Battle 2 — Eldar Incursion

[Content from White Dwarf #215 page 104.]

The following special rules are used in this scenario: Reserves, Objectives, Army Morale Levels, Hidden Set-up, Fortifications.

Forces

Eldar Incursion is a *Warhammer 40,000* scenario that represents a small attack on an Imperial Bunker, away from the main forces.



Eldar briefing

The Eldar player may choose up to 1,500 points. The following restrictions apply:

1. No Avatar may be chosen.
2. The Eldar may not have more Aspect Warrior squads than Guardian squads.
3. Due to the specialised nature of the mission, any member of an Eldar Guardian squad may be equipped with melta bombs at 5 points per model.
4. The Eldar force is purely from the Craftworld so no Exodite or Pirate units may be used in the army.

Imperial briefing

The Imperial player may choose up to 1,500 points of Imperial Guard. The following restrictions apply to this battle:

1. The Imperial Guard army may not include any units from the support section of the army list.
2. The normal reserve rules for the Imperial Guard are not used.

The battle

Eldar Incursion is a normal *Warhammer 40,000* game with the following notable exceptions:

Setup

1. The terrain is set up roughly as shown. The board does not have to be exactly the same, but main features such as the buildings should be in the same position. The Eldar automatically get the first turn.
2. If the Eldar won Battle 1 then they have taken the planet's main stronghold and can safely move closer to the enemy positions. If the Eldar won they may set up 18" from their table edge. If they lost then the army must move over dangerous open ground to get to the enemy, so they set up 12" away from their table edge.
3. If the Imperial army won Battle 1 then they still hold most of the main stronghold and have formed better defensive lines. If the Imperial army won Battle 1 then the army may be set up in the deployment zone shown on the map. [Comment: No map was given in the magazine…!]

If the Imperial army lost Battle 1 then the Eldar have pushed them out of the main planetary stronghold and the Imperial troops are in retreat. Roll a D6 for each squad/vehicle in the army (only one die is rolled for a squad and it's transport vehicle); On a roll of 1–3 the unit is set up on the board as normal, on a roll of 4–6 then the unit is held in reserve. Units held in reserve use the rules at in the *Epic 40,000* Battle Book [**Reserves** on page 121]. Units that enter the board from reserve move from the board edge.

Vehicles may start at any speed.

Missions

The Eidar get the *Bunker Assault* mission and the Imperial Guard get the *Hold the Line* mission.The Imperial Guard must buy at least 1 Battle Bunker for their army. One of these bunkers must be chosen to be the Astropath's chamber. The rules for Bunkers can be found in full in the *Warhammer 40,000* Battles Book.

Game length and victory conditions

The game lasts for six turns. Victory points are awarded as in a normal 40K game and the side with the most victory points wins the game. if the game is a draw then the Imperial player has won. It is assumed that the Imperial troops have stood their ground against the Eldar attack. The Eldar are forced to retreat back to their stronghold.

> The Eldar threw the Imperial army into disarray and forced them to draw new lines of defence. Lord Herdron has ordered his army to build fortifications and hold the line until reinforcements arrive. The Governor's plan was simple and desperate. He, and his men, would fight for survival and hope that someone would answer their call.
>
> Though Karous wanted the strongest army to face the Tyranids he did not want to lose precious Eldar lives in a wasteful fight against the Imperium. He was well aware that the Governor would ask for help from other Imperial Worlds in the area, so planned to send a small party of troops to the Imperial lines. This party's objective was to try and capture one the planet's astropaths and disrupt the governor's call for help. The rest of the Eldar army prepared for the Tyranids…

Battle 3 — Light of the Emperor

[Content from White Dwarf #215 page 105.]

The following special rules are used in this scenario: **Reserves** on page 121, **Objectives** on page 117, **Army morale** on page 118, **Hidden set-up** on page 120, **Fortifications** on page 121.

Forces

The Light of the Emperor is an *Epic 40,000* game.

Imperial briefing

If the Imperial player won Battle 2 then the transmissions were not interrupted by the Eldar attack. An Imperial force of up to 2,000 points may be chosen as normal, except that all Space Marine detachments must be transported in Drop Pods or Thunderhawk Gunships. If your Space Marine detachments can't be transported in this way then you can't take them!

If the Imperial player lost Battle 2 then vital details of the battle were never received by the reinforcements.The following restrictions apply:

1. The Imperial player may choose an army Of up to 1 ,600 points.
2. Up to 25% of the army may be Space Marine detachments. All Space Marine detachments must be transported in Drop Pods or Thunderhawk Gunships as described above.
3. Up to 25% of the Army may be Titan Legions detachments.

Eldar briefing

The Eldar player may choose a force of up to 1,800 points with the following restrictions:

1. No Avatar may be Chosen.
2. The army must be led by a Farseer Commander. This Farseer is none other than Karous himself! Karous is an important part of the Eldar campaign and must be kept alive at all costs. At the end of each turn the Eldar player may add 1 to his army morale if Karous is still alive.

The battle

The Light of the Emperor battle is played as a Planetary Assault with the Imperium attacking. The rules for Planetary Assault described in the *Epic 40,000* Battles Book should be used [**Battle 6: Planetary Assault** on page 160], but include the following special rules:

The Eldar Commander, Karous, and his bodyguard always start in reserve.The Eldar still add 1 to their army morale if Karous is not on the board as the Eldar army know he is coming and are lifted by the thought of his presence. The Eldar player must roll to bring Karous on as normal. If the reserve roll is passed then Karous must be brought on the table.

The Imperium's first wave of attackers includes all the Space Marine detachments transported in Thunderhawks and Drop Pods and all other Flyer detachments.

If the Eldar player won Battle 1 then the Eldar army took the planet's stronghold. The Eldar player may set up fortifications if he won Battle 1.

Objectives

The Eldar have no objectives, simply wanting to test the Imperial strength and keep Karous alive.

The Imperial Player takes three objectives no matter how many points the army is. These may be any objectives apart from *Rescue* and *Cleanse*.

Game length and victory conditions

The Player that reduces the opposing army's morale to 0 or less first wins the battle. It this hasn't happened by the end of the sixth turn, or if both players' army morale falls to 0 or less on the same turn, then the player with the highest army morale wins.

If the ~~game is~~ [army morale totals are] a draw then the Eldar win [the game] if they also won Battle 1 as they hold their ground inside the Imperial base.

If the Imperium won Battle 1 [then] they count as winning in a draw as they push the Eldar force even further away from the Imperial base, forcing them to leave the planet!

The Eldar attack on the communications centre was successful in confusing attempts to call for help. The attack did much to disrupt plans but could not stop the arrival of reinforcements. The Space Marines and Titan Legions answered Lord Herdron's call for help and behind them, travelling faster than imaginable, came the fleets of the Inquisition. Herdron was confident that the Eldar would be pushed off of his planet by the mighty Imperial force, but he was disturbed by the imminent arrival of the sinister Inquisition.

The Eldar force was in danger of being annihilated by the huge Imperial army arriving on the planet. To protect them Karous led another Eldar army from the Craftworld to the planet's surface. Too many Eldar had already been lost fighting a false enemy. The time had come to see if the Emperor's forces were strong enough.

When Karous reached Dorlithe II, Imperial Titans had already joined Herdron's Garrison. Above them in their Strike Cruisers the Space Marines waited in drop ships ready for the order to attack.

Battle 4 — The Tyranid Onslaught

[Content from White Dwarf #215 page 106 to 107.]

The following special rules are used in this scenario: **Reserves** on page 121, **Objectives** on page 117, **Army morale** on page 118.

Forces

The Tyranid Onslaught is an *Epic 40,000* battle which involves three armies.

Tyranid briefing

The Tyranid player may choose a force of up to 2,500 points.

Allied briefing

If the Imperial army won Battle 3 they have driven the Eldar off the planet and move quickly to face the Tyranids. The Inquisitor arrives on planet just in time to give support. Karous also leads a small force to aid the Imperium and his help is reluctantly accepted as the Tyranid horde threatens to overwhelm the planet.

If the Imperium won Battle 3 then the following restrictions apply:

1. An Imperial army of up to 1,500 points may be chosen.
2. Up to 500 points of Space Marine detachments led by an Inquisitor Commander may be chosen. This part of the army starts in reserve, as described in the Battles Book [**Reserves** on page 121].
3. Up to 500 points of Eldar may be chosen led by a Farseer Commander. This part of the army always starts in reserve, as described in the Battles Book.

If the Eldar won Battle 3 then the Imperial forces were driven off. When they realise that a huge Tyranid horde is on the planet as well as the Eldar they abandon Dorlithe II. An Inquisitor leads a force to the planet to help the Eldar halt the Tyranids.

If the Eldar won Battle 3 then the following restrictions apply:

1. An Eldar force of up to 2,000 points may be chosen.
2. An Avatar must be chosen.
3. Up to 500 points of Space Marine detachments led by an Inquisitor may be included in the army in addition to the Eldar. This part of the army always starts in reserve.



The battle

The Tyranid Onslaught is a played as a *Meeting Engagement* battle. The rules for Meeting Engagement scenarios in the *Epic 40,000* Battles Book [**Battle 1: Meeting Engagement** on page 154] should be used with the following changes:

Setup

The allied forces have detachments in reserve as described above. The reserve rules say that even if the reserve rolls for all the detachments are failed then one detachment is always placed on the board. In this battle this is not the case as the main army does not know when its reserves are arriving. The reserve roll must be passed to bring any detachments onto the board.

Objectives

Both forces have the same objectives.

The allied force player places four *Protect* objectives within 45cm of his table edge. Each objective represents something that is important to the defence of the planet; it could be a communication device or an important battle bunker. Whatever you choose it to be, the Allied force are trying to defend it and the Tyranid swarm are trying to destroy it.

***Protect* objectives**

The allied force add 1 to their army morale in every Rally phase for each *Protect* objective that has not been destroyed.

The Tyranid player adds 5 to his morale ~~if~~ [each time] he destroys a *Protect* objective.

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Protect objective	-	-	-	2	6+	Damage Capacity 2



Game length and victory conditions

The player that reduces the opposing army's morale to 0 or less first wins the battle and the campaign!

If this hasn't happened by the end of the sixth turn, or if both player's army morale falls to 0 or less on the same turn, then the player with the highest morale wins.

If the ~~game is~~ [army morale totals are] a draw then the Tyranids are stopped and the allied forces are so crippled that they retreat from the planet. The Tyranids leave the planet just before it is fusion bombed from space.



The force of the Imperium proved too strong for Karous and his Eldar force. The mighty Imperial Titan marched through the Eldar's carefully planned defences and Space Marine infantry, supported by Lord Herdron's Planetary Defence Force, swept the last of the Eldar defenders out from their fortifications.

Believing that the Imperial forces were strong enough to face and destroy the Tyranid horde, Karous gave the order for the Eldar to retreat from the planet. Soon after, the Inquisition arrived on Dorlithe II and revealed the threat of the Tyranids to the Space Marine and Defence Force leaders. Finally understanding the situation, the Imperial forces deployed in defensive positions ready for an attack. Lord Herdron was never seen after the meeting.

Farseer Karous offered his aid to the defence of Dorlithe II after he saw the Imperial forces re-deploy. His offer was accepted by the Inquisition (if not whole-heartedly by the Space Marines and Planetary Defence Forces). As the allied army readied for battle, the sun was eclipsed by Tyranid Bio-ships and a terrible shadow was cast upon the planet.

Armies

All the rules and profiles you need to field an army.

[Content from Armies Book page 3.]

Welcome to the Armies book. In this volume you will find all the rules and profiles you need to field an army in the war-torn universe of *Epic 40,000*. From the sophisticated Eldar to the brutal Orks, the Imperium of Humanity to the insidious threat of Chaos and the all-consuming menace of the Tyranid hive fleet, all the details are here.

Designer's note: Suggested point limits

10–25% on flyers.

25–50% on war engines.

[Content from White Dwarf #215 page 99.]

Related information

Tactics and advice 395

Basics

Choosing and collecting an army

[Content from Armies Book page 3 to 6.]

Choosing an army

The first decision an *Epic 40,000* commander faces is "Which army should I collect?" The best course of action is to go with any gut instinct you might have. Find an army that you find visually appealing, for a start. After all, you will have to spend some time painting the models and if you find the miniatures exciting the task will be much easier. Included in the box are two ready-made armies for the Space Marines and Orks. It's a good idea to get these assembled and painted up first so that you can start playing as soon as possible. Once you've had a few games and have a feel for the rules, you might want to think about expanding your collection. If you decide you really like one of the armies in the box a good way to bolster the ranks is by swapping miniatures with somebody else. If you decide you like the rough and ready Orks best, find a Space Marine player who will swap his Ork models for your Space Marines.

Talking to veteran gamers is also another option. Although *Epic 40,000* is a new rules system, there are many players who have fought with the different races using other games systems, such as *Warhammer 40,000*, who will be able to give you an idea about the style of an army, even if they don't have the exact rules. If you like a swift, fluid force, then Eldar are an obvious choice as any player with a few battles under his belt will tell you. However, for solid, dependable troops, the army of the Imperium will probably be more to your liking. Whatever your choice, when it gets down to the crunch, it is you who is going to be fighting with the army so it is you who must make the final decision. No matter how much somebody tells you that one or another army is better, if you like an army then that's the one you should collect (you know best!).

Collecting an army

Epic 40,000's detachment system provides a simple and effective way to assemble your army. First of all, it's a good idea just to take the army list and make up some detachments. Don't worry about tactical considerations or what miniatures you will need just get used to the way a particular army list works and how the various troops are represented. You can always go back and modify your choices later. When you have some detachments you're happy with you can then start buying and painting the miniatures to make up that detachment. It is almost inevitable that you will alter the composition of certain detachments in the light of various victories and defeats.

You can field a surprisingly diverse number of detachments with relatively few models, with subtle changes making fairly substantial differences to their battlefield role. In time you will hopefully have chosen many detachments which will each have their own history of battles and from which you can choose your army. There are sample detachments included for each of the armies and more will appear in issues of White Dwarf magazine. All the sample detachments in this book are real detachments that have proved their mettle in countless battles.

In the many battles we have fought during the playtesting of *Epic 40,000*, we have found that it is more satisfying to select your army from a wide choice of pre-created detachments rather than choosing each detachment from scratch for the next battle. For this reason you will find a number of Detachment cards included in *Epic 40,000* which you can use to make a permanent record of your favourite detachments. Details of how to fill these in are given later. Using this method, it doesn't take long to select which of your detachments to bring to the battlefield.

Core force

For the purposes of actually starting your army, it's a good idea to choose a core force which will form the basis for your army. There should be a few detachments (about a 1,000 points and a war engine or two) which you think are essential to the army. For example, if you could never envision your army of the Imperium going to battle without an Imperial Guard Tank detachment with Leman Russ battle tanks and a Hellhound Flame Tank, this should be one of your core detachments. Concentrate on buying and painting these few detachments first and you will soon have a playable force. The two forces in the *Epic 40,000* box make ideal starting points.

Choose one detachment at a time, paint it and then play a few battles so you can refine its composition depending on how well it performs. While you're playing battles you can assemble the other detachments in your core force as well, so there's no need to wait before you can start playing. We've seen plenty of exciting battles with only a few hundred points on each side (as in the Gogard's Last Stand scenario) so don't wait, get stuck in! Each race has one or two classic war engines which you should aim to include in your army as soon as you've started sorting out your core detachments. For example, the Reaver and Warlord Battle Titans of the Imperium are invaluable gun platforms, while it's a rare Eldar War Host that goes into battle without at least one Phantom Titan.

Once you have your core force assembled you'll probably want more. After a few battles with your Ork Horde, you'll know that a squadron of Fighter-bomberz would be really handy. So, make up the detachment from the army list and collect the models. By adding a detachment at a time, your army will evolve along with your experience in battle. Sometimes, you'll need to go back and revise that core force when considering your new recruits. While it would be perfect if you could field every detachment you ever wanted, it's usually a good idea to mix and match vehicles and troops from different detachments. For example, if you had an Imperial Guard Tank detachment with six Leman Russ tanks included, you could always field them as support units for an Infantry detachment. This works well as long as you don't want to field both detachments at the same time. As mentioned earlier, you can field a wide range of tactically different formations with quite a small variety of units. As you continue to collect and paint detachments, perhaps from several different armies, you will be able to fight larger battles, and will have a wide selection of troops to choose from so your opponents will never quite know what to expect.

The miniatures range

The Citadel Miniatures Epic range is vast, encompassing a myriad of different troops, tanks and war engines. In *Epic 40,000* game terms, the subtle differences between many of these various configurations is of little or no consequence. On the massive war-torn battlefields that *Epic 40,000* represents, the differences between twin autocannons and a single battlecannon are so minor they become irrelevant. All that you need to know is that both these weapons have an equally devastating effect on the enemy. For this reason, many similar vehicles (and some infantry) have been placed in a 'catch-all' category that may encompass many marks and variants of a single vehicle, or a few similarly armed tanks.

A good example of this is the Ork Battlewagon. Every Battlewagon is an individual triumph of Ork ingenuity and design, but in terms of battle, they all have a similar effect. So, rather than produce exhaustive lists of which miniatures every category includes, the following unit descriptions simply give examples and indications as to what models you can use for a particular unit. Veteran gamers in particular will need to bear this in mind, as almost everything they already have in their army should, in some way, be usable with the *Epic 40,000* rules (so don't write letters to us moaning that we've "Left out the Bubble Chukka Speedsta" or anything — it's a Speedsta with a Death Ray). Also note that some names have been changed (to protect the innocent...) but it should be easy to work out what your models are called now by looking at the rules and descriptions (this applies to the Eldar mainly). Well, that's it, let's have a look at those troops and tanks...

Related information

Q&A: Choosing an army. 360

How to use the army lists

[Content from Armies Book page 7 to 8. Errata from Firepower #1 page 15.]

The units (tanks, infantry, etc.) in an *Epic 40,000* army are organised into one or more formations called **detachments**. A detachment is composed of a variety of different models which move and fight together during a battle. Exactly what you can put in a detachment is explained in the detachment army lists for each race. There are generally several different kinds of detachment a race can field, but this is explained in more detail later.

Detachment army lists

Each detachment must be picked using a detachment army list for the appropriate race. Only units from the same detachment list can be placed together in the same detachment.

A detachment breaks down into three main sections: the detachment's **Command**, its **Main Force** and its **Support**. The list tells you what you can choose for the different sections and the points values of the units.

Command

A detachment must include something to command it in order to form a detachment at all. The unit in command is the HQ and is always at the top of the chain of command for that detachment. A detachment may also include a psyker as part of its command. This is not essential to the command structure and in some armies (Orks for example) psykers are not actually in the chain of command at all.

Main force

The main force is what makes up the bulk of a detachment. The main force units can only be chosen from the Main Force section of the detachment list. The entries in the Main Force list represent a whole range of things from squads or mobs of infantry to individual vehicles, vehicle squadrons and artillery batteries.

Each entry lists the number of units the squad consists of, its points cost and any upgrades (like heavy weapons or jump packs, for example) which are available for it.

The army list may contain certain rare units which are only available in limited numbers per detachment. This will be noted on the army list by the entry saying 'up to one, two (or whatever)'. Other than this it is up to you the player (and commander of course) to decide on the size of the detachments in your force.

Support

Support slots represent units which, unsurprisingly, are chosen to support the main force in a standard detachment. In practice this means that the Support section will include units which are not in the main force list. Generally the number of support units you may field is limited by the size of the main force. Details of how this works are given in the army lists for each detachment.

War engine detachments

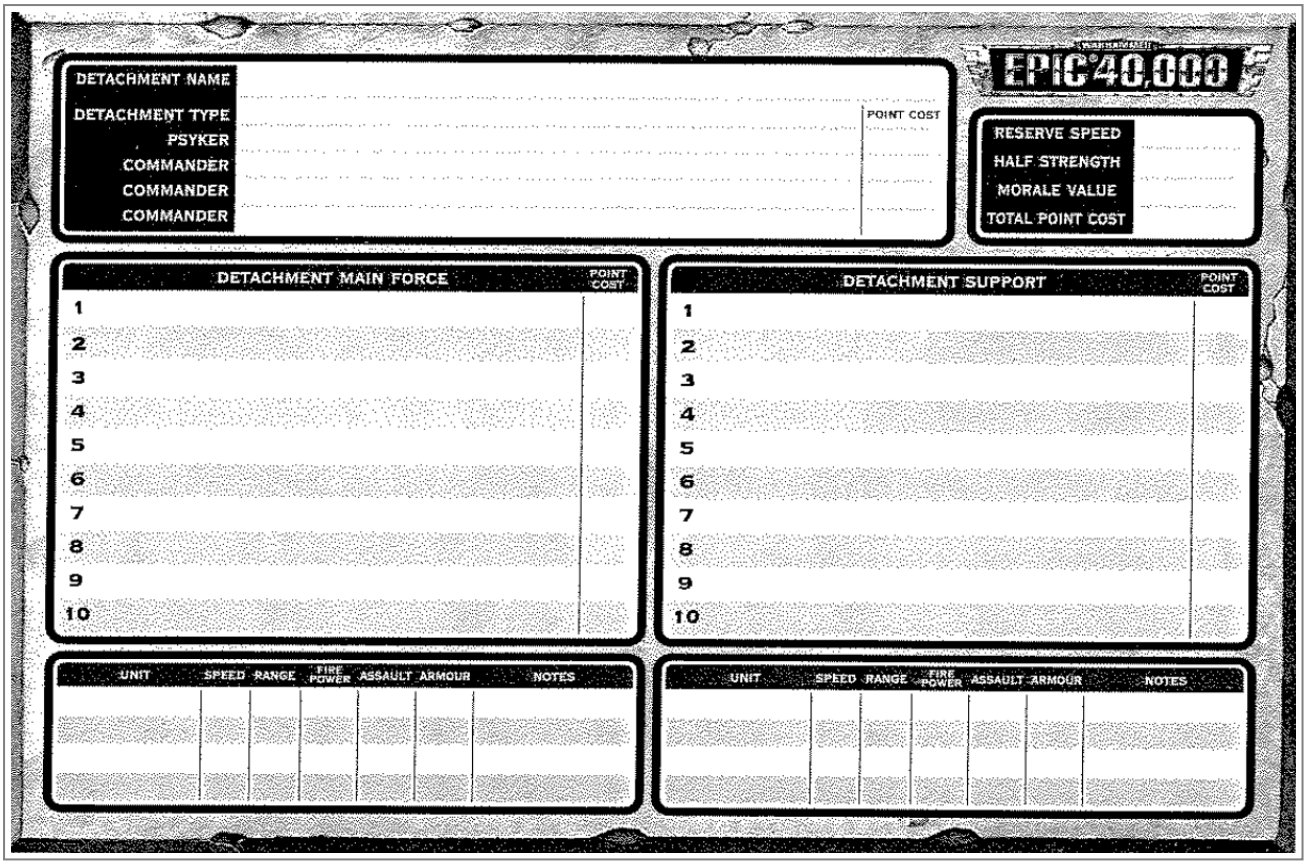
Detachments for war engines and supreme commanders are slightly different from the standard ones for tanks and infantry. A war engine 'detachment' will often be one model if it is a Battle Titan or Gargant. However, super heavy tanks and the like can be grouped into larger detachments.

Supreme commander detachments

Supreme commanders are inspirational leaders who out-rank the commanders of individual detachments. Their presence can greatly affect an army's fighting ability as their magnificent commander leads by example, exhorting his troops to greater efforts. Each army list includes an entry for the supreme commanders that a race can have. Each commander and his bodyguard function as a separate (if small) detachment.

Detachment card

It's convenient to write detachments down so that they can be used again, so we've included a standard Detachment card to fill out in conjunction with the army lists. The Detachment cards also include other game details such as its total points cost, morale value, reserve speed and half strength. These are explained fully at **Scenario special rules** on page 117 [Special Rules section of the Battles Book]. We've included enough lines to accommodate very large detachments — don't feel that you have to use them all! Detachment cards for specific races, particularly Tyranids, may look very different from this (examples of these are included later).



Important note. Regardless of where a unit is on the Detachment card it does not have to remain in proximity with units from the same or adjacent spaces when it is on the battlefield. There is no 'unit coherency' as such, only the advisability of sticking reasonably close to one's HQ.

Related information

Ready for Battle [force selection]. 395

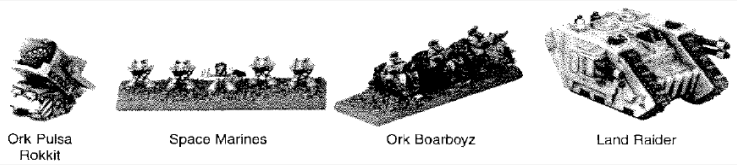
Squads, mobz, packs and all the rest

[Content from Armies Book page 9 to 10.]

In the army lists that follow there may be some terms you're unfamiliar with. So far all we've dealt with is detachments and units. However, in terms of organisation, units are normally combined together in larger formations, such as squads, which in turn are combined together to make up a detachment. The simplest example of this is the Space Marine squad. A Space Marine detachment is a group of squads. Each Space Marine squad consists of ten Space Marines. In *Epic 40,000* the squad is split into two units, each represented by five Space Marine models on a single base. Each 'slot' of your army card may include one of these squads, not necessarily just one unit.

Remember that one unit is a single base of infantry, a vehicle, a piece of field artillery or three cavalry models on one base. These are always counted as units and their organisation within the army list does not affect this. The fact that a unit may be part of a larger squad does not affect the way it acts on the battlefield — there is no squad coherency to maintain (other than staying within 30cm of the HQ), transports may carry troops from other squads and so on.

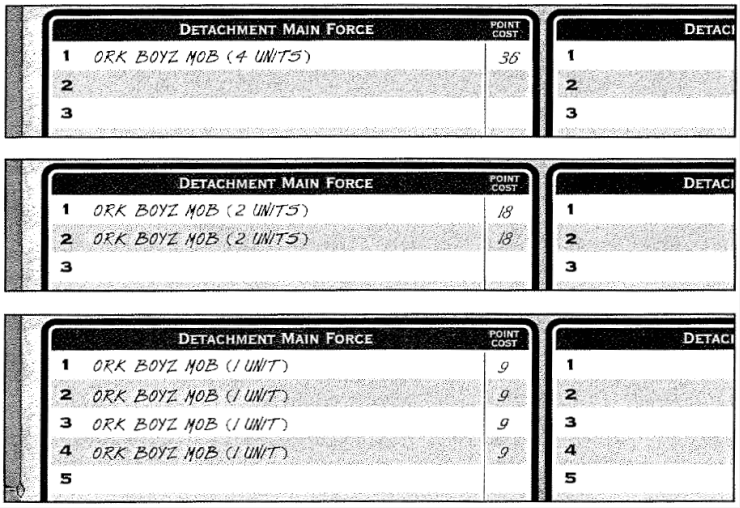
Example: Units



Each of these is a unit and to all intents and purposes acts independently within the detachment.

Some squads allow you to vary the number of units within it, such as Orks. An Ork squad (commonly known as a 'mob') is made up from one to four Ork units. If you choose to field four units of Orks these could be entered on one line of the Detachment card. Alternatively, you can fill two lines, each containing a mob of two units. At an extreme you could field four mobz, each of which is only five Orks strong, represented by a single Ork infantry unit in each slot.

Example: Number of units in a squad



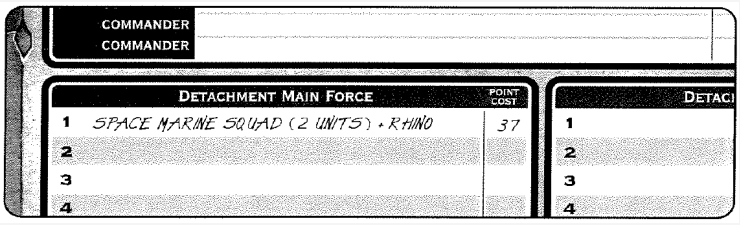
Each of these Detachment cards shows 4 units of Ork Boyz. The way you fill in your Detachment cards alters the number of support troops you can take but makes no difference on the battlefield.

Although we've used the term squads, for extra character other terms may be applied. Daemons come in packs, field artillery is organised into batteries, Orks have mobz, Land Speeders come in squadrons, and so on. Whatever the particular term, the same rules apply.

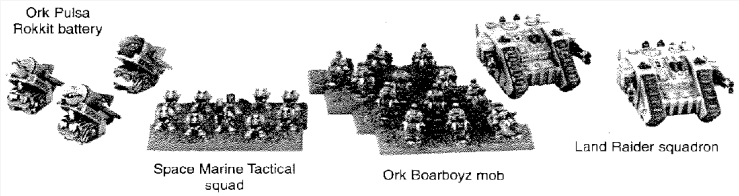
Each space on a Detachment card can be (and generally is) occupied by more than one unit.

Example: Spaces on Detachment cards

In a Space Marine detachment you could choose a Space Marine squad comprising two units of Space Marines and a Rhino which only occupies a single space on the Detachment card:



Example: Squads



Each of these is a squad, although they may have different names within the army list. Each is entered onto a single line on the Detachment cards.

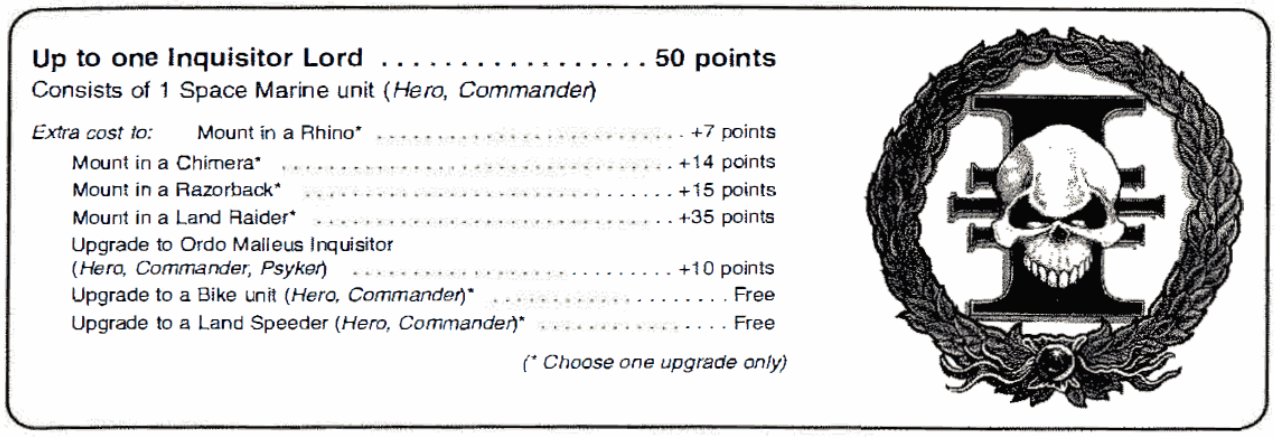
The example detachments included in the following army lists also show you how this works in practice.

Upgrades and special abilities

[Content from Armies Book page 11.]

Some troops (especially commanders) may have several options for including individuals which will allow them to have a special ability (such as Psyket') or to upgrade to a different type of unit altogether (they may be riding in a tank or a bike, for example). In the army lists that follow these options are listed under the main entry and may be combined in any way you wish unless stated otherwise.

For example, an Inquisitor Lord supreme commander has the following entry:



If you wanted your Inquisitor Lord to be a member of the Daemon-hunting Ordo Malleus, mounted on a bike, his final profile would be:

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Inquisitor Lord (Bike)	35cm	15cm	1	2 (4)	4+	*Hero*, *Supreme Commander*, *Psyker*

Allies

[Content from Armies Book page 12 to 13.]

Although all the races in the galaxy of the 41 st millennium have fought against each other during the Imperium's long history, temporary truces and alliances have been forged as well. For instance, many times have the Eldar united with the Imperium against a common foe, as seen during the Tyranid attack on Ichar IV. Similarly, Chaos Black Crusades often subjugate Ork worlds whose green-skinned inhabitants then ally themselves with the Chaos armies for the sheer prospect of fighting more battles.

In *Epic 40,000* allies are represented in a very simple way. Each race is treated as a wholly independent army, with its own supreme commander, detachment restrictions and so on. Agree a points value for the battle and choose your armies from the following lists. Allies work best if you have different players commanding each army and we strongly recommend that you limit their use to battles involving more than two players. The problems of co-ordinating attacks between two different forces is very challenging in itself. When you have two or more people controlling your armies there's scope for a whole range of problems, from trying to support each other's troops and compensate for your ally's weaknesses, to timing your attacks so that your troops don't end up stuck in the middle of the battlefield in one large target for the enemy!

Of course, there's no reason why you can't field allies with only one player on each side, though you'll have to have a good reason for them being there. Even two or more players with the same race can act as allies, representing the problems of battlefield communication over a wide area. There's a long list of possibilities you can explore!

It's nice to come up with a short history to explain why your battles occur and allies play a part in this. Having allied armies allows you to collect and field a wide range of Citadel miniatures and add colour to your battles. However, the option for having allies isn't intended to allow players to field 'super' armies that incorporate the best troops of all the armies available. You must agree with your opponent before the battle that allies are allowed and you should use common sense when selecting them. Allies really do help to create the atmosphere of the 41 st millennium but shouldn't be abused to give you some overwhelming tactical edge in the game itself.

If you are using the rules for **Army morale** on page 118 you can add the totals together to get an 'allied army morale'. Alternatively, you can treat each race individually. If part of an allied force is reduced to zero morale it will retreat as fast as possible, leaving its erstwhile comrades to face the enemy alone. It's up to you which method you prefer.

The following armies may fight on the same side:

Army of the Imperium and Eldar.

Orks and Chaos.

The Tyranids do not ally with anyone. They simply consume anything and everything in their path!

This being said, in the course of Imperium's millennia-long history most forces have allied, or been duped or coerced into fighting on the same side at one time or another. For example during the dark days of the Horus Heresy many Imperial armies rebelled against the Emperor and fought beneath the banner of Chaos. Likewise, in several campaigns the Imperium itself has supported certain Ork clans in their wars against other races. The only race which has always stood alone is the alien and implacable Tyranids, and even they have subverted defence forces and fomented rebellions through insidious subjugation by their Genestealer vanguard.

Limiting detachment types

[Content from Armies Book page 13.]

Epic 40,000 is a very flexible system that allows a massive range of battles to be fought. By agreeing to limit certain detachment types before the battle a whole plethora of simple scenarios can be created. They might not all be totally balanced, but nobody said war was fair!

For example, both players can agree to field war engines only, duelling it out with their races' largest war machines. Alternatively you can have one army fielding a disproportionate amount of flyers to represent a blitzkrieg attack with heavy air support — of course, your opponent will know this and probably invest heavily in some anti-aircraft guns.

The choices go on, such as limiting each army to no more than a set number of war engines, or perhaps putting a cap on the amount of points that can be spent on them. You might like to fight a battle with only vehicles and war engines or perhaps with infantry and nothing else. Some players, on the other hand, think that certain troops give an advantage or choices should be limited in order to represent a 'typical' army.

All of these options can be readily accommodated by the *Epic 40,000* rules and army lists. However, you'll have to agree all this with your opponent beforehand. Remember, the galaxy is a vast place full of many strange worlds and stranger people, and almost anything can and will happen!

Armies of the Imperium

Related information

Forces of the Imperium 15
More on the Imperium 37
For the Emperor! [Imperial tactics] 413
Fist of the Imperium [Space Marine tactics] 421
The Imperial Guard [tactics] 429

Imperial army list

[Content from Armies Book page 33 to 40. Errata from Firepower #1 page 12 and 15.]

Strategy Rating

The Army of the Imperium normally has a Strategy Rating of 4. This assumes Space Marines are fighting alongside Imperial Guard (including Imperial Navy aircraft) and/or Titans. If the force is completely made up of Space Marine detachments, its Strategy Rating is 5. If it comprises only Imperial Guard and/or Titan detachments, its Strategy Rating is lowered to 2.

Special rules

Designer's note: An aside for Imperial Guard players

[Content from Epic 40,000 #2 page 27.]

[Experimental rules]

Another thought that had struck me in relation to Imperial Guard infantry detachments is to show the tenacity their extensive HQ network lends them in 40K by applying a similar rule [that is, similar to the Orks' **Mob Rule** on page 269]. This is represented by them removing one additional Blast marker for each of their surviving HQ units in the Rally phase. Note this rule applies specifically to Imperial Guard **infantry detachments**.

Detachment lists

Supreme commander

Supreme Commander

Commanders

You may include up to 1 Supreme Commander.

Up to one Chapter Master: 50 points
Consists of 1 Space Marine unit (*Hero*, *Supreme Commander*)

- Mount in a Rhino: +7 points
- Mount in a Razorback: +15 points
- Mount in a Land Raider: +45 points
- Upgrade to Jump Packs (*Hero*, *Supreme Commander*, *Jump Packs*): Free
- Upgrade to a Bike unit (*Hero*, *Supreme Commander*): Free
- Upgrade to a Land Speeder (*Hero*, *Supreme Commander*): Free

(Note: Choose one upgrade only)

Up to one Imperial Guard Commissar-General: 40 points

[Comment: Should state here "Consists of 1 Imperial Guard unit (+*Hero*, *Supreme Commander*)"]

- Mount in a Chimera*: +14 points
- Upgrade to a Leman Russ* (*Hero*, *Supreme Commander*): +26 points

(Choose one upgrade only)*

Up to one Imperial Guard Colonel: 40 points
Consists of 1 Imperial Guard unit (*Hero*, *Supreme Commander*)

- Mount in a Chimera: +14 points
- Include a Primaris Psyker (*Hero*, *Supreme Commander*, *Psyker*): +10 points
- Upgrade to a Leman Russ (*Hero*, *Supreme Commander*): +26 points

(If you take a Chimera or a Primaris Psyker, you may not take a Leman Russ)

Up to one Inquisitor Lord: 50 points
Consists of 1 Space Marine unit (*Hero*, *Supreme Commander*)

- Mount in a Rhino*: +7 points
- Mount in a Chimera*: +14 points
- Mount in a Razorback*: +15 points
- Mount in a Land Raider*: +45 points
- Upgrade to Ordo Malleus Inquisitor (*Hero*, *Supreme Commander*, *Psyker*): +10 points
- Upgrade to a Bike unit (*Hero*, *Supreme Commander*)*: Free
- Upgrade to a Land Speeder (*Hero*, *Supreme Commander*)*: Free

(Choose one upgrade only)*

Space Marine Bodyguard

You may choose up to one Space Marine bodyguard squad or squadron for a Space Marine Chapter Master or Inquisitor Lord.

Space Marine Terminator squad: 19 points
Consists of 1 Space Marine unit (*Save*)

- Mount in a Land Raider: +45 points

Space Marine Bike squad: 10 points per unit
Consists of 1 to 3 Space Marine Bike units

Space Marine Land Speeder squadron: 20 points per unit
Consists of 1 to 3 Land Speeders

Space Marine Attack Bike squadron: 10 points per unit
Consists of 1 to 3 Attack bikes

Imperial Guard Bodyguards

You may choose up to two Imperial Guard bodyguard squads for an Imperial Guard Colonel, Commissar General or Inquisitor Lord.

Imperial Guard squad: 14 points
Consists of 2 Imperial Guard units

- Mount in a Chimera: +14 points

Imperial Guard Heavy Weapon squad: 14 points
Consists of 1 Imperial Guard unit (*Heavy Weapons*)

- Mount in a Chimera: +14 points

Ogryn squad: 10 points
Consists of 1 Ogryn unit

Rough Rider squad: 10 points
Consists of 1 Imperial Guard unit (*Cavalry*, *Assault*)

Notes: A Commander and his bodyguard form a single detachment.

Chain of Command: *Commander > bodyguard*

Space Marines

Space Marine detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to one Space Marine Captain: 25 points
Consists of 1 Space Marine unit (*Hero*)

- Mount in a Rhino*: +7 points
- Mount in a Razorback*: +15 points
- Mount in a Land Raider*:+45 points
- Upgrade to jump packs (*Hero*, *Jump Packs*)*: Free
- Upgrade to Bike unit* (*Hero*): Free

(Choose one upgrade only)*

Up to one Space Marine Librarian: 35 points
Consists of 1 Space Marine unit (*Psyker*, *Hero*)

- Mount in a Rhino*: + 7 points
- Mount in a Razorback*: +15 points
- Mount in a Land Raider*: +45 points
- Upgrade to jump packs (*Hero*, *Psyker*, *Jump Packs*)*: Free
- Upgrade to Bike unit (*Psyker*, *Hero*)*: Free

(Choose one upgrade only)*

Main Force

Choose up to **10** squads from the following list

Space Marine Terminator squad: 19 points
Consists of 1 Space Marine unit (*Save*)

- Mount in a Land Raider: +45 points

Space Marine squad: 30 points
Consists of 2 Space Marine units

- Mount in a Rhino: +7 points
- Upgrade both units to Assault troops (*Assault*, *Jump Packs*)*: +4 points
- Upgrade both units to Devastators (*Heavy Weapons*)*: +10 points

(* Choose one upgrade only)

Space Marine Bike squad: 10 points per unit
Consists of 1 to 3 Space Marine Bike units

Space Marine Scout Squad: 16 points
Consists of 1 Space Marine unit (*Infiltrators*)

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.

Space Marine Land Speeder squadron: 20 points per unit
Consists of 1 to 3 Land Speeders

Space Marine Attack Bike squadron: 10 points per unit
Consists of 1 to 3 Attack bikes

Support Weapon battery: 18 points per unit
Consists of 1 to 3 support weapons

Space Marine Dreadnought: 27 points

Space Marine Land Raider: 45 points

Space Marine Predator: 27 points

Space Marine Razorback: 15 points

Space Marine Whirlwind: 26 points

Space Marine Vindicator: 22 points

Notes: If a Space Marine detachment consists only of Space Marine infantry units it may be deployed using drop pods (see **Drop pods** on page 122 and **FAQ: Walkers** on page 342). Space Marines may always deploy in drop pods, regardless of the scenario being played.

Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of Command: *Captain > Librarian > Terminators > Space Marines > Any other unit.*

Space Marine Armour detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to 1 Space Marine Captain: 25 points
Consists of 1 Space Marine unit (*Hero*)

- Mount in a Rhino*: +7 points
- Mount in a Razorback*: +15 points
- Mount in a Land Raider*: +45 points
- Upgrade to Bike unit (*Hero*)*: Free

(Choose one upgrade only)*

Up to 1 Space Marine Librarian: 35 points
Consists of 1 Space Marine unit (*Psyker*, *Hero*)

- Mount in a Rhino*: +7 points
- Mount in a Razorback*: +15 points
- Mount in a Land Raider *: +45 points
- Upgrade to Bike unit (*Psyker*, *Hero*)*: Free

(Choose one upgrade only)*

Main Force

Choose up to **10** squadrons from the following list.

Space Marine Land Speeder squadron: 20 points per unit
Consists of 1 to 3 Land Speeders

Space Marine Attack Bike squadron: 10 points per unit
Consists of 1 to 3 Attack bikes

Space Marine Land Raider Squadron: 45 points per unit
Consists of 1 to 3 Space Marine Land Raiders

Space Marine Predator squadron: 27 points per unit
Consists of 1 to 3 Space Marine Predators

Space Marine Whirlwind squadron: 26 points per unit
Consists of 1 to 3 Space Marine Whirlwinds

Space Marine Razorback squadron: 15 points per unit
Consists of 1 to 3 Space Marine Razorbacks

Space Marine Vindicator squadron: 22 points per unit
Consists of 1 to 3 Space Marine Vindicators

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.

Space Marine Terminator squad: 19 points
Consists of 1 Space Marine unit (*Save*)

- Mount in a Land Raider: +45 points

Space Marine squad: 30 points
Consists of 2 Space Marine units

- Mount in a Rhino: + 7 points
- Upgrade both units to Assault troops (*Assault*, *Jump Packs*)*: +4 points
- Upgrade both units to Devastators (*Heavy Weapons*)*: +10 points

(Choose one only)*

Space Marine Bike squad: 10 points per unit
Consists of 1 to 3 Space Marine Bike units

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

Chain of Command: *Captain > Librarian > Land Raiders > Land Speeders > Any other unit.*

Imperial Guard

Imperial Guard infantry detachment

[Includes 'Option 3' tweaks from Firepower #3 page 25, later made 'Official'.]

Command

You must choose at least one command squad.

Up to 3 Command Squads: 32 points
Consists of 1 Imperial Guard unit

- Include a Captain (*Hero*): +5 points
- Include a Primaris Psyker (*Psyker*): +10 points
- Mount in a Chimera: + 14 points
- Upgrade to Rough Riders (*Assault*, *Cavalry*)**: +4 points

*** Note: If you choose Rough Riders, this is the only extra choice you may take.*

Main Force

Choose up to **3** squads from the following list for each command squad chosen.

Imperial Guard Squad: 14 points
Consists of 2 Imperial Guard units

- Include a Commissar (*Hero*) in one unit: +6 points
- Mount in a Chimera: +14 points

Imperial Guard Heavy Weapon Squad: 14 points
Consists of 1 Imperial Guard unit (*Heavy Weapons*)

- Include a Commissar (*Hero*): +6 points
- Mount in a Chimera: +14 points

Rough Rider Squad*: 10 points
Consists of 1 Imperial Guard unit (*Assault*, *Cavalry*)

*(*See notes below)*

Support

Make up to **9** choices from the following list, but you may not exceed the number of choices made on the Main Force list.

Imperial Guard Squad: 14 points
Consists of 2 Imperial Guard units

- Include a Commissar (*Hero*) in one unit: +6 points
- Mount in a Chimera: +14 points

Support (continued)

Imperial Guard Heavy Weapon Squad: 14 points
Consists of 1 Imperial Guard unit (*Heavy Weapons*)

- Include a Commissar (*Hero*): +6 points
- Mount in a Chimera: +14 points

Ratling Squad: 8 points
Consists of 1 Imperial Guard unit (*Infiltrators*)

Ogryn Squad: 10 points
Consists of 1 Ogryn unit

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

Support Weapon Battery: 18 points per unit
Consists of 1 to 3 support weapons

Leman Russ Battle Tank: 32 points

Demolisher Support Tank: 22 points

Griffon Mortar: 19 points

Hell hound Flame Tank: 12 points

Hydra Flak Tank: 28 points

Notes: If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. Rough Riders may only be chosen as Main Force squads if the detachment includes at least one Rough Rider Command Squad, otherwise they are chosen as Support units.

Chain of Command: *Captain > Command Squad > Any squad including a Commissar > Imperial Guard > Any other unit.*

Imperial Guard Tank detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Main Force

Choose up to **10** squadrons from the following list.

Leman Russ Squadron: 32 points per unit
Consists of 1 to 3 Leman Russ battle tanks

Demolisher Squadron: 22 points per unit
Consists of 1 to 3 Demolisher support tanks

Griffon Squadron: 19 points per unit
Consists of 1 to 3 Griffon mortars

Hellhound Squadron: 12 points per unit
Consists of 1 to 3 Hellhound flame tanks



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.

Imperial Guard squad: 14 points
Consists of 2 Imperial Guard units

- Include a Commissar (*Hero*) in one unit: +6 points
- Mount in a Chimera: +14 points

Imperial Guard Heavy Weapon squad: 14 points
Consists of 1 Imperial Guard unit (*Heavy Weapons*)

- Include a Commissar (*Hero*): +6 points
- Mount in a Chimera: +14 points

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

Support Weapon battery: 18 points per unit
Consists of 1 to 3 support weapons

Heavy Artillery unit: 41 points

Siege artillery unit: 54 points

Deathstrike missile launcher: 53 points

Hydra flak tank: 28 points

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

Chain of Command: *Leman Russ Tank > Any Main Force unit > Any other unit.*

Imperial Guard Artillery detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Main Force

Make up to **10** choices from the following list.

Heavy artillery unit: 41 points

Siege artillery unit: 54 points

Deathstrike missile launcher: 53 points

Griffon squadron: 19 points per unit
Consists of 1 to 3 Griffon mortars

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.

Imperial Guard squad: 14 points
Consists of 2 Imperial Guard units

- Include a Commissar (*Hero*) in one unit: +6 points
- Mount in a Chimera: +14 points

Imperial Guard Heavy Weapon squad: 14 points
Consists of 1 Imperial Guard unit (*Heavy Weapons*)

- Include a Commissar (*Hero*): +6 points
- Mount in a Chimera: +14 points

Leman Russ squadron: 32 points per unit
Consists of 1 to 3 Leman Russ battle tanks

Hydra Flak tank: 28 points

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

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

Imperial war engines

Imperial Titan Legion detachment

War Engines

Make one choice only.

One or Two Warhound Titans: 200 points each

Reaver Titan: 390 points

Warlord Titan: 555 points

Adeptus Mechanicus Ordinatus: 200 points

Imperator Titan: 900 points

Chain of Command: *Not applicable*

Imperial Guard Super Heavy Tank Company

Command

1 War Engine HQ: See below

Notes: Select one war engine from the company to act as the HQ.

War Engines

Make one choice only.

Leviathan: 330 points

One to four Super Heavy Tanks: 110 points each

Chain of Command: *HQ > Any other war engine in the detachment.*

Imperial flyers

Imperial Air detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Main Force

Make up to **10** choices from the following list.

Thunderhawk: 80 points

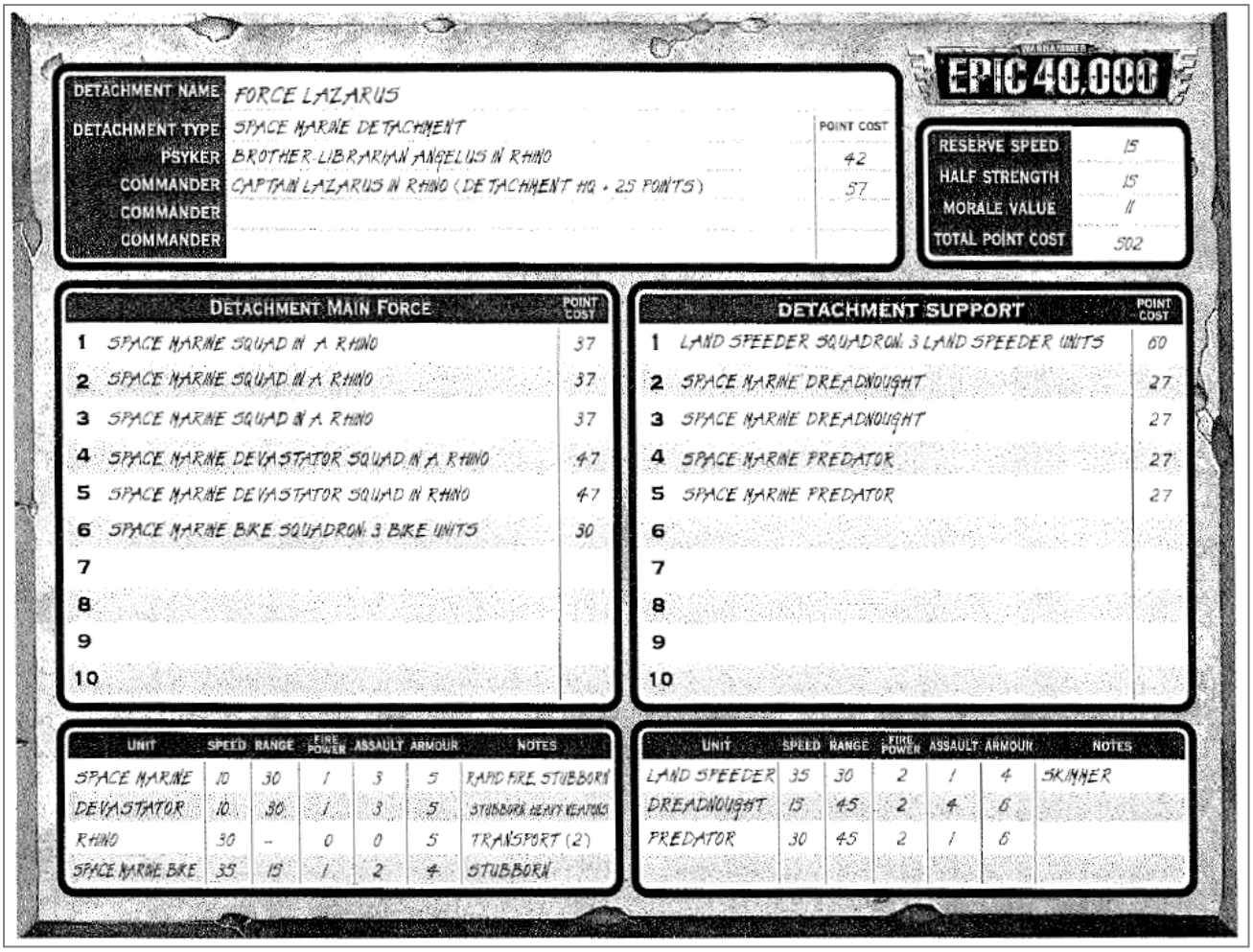
Marauder: 45 points

Thunderbolt: 30 points

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

Chain of Command: *HQ > Any other unit in the detachment..*

Force Lazarus [example detachment]



DETACHMENT NAME	FORCE LAZARUS	
DETACHMENT TYPE	SPACE MARINE DETACHMENT	POINT COST
PSYKER	BROTHER-LIBRARIAN ANGELUS IN RHINO	42
COMMANDER	CAPTAIN LAZARUS IN RHINO (DETACHMENT HQ + 25 POINTS)	57
COMMANDER		
COMMANDER		

EPIC 40,000

RESERVE SPEED	15
HALF STRENGTH	15
MORALE VALUE	11
TOTAL POINT COST	502

DETACHMENT MAIN FORCE		POINT COST
1	SPACE MARINE SQUAD IN A RHINO	37
2	SPACE MARINE SQUAD IN A RHINO	37
3	SPACE MARINE SQUAD IN A RHINO	37
4	SPACE MARINE DEVASTATOR SQUAD IN A RHINO	47
5	SPACE MARINE DEVASTATOR SQUAD IN RHINO	47
6	SPACE MARINE BIKE SQUADRON: 3 BIKE UNITS	30
7		
8		
9		
10		

DETACHMENT SUPPORT		POINT COST
1	LAND SPEEDER SQUADRON: 3 LAND SPEEDER UNITS	60
2	SPACE MARINE DREADNOUGHT	27
3	SPACE MARINE DREADNOUGHT	27
4	SPACE MARINE PREDATOR	27
5	SPACE MARINE PREDATOR	27
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
SPACE MARINE	10	30	1	3	5	RAPID FIRE, STUBBORN
DEVASTATOR	10	30	1	3	5	STUBBORN, HEAVY WEAPONS
RHINO	30	–	0	0	5	TRANSPORT (2)
SPACE MARINE BIKE	35	15	1	2	4	STUBBORN

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
LAND SPEEDER	35	30	2	1	4	SKIMMER
DREADNOUGHT	15	45	2	4	6	
PREDATOR	30	45	2	1	6	

Related information

Q&A: Imperial Guard 361
Q&A: Space Marines 362
Imperial army list extras 220

Imperial army list extras

[Content from various sources, as detailed below, with points adjustments where appropriate to align with errata from Firepower #1 page 12 and 15.]

Space Marine Chapter-specific detachments

Blood Angels

Death Company

[Content from Firepower #2 page 7.]

[Official rules]

The Blood Angels Chapter have a mysterious genetic flaw. The death of their Primarch, Sanguinius, at the hands of Horus has left an eternal, indelible mark upon their souls. On the eve of a battle a Blood Angels trooper may be affected by the Black Rage, an all-consuming hatred of his enemies that turns him into a savage killer, able to withstand wounds that would normally fell even a mighty Space Marine. Those afflicted by the curse are assembled into a single company, led by a Chaplain. This is the Death Company.

You can include up to one Death Company detachment in your army if you wish.

Blood Angels: Death Company detachment

Command

You must choose a Chaplain to lead the detachment.

One Blood Angels Chaplain: 51 points
Consists of 1 Space Marine unit (*Hero*)

- Mount in a Rhino*: +7 points
- Mount in a Razorback*: +15 points
- Mount in a Land Raider*:+45 points
- Upgrade to jump packs (*Hero*, *Jump Packs*): Free

(Choose one upgrade only)*

Up to one Space Marine Librarian: 35 points
Consists of 1 Space Marine unit (*Psyker*, *Hero*)

- Mount in a Rhino*: + 7 points
- Mount in a Razorback*: +15 points
- Mount in a Land Raider*: +45 points
- Upgrade to jump packs (*Hero*, *Psyker*, *Jump Packs*): Free

(Choose one upgrade only)*

Main Force

Choose up to **10** squads from the following list.

Blood Angels Death Company squad: 20 points
Consists of 1 Space Marine unit (*Save*, *Assault*, *Rampage*)

- Mount in a Rhino: +7 points
- Upgrade to jump packs (*Jump Packs*): +2 points

Notes: If a Death Company detachment consists only of infantry units it may be deployed using drop pods (see **Drop pods** on page 122). They may always deploy in drop pods, regardless of the scenario being played.

If the original HQ is eliminated the next unit in the chain of command below becomes the new HQ. If the Death Company have no HQ then they automatically go onto Assault orders, rather than being out of command as normal.

Chain of Command: *Chaplain > Librarian > Any other unit.*

Dark Angels

Ravenwing

[Content from Firepower #2 page 9.]

[Official rules]

The 2nd Company of the Dark Angels Chapter is known as the Ravenwing and is essentially a reconnaissance company. It is made up of Land Speeders and Bike squadrons. Detachments from its ranks are used in a scouting or fast attack role, where speed is more important than armour or raw firepower. The riders and pilots of the Ravenwing are extremely skilled, and the efficiency with which they handle their machines enables them to dodge incoming shots, maximise cover and make it very difficult for the enemy to target them.

To represent this lessened vulnerability, the obvious choice would be to increase the Armour value of the troops involved. However, when a rider or driver is concentrating on enemy fire, their accuracy will obviously be hampered somewhat. Already there was a solution to this though, from the rules for troops on Assault orders. Assaulting troops are dedicating themselves to closing with the enemy, so their Firepower is halved. This seemed a reasonable limiting factor — the Ravenwing are concentrating on making themselves difficult targets so the same penalty doesn't seem unreasonable.

Because of this limiting factor, the Ravenwing's special ability [**Ravenwing** on page 96] shouldn't really cost them any points at all. After all they are sacrificing one thing to gain another. However, the very fact that they have this skill gives them a greater deal of flexibility and obviously makes them proportionately better in their preferred situation (racing around near the enemy) so some points increase would be needed (nothing comes free!). A straightforward addition of 2 points to all the troops with this skill seemed very reasonable, putting it into a similar area to the *Jump Packs* special ability which generally costs around 2 points per unit too.

You can include as many Ravenwing detachments in your army as you wish. However, you should note that the Ravenwing is just a single company and can muster a maximum of 50 units (split as you wish). This limit is only possible if the entirety of the Ravenwing is present on one battlefield (a rare occurrence indeed!).

Dark Angels: Ravenwing detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to one Master of Ravenwing: 21 points
Consists of 1 Space Marine Bike unit (*Hero*, *Ravenwing*)

Upgrade to Land Speeder (*Hero*, *Ravenwing*): +10 points

Up to 1 Space Marine Librarian: 31 points
Consists of 1 Space Marine Bike unit (*Psyker*, *Hero*, *Ravenwing*)

Upgrade to Land Speeder (*Hero*, *Psyker*, *Ravenwing*): +10 points

Main Force

Choose up to **10** squads from the following list.

Ravenwing Bike Squadron: 12 points per unit
Consists of 1 to 3 Space Marine Bike units (*Ravenwing*)

Land Speeder Squadron: 22 points per unit
Consists of 1 to 3 Land Speeders (*Ravenwing*)

Attack Bike Squadron: 12 points per unit
Consists of 1 to 3 Attack Bikes (*Ravenwing*)

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. A Ravenwing Detachment has no support units.

Chain of Command: *Master of Ravenwing > Librarian > Land Speeder > Any other unit.*

Deathwing

[Content from Firepower #2 page 14.]

[Official rules]

You may include as many Deathwing detachments in your army as you wish. However, you should note that the Deathwing is a single company and can muster a maximum of 20 units, not including command units (i.e.: Deathwing Master and Librarian), Land Raiders, or support units. No matter how many Deathwing detachments you have there can only be 1 Master of the Deathwing. Each detachment, however, is allowed to take a Librarian. If you do have other Deathwing detachments just follow the chain of command to see who is in control of each detachment. [See also **Deathwing** on page 93]

Dark Angels: Deathwing detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to one Master of Deathwing: 30 points
Consists of 1 Terminator unit (*Hero*, *Deathwing*)

Mount in a Land Raider: +45 points

Up to 1 Deathwing Librarian: 40 points
Consists of one Terminator unit (*Psyker*, *Hero*, *Deathwing*)

Mount in a Land Raider: +45 points

Main Force

Choose up to **10** squads from the following list.

Deathwing Terminator Squad: 24 points
Consists of 1 Terminator unit (*Save*, *Deathwing*)

Mount in a Land Raider: +45 points

Support

Make up to **5** choices from the following list, but you may not exceed the number of choices made on the Main Force list.

Space Marine Dreadnought: 27 points

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

Chain of Command: *Master of Deathwing > Librarian > Terminator > Any other unit.*

White Scars

[Content from Firepower #2 page 10 to 11.]

[Official rules]

The White Scars' Primarch, Jaghatai Khan, was raised on a primitive planet inhabited by tribes of nomadic warriors. His superior physical abilities and strategic genius allowed him to weld together a coalition of tribesmen to fight against the growing power of a Chaos cult that was spreading through the east of the major continent. In a final on the Lon-Suen plains, Jaghatai led fifteen thousand horsemen in a gallant charge against the crude gunpoweder cannons of the Chaos cultists. Despite horrendous losses the charge smashed the enemy. The fierce Mathuli tribesmen cut down the cultists as they tried to flee, butchering every last one of them. In the following decade Jaghatai Khan went on to conquer much of the planet, before the Emperor arrived and, eventually, the Primarch was welcomed back into the Imperium. When the White Scars were founded it was from the fiercely proud Mathuli that they drew their first recruits.

The White Scars are famous for launching lightning fast hit-and-run attacks against their enemy — they are masters of lightning warfare. There were a few possibilities available to represent this, such as allowing a second move in the Assault phase when on special orders, or allowing them to double their Speed at a cost of firepower. However, I thought that this didn't capture the character of the White Scars, since really the detachment should get involved in a close quarter fight at some time (ie a firefight or assault). The *Hit and Run* special rule [**Hit and Run** on page 94] captures the feel of these rapid strikes and nicely complements the mobile White Scars detachments. Like the Ravenwing, this enables White Scars to excel at particular types of attacks, but it is useful rather than powerful.

An army of the Imperium may include as many White Scars detachments as you wish. White Scars do not have any Armour detachments.

White Scars detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to one Khan: 26 points
Consists of 1 Space Marine unit (*Hero*)

The Khan must have one of the following:

- Mount in a Rhino*: +8 points
- Mount in a Razorback*: +16 points
- Mount in a Land Raider*:+46 points
- Upgrade to jump packs (*Hero*, *Jump Packs*)*: +4 points
- Upgrade to Bike unit (*Hero*)*: Free
- Upgrade to Land Speeder (*Hero*)*: Free

(Choose one upgrade only)*

Up to one Brother Priest: 36 points
Consists of 1 Space Marine Bike unit (*Psyker*, *Hero*)

The Brother Priest must have one of the following:

- Mount in a Rhino*: +8 points
- Mount in a Razorback*: +16 points
- Mount in a Land Raider*:+46 points
- Upgrade to jump packs (*Hero*, *Psyker*, *Jump Packs*)*: +4 points
- Upgrade to Bike unit (*Psyker*, *Hero*)*: Free
- Upgrade to Land Speeder (*Psyker*, *Hero*)*: Free

(Choose one upgrade only)*

Main Force

Choose up to **10** squads from the following list.

White Scars Terminator Squad: 66 points
Consists of 1 Space Marine unit (*Save*) in Land Raider

White Scars Squadron: 30 points
Consists of ~~1~~ 2 Space Marine units

[Comment: '1' was clearly a typographical mistake in the original.]

The White Scars squad must have at least one of the following:

- Mount in a Rhino*: +8 points
- Upgrade to Assault troops (*Assault*, *Jump Packs*): +8 points

White Scars Bike squad: 11 points per unit
Consists of 1 to 3 Space Marine Bike units

White Scars Land Speeder Squadron: 21 points per unit
Consists of 1 to 3 Land Speeders

White Scars Attack Bike Squadron: 11 points per unit
Consists of 1 to 3 Attack Bikes

White Scars Scout Squad: 17 points
Consists of 1 Space Marine unit (*Infiltrators*)

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.

White Scars Land Raider: 45 points

White Scars Predator: 27 points

White Scars Razorback: 15 points

White Scars Whirlwind: 26 points

White Scars Vindicator: 22 points

Notes: If a Space Marine detachment consists only of Space Marine infantry units it may be deployed using drop pods (see **Drop pods** on page 122). Space Marines may always deploy in drop pods, regardless of the scenario being played. Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of Command: *Khan > Brother Priest > Terminators > White Scars > Any other unit.*

Space Wolves

[Content from Firepower #2 page 12 to 13.]

[Official rules]

Space Wolves are renowned for their ferocity and skill in close combat. Even the heavy weapon squads of the Long Fangs are fearsome opponents in the thick of close quarter fighting. Rather than having ten standard Companies, the Space Wolves have twelve Great Companies, each of which comprises Long Fangs heavy weapon squads, Grey Hunters and Blood Claws. Each Great Company is a self-contained fighting organisation, with its own transports, armoured vehicles and support.

The Space Wolves are excellent fighters in close combat and the best way to represent this is by an increase to their Assault value. First of all I considered giving everybody the *Assault* special rule, but decided against this for two reasons. Firstly, the *Assault* rules not only increases a unit's Assault value, but also reduces their Range to 15cm [Comment: Moot point since the rule was updated with errata]. For certain troops, most notably heavy weapon-armed Long Fangs, this seemed inappropriate. Secondly, if everybody had the *Assault* specialist ability, how would you differentiate the dedicated assault troops of the Blood Claws squad? In the end it seemed reasonable to create the new *Space Wolves* special rule, just like the *Ravenwing* rule.

An Army of the Imperium may include as many Space Wolves detachments as you wish. Space Wolves Armour detachments are chosen from the normal Space Marine Armour detachment list (note that Space Wolves tanks do not benefit from the *Space Wolves* special rule [**Space Wolves** on page 97]).

Space Wolves detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to one Wolf Lord: 27 points
Consists of 1 Space Marine Bike unit (*Hero*, *Space Wolves*)

- Mount in a Rhino*: +7 points
- Mount in a Razorback*: +15 points
- Mount in a Land Raider*:+45 points
- Upgrade to Bike unit (*Hero*, *Space Wolves*)*: Free

(Choose one upgrade only)*

Up to one Space Wolves Rune-Priest: 37 points
Consists of 1 Space Marine unit (*Psyker*, *Hero*, *Space Wolves*)

- Mount in a Rhino*: +7 points
- Mount in a Razorback*: +15 points
- Mount in a Land Raider*:+45 points
- Upgrade to Bike unit (*Psyker*, *Hero*, *Space Wolves*)*: Free

(Choose one upgrade only)*

Main Force

Choose up to **10** squads from the following list.

Wolf Guard Terminator squad: 21 points
Consists of 1 Space Marine unit (*Save*, *Space Wolves*)

- Mount in a Land Raider: +45 points
- Upgrade to heavy weapons (*Save*, *Space Wolves*, *Heavy Weapons*): +6 points

Grey Hunter squad: 34 points
Consists of 2 Space Marine units (*Space Wolves*)

- Mount in a Rhino: +7 points

Blood Claws squad: 36 points
Consists of 2 Space marine units (*Assault*, *Rampage*,*Space Wolves*)

- Mount in a Rhino: +7 points
- Upgrade to jump packs (*Assault*, *Rampage*, *Jump Packs*, *Space Wolves*): +4 points

Long Fang squad: 22 points
Consists of 1 Space Marine units (*Space Wolves*, *Heavy Weapons*)

- Mount in a Rhino: +7 points

Blood Claws Bike squad: 10 points per unit
Consists of 1 to 3 Space Marine Bike units (*Space Wolves*)

Wolf Scout squad: 16 points
Consists of 1 Space Marine unit (*Space Wolves*, *Infiltrators*)

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.

Blood Claws Land Speeder squadron: 22 points per unit
Consists of 1 to 3 Land Speeders (*Space Wolves*)

Attack Bike squadron: 12 points per unit
Consists of 1 to 3 Attack bikes (*Space Wolves*)

Support Weapon battery: 18 points per unit
Consists of 1 to 3 support weapons

Dreadnought: 27 points

Land Raider: 45 points

Predator: 27 points

Razorback: 15 points

Whirlwind: 26 points

Vindicator: 22 points

Notes: If a Space Wolves detachment consists entirely of infantry units it may be deployed using drop pods (see **Drop pods** on page 122 and **FAQ: Walkers** on page 342). Space Marines may always deploy in drop pods, regardless of the scenario being played.

Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of Command: *Wolf Lord > Rune Priest > Wolf Guard > Space Wolves > Any other unit.*

Adeptus Mechanicus detachments

Adeptus Mechanicus

[Content from Firepower #1 page 7 to 9.]

[Official rules]

Adeptus Mechanicus detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

One Command squad: 32 points
Consists of 1 Hypasist unit

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

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

*(** Choose one only)*

Main Force

Make up to **10** choices from the following list.

Hypasist squad: 14 points
Consists of 2 Hypasist units

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

Sagitarii squad: 14 points
Consists of 1 Hypaspist unit (*Heavy Weapons*)

- Mount in a Chimera: +14 points

One Sentinel squadron: 8 points per unit
Consists of 1 to 5 Sentinels

One Leman Russ battle tank: 32 points

Support

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

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

One Demolisher support tank: 22 points

One Griffon mortar: 19 points

One Hellhound flame tank: 12 points

One Hydra flak unit: 28 points

One Knight: 28 points

One Castellan: 38 points

Support weapon battery: 13 points per unit
Consists of 1 to 3 support weapons

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

Chain of Command: *Command HQ > Castellan > Knight > Praetorian > Any other unit [Comment: Except Robots].*

Adeptus Mechanicus Cataphract detachment

Command

You must choose a commander.

1 Command Knight: 53 points
Consists of 1 Knight unit

Upgrade to Castellan: +10 points

Main Force

Make up to **10** choices from the following list.

One Knight: 28 points

One Castellan: 38 points

Leman Russ squadron: 32 points per unit
Consists of 1 to 3 Leman Russ

Demolisher squadron: 22 points per unit
Consists of 1 to 3 Demolishers

Griffon squadron: 19 points per unit
Consists of 1 to 3 Griffons

Hellhound squadron: 12 points per unit
Consists of 1 to 3 Hellhounds

Hydra battery: 28 points per unit
Consists of 1 to 3 Hydras

Support

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

Mechanised Hypaspist squad: 28 points
Consists of 2 Hypaspist units mounted in a Chimera

Upgrade to Praetorians (*Stubborn*, *Assault*): +6 points

Mechanised Sagitarii squad: 28 points
Consists of 1 Hypaspist unit (*Heavy Weapons*) mounted in a Chimera

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

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

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

Chain of Command: *Command Knights > Castellan > Knight > Any other unit [Comment: Except Robots].*

Adeptus Mechanicus Ballisterai detachment

Command

You must choose a commander.

1 Command HQ (See notes): +25 points

Main Force

Make up to **10** choices from the following list.

Heavy artillery unit: 41 points

Siege artillery unit: 54 points

Deathstrike missile launcher: 53 points

Griffon squadron: 19 points per unit
Consists of 1 to 3 Griffon mortars

Support weapon battery: 13 points per unit
Consists of 1 to 3 support weapons

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

Support

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

Hypasist squad: 14 points
Consists of 2 Hypasist units

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

Sagitarii squad: 14 points
Consists of 1 Hypaspist unit (*Heavy Weapons*)

- Mount in a Chimera: +14 points

One Sentinel squadron: 8 points per unit
Consists of 1 to 5 Sentinels

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

Chain of Command: *Command Knights > Castellan > Knight > any other unit. [Comment: Clearly an error here, as this detachment has no knight options.]*

Adeptus Arbites detachments

Adeptus Arbites

[Content from Firepower #1 page 16 and 19.]

[Experimental rules]

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

Adeptus Arbites detachment

Command

You must choose one command squad.

Up to 2 Judges]: 40 points [Comment: …'per unit']
Consists of 1 Judge unit.

Mount in a Gorgon: +14 points

Main Force

Choose up to **10** squads from the following list.

Adeptus Arbites Squad: 18 points
Consists of 2 Arbitrator units

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

Support

Make up to **10** choices from the following list [Comment: …'but you may not exceed the number of choices made on the Main Force list.']

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

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

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

[Comment: Chain of Command…?]

Penal Legion detachments

Penal Legion
[Content from Firepower #3 page 78.]

[Experimental rules]

Penal Legions can be used with any Army of the Imperium. A pure Penal Legion force has a Strategy Rating of 2, but should be treated as the Imperial Guard when part of an Army of the Imperium.

Penal Legion detachment

Command

You must choose a commander.

1 Penatante Prefect: 38 points
Consists of 1 Arbitrator unit (*Hero*)

Mount in a Rhino*: +7 points
Mount in a Chimera*: +14 points

(Choose only 1 option)*

Main Force

Choose up to **10** squads from the following list.

Penal Squad: 8 points per unit
Consists of 1 to 2 Penal Troops units

Mount in a Chimera: +14 points

(Choose one only)*

Support

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

Human Bombs: 5 points

Cyborg Berserkers: 31 points

Support Weapon: ~~13~~ 18 points per unit

Chain of Command: *Penatante Prefect > Penal Troops*

Ordo Malleus detachments

Ordo Malleus

[Content from Firepower #3 page 31.]

[Experimental rules]

The Ordo Malleus is a secret order within the Inquisition. Their role is very specific, they are daemon hunters. Their task is to find and fight daemons be it with weapons or to match wills with psychic attacks. All Ordo Malleus Inquisitors are potent psykers and all have tremendous mental resolve. They have at their disposal an array of weapons, such as Psi-cannons and Force weapons to aid their dangerous duty.

The Grey Knights are a Chapter of Space Marines entirely in the Ordo Malleus' service. They do not concern themselves with fighting aliens or rebellions, only with combating daemonic intrusions into the material universe. Their existence is cloaked in secrecy.

Ordo Malleus detachment

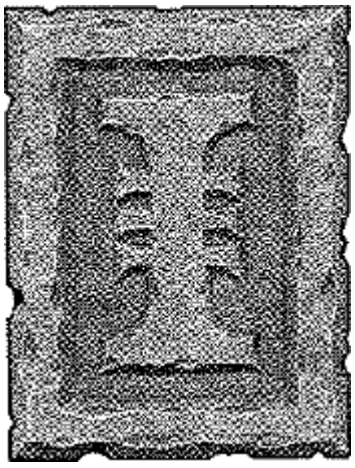
Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to 1 Ordo Malleus Inquisitor: 37 points
Consists of one Space Marine unit. (*Hero*, *Psyker*, *Ordo Malleus*)

Mount in a Rhino: +7 points
Mount in a Land Raider: +35 points



Main Force

Choose up to **10** squads from the following list.

Grey Knight Terminator Squad: 21 points
Consists of 1 Space Marine unit (*Save*, *Ordo Malleus*)

Mount in a Land Raider: +35 points

Grey Knight Space Marine Squad: 34 points
Consists of 2 Space Marine units (*Ordo Malleus*)

Mount in a Rhino: +7 points

Notes: If an Ordo Malleus detachment consists entirely of infantry units it may be deployed using drop pods (see **Drop pods** on page 122), regardless of the scenario being played. Such a detachment can also be teleported using the same rules.

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

Chain of Command: *Inquisitor > Terminator > Any other unit.*

Imperial Tunnellers detachments

Imperial Tunnellers

[Content from Firepower #4 page 36.]

[Official rules] [See also **Tunneller** on page 98]

Imperial Tunneller Company

Command	Main Force
You must choose a commander.	Choose up to **10** units from the following list.
1 Detachment HQ (See notes): +25 points	**Mole: 20 points per unit** Consists of 1 Mole
Notes: Any one main force unit can be made into the HQ unit by paying the points cost indicated.	**Termite: 14 points per unit** Consists of 1 Termite

Chain of Command: *HQ > Mole > Termite*

Imperial Hellbore Company

Command	Main Force
1 War Engine HQ (see notes)	Make 1 choice only.
1 Detachment HQ: +0 points	**Hellbore: 300 points per unit** Consists of 1Hellbore
Notes: The Hellbore is its own HQ.	

Chain of Command: *Hellbore*

Related information

Imperial army list 212
More on the Imperium 37

Imperial unit summaries

[Content from Armies Book page 30 to 31 and elsewhere as indicated. Errata from Firepower #1 page 12 and 15.]

Imperial main unit summaries

Imperial Guard unit summary

Imperial Guard infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Inquisitor Lord*	10cm	30cm	1	3(6)	5+	*Hero*, *Rapid Fire*, *Stubborn*, *Supreme Commander*
Imperial Guard	10cm	30cm	1	1	3+	
Colonel*/Commissar General*	As Imperial Guard					+ *Hero*, *Supreme Commander*
Heavy Weapon squad	As Imperial Guard					+ *Heavy Weapons*

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Rough Riders			As Imperial Guard			+ *Cavalry*, *Assault*
Ratlings			As Imperial Guard			+ *Infiltrators*
Ogryns	10cm	15cm	1	4	5+	

**These units have several options in the army list.*

Imperial Guard vehicle datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Leman Russ battle tank	25cm	45cm	3	1	6+	
Demolisher support tank	15cm	15cm	4	1	6+	*Close Support*
Chimera armoured carrier	25cm	45cm	1	1	5+	*Transport(2)*
Hellhound flame tank	20cm	15cm	3	1	5+	*Close Support*
Griffon mortar	25cm	30cm	*Barrage*	0	5+	*Artillery*
Sentinel recon walker	20cm	30cm	1	1	4+	
Heavy Artillery	15cm	90cm	*Barrage*	0	5+	*Artillery*
Siege Artillery	10cm	45–125cm	*Heavy Barrage*	0	5+	*Artillery*
Deathstrike missile launcher	15cm	Unlimited	-	0	5+	*Deathstrike Missile*
Hydra flak tank	15cm	30cm	3	1	5+	*Flak*

Imperial Navy flyer datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Marauder fighter-bomber	flyer	30cm	5	2/2	5+	
Thunderbolt fighter	flyer	15cm	2	3/2	5+	

Space Marines unit summary

Space Marine infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Space Marines	10cm	30cm	1	3	5+	*Rapid Fire*, *Stubborn*
Chapter Master*			As Space Marines			+*Hero*, *Supreme Commander*
Captain*			As Space Marines			+*Hero*
Librarian*			As Space Marines			+*Hero*, *Psyker*
Devastator Squad			As Space Marines			+*Heavy Weapons*, no Rapid Fire
Assault Squad			As Space Marines			+*Assault*, *Jump Packs*
Terminators			As Space Marines			+*Save*
Scouts			As Space Marines			+*Infiltrators*
Support Weapons	10cm	45cm	*Anti-tank*	0	4+	

**These units have several options in the army list.*

Space Marine vehicle datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Land Raider	20cm	45cm	2 x *Anti-tank*	2	6+	*Transport(2)*
Whirlwind	30cm	45cm	*Barrage*	0	5+	*Artillery*
Razorback	30cm	45cm	1	1	5+	*Transport(1)*
Predator battle tank	30cm	45cm	2	1	6+	
Vindicator assault tank	25cm	15cm	3	1	6+	*Close Support*
Bike	35cm	15cm	1	2	4+	
Attack Bike	30cm	30cm	2	1	4+	

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Land Speeder	35cm	30cm	2	1	4+	*Skimmer*
Dreadnought	15cm	45cm	2	4	6+	
Rhino	30cm	n/a	0	0	5+	*Transport(2)*
Note: All Space Marine vehicles are Stubborn.						

Space Marine flyer datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Thunderhawk gunship	flyer	30cm	8	1/4	6+	*Transport(6)*

Imperial extra unit summaries

Space Marines Chapter-specific unit summary

[Content inferred from Firepower #2 page 7 to 14 .]

[Official rules]

Space Marines Chapter-specific infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Blood Angels Chaplain			As Space Marines			*+Hero*
Blood Angels Death Company			As Space Marines			*+Save*, *Assault*, *Rampage*
Dark Angels Master of Ravenwing			As Bike			*+Hero*, *Ravenwing*
Dark Angels Librarian			As Bike			*+Psyker*, *Hero*, *Ravenwing*
Dark Angels Ravenwing Bike			As Bike			*+Ravenwing*
Dark Angels Ravenwing Land Speeder			As Land Speeder			*+Ravenwing*
Dark Angels Attack Bike			As Attack Bike			*+Ravenwing*
White Scars Khan			As Space Marines			*+Hero*
White Scars Brother Priest			As Space Marines			*+Psyker*, *Hero*
Space Wolves Wolf Lord			As Space Marines			*+Hero*, *Space Wolves*
Space Wolves Rune-Priest			As Space Marines			*+Psyker*, *Hero*, *Space Wolves*
Space Wolves Wolf Guard Terminators			As Space Marines			*+Save*, *Space Wolves*
Space Wolves Grey Hunters			As Space Marines			*+Space Wolves*
Space Wolves Blood Claws			As Space Marines			*+Assault*, *Rampage*, *Space Wolves*
Space Wolves Long Fangs			As Space Marines			*+Space Wolves*, *Heavy Weapons*
Space Wolves Blood Claws Bike			As Bike			*+Space Wolves*
Space Wolves Wolf Scouts			As Space Marines			*+Space Wolves*, *Infiltrators*
Space Wolves Blood Land Speeder			As Land Speeder			*+Space Wolves*
Space Wolves Attack Bike			As Attack Bike			*+Space Wolves*

Adeptus Mechanicus unit summary

[See also **Imperial Guard unit summary** on page 232.]

[Content from Firepower #1 page 5 to 6.]

[Experimental rules]

Adeptus Mechanicus infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Hypasist	10cm	30cm	1	1	3+	
Sagitarii			As Hypasist			*+Heavy Weapons*
Praetorians			As Hypasist			*+Assault*, *Stubborn*
Support Weapon	10cm	45cm	*Anti-tank*	0	4+	

Adeptus Mechanicus vehicle datasheets

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

Adeptus Arbites unit summary

[Content from Firepower #1 page 16 to 17.]

[Experimental rules]

Adeptus Arbites infantry datasheets

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

Adeptus Arbites vehicle datasheets

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

*One Arbites unit being transported can fire or fight in melee as normal but cannot be targeted except by indirect fire. Transported troops can be lost as normal if the vehicle is destroyed. Support weapons may not fire from inside the Gorgon under any circumstances.

Penal Legion unit summary

[Content from Firepower #3 page 78.]

[Experimental rules]

Penal Legion unit datasheet

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Prefect Penatante	10cm	15cm	1	2	4+	*Hero*
Penal Troops	10cm	15cm	1	1	3+	*Stubborn*
Human Bombs	10cm	-	0	1	3+	*Stubborn*, *Rampage*
Cyborg Berserkers	10cm	-	0	4	4+	*Stubborn*

Imperial Tunnellers unit summary

[Content from Firepower #4 page 34.]

[Official rules]

Imperial Tunnellers datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Termite	10cm	-	0	1	6+	*Transport(1)*, *Rampage*, *Tunneller*
Mole	10cm	-	0	3	6+	*Transport(4)*, *Rampage*, *Tunneller*

Imperial Guard Vehicle Variants unit summary

[Content from various issues of Epic 40,000 #2 page 10 and 14 and Epic 40,000 #5 page 17.]

[Experimental rules]

Imperial Guard Vehicle Variants datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Leman Russ Vanquisher*	As Leman Russ battle tank					*+Tank Destroyer*
Leman Russ Executioner*	As Leman Russ battle tank					*+Anti-personnel*
Leman Russ Conqueror*	As Leman Russ battle tank					*+Fast*
Leman Russ Destroyer**	As Leman Russ battle tank					*+Tank Destroyer*
Leman Russ Thunderer siege tank**	As Leman Russ battle tank					*+Siege*

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

**The Thunderer and the Destroyer are both Support choices for Imperial Guard Infantry Detachments. They cannot be bought as Main Force units. They are bought as a single vehicle, with each vehicle counting as a single support choice. Each Destroyer costs 32 points. Thunderer also costs 32 points each.

The Thunderer and the Destroyer are both Main Force choices for Imperial Guard Tank Detachments. Each vehicle comes in a squadron of 1–3 vehicles, all the vehicles in a squadron must be of the same type. They cannot be bought as Support units and cost 32 points per vehicle.

Chaos forces may also add the Destroyer and Thunderer to the Chaos Cultist detachment (representing units of the Imperial Guard that have rebelled). A single vehicle may be taken as a single Support choice for 32 points.

Lightning Imperial Fighter summary

[Content from Epic 40,000 #6 page 2 to 3.]

[Experimental rules]

Imperial Lightning datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Lightning	flyer	45cm	2	3/2	5+	
Lightning Strike	As Lightning					*+Tank Destroyer*

The Lightning and the Lightning Strike variant are both Main Force choices for Imperial Air Detachments [**Imperial flyers** on page 219].

They are bought as a single aircraft, with each aircraft counting as a single Main Force choice. A Lightning or Lightning Strike costs 35 points each.

As a squadron is equipped with only one type of aircraft you cannot mix Thunderbolts and Lightnings in the same detachment. If the detachment contains any Lightnings then you cannot take any Thunderbolts. If the detachment contains any Thunderbolts then you cannot take any Lightnings. You may take both types in different detachments. You may freely mix Lightnings and Lightning Strikes in the same detachment.

Related information

Forces of the Imperium 15
More on the Imperium 37

Imperial war engine data sheets

[Content from Armies Book page 18 to 19, 25 to 29, and elsewhere as indicated.]

Imperial Leviathan

IMPERIAL LEVIATHAN



Leviathans are mobile command centres, co-ordinating the attack and lending their heavy firepower where it is most needed. Within its huge armoured hull, squads of Imperial Guard stand ready to pour into battle, bolstering a weak point or exploiting enemy errors.



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

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Doomsday Mega-Cannon	Front	60cm	(1)	Place template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
2 x Turret Batteries	All Around	45cm	6 each	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Leviathan is immobilised for the rest of the turn.
3	Tracks Damaged	+1 Point	The Leviathan is immobilised until the damage is repaired.
4	Turret Battery Damaged	+2 Points	One of the turret batteries may not be fired until it is repaired.
5	Mega-Cannon Damaged	+2 Points	The Mega-Cannon may not be fired until it is repaired.
6	Hull Damaged	+3 Points	The Leviathan is immobilised for the rest of the turn and its Armour value is permanently reduced to 5+.
7	Tracks Destroyed	+3 Points	The Leviathan is permanently immobilised.
8	Transport Decks Damaged	+3 Points	The Leviathan is immobilised for the rest of the turn. D6 random units being transported take a hit. Any surviving units must dismount next turn.
9	Fire	+4 Points	The Leviathan only moves at half Speed and suffers 1 extra point of damage at the end of each rally phase until the fire is put out by being repaired.
10	Multiple Fires	+4 Points	D6 fires break out (see *Fire* above).
11	Systems Damage	+4 Points	All the Leviathan's systems are damaged by the hit. It is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

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

Imperial Super Heavy Tank

IMPERIAL SUPER HEAVY TANK

There are two main types of Imperial Guard super heavy tank. The first, the Baneblade and its variants, uses massed batteries of battle cannons and autocannons to bludgeon their way through their foe. In contrast, super heavy tanks such as the Shadowsword have a single Titan-busting weapon like a Volcano Cannon or Plasma Blastgun. They are used to engage enemy war machines at extreme range and deliver the killing blow once a foe's shields have been demolished.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	–	4	4	–

WEAPON TABLE

MAIN WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Turret Guns	All Round	45cm	8	–
Volcano Cannon/ Plasma Blastgun	Front	60cm	(1)	Death Ray. Always roll 1 dice needing a 2+ to hit. Hits always cause critical damage on war engines.

SECONDARY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Sponson Turrets	All Round	30cm	2	Shadowsword only.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Engine Damaged	+1 Point	The super heavy tank may only move at half Speed until repaired.
3	Tracks Damaged	+0 Points	The super heavy tank is immobilised until the damage is repaired.
4	Weapon Damaged	+1 Point	All the super heavy tank's guns may not be fired until repaired.
5	Tracks Destroyed	+1 Point	The super heavy tank is permanently immobilised.
6	Systems Damage	+2 Points	The super heavy tank is immobilised and cannot fire its weapons until the damage is repaired.
7-12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosion	Wrecked	Internal explosions tear through the war engine, killing the crew and leaving it as a charred hunk of metal.
4-5	Engine Explosion	Destroyed	The super heavy tank explodes, creating a massive fireball. Roll one D6 to hit any models in contact with the war engine.
6	Magazine Explosion	Destroyed	The magazine or power source explodes, destroying the war engine. Roll a D6 to hit other units within 5cm.



Designer's note: Super Heavy Tanks

As with flak I don't think super heavy tanks such as Baneblades, Shadowswords and Ork battlefortresses are worthwhile enough at the moment. Their points cost doesn't really equate well with their vulnerability — Criticals vaporize them so easily that having a Death Ray in the opposing force means they will disappear within a couple of turns; even Firepower is quite capable of taking out super heavy tanks relatively easily because of the large number of dice you get to roll. **War engine orders** on page 103 will help to an extent but the main problem is the critcals. Try the new **Critical Damage table** below for Baneblades, Shadowswords and Ork Battle Fortresses.

Critical Damage table

2D6 roll	Result	Damage	Notes
2–4	Crew Shaken	+0 Points	May not fire this turn.
5–7	Crew Stunned	+0 Points	Immobilised and may not fire this turn.
8–9	Tracks Damaged	+0 Point	Immobilised until repaired.
10	Weapons Damaged	+0 Point	May not fire until repaired.
11+	Catastrophic Damage	See Catastrophic Damage Table (**Adeptus Mechanicus Ordinatus** on the next page)	

[From Firepower #1 page 13.]

Adeptus Mechanicus Ordinatus

ADEPTUS MECHANICUS ORDINATUS

The massive specialised weapons of the Centurio Ordinatus have crushed the enemies of mankind for millennia. In countless campaigns the Ordinatus have swung the battle in favour of the forces of the Imperium.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	5+	–	8	4	–

WEAPON TABLE

MAIN WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Plasma Annihilator (3 x Death Ray)	Front	90cm	(3)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Sonic Cannon (6 x Disrupt)	Front	60cm	(6)	Roll a D6 per shot and place one Blast marker on the target for each roll of 4+.
6 x Vortex Missiles (Fire max. one per turn)	Front	unlimited	(1)	Place Barrage template. Inflicts D6 Death Ray shots on each unit affected.

SECONDARY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Defence Turrets	All Round	30cm	2	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Ordinatus is immobilised for the rest of the turn.
3	Tracks Damaged	+1 Point	The Ordinatus is immobilised until the damage is repaired.
4	Main Weapon Damaged	+2 Points	The main weapon may not be used until it is repaired.
5	Axle Snapped	+2 Points	The Ordinatus moves at half speed for the rest of the battle.
6	Hull Damaged	+3 Points	The Ordinatus is immobilised for the rest of the turn and its Armour value is permanently reduced to 4+.
7	Tracks Destroyed	+3 Points	The Ordinatus is permanently immobilised.
8	Control Cabin Damaged	+3 Points	The Ordinatus is immobilised for the rest of the turn. It can only fire if it does not move in the movement phase.
9	Fire	+4 Points	The Ordinatus is immobilised for the rest of the turn. The fire causes 1 extra point of damage each rally phase until the fire is put out by being repaired.
10	Multiple Fires	+4 Points	D6 fires break out (see *Fire* above).
11	Systems Damage	+4 Points	All the Ordinatus' systems are damaged by the hit. It is immobilised and may not fire any weapons until it is repaired.
12	Catastrophic Damage	See table below.	

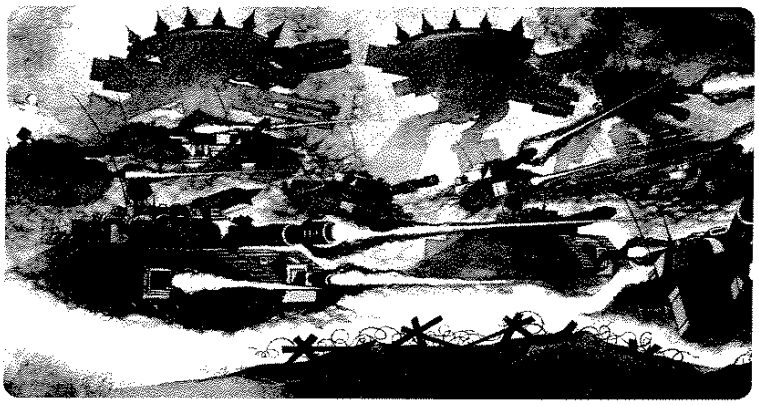
CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosion	Wrecked	Internal explosions tear through the Ordinatus, killing its crew and leaving the Ordinatus as a wrecked and useless hunk of metal.
4-5	Weapon Explosion	Destroyed	The Ordinatus' weapon explodes, destroying the Ordinatus and scattering debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Reactor Meltdown	Destroyed	The reactor explodes, destroying the Ordinatus in a huge fireball. Roll a D6 to hit any models within 2D6cm.

Warhound Scout Titan

WARHOUND SCOUT TITAN

The Warhound Scout Titan provides the eyes and ears for a Titan Legion. Their high speed allows them to range far and wide, spying out the foe's movements and the lay of the land, directing the weight of the Titans' attack to where it would be most devastating. They also make great flanking forces, outpacing the enemy to attack from the sides and rear, sowing terror and confusion.



SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm	6	2	4	12	–

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
2 x Weapon Batteries	Front	45cm	6 each	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Warhound is immobilised for the rest of the turn.
3	Right Arm Weapon Damaged	+1 Point	The weapon battery can't fire until repaired.
4	Left Arm Weapon Damaged	+1 Point	The weapon battery can't fire until repaired.
5	Systems Damage	+2 Points	The Warhound is immobilised for the rest of the turn. Speed and Firepower are halved until it is repaired.
6	Hull Damaged	+2 Points	The Warhound is immobilised for the rest of the turn and its Armour is permanently reduced to 5+.
7	Head Damaged	+2 Points	The Warhound is immobilised and may only fire one weapon until the damage is repaired.
8-12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1	Leg Blown Off	Wrecked	The Warhound reels before collapsing to the ground in a shattered heap. Anything in base contact takes D6 hits.
2-3	Head Blown Off	Wrecked	The Warhound's head is smashed by the hit, sending it crashing to the ground. Anything in base contact takes D6 hits.
4-5	Massive Explosion	Destroyed	The Warhound is blown off its feet by a tremendous detonation, sending it crashing to the ground and scattering debris. Roll a D6 to hit other units within 5cm.
6	Reactor Meltdown	Destroyed	The Warhound suddenly explodes despite the crew's efforts to shut down the reactor. Any unit in base contact takes D6 automatic hits. Roll a D6 to hit any other unit within 2D6 cm.

Reaver Battle Titan

REAVER BATTLE TITAN

The Reaver Battle Titan provides a mobile fire platform for an array of deadly weaponry. Its variable configuration allows it to be tailored to a wide variety of battlefield roles. It can combine Titan-hunting Volcano Cannons with the massed firepower of gatling blasters, lasblasters and rocket launchers.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	4	8	24	–

WEAPON TABLE

CARAPACE WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Death Ray	Front	60cm	(1)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Mega-Cannon	Front	60cm	(1)	Place Barrage template. Roll to hit all units under template ignoring Armour bonuses for cover. Each attack places an additional Blast marker on target.
Vortex Missile	Front	unlimited	(1)	Place Barrage template. Inflicts D6 Death Ray shots on each unit affected.
Multiple Rocket Launcher	Front	60cm	Heavy Barrage	Firepower =1 in firefights
Heavy Weapon Battery	Front	45cm	8	–
ARM WEAPONS (Pick 2)	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Death Ray	Side	60cm	(1)	See Death Ray notes above.
Mega-Cannon	Side	60cm	(1)	See Mega-Cannon notes above.
Multiple Rocket Launcher	Side	60cm	Heavy Barrage	Firepower =1 in firefights
Heavy Weapon Battery	Side	45cm	8	–
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Causes Catastrophic Damage against war engines if you win.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Reaver is immobilised for the rest of the turn.
3	Carapace Weapon Damage	+1 Point	The weapon may not be fired until repaired.
4	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
5	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
6	Systems Damaged	+2 Points	The Reaver is immobilised for the rest of the turn. Its Speed and Firepower is halved until the damage is repaired (super heavy weapons require a 4+ to lock on).
7	Leg Damaged	+2 Points	The Reaver is immobilised until the damage is repaired. Its Speed is permanently reduced by 5cm to a minimum of 5cm.
8	Carapace Damaged	+3 Points	The Reaver's carapace weapon may not be fired until repaired. Add +1 to future rolls on the Critical Damage Table.
9	Hull Damaged	+3 Points	The Reaver is immobilised for the rest of the turn. Add +1 to future rolls on the Critical Damage Table.
10	Head Damaged	+4 Points	The Reaver is immobilised for the rest of the turn. The Titan's Assault value is halved, and the Titan may only fire one weapon until the damage is repaired.
11	Reactor Leak	+5 Points	One randomly selected weapon is destroyed by leaking plasma and the Reaver is immobilised for the rest of the turn.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Leg Blown Off	Wrecked	The Reaver crumples majestically into a pile of flaming wreckage. Anything in base contact with the Reaver takes D6 hits.
3	Head Blown Off	Wrecked	The Reaver's head explodes and the Titan crashes to the floor. Anything in base contact with the Reaver takes D6 hits.
4-5	Massive Explosion	Destroyed	The Reaver is destroyed in a huge explosion. Roll a D6 to hit each unit within 5cm.
6	Reactor Meltdown	Destroyed	The Reaver is destroyed in a spectacular reactor meltdown. Any unit in base contact takes D6 hits. Roll a D6 to hit any other units within 3D6cm.

Warlord Titan

WARLORD TITAN

The Warlord is the mainstay of the Titan Legions. Its four massive weapon systems give it immense firepower and tactical flexibility, while its metres-thick armour and six void shield generators make it a virtually impregnable fortress.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	6	12	30	–

WEAPON TABLE

CARAPACE WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Death Ray	Front	60cm	(1)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Mega-Cannon	Front	60cm	(1)	Place Barrage template. Roll to hit all units under template ignoring Armour bonuses for cover. Each attack places an additional Blast marker on target.
Vortex Missile	Front	unlimited	(1)	Place Barrage template. Inflicts D6 Death Ray shots on each unit affected.
Multiple Rocket Launcher	Front	60cm	Heavy Barrage	Firepower =1 in firefights
Heavy Weapon Battery	Front	45cm	8	

ARM WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Death Ray	Side	60cm	(1)	See Death Ray notes above.
Mega-Cannon	Side	60cm	(1)	See Mega-Cannon notes above.
Multiple Rocket Launcher	Side	60cm	Heavy Barrage	Firepower =1 in firefights
Heavy Weapon Battery	Side	45cm	8	–
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Warlord is immobilised for the rest of the turn.
3	Right Carapace Damaged	+1 Point	The weapon may not be fired until repaired.
4	Left Carapace Damaged	+1 Point	The weapon may not be fired until repaired.
5	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
6	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
7	Leg Damaged	+2 Points	The Warlord is immobilised until the damage is repaired. Its Speed is permanently reduced by 5cm to a minimum of 5cm.
8	Systems Damage	+2 Points	The Warlord is immobilised for the rest of the turn. Speed and Firepower are halved until the systems damage is repaired (super heavy weapons require a 4+ to lock-on).
9	Head Damaged	+3 Points	The Warlord is immobilised for the rest of the turn. It may only fire one weapon and has its Assault value halved until it is repaired.
10	Hull Damaged	+4 Points	The Warlord is immobilised for the rest of the turn. Add +1 to future rolls on the Critical Damage Table.
11	Reactor Leak	+5 Points	One randomly selected weapon is destroyed by a flashback and the Warlord is immobilised for the rest of the turn.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1 Leg Blown Off	Wrecked	The Warlord is knocked back by the explosion and stumbles for a moment before crashing down. Anything in base contact takes D6 hits.
2 Head Blown Off	Wrecked	An explosion engulfs the Titan's head, toppling it to the ground. Anything in base contact takes D6 hits.
3 Multiple Explosions	Wrecked	The Warlord sways violently as explosions ripple through it. Debris scatters over a wide area. Any unit within 5cm takes 1 hit.
4-6 Reactor Meltdown	Destroyed	The Warlord is destroyed by a massive plasma reactor meltdown. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 3D6cm.

Imperator Titan

IMPERATOR TITAN

Imperator 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 salvoes.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	12	24	36	8

WEAPON TABLE

WEAPONS BATTERIES	FIRE ARC	RANGE	FIREPOWER	NOTES
3 x Hvy Weapon Batteries	All Round	45cm	10 each	–

ARM WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Plasma Annihilator (3 x Death Ray shots)	Left Side	60cm	(3)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Hellstorm Cannon (3 x Mega Cannon shots)	Right Side	60cm	(3)	Place Barrage template. Roll to hit all units under template ignoring Armour bonuses for cover. Each attack places +1 Blast marker on the target.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Imperator 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	Annihilator Damaged	+2 Points	The weapon may not be fired until repaired.
5	Hellstorm Damaged	+2 Points	The weapon may not be fired until repaired.
6	Systems Damage	+3 Points	The Imperator is immobilised for the rest of the turn. Speed and Firepower are halved until the system 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 Imperator 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 Imperator 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 Imperator 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 Imperator 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.

Warmonger Titan

[Content from Epic 40,000 #7 page 11.]

[Official rules]

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 salvoes.

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.

Hellbore Tunneller

[Content from Firepower #4 page 35.]

[Official rules]

HELLBORE

The Hellbore belongs to the Imperial Guard Hellbore Company and costs 300 points. The Hellbore is a tunneller and is deployed using those rules. The Hellbore model comes in two major sections: the Hellbore torpedo and the launch vehicle. The rules given here are only for the torpedo. Just use the launch vehicle as a (very nice looking) piece of scenery.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	6	-	6	16	12

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
2 x Hvy Weapon Batteries	All Round	15cm	8 each	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Hellbore is immobilised for the rest of the turn.
3	Thrusters Hit	+1 Point	The Hellbore is immobilised until the damage is repaired.
4	Weapons Hit	+2 Points	One weapon battery may not be fired until repaired.
5	Screws Hit	+2 Points	The Hellbores assault value is halved until the damage is repaired.
6	Hull Hit	+3 Points	The Hellbore is immobilised for the rest of the turn and it's armour is permanently reduced to 5+
7	Thruster Destroyed	+3 Points	The Hellbore is permanently immobilised.
8	Transport Decks Hit	+3 Points	The Hellbore is immobilised for the rest of the turn. D6 random units being transported take a hit. Any surviving units must dismount next turn.
9	Fire	+4 Points	The Hellbore moves at half speed and suffers an extra point of damage at the end of each rally phase until the fire is put out (repaired).
10	Multiple Fires	+4 Points	D6 fires break out (See above).
11	Systems Shutdown	+4 Points	All the Hellbores systems are damaged by the hit. The Hellbore is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage	-	See table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	Internal explosions rip through the Hellbore, killing all the crew and leaving it a smoking wreck.
4-5	Ammo Explosion	Destroyed	The Hellbore is destroyed by a huge ammunition explosion. All its crew and transported troops are destroyed as well. Roll a D6 to hit any units within 5cm of the Hellbore.
6	Reactor Explosion	Destroyed	The Hellbore is destroyed by a huge reactor explosion, leaving the wreck a blazing inferno. Any units in base contact take D6 hits. Roll a D6 to hit any units with 2D6cm.

Related information

FAQ: Classifying war engine weapons 348
The Titan Legions 19

Medic! Imperial Support Units

[Content from Firepower #4 page 5 to 6.]

[Experimental rules]

Softskin transports

Not all worlds can provide their Imperial Guard regiments with armoured fighting vehicles. Many Imperial Guard units have to rely on soft skinned vehicles.

Soft skinned transports (like trucks and jeeps) are always treated as marching targets on the Firepower table. Trucks are useful for moving troops around outside of the enemy's weapon range. Scout cars, with their *Infiltrators* ability, are useful for revealing hidden enemies (remember, a good scout is a dead scout).

Softskin Transports unit summary

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Truck	30cm	-	0	0	4+	*Transport(4)*
Scout Car	30cm	-	0	0	4+	*Infiltrators*

Engineering vehicles

Engineer vehicles can be used to support an attack or prepare defences. Engineering vehicles can clear minefields and create or destroy fortifications with their engineer ability. Bridgers can lay a bridge across rivers or trenches, allowing other units to pass the impassible terrain. Bridgers can also create a "ladder", allowing infantry to climb cliffs and walls.

Engineering Vehicles unit summary

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Engineer Vehicle	15cm	-	0	0	6+	*Engineers*
Bridger	15cm	-	0	0	4+	*Bridge*

Other [support] vehicles

Ambulances lower the morale lost for Blast markers left on the detachment during the Rally phase. ARV's can recover vehicles lost due to difficult terrain.

Other [Support] Vehicles unit summary

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Ambulance	30cm	-	0	0	4+	*Medic*
ARV	15cm	-	0	0	6+	*Recovery*

Other [support] units

Engineers are infantry units that are trained in minesweeping, construction of fortifications, and demolition. Medic care for the wounded of a detachment and lower morale loss.

Other [Support] Units summary

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Engineers	15cm	30cm	1	1	3+	*Engineers*
Medics	15cm	-	0	0	3+	*Medic*

Missing the points

[Content from Epic 40,000 #1 page 40 to 41.]

In Firepower 4 the points value of the new Imperial units are missing. Please let all Epic fans know the value of these units. Andrea Canonico

Oops! OK we'll come clean on that one, we missed them out. Then again, there is also no indication of how to include these units in your army. If anybody has any bright ideas then let us know.

For now try including a single scout car, engineer vehicle, bridger, ambulance, ARV, medic or engineer unit as support in the Imperial Guard Infantry detachment and the Imperial Guard Tank detachment. For points try:

- Scout Car 11 points.
- Engineer Vehicle 15 points.
- Bridger 12 points.
- Ambulance 12 points.
- ARV 15 points.
- Engineer 13 points.
- Medic 10 points.

Trucks would be a transport option for Imperial Guard Infantry Squads, costing 8 points.

Waaagh! Armies of the Orks

Related information

Waaagh, The Orks! 20
Waaagh! 'Ere come da Orks [Ork tactics] 432

Ork army list

[Content from Armies Book page 44 and 53 to 57. Errata from Firepower #1 page 15]

Strategy Rating

Orks have a Strategy Rating of 3.

Ork special rules

Ork armies rumble forward in an unstoppable mass, charging into the enemy with no regard for themselves. For this reason, at the start of the Assault phase the Ork player may place any Initiative counters already removed back into the pot, thus increasing the chance that the Orks will have the initiative in the Assault phase.

[Also, **Orks hitching a lift** on page 70.]

Detachment lists

Supreme commander

Ork Warlord

Commanders

You may choose a total of up to one Commander.

Up to 1 Warlord: 50 points
Consists of 1 Ork unit (*Hero*, *Supreme Commander*)

- Mount on a Battlewagon*: + 14 points
- Upgrade to Boarboyz unit (*Hero*, *Supreme Commander*, *Cavalry*)*: Free
- Upgrade to Stompa (*Hero*, *Supreme Commander*)*: +24 points
- Upgrade to Gargant (*Supreme Commander*)*: +the cost of one Gargant from War Engines list

(Choose one upgrade only)*



Bodyguard

You may choose up to four bodyguards for the Warlord.

Up to one Weirdboy Warphead: 25 points
Consists of 1 Ork unit (*Hero*, *Psyker*)

- Upgrade to a Battlewagon (*Hero*, *Psyker*): +5 points

Ork Boyz Mob: 9 points per unit
Consists of 1 to 4 Orks units

- Upgrade all units to Nobz (*Hero*)*: +5 points per unit
- Upgrade all units to Shooty Boyz (*Heavy Weapons*)*: +8 points per unit
- Upgrade all units to Boarboyz (*Cavalry*, *Assault*)*: +4 points per unit
- Upgrade all units to Skarboyz (*Assault*)*: +2 points per unit

(Choose one upgrade only)*

Stormboyz Korps: 12 points per unit
Consists of 1 to 4 Orks units (*Assault*, *Jump Packs*)

Gretchin Mob: 5 points per unit
Consists of 2 to 4 Gretchin units

Mercenary Ogryn Mob: 10 points
Consists of 1 Ogryn unit (see **Imperial unit summaries** on page 232 for stats)

Battlewagons Mob: 14 points per unit
Consists of 1 to 3 Battlewagons

Speed Freeks Mob: 11 points per unit
Consists of 1 to 3 Buggies

Bikeboyz Mob: 13 points per unit
Consists of 1 to 3 Bikeboyz units

Stompa: 32 points

Flakwagon: 20 points

Notes: If the Warlord commands a Gargant it may be any type (Mega-, Great or plain old Gargant), but the Warlord's Gargant must be the most expensive one in the army and he may take no bodyguards (they're all crewing the Gargant). The Warlord's Gargant always has the maximum number of power fields.

A Commander and his bodyguard form a single detachment.

Chain of Command: *Warlord > Nobz > Orks*

Orks

Ork Warband

Command

You must choose a Warboss to act as detachment commander.

Warboss : 40 points
Consists of 1 Ork unit (*Hero*)

- Mount on a Battlewagon**: +14 points
- Upgrade to a Stompa (*Hero*)*: +24 points
- Upgrade to Boarz (*Hero*, *Cavalry*)*: +4 points

(Choose one upgrade only)*

Up to 1 Weirdboy: 20 points
Consists of 1 Ork unit (*Psyker*)**

- Upgrade to a Battlewagon (*Psyker*): +6 points

**A Warboss may have a battlewagon as an additional unit, but a Weirdboy *is* a Battlewagon unit.

Main Force

Choose up to **10** mobs from the following list.

Ork Boyz Mob: 9 points per unit
Consists of 1 to 4 Orks units

- Upgrade all units to Nobz (*Hero*)*: +5 points per unit
- Upgrade all units to Shooty Boyz (*Heavy Weapons*)*: +8 points per unit
- Upgrade all units to Boarboyz (*Cavalry*, *Assault*)*: +4 points per unit
- Upgrade all units to Skarboyz (*Assault*)*: +2 points per unit

(Choose one upgrade only)*

Up to one Stormboyz Korps: 12 points per unit
Consists of 1 to 4 Orks units (*Jump Packs*, *Assault*)

Up to one Kommandos Mob: 12 points per unit
Consists of 1 to 4 Orks units (*Infiltrators*}

Gretchin Mob: 5 points per unit
Consists of 2 to 4 Gretchin units

Support

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

Battlewagons Mob: 14 points per unit
Consists of 1 to 3 Battlewagons

Speed Freeks Mob: 11 points per unit
Consists of 1 to 3 Buggies

Bikeboyz Mob: 13 points per unit
Consists of 1 to 3 Bikeboyz units

Big Gunz Mob: 14 points per unit
Consists of 1 or 2 Big Gunz or Pulsa Rokkits

Stompa: 32 points

Dreadnought: 13 points

Squiggoth: 18 points

Flakwagon: 20 points

Notes: If the Warboss is eliminated the new HQ for the detachment will be the next unit in the chain of command.

Chain of Command: *Warboss > Nobz > Orks*

Ork Kult of Speed

Command

You must choose a Warboss to act as a detachment commander.

Warboss: 40 points
Consists of 1 Bikeboyz or Buggy unit (*Hero*)

Upgrade to a Battlewagon (*Hero*): +5 points

Up to 1 Weirdboy: 20 points
Consists of 1 Ork unit (*Psyker*)

Upgrade to a Battlewagon (*Psyker*): +5 points

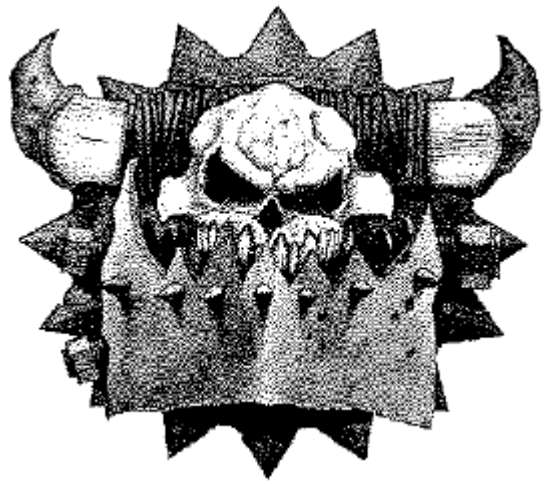
Main Force

Choose up to **10** choices from the following list.

Battlewagons Mob: 14 points per unit
Consists of 1 to 3 Battlewagons

Speed Freeks Mob: 11 points per unit
Consists of 1 to 3 Buggies

Bikeboyz Mob: 13 points per unit
Consists of 1 to 3 Bikeboyz units



Support

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

Mekboy Speedsta: 16 points

Upgrade to include Death Ray*: +22 points
Upgrade to include Lifta Droppa*: +22 points

(Choose one only)*

Ork Boyz mob: 9 points per unit
Consists of 1 to 4 Orks units

Upgrade all units to Nobz (*Hero*)*: +5 points per unit
Upgrade all units to Shooty Boyz (*Heavy Weapons*)*: +8 points per unit

(Choose one only)*

Gretchin Mob: 5 points per unit
Consists of 2 to 4 Gretchin units

Flakwagon: 20 points

Notes: If the Warboss is eliminated the new HQ for the detachment will be the next unit in the chain of command.

Chain of Command: *Warboss > Battlewagons > Buggies/Bikez > Nobz*

Ork war engines

Ork Gargants

War Engines

You may make up to **1** choice from the following list.

Gargant: 300 points

Great Gargant: 430 points

Mega Gargant: 640 points

Chain of Command: *Not applicable*

Ork Battle Fortress Mob

Command

See below

Main Force

You may make up to **1** choice from the following list.

Notes: Select one war engine from the mob to act as the Boss.

One to five Battle Fortresses: 85 points per unit

Chain of Command: *Boss > Any other war engine in the detachment*

Ork flyers

Flyboyz Mob

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Main Force

Choose up to **10** Fighta-Bommerz..

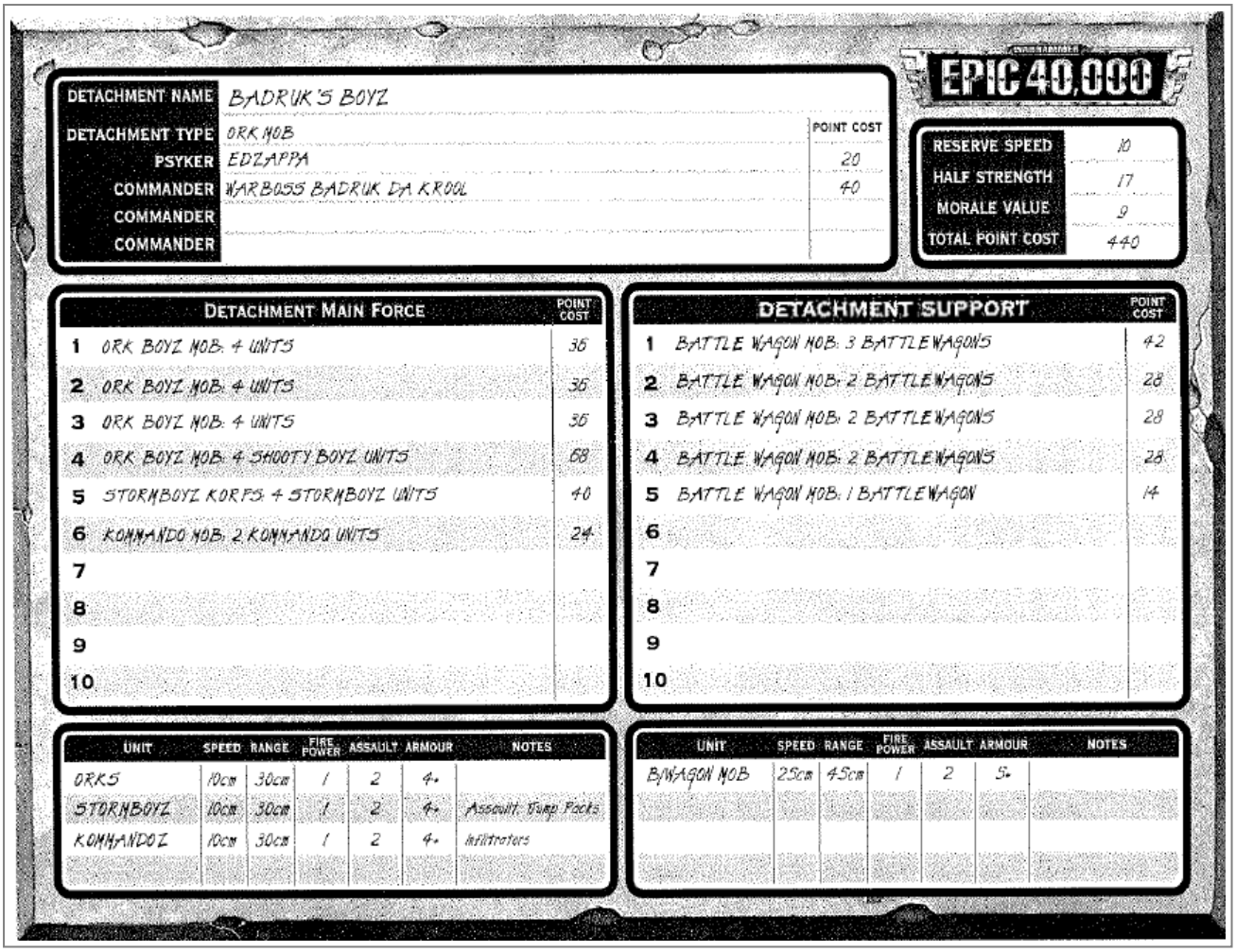
Fighta-Bommer: 30 points per unit

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

Chain of Command: *HQ > Any other unit in the detachment*

Badruk's Boyz [example detachment card]

Badruk led his mob of trusty Boyz throughout the Ork invasion of Gehenna, and was finally defeated when the Waaagh was crushed by the Titans of the Legio Metalica. His ladz are sturdy and dependable, with a mix of good heavy weapons and some fast battlewagons to hitch lifts on so they can get to the battle quicker.



EPIC 40,000

		POINT COST
DETACHMENT NAME	BADRUK'S BOYZ	
DETACHMENT TYPE	ORK MOB	
PSYKER	EDZAPPA	20
COMMANDER	WARBOSS BADRUK DA KROOL	40
COMMANDER		
COMMANDER		

RESERVE SPEED	10
HALF STRENGTH	17
MORALE VALUE	9
TOTAL POINT COST	440

DETACHMENT MAIN FORCE

		POINT COST
1	ORK BOYZ MOB: 4 UNITS	36
2	ORK BOYZ MOB: 4 UNITS	36
3	ORK BOYZ MOB: 4 UNITS	36
4	ORK BOYZ MOB: 4 SHOOTY BOYZ UNITS	68
5	STORMBOYZ KORPS: 4 STORMBOYZ UNITS	40
6	KOMMANDO MOB: 2 KOMMANDO UNITS	24
7		
8		
9		
10		

DETACHMENT SUPPORT

		POINT COST
1	BATTLE WAGON MOB: 3 BATTLEWAGONS	42
2	BATTLE WAGON MOB: 2 BATTLEWAGONS	28
3	BATTLE WAGON MOB: 2 BATTLEWAGONS	28
4	BATTLE WAGON MOB: 2 BATTLEWAGONS	28
5	BATTLE WAGON MOB: 1 BATTLEWAGON	14
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
ORKS	10cm	30cm	1	2	4+	
STORMBOYZ	10cm	30cm	1	2	4+	Assault, Jump Packs
KOMMANDOZ	10cm	30cm	1	2	4+	Infiltrators

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
B/WAGON MOB	25cm	45cm	1	2	5+	

Related information

Q&A: The Orks 363

Ork army list extras

[Content from Firepower #3 page 63, 64, and 66.]

[Experimental rules]

Freebooter detachment

Command

You must choose a commander.

1 Kaptain: 40 points
Consists of 1 Ork unit (*Hero*)

- Mount in a Battlewagon*: +14 points
- Upgrade to a Stompa unit (*Hero*)*: +24 points
- Upgrade to a Buggy unit (*Hero*)*: Free
- Upgrade to a Bike unit (*Hero*)*: Free

(Choose only 1 option)*

Main Force

Choose up to **10** squads from the following list.

Freebooter Mob: 9 points per unit
Consists of 1 to 4 Ork units

- Upgrade all units to Nobz (*Hero*): +5 points per unit
- Upgrade all units to Shooty Boyz (*Heavy Weapons*): +8 points per unit

Gretchin Mob: 5 points per unit
Consists of 2 to 4 Gretchin units

- Include a Beastman Champion (*Assault*): +1 points

Battlewagon: 14 points
Consists of 1 Battlewagon

Mercenary Ogryns Mob: 10 points
Consists of 1 Ogryn unit (see **Imperial unit summaries** on page 232)

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.

Ork Dreadnought: 13 points

Stompa: 32 points

Speed Freaks Mob: 29 points per unit
Consists of 1 to 3 Buggies

Bad Ork Bikers Mob: 50 points per unit
Consists of 1 to 3 Bikerboyz units

Big Gunz Mob: 18 points per unit
Consists of 1 or 2 Big Gunz or Pulsa Rokkits

Chain of Command: *Kaptain > Nobz > Freebooterz*

Dread Mob

Command

You must choose a commander.

Detachment HQ : +25 points

0–1 Doc: 11 points
Consists of 1 Ork unit (*Assault*)

Mount in a Battlewagon*: +14 points
Upgrade to a Stompa unit (*Hero*)*: +24 points

(Choose only 1 option)*

0–1 Mek : 11 points
Consists of 1 Ork unit (*Assault*)

Mount in a Battlewagon*: +14 points
Upgrade to a Stompa unit (*Hero*)* . +24 points

(Choose only 1 option.)*

Main Force

Choose up to **10** squads from the following list.

Gretchin Mob: 5 points per unit
Consists of 1 to 4 Gretchin units

Ork Dreadnought Mob: 13 points per unit
Consists of 1 to 3 Dreadnoughts

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.

Stompa: 32 points

Boyz Mob: 9 points per unit
Consists of 1 to 4 Ork units

Battlewagon: 14 points

Chain of Command: *Mek/Doc > Stompa > Orks*

Mad Mob

Command

You must choose a Warphead as detachment commander.

1 Warphead: 50 points
Consists of 1 Ork unit (*Hero*, *Psyker*)

Main Force

Choose up to **10** squads from the following list.

Madboyz Mob: 5 points per unit
Consists of 1 Ork unit

Your army may only include one Mad Mob detachment. If a Mad Mob detachment goes out of command it must be given assault orders every tum. [From *Firepower* #3 page 63.]

Chain of Command: *Warphead*

Stormboyz Korp

Command

You must choose a Kaptain as detachment commander.

1 Stormboyz Kaptain: 42 points
Consists of 1 Ork unit (*Hero*, *Jump Packs*)

Main Force

Choose up to **10** squads from the following list.

Stormboyz Mob: 13 points per unit
Consists of 1 to 2 Ork units *Jump Packs*, *Assault*)

Chain of Command: *Kaptain > Stormboyz*

Related information

The Green Machine 266

Ork unit summaries

[Content from Armies Book page 48.]

Ork infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Orks	10cm	30cm	1	2	4+	
Warlord*			As Orks			*+Hero*, *Supreme Commander*
Warphead*			As Orks			*+Hero*, *Psyker*
Warboss*/Nobz			As Orks			*+Hero*
Weirdboy*			As Orks			*+Psyker*
Shooty Boyz			As Orks			*+Heavy Weapons*
Stormboyz			As Orks			*+Assault*, *Jump Packs*
Kommandos			As Orks			*+Infiltrators*
Boarboyz			As Orks			*+Assault*, *Cavalry*
Skarboyz			As Orks			*+Assault*
Gretchin	10cm	15cm	1	1	3+	
Big Gunz	10cm	45cm	2	0	4+	*Artillery*
Pulsa Rokkit	10cm	45cm	*Disrupt*	0	4+	*Artillery*

*These units have several upgrade options in the army list.

Ork vehicle datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Bikeboyz	35cm	45cm	1	1	4+	
Buggy	35cm	30cm	1	1	4+	
Battlewagon	25cm	45cm	1	2	5+	
Mekboy Speedsta	30cm	30cm	1	1	6+	Weapon options
Dreadnought	15cm	45cm	1	3	5+	
Flakwagon	25cm	30cm	2	1	5+	*Flak*
Stompa	15cm	45cm	4	4	5+	
Squiggoth	15cm	30cm	2	D6*	5+	*Rampage*

*Roll the Assault value for Squiggoths at the start of each close combat.

Ork flyer datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Fighta-Bommer	flyer	15cm	Barrage	3/2	5+	

Ork war engine data sheets

[Content from Armies Book page 49 to 52.]

Mega-Gargant

MEGA-GARGANT

Mega-Gargants are immense war engines, towering over the battlefield and raining death from their massive gun decks and cannon. They are more than just engines of destruction, they are the physical embodiment of the Ork spirit, colossal idols of Gork and Mork who bring destruction to their foe in a very explosive manner!

SPEED	ARMOUR	FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D6+6	24	36	–

WEAPON TABLE

HEAD & GUN DECKS	FIRE ARC	RANGE	FIREPOWER	NOTES
HEAD: Gaze of Gork	Front	30cm	(1)	Roll 2+ to hit on a D6. Hits always cause critical hits on war engines.
3 x Gun Decks	Front	45cm	8 each	–
TOWER WEAPONS	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
2 x Krooz Missulz	Front	unlimited	(1)	Place Barrage template, roll one anti-tank shot against affected units. May fire max of one per turn.
Big Lobba	Front	45cm	Heavy Barrage	Firepower= 1 in Firefights.
Weirdboy Tower	All Round	–	(1)	Psyker. May use Psychic Blast Fate cards and adds bonus in assaults and firefights.
ARM WEAPONS	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Mega-Cannon	Left Side	45cm	(1)	Place template. Roll to hit all units under it, ignoring Armour bonuses for cover. Each attack places +1 Blast marker on target.
Close Combat Weapon	Right Side	–	(1)	Double Assault value against other war engines. Causes Catastrophic Damage against war engines if you win.
MEKBOY WEAPONS USE 1 PER TURN	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Death Ray	Left Side	45cm	(1)	Always roll 1 dice, needing +2 to hit. Hits always cause critical hits on war engines.
Lifta-Droppa	Left Side	45cm	(1)	See p34 of the rulebook for weapon rules.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Tracks Jammed	+1 Point	The Gargant is immobilised for the rest of the turn.
3	Gun Deck Damaged	+2 Points	One gun deck is damaged and may not fire until it is repaired.
4	Tower Weapon Damaged	+3 Points	One randomly located weapon may not be fired until repaired.
5	Arm Weapon Damaged	+3 Points	One randomly located weapon may not be fired until repaired.
6	Mekboy Weapon Damaged	+3 Points	One randomly located weapon may not be fired until repaired.
7	Head Damaged	+4 Points	The Gaze of Gork may not be fired until repaired.
8	Track Destroyed	+4 Points	Mega-Gargant is immobilised for the rest of turn and from now on may only move in the movement OR assault phase but not in both.
9	Flashback	+5 Points	There is a flashback into the Gargant's magazine. No weapons may be fired for the rest of the turn.
10	Fire	+5 Points	The Gargant moves at half speed until the fire is put out by being repaired. Causes +1 point of damage each rally phase until put out.
11	Raging Fires	+6 Points	D6 fires break out (see *Fire* above).
12	Catastrophic Damage	See table below	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Internal Explosions	Wrecked	A series of internal explosions destroys the Gargant and kill its crew. The Gargant's hull is left a blackened and smoking wreck.
3-4	Inferno	Burning	A massive fire destroys the Gargant and crew. No unit can approach within 5cm. Roll again on this table next turn and apply the result counting a 3 as Internal Explosions and 4 as a Magazine Explosion.
5	Magazine Explosion	Destroyed	With a ground shaking roar the Gargant's magazine explodes destroying it and the crew. Debris scatters all around, roll a D6 to hit any unit within 5cm.
6	Massive Explosion	Destroyed	The Gargant is destroyed in a massive explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit against any other units within 4D6cm.

Great Gargant

GREAT GARGANT

The mightiest Warbosses command their Mekboys to build immense Great Gargants for them to take into battle. These beweaponed monstrosities move forward with da Boyz and the Battlewagons, using their huge guns to pound the foe into oblivion in typical Orky style.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D6+6	18	30	–

WEAPON TABLE

HEAD/SHOULDER WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Gaze of Gork (Head)	All Round	30cm	(1)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Left Shoulder Battery	All Round	45cm	3	–
Right Shoulder Battery	All Round	45cm	3	–
ARM WEAPONS (Pick 2)	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Heavy Weapon Battery	Side	45cm	8	–
Lifta-Droppa	Side	45cm	(1)	May be used to pick up vehicles and war engines but not infantry. Lifts target if you beat its Damage on a D6. Target may be moved 1cm for each point you beat its Damage by and then it is dropped. The dropped object loses all remaining Damage). Roll a D6 for things dropped on, on a 4+ they take a hit.
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.
BELLY WEAPONS	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Mega-Cannon	Front	45	(1)	Place Barrage template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Stubbed Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
3	Right Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
4	Left Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
5	Right Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
6	Left Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
7	Head Damaged	+3 Points	The weapon may not fire until it is repaired.
8	Belly-Gun Damaged	+3 Points	The weapon may not fire until it is repaired.
9	Flashback	+4 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
10	Fire	+4 Points	Gargant moves at half speed until fire is put out by being repaired. The fire causes +1 point of damage per rally phase until put out.
11	Raging Fires	+4 Points	D6 fires break out (see *Fire* above).
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-2 Internal Explosions	Wrecked	A series of internal explosions destroys the Gargant and kills its crew.
3-4 Inferno	Burning	A massive fire destroys the crew and Gargant. No unit can approach within 5cm due to the heat. Roll again on this table at the end of next turn and apply the result counting 3 as Internal Explosions and 4 as a Magazine Explosion.
5 Magazine Explosion	Destroyed	The Gargant's magazine explodes. As debris scatters all around, roll a D6 to hit any unit within 5cm.
6 Massive Explosion	Destroyed	Gargant is destroyed in a huge explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 3D6cm.

Gargant

GARGANT

Gargants are the pride of every Ork Warboss, who directs whole contingents of Mekboyz to build the largest, shootiest war engines they can. Each Gargant is a triumph of Orky teknology, a moving and fighting testament to the Orks' love of warfare and battle.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D3+3	12	20	–

WEAPON TABLE

WEAPONS (Pick 3)	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	45cm	8	–
Mega-Cannon	Front	45cm	(1)	Place template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
Close Combat Weapon	Front	30cm	4	Double Assault against other war engines. Causes Catastrophic Damage against war machines if you win.
Lifta-Droppa	Front	45cm	(1)	May be used to pick up vehicles and war engines but not infantry. Lifts target if you beat its Damage on a D6. Target may be moved 1cm for each point you beat its Damage by and then dropped. The dropped object is automatically destroyed (i.e, loses all remaining Damage) Roll a D6 for thing dropped on, on a 4+ it takes a hit.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Stubbed Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
3	Right Arm Damaged	+1 Point	The weapon may not be fired until it is repaired.
4	Left Arm Damaged	+1 Point	The weapon may not be fired until it is repaired.
5	Belly Gun Damaged	+2 Points	The weapon may not be fired until it is repaired.
6	Head Damaged	+2 Points	The Gargant is immobilised until the damage is repaired.
7	Flashback	+3 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
8	Fire	+4 Points	Gargant moves at half speed until the fire is put out by being repaired. Fire causes +1 point of damage per turn until put out.
9	Raging Fires	+4 Points	D6 fires break out (see Fire above).
10-12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-2 Internal Explosions	Wrecked	A series of internal explosions destroys the Gargant and its crew.
3-4 Inferno	Burning	A massive fire breaks out, killing the crew and engulfing the Gargant. Roll again on this table next turn, and apply the result, counting a 3 as Internal Explosions and 4 as Magazine Explosion.
5 Magazine Explosion	Destroyed	The Gargant's magazine explodes, destroying it and the crew. As debris scatters all around, roll a D6 to hit any unit within 5cm.
6 Massive Explosion	Destroyed	The Gargant is destroyed in a massive explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 2D6cm.

Ork Battle Fortress

ORK BATTLE FORTRESS

The largest Battlewagons are known as Battle Fortresses. These huge tanks come in various shapes and sizes, mounting a variety of improbably huge guns. The Skullhamma favours a few rapid-firing autocannons, while the Gibletgrinder is known for its immense batteries of battle cannons. They storm into the fray unleashing a deadly torrent of shells, crushing troops and tanks beneath their massive grinding tracks.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	–	4	8	–

WEAPON TABLE

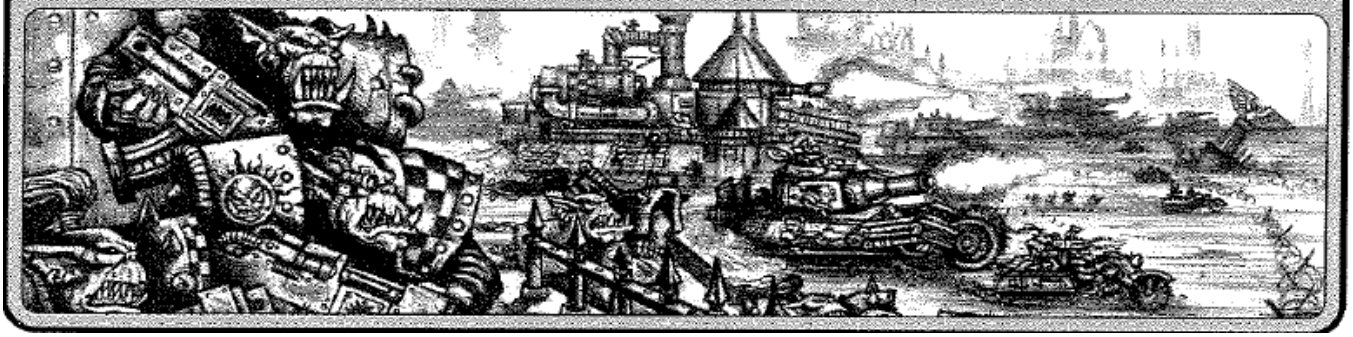
WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Gunz	All round	45cm	8	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Engine Damaged	+0 Points	The Battle Fortress may only move at half speed until repaired.
3	Tracks Damaged	+0 Points	The Battle Fortress is immobilised until the damage is repaired.
4	Gunz Damage	+1 Point	The Battle Fortress' gunz may not be fired until repaired.
5	Tracks Destroyed	+1 Point	The Battle Fortress is permanently immobilised.
6	Engine fire	+1 Point	The Battle Fortress moves at half speed until the fire is put out by being repaired. The fire causes an additional point of damage each turn.
7-12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosion	Wrecked	A series of internal explosions violently shakes the Battle Fortress. The crew are killed. The Battle Fortress is left a smouldering, twisted wreck.
4-5	Inferno	Burning	The fuel ignites sending a blazing fireball high into the sky. The Battle Fortress is engulfed in flames. Roll again on the Catastrophic Damage table at the end of the next turn, and apply the result rolled, counting a 4-5 result as a Magazine Explosion.
6	Magazine Explosion	Destroyed	The Battle Fortress' ammunition detonates, sending wreckage and shrapnel showering over the surrounding area. Roll a D6 to hit any other units within 5cm.



Designer's note: Super Heavy Tanks

As with flak I don't think super heavy tanks such as Baneblades, Shadowswords and Ork battlefortresses are worthwhile enough at the moment. Their points cost doesn't really equate well with their vulnerability — Criticals vaporize them so easily that having a Death Ray in the opposing force means they will disappear within a couple of turns; even Firepower is quite capable of taking out super heavy tanks relatively easily because of the large number of dice you get to roll. **War engine orders** on page 103 will help to an extent but the main problem is the critcals. Try the new **Critical Damage table** below for Baneblades, Shadowswords and Ork Battle Fortresses.

Critical Damage table

2D6 roll	Result	Damage	Notes
2–4	Crew Shaken	+0 Points	May not fire this turn.
5–7	Crew Stunned	+0 Points	Immobilised and may not fire this turn.
8–9	Tracks Damaged	+0 Point	Immobilised until repaired.
10	Weapons Damaged	+0 Point	May not fire until repaired.
11+	Catastrophic Damage	See Catastrophic Damage Table (**Adeptus Mechanicus Ordinatus** on page 241)	

[From Firepower #1 page 13.]

Related information

FAQ: Classifying war engine weapons 348

Greener is Meaner!

[Content from Firepower #2 page 66.]

Designer's note: Gav lets us in on how to pick *Epic 40,000* Ork armies based on the Ork clans. Theming your Ork detachments to be part of an Ork clan gives them their own character and really makes them stand out on the battlefield.

[Comment: This article also included example detachment cards (and Orky photos), but the source PDF I am working from is of such a low image quality that they are unreadable — so I have not included them. However, I'd like to add them in future if I can obtain better images.]

Orks are the scourge of every race in the galaxy of the 41st millennium. Their constant raids and attacks have plagued the Imperium since its founding, and over the millennia the Eldar have lost innumerable warriors to the green-skinned hordes. Across the whole galaxy the Orks can be found, slowly growing in power on some isolated planet or sweeping through entire star systems in a massive war-frenzy.

Orks are brutal, direct fighters who have no concept of mercy. Those who do not fall to their crude cannons and mobs of savage fighters are enslaved and put to work in the most dire fashion, building more armour and weapons for their cruel masters. Orks must fight to live and they live to fight.

In *Epic 40,000* the Orks have a wide mix of different vehicles and warriors and one Ork army is unlikely to be exactly the same as another. The flexibility of the Ork detachment lists means that you can very easily characterise your army and emphasise the aspects of Ork warfare that you find the most aesthetically appealing and suitable to your tactics. You can choose massive armies of foot troops pouring across the battlefield, or you might like to put your faith in the huge Gargants and Battle fortresses, backed up by swarms of Buggies, Bikes and Battlewagons. You can have batteries of Big Gunz with mobs of Nobz and Shooty Boyz, or you may prefer to get stuck in with the vicious Goff Skarboyz, Snakebite Boarboyz and other close combat specialists. Whatever your favourite style of fighting, the Orks can suit the role. In this article I hope to show just a few of the ideas that make the Orks so characterful and exciting to command.

Da Clanz

[Content from Firepower #2 page 66 to 67.]

Ork society is divided up into different clans. Although each Ork clan has its own outlook on life and war, they are rarely found in total isolation of each other. An Ork's adherence to a particular clan's philosophy is genetically imprinted on the individual, and like-minded Orks will band together out of natural association. This means it is very straightforward to create a colourful, characterful Ork army by simply choosing appropriate troops for your detachments.

When assembling your army, by bearing the different clans in mind you can make it much more visually appealing. Use the suggested colour schemes from the *Epic 40,000* Battles Book and your army will start to take on a more unified look, without losing its essential Orkiness. You can get really extreme if you want to, with your entire army coming from just one or two clans (a whole Goff army would look dead mean!). Of course, many Ork Warbands contain members of different clans banding together and there's nothing stopping you from painting your miniatures in whatever colours you like! As long as you like the way your army looks, there's nothing to hold you back…

Bad Moons

[Content from Firepower #2 page 67.]

Orks of the Bad Moon clan grow their teeth faster than other Orks. As Orks use 'teef' as their currency this means Bad Moons can afford the most expensive wargear and biggest guns. The Bad Moons like to dress as ostentatiously as possible, just to make sure all the other Orks know who are the richest Boyz around.

In *Epic 40,000* terms, a detachment of Bad Moons would reflect this philosophy by taking some of the most expensive troops and vehicles in the detachment list With this in mind, Bad Moons detachments should usually be chosen from the Ork Warband list. No Bad Moon Warboss is going to be seen going to battle without at least a small army of his Nobz, resplendent in their mega-armour, so a couple of Nobz mobs making six to eight units is probably a good start. After that, your next port of call will be the weapons Mek to get some of the biggest, shootiest gunz around, which means lots (LOTS!) of Shooty Boyz. Four Shooty Boyz units give you 8 Firepower (one automatic Blast marker) while 8 units of Shooty Boyz kick out an impressive 16 Firepower (and two Blast markers)!

After your Shooty Boyz have been assembled it's time to look at the Support options. A few Traktor Cannons, Shokk Attack guns and other Big Gunz are definitely a good idea, along with a fairly sizeable battery of Pulsa Rokkits. Four to six Big Gunz and three or four Pulsa Rokkits will be ideal, though you can go for more if you want to pay the points! To protect these expensive troops you'll most likely want a couple of Flakwagons — nobody likes to have their hand-picked force smashed to bits by an unexpected aerial attack! And don't forget the all-important Weirdboy, normally carried in his own towering Battlewagon.

For a more mobile detachment, the Bad Moons take lots of Battlewagons; enough for all the Nobz and Shooty Boyz to hitch a lift, and possibly a couple of spares! This allows them to zoom into an ideal firing position before settling down and taking long-ranged shots at the enemy. As one of the most expensive and shootiest vehicles around, the Stompa makes an ideal centrepiece for a Bad Moon detachment, and quite often the Warboss will save up his teef for such a big display of his wealth and power.

Goffs

[Content from Firepower #2 page 67 to 68.]

Goffs see themselves as the 'ardest Orks in the galaxy and there are few who would argue this to their faces! Gotts respect big guns as much as any Ork, but it is in close quarter fighting, when you can smell the enemy's fear and see their pain, that they really excel.

The bulk of a Goff detachment will be ordinary Boyz. A veritable horde of them, in fact! Since Gotts are suited to assaults, you want them to be able to move under heavy fire, so you really want well over fifteen units in the detachment. This will give you a bonus to your Leadership tests and increase the Gotts' chances of getting into a good scrap! Amongst these troops you should have a fair number of the veteran Skarboyz (perhaps even half of them) to really frighten the enemy in close combat. As Boyz, and especially Skarboyz, are fairly short ranged shooters, it's not unusual for a Goff Warboss to provide them with plenty of Battlewagons to carry them into the thick of the fighting.

Goff Meks also favour Stompas as a very effective way of showing others just who the real bosses are. Good at shooting and fearsome in an assault, Stompas are the Goffs' ideal machine — they're just plain 'ard! Depending upon the number of Support choices you have left, you could take three or four of these highly destructive machines of war. To aid them in close combat, the Goffs often drag a Weirdboy with them, and if the detachment as a whole has access to Battlewagons, the Weirdboy will probably be locked up in one too.

Deathskulls

[Content from Firepower #2 page 68 to 69.]

The Deathskulls are infamous scavengers, their Boyz and hordes of Gretchin are well-versed in the art of scouring a battlefield for useful weapons, armour and different bits of technology. Their Meks are perhaps the most inventive of their kind, building large eksperimental guns and constantly kustomisin' the weapons and armour of their fellow Deathskulls.

There are two main features to a Deathskull detachment — Looterz and Gretchin, and both should be featured in abundance. Looterz are represented by Shooty Boyz units and Grots are, well, Grots… Grots make a really good screen to absorb casualties and are handy for lending supporting fire in an assault (and are pretty handy in a firelight for that matter) so around 6 to 10 units give you a lot of strength in numbers. As for your Shooty Boyz, the sky's the limit and it wouldn't be over-the-top to have as many as ten or twelve units of them in a detachment. As well as these, the Deathskulls also have lots of ordinary Boyz to pick over the field of war after the battle has finished, eight to ten units being a pretty reasonable number. Other than this, Deathskull detachments could have any mix of troops, with a few Battlewagons for the Nobz and Warboss, and probably a Weirdboy too.

Evil Sunz

[Content from Firepower #2 page 69.]

All Orks love going really fast on Bikes, Battlewagons and any other vehicles they can grab hold of. However, amongst the different clans, it is the Evil Sunz who enjoy going really, really fast.

Their Meks constantly tinker with their vehicles to get the best performance possible and have long debates about which Squig fuel mix is the best, arguments about different track and tyre combinations and so on.

You can represent Evil Sunz with either a Warband detachment or a Kult of Speed. Either way there should be a definite emphasis on Buggies, Bikes and Battlewagons, with a few Nobz and Boyz hanging on as best they can. I can go on about them here, but for a good idea for some Evil Sunz Kults of Speed have a look at the Waa-Grodsnik's Wheelz of Deth boxed set. For a Warband-based Evil Sunz detachment you still want a fair number of Battlewagons, probably more than you have Boyz, just so that nobody will get left behind, plus a mob or two of Bikes and/or Speed Freeks. Oh, and make sure everything has some red on, because as every Ork knows, "Red Wunz Go Fasta!"

Snakebites

[Content from Firepower #2 page 69 to 70.]

Snakebites are the hoary traditionalists of Ork society. Any gun more complicated than a barrel and a trigger is frowned upon, and they much prefer to move about using their Boarz and Squiggoths.

To get a useful Snakebites detachment you will have to decide whether you want to have Squiggoths or Boarboyz. If you want to field Boarboyz as the main troops of your detachment, it's preferable to include battlewagons to carry any ordinary Boyz, Grots or Nobz. This will mean the detachment will be pretty fast-moving and can charge into an assault from what seemed like a safe distance to the enemy!

If you're more inclined to take Squiggoths in the detachment, speed isn't as important. Four or Five Squiggoths, with plenty of Gretchin to protect them from enemy fire (at least six to eight units), will give your opponents some nasty moments. Add on nine or ten Boyz units, a few Boarboyz, four or five units of Nobz, and the detachment is looking deadly…

Blood Axes

[Content from Firepower #2 page 70.]

Blood Axes are probably the least traditional of the Ork clans. They favour a very different style of fighting, employing some distinctly un-Orky tactics like sneaking about, formal training and using camouflage. This has led them to develop some very individual vehicles and troops.

Blood Axe detachments feature a lot of Boyz, with strong contingents of their special Kommandos and lots of Stormboyz. A good guesstimate would be to have eight to ten Boyz units with your maximum amount of Kommandos or Stormboyz (or both). A few Nobz units will give the detachment a bit more of a reliable punch, and any detachment benefits from having a few Grots around to act as a screen to enemy fire.

In addition, as Blood Axes often employ kustomised Imperial technology, this gives you a great opportunity to convert different tanks. In game terms, the effect of all this tinkering turns anything into a Battlewagon, but this doesn't stop you sticking extra spikes on an Imperial Chimera, or adding a big gun to a Rhino and so on, for purely visual effect. Of course, not every single Battlewagon should be converted, but a couple of strange vehicles adds to the character of the detachment a great deal.

The Green Machine

[Content from Firepower #3 page 62 to 66.]

Designer's note: Here is a follow up article to Gav's 'Green is Meaner' in Firepower 2 [**Greener is Meaner!** on page 262]. Last time Gav gave us some advice on characterising Ork detachments, this time he has some new Ork detachments you might like to include in your games. As if that wasn't enough he also has some alternative objectives for Ork armies

New detachment types

As I pointed out in my last Ork article, Green is Meaner, the warband detachment list is very flexible and allows you to vary your detachments pretty much how you like. However, to field some of the more specialised or uncommon forces at the Orks' disposal I've come up with a few more detachment lists. These are just suggestions really, to show you what you can do if you have the inclination. Ork society is incredibly diverse, one warband or horde may vary wildly from another on a different planet, led by a different Warlord or whatever. Ork kultur is versatile enough to encompass almost any amount of wild ideas and strange 'abberations' and really the only limit is what you think is Orky and what you want to field in your army.

The following detachment lists are by no means 'set-in-stone' rules and you will have to agree with your opponent if you want to choose your army using them. You may find that used excessively or in particular scenarios they make the Orks better (or are useless…) and so on. Them's the breaks! However, I strongly recommend you give them a go a couple of times…

Freebooterz

While most Orks get quite enough fighting in their lives, there are some Orks who are particularly bloodthirsty and war-hungry, even for the Greenskins. These Orks are very disruptive and are often turned out of the Ork settlements for simply causing more trouble than they're worth — starting fights every day, acting bolshie to the Warboss and generally giving everybody a hard time. These outcasts band together and hire their services to Ork leaders. Freebooterz, as they are known, charge extortionate amounts of 'tee!' for fighting in battle and these trigger-happy maniacs can afford really expensive weapons and armour. Freebooterz are often joined by Ogryn mercenaries, who see a common goal (money and battle) with their smaller comrades.

[See **Freebooter detachment** on page 255]

Dread Mob

The specialists in Ork society — the Docs, Meks, Weirdboys, Runtherds and others — are collectively known as Oddboyz. They are called Oddboyz for two reason. Firstly, their skills are very rare in Ork Kultur and therefore this makes a them different from run of the mill Boyz. Secondly, they are, well, odd… Oddboyz are generally obsessive about their craft and jealously guard their secrets from others. They each aspire to discover some magnificent creation which will revolutionise Ork society and allow the Greenskins to conquer the galaxy once and for all.

One example of this manic behaviour are the Dread Mobs. To make an Ork Dreadnought requires a Mekboy to build the chassis and a Painboy (usually known as a Doc) to connect the driver into the machine with various bionic and cybernetic components. Sometimes a Mek and a Painboy will collaborate on building the so-called 'Super-Dread'; the perfect synthesis of Ork and machine. They will build many different Dreadnoughts, each to a varying design, in their quest for perfection. Of course, this leaves a lot of Dreadnoughts knocking about and when the Warboss gives the shout for battle the Doc and Mek are only too happy to bring their creations out, hoping to get a few buyers by demonstrating their machines' awesome fighting capabilities.

[See **Dread Mob** on page 256]

Mad Mob

Some Orks, for whatever reason, are "not rite in da 'ead". These individuals express somewhat erratic behaviour, even for Orks, and are known by a variety of terms, many of which are very insulting (different Doc's classify them into Phobiaks, Maniks, Frantiks, Skitzos, Moroniks and so on). However, to the majority of the Ork population they are simply Madboyz. When fighting, all the Madboyz will gather together, usually under the guidance of a Warphead psyker, and will fuel each other's strange manias and oddities. However, as they pass from the depressing fear of a Phobiak to the bloodlust frenzy of the true Psyko, their overall effect on the battle remains constant.

[See **Mad Mob** on page 256]

Stormboyz Korp

Young Orks, particularly amongst the Blood Axe Clan, sometimes rebel against the traditional Orky values. They like to have highly polished weapons and toe-caps, they train hard and believe discipline is important both on and off the battlefield. Often these Orks will become Stormboyz and make up their own fighting formation, known as 'Da Korps'. Orks in Da Korps get paid regularly by their Kaptin, parade around in formation and generally practice fighting in a well-ordered, planned fashion. Whilst most Orks see Stormboyz as rather unstable individuals, their willingness to use the highly erratic jump packs makes them valuable troops in combat.

[See **Stormboyz Korp** on page 256]

Orky objectives

Orks go to war to fight, and while they like to win, it's the battling that really counts. Ork plans, while sometimes exhibiting a degree of low cunning, are generally straightforward and vary only slightly from the time-honoured Orky tactic of charging headlong at the enemy firing your guns and shouting loudly. In addition, an Ork army is much more likely to be impressed by an explosive show of strength, from either side, than by some abstract strategic advantage. To represent all of these factors, you may like to use the special objectives rules below when fighting with an Ork army. You must agree to this with your opponent before you start and make it clear you are using these rules.

Which scenarios?

Ork armies don't use all of the normal objectives and have some unique objectives of their own. Where a scenario tells you which objectives you can choose, consult the chart below. Some objectives are used as they stand while others are replaced by one of the new Orky Objectives:

Normal objective	Orky objective
Take and Hold	Take and Hold (Koprukk)
Bunker	Bunker (Shaksnik)
Capture	Noshdakka
Cleanse	Gargdreg
Rescue	Gitduff

Koprukk and Shaksnik

Although Ork strategies are straightforward, any warlord worth his teef knows that being in a building, on a hill or capturing a bridge is dead 'andy. Also, Orks know that any big, armoured building is bound to be full of skumbos to beat up and will pose a threat if left intact. For these reasons, Orks use the Take and Hold (Koprukk) and Bunker (Shaksnik) objectives exactly as they are given in the Battles Book [**Objectives** on page 117].

Noshdakka

The importance of a fuel dump or ammunition depot is not lost on the Ork mind. However, in the excitement of a battle, it is sometimes hard for a Warboss or Nob to stop his ladz from blowing up everything in sight out of sheer exuberance. A Noshdakka objective is treated exactly like a Capture objective with the following special rule. An Ork player can always elect to blow up a Noshdakka objective as described in the Battles Book [**Objectives** on page 117]. However, if you wish to take it for yourself you must first pass a standard Leadership test (Orks under a lot of pressure are likely to shoot at anything they can!). If the test is passed the objective is captured as normal and adds D6 to your own army morale. If the test is failed the Boyz blow it up anyway with the effect given in the Battles Book (-D6 from the enemy's army morale total)!

Gargdreg

Orks like explosions, and the bigger the explosion the better they like it. If you have a Gargdreg objective, the Warlord has promised his Boyz that he's going to give them the biggest explosion possible. The Gargdreg objective applies to the most expensive war engine in the opposing army. If the enemy has no war engines then you may not choose this objective. If there are two or more war engines with an equal points value, you must nominate which of them your leader has elected to destroy. For second and subsequent Gargdreg objectives nominate the next most valuable war engine and so on.

If the war engine in question is destroyed you gain its full morale value added to your Army Morale total. If it is merely wrecked you may still add half of its morale value to your army total.

Gitduff

If there's one thing Orks appreciate more than explosions, it's seeing their enemies getting done over in close quarter fighting where everything is really personal. The Gitduff objective applies to the most expensive detachment (not including war engines or flyers) in the opposing army. If there are two or more detachments with an equal points value, you must nominate which of them your leader has elected to beat up. For second and subsequent Gitduff objectives nominate the next most valuable detachment and so on. For every Blast marker inflicted on the target detachment in an assault or firefight you may immediately add +1 to your Army Morale level.

Using Gargdreg and Gitduff

The Gargdreg and Gitduff objectives work in a much different way to ordinary objectives, which can throw up some 'technical hitches'. Firstly, because of the way armies deploy in Epic (sometimes coming on from reserve or hidden) when you are choosing your objectives at the start of the battle, you must clearly announce your Gargdreg or Gitduff objective (and remember you've got it!). If the Gargdreg objective doesn't apply because your opponent doesn't have any war engines, you can choose another objective type instead. If you have one of these objectives your opponent must point out, when it is on the table, which is the target of the objective ("this is my most expensive war engine moving on from reserve…"). As detachments don't always start on the table, choosing either of these objectives can be a bit risky, as the target may not be on for very long, or even at all. However, the rewards can be high as always it is up to your discretion what objectives will best suit your army and tactics.

Like everything else in this article, the Gitduff and Gargdreg objectives are a bit 'eksperimental' but hopefully they demonstrate one of the ways you can reflect an army's personality and style of war. Why not try to come up with some of your own unique objectives which you think your army would attempt? Don't forget to come up with a nice characterful name and a good explanation!

Related information

Ork army list extras 255

Third Wave

[Content from Epic 40,000 #2 page 24 to 27.]

[Experimental rules] by Andy Chambers

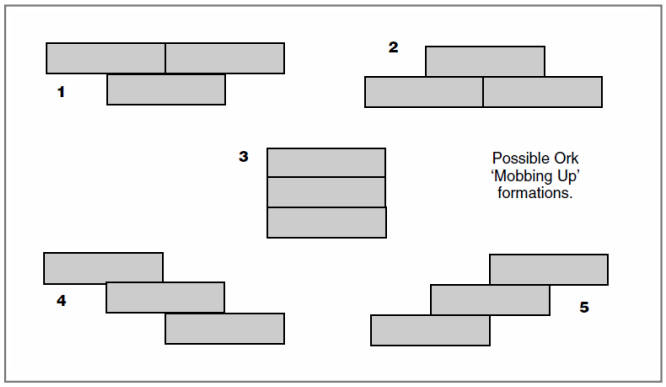
I've undoubtedly played more games of *Epic 40,000* using Orks than any other army and my own trusty war horde has now suffered ignominious defeat at the hand of Big Pete's Harbingers more times than I care to remember. Ever since working on the Ork Codex for 3rd edition 40K I've wanted to rework the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

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

Mob Rule

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

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



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

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

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

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

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

New units

[Comment: I'll probably merge these rules into the main Ork army topics at some point, but I haven't yet decided on the best way to do it given that they are only 'experimental' and not 'official'.]

The following new Ork units supplement those from the Ork army list in the *Epic 40,000* Armies Book (i.e. they can be used in addition to the units shown in the *Epic 40,000* Armies Book). By using them you can field detachments that are much closer in appearance and ability to the types of Orky army fielded in the current edition of the 40K rules. Note that some of the Ork vehicles below use the Vehicle Variants rules elsewhere in this issue [**Vehicle variants** on page 99].

Big Gunz and Rokkits

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

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Kannon	10cm	45cm	2	0	4+	
Lobba			As Kannon			*+Artillery*
Zap Gun			As Kannon			*+Anti-tank*
Pulsa Rokkit	10cm	30cm	*Disrupt*	0	4+	*Artillery*

Miniatures: No conversion needed, this is just a re-definition of existing Big Gunz miniatures. The plastic Shokk Attack Guns and Traktor Kannon can be used as Zap Guns.

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

Points cost: Kannon 12 points; Zap Gun 16 points; Lobba 14 points; Pulsa Rokkit 14 points.

Da Bikes 'n' Buggies

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

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

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Warbikes			As Bikeboyz			*+Assault*, *Shootier*
Skorchaz			As Buggy			*+Shootier*, *Siege*
Trukks			As Buggy			*+Transport (2)*
Gun Trukks (Zap)			As Buggy			*+Tank Destroyer*
Gun Trukks (Lobba)			As Buggy			*+Self-propelled Artillery*

Miniatures

- Warbikes and Skorchas are represented by using standard Bikeboyz stands or the Buggy or Trak, with Skorchas [Comment: flame-throwers] attached.
- Use Flakwagons without their main guns for Trukks, enhanced by glueing a few Ork Boyz models into the back to taste.
- For Gun Trukks simply use a Flakwagon body and replace its weapons with a Zap or Lobba model from the Big Gunz selection.

Availability

- Warbikes: As Bikeboyz.
- Skorchas: As Speed Freeks.
- Trukks: Ork Warbands (Support choice) Kult of Speed (Main Force or Support choice) and Ork Warlord (Bodyguard choice), consisting of 1–2 Boyz units at 9 points per unit and 1 Trukk unit at 9 points each. Infantry Commanders may be mounted on a Trukk for +9 points.
- Gun Trukks: Kult of Speed (Support choice) only, consisting of 1–3 Gun Trukk units at 16 points each.

Points cost: Warbikes 17 points; Skorchaz 11 points; Trukks 9 points; Gun Trukks (Zap) 16 points; Gun Trukks (Lobba) 16 points.

Da Flyboyz

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

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

Miniatures: Use Fighta-bommer models with extra bombs or rockets under their wings.

Availability: Flyboyz mobs only.

Points cost: Bommerz 42 points each.

Da Wagonz

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

Designer's note: The following stats replace those for the Battlewagon in the Armies Book. The original Battlewagon stats are still used for more tank-like Ork vehicles such as the Lungbursta, Gutrippa and Gobsmasha etc., which we’ve called ‘Gunwagons’ below. Orks can still hitch a lift on Gunwagons

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Battlewagon	25cm	30cm	2	1	5+	*Transport (4)*
Battlewagon Skorcher			As Battlewagon			*+Siege*
Battlewagon Zap			As Battlewagon			*+Anti-tank*
Gunwagon	25cm	45cm	1	2	5+	
Killa Kans	15cm	15cm	1	3	5+	Walker [**FAQ: Walkers** on page 342

Miniatures

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

Availability

- Battlewagons: Ork Warbands (Support choice), Kult of Speed (Main Force choice), and Ork Warlord (Bodyguard choice), each consisting of 1 unit at 19 points each. Infantry Commanders may be mounted on a Battlewagon for +19 points.
- Gunwagons: The original Battlewagon entries in the army lists now refer to Gunwagon instead.
- Killa Kans: Ork Warbands (Support choice), and Ork Warlord (Bodyguard choice), consisting of 1 to 3 units at 11 points each.

Points cost: Battlewagon 19 points; Battlewagon with Skorcherz 19 points; Battlewagon Zap 19 points; Gunwagon 14 points; Killa Kans 11 points

Tribal Gathering

[Content from Firepower #4 page 17 to 19.]

[Experimental rules] by Erik K. Rutins

> **Designer's note:** Erik is the author of the Five Rings website, where you'll find some rather good Epic material. These are his house rules for characterising your Ork detachments, by favouring certain troop types and restricting others. The advantage of these self-imposed restrictions is you get some special rules. A nice touch is that for any of these rules to apply to your detachments they must be painted in the clan colours.

The Evil Sunz

The Evil Sunz clan is obsessed with vehicles and speed, to represent a Evil Sunz detachment try using the following rules and restrictions. Clan colours are red with some yellow trimmings.

- An Evil Sunz army must have at least as many Kult of Speed detachments as other detachments.

  Evil Sunz Kult of Speed

  Evil Sunz Speed Freaks are accustomed to travelling very, very fast and shooting their weapons at small targets (like Snotlings). Therefore, when on Assault orders the Evil Sunz Kult of Speed uses 3/4 of their Firepower (instead of the usual 1/2). Super Heavy Weapons still need a 4+ to lock on (i.e. *Death Ray* and *Super Lifta Droppa* weapons).

  The Kult of Speed must be painted entirely in Evil Sunz colours to take advantage of this ability, as no one else 'practices' nearly as much.

  Evil Sunz Warband

  - May not include Kommandos.
  - May not include Boarboyz.

The Snakebites

Snakebites are traditionalists; they distrust technology and prefer good old fashioned stuff. Many of them still ride boars. They wear leather and furs with some red and white markings.

- The Snakebite tribe is a tribe of traditionalists. They shun the modern ways and feel more comfortable without them. Some say that because of this they are granted supernatural powers by the Ork gods. Snakebites may not use Gargants, Battle Fortresses, or Flyboyz.

Snakebite Warband

- +1 bonus to leadership rolls (cumulative with the '15+ units' bonus).
- +1 bonus to assault rolls*
- May not include any vehicles (except Squiggoths).
- May not include Stormboyz.
- May not include Nobz (but see below).
- May not include Kommandos.
- May not include Shooty Boyz.
- Must include at least 2 mobs of Boarboyz.
- May include 1 mob of special Nobz mounted on Boarboyz (as Nobz +*Cavalry*, *Assault*, same points cost).

**Note. The +1 assault bonus is lost if the Snakebites are in an assault where units that are excluded above are included in the assault along with the Snakebites. Too much technology bothers 'em.*

Example: Boarboyz Nobz

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Boarboyz Nobz	20cm/30cm charge	15cm	1	5	5+	*Save*

The Goffs

The Goffs clan believe they are the toughest, hardiest, best warriors of all Orks. They like to put the boot in, up close and personal. They wear sombre blacks, with white and red checks for decoration.

- Goffs have such a huge attitude about their own hardness that each Goff Warband may, once per battle, re-roll its Blast marker removal dice. If re-rolled, the second roll stands. In order to be considered a Goffs Warband, a Warband must be painted entirely in Goffs colours.
- Goffs Gargants and Battle Fortresses may also re-roll their Blast marker removal dice once per battle. You must have at least one Warband per Gargant or Battle Fortress detachment in your army to use this ability.

Goff Warband

- May not include Boarboyz.
- May not include Kommandos.
- Must include at least 2 mobs of Nobz.
- Must include at least 2 mobs of Skarboyz.

The Blood Axes

Blood Axes are naturally sneaky and cunning, most would say treacherous. They also have a habit of copying Imperial tactics. They prize captured Imperial vehicles above all other battlefield plunder, converting the vehicles to make them more Orky. They favour greens, greys and camouflage colour schemes.

- The Blood Axe tribe uses a lot of formerly Imperial equipment. They may buy Imperial vehicles as Support (1 per slot) in a Warband at the same price as Imperial or Space Marine detachments. However, because of the damage and re-engineering usually involved in capturing and 'Orkifying' such vehicles, the armour value on the vehicle is reduced by one. Because of the same loving Orky attention though, the speed of the vehicle is increased by 5cm (up to a maximum of 30cm). A single Warband may contain no more than two identical 'Orkified' vehicles, as they almost always have a varied and haphazard collection. In order for a Warband to be considered Blood Axe, it must be painted entirely in Blood Axe colours.

Example: Blood Axe Land Raider

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Blood Axe Land Raider	25cm (instead of 20cm)	45cm	2 x *Anti-tank*	2	5+ (instead of 6+)	

Blood Axe Warband

- May include up to 5 mobs of Blood Axe Kommandos.
- Must include at least 2 mobs of Blood Axe Kommandos.
- May not include Boarboyz.

The Bad Moons

Bad Moons are ostentatious and wealthy. They like to have the flashiest equipment and best weapons. They wear yellow, with black trim.

- These guys love throwing money around. As a result, they do have some of the neatest and biggest technology. They get a discount on Shooty Boyz and they love to wear power armour.
- A Gargant painted in Bad Moon colours gets +1 to its starting Power Fields roll. You must have at least one Warband per Gargant in your army to get this bonus.

Bad Moon Warband

- Shooty Boyz cost 15 points instead of 17.
- Must include at least 2 mobs of Shooty Boyz.
- Must include at least 2 mobs of Nobz.
- May not include Skarboyz.
- May not include Kommandos.
- May not include Boarboyz.

The Deathskulls

Deathskulls are expert looters and scavengers. They wear blue as their clan colour, which is traditional considered an unlucky colour by most Orks.

- Deathskulls have a remarkable collection of 'stuff' they have looted from other tribes and other races. They also have a remarkable ability to tinker and fix the broken stuff they find. Deathskulls detachments remove D6 Blast markers per Rally phase (instead of D6-1) because of their tinker-like ability to repair damage through innovative methods and their available supply of borrowed spare parts.
- You must have at least one Warband per Gargant or Battle Fortress detachment to use the Deathskulls ability on your Deathskulls Gargants and Battle Fortresses.

Deathskulls Warband

- No limits, but must be painted as DeathSkulls.

Armies of the Eldar

Related information

The Eldar 24
Knights and Dragons 60
Sword of the Eldar [Eldar tactics] 437
Path of the Eldar [Eldar tactics] 443

Craftworld army list

[Content from Armies Book page 65, and 70 to 75. Errata from Firepower #1 page 12 and 15.]

Strategy Rating

Eldar have a Strategy Rating of 5.

Eldar special rules

The following special rules apply to Eldar armies because of their unique character and comparatively limited resources.

A Dying Race

The Eldar are not a numerous people and every loss in battle brings them a step closer to extinction. Wherever possible they must recover the spirit stones of the fallen to place in their Craftworld's infinity matrix.

The Eldar must deduct the morale value of any detachments reduced to half strength from their army morale as normal. In addition, if a detachment is wiped out (or if a war engine is wrecked or destroyed) the Eldar's army morale is reduced by an additional D3 points to represent the fact that the spirit stones are lost forever.

Detachment Cards

Eldar detachments are smaller than those of other races because of their desperate lack of numbers. To illustrate this Eldar Detachment cards are slightly different from the standard ones. We haven't been able to include a separate pad of Eldar Detachment cards due to lack of space, however you will find a blank Eldar detachment card at **[Blank Eldar detachment card]** on page 281 [*Armies Book* page 75] which you can photocopy. Alternatively you could simply write the details onto a standard Detachment card and leave the unused spaces blank.

Holo-fields

Eldar Titans are protected by a holo-field which is projected from wings mounted atop their carapace. This fractures the image of the Titan making it appear to be a swirling, dancing cloud of coloured motes. It is very hard to target an Eldar Titan with any degree of certainty and even the most advanced tracking systems are thwarted by the swirling energies of a holo-field.

Because of this Eldar Titans receive a 2+ saving throw against any and all hits they take, rather like a unit with the *Save* special ability does. Note that this save applies to all attacks, even ones that normally ignore void shields and power fields and it applies to hits suffered in close combat.

However, Eldar Titans are very lightly constructed compared to the metres-thick armour of an Imperial Titan or the regenerative abilities of Tyranid bio-Titans. For this reason, any hit which is not saved by the holo-fields automatically causes a critical hit. Note that attacks which normally cause critical damage automatically (Death Rays for example) do not cause any additional critical hits — there's only so much damage a single shot can inflict!

Detachment lists

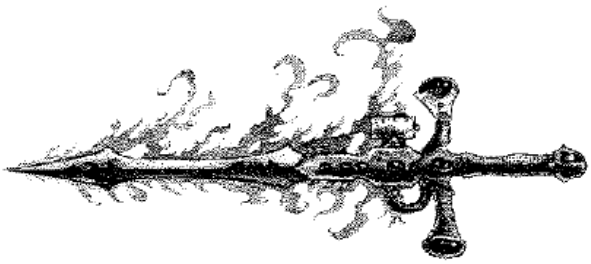
Supreme commander

Eldar Commander

Commanders

You may choose a total of up to two commanders.

Up to one Avatar: 40 points
Consists of 1 Avatar unit



Up to one Farseer: 50 points
Consists of 1 Guardian unit (*Hero*, *Psyker*, *Supreme Commander*)

- Mount in a Falcon*: +29 points
- Mount in a Wave Serpent*: +28 points
- Upgrade to a Vyper* (*Hero*, *Psyker*, *Supreme Commander*): +15 points

(Choose one upgrade only)*

Bodyguard

You may choose up to four bodyguards for a Commander.

Eldar Guardian squad: 8 points per unit
Consists of 1 or 2 Eldar Guardian units

- Mount in Falcons*: +29 points per unit
- Mount in a Wave Serpent*: +28 points
- Include a Warlock in up to one unit (*Psyker*): +10 points
- Upgrade to a Jetbike unit*: +7 points per unit

(Choose one only)*

Aspect Warrior squad: 10 points per unit
Consists of 1 Aspect Warrior unit

- Upgrade to have *Jump Packs**: +4 points
- Upgrade to have *Heavy Weapons**: +10 points
- Mount in a Falcon**: +29 points
- Mount in a Wave Serpent**: +28 points
- Include an Exarch (*Assault*): +1 point
- Include a Warlock (*Psyker*): + 10 points

(Choose one upgrade only. **Note: You may not take a Falcon and a Wave Serpent.)*

Wraithguard squad: 24 points per unit
Consists of 1 Wraithguard unit

- Mount in a Falcon*: +29 points
- Mount in a Wave Serpent*: +28 points
- Include a Warlock (*Psyker*): +10 points

(Choose one only)*

Dreadnought: 28 points

Falcon: 29 points

Vyper: 22 points

Notes: Each Commander and his bodyguard forms a separate detachment.

Chain of Command: *Commander > Any unit including a Warlock > Any unit including an Exarch > Any Aspect Warrior unit > Any other Bodyguard unit*

Eldar

Eldar War Host

Command

You must choose a commander.

Up to one Farseer: 50 points
Consists of 1 Guardian unit (*Hero*, *Psyker*)

- Mount in a Falcon*: +29 points
- Mount in a Wave Serpent: +28 points
- Upgrade to a Vyper (*Hero*, *Psyker*)*: +15 points

1 Detachment HQ (See notes): +25 points



Main Force

Make up to **5** choices from the following list.

Eldar Guardian squad: 8 points per unit
Consists of 1 or 2 Eldar Guardian units

- Mount in a Falcon*: +29 points per unit
- Mount in a Wave Serpent*: +28 points
- Include a Warlock in up to one unit (*Psyker*): +10 points
- Upgrade to a Jetbike unit*: +7 points per unit

Scouts Squad: 10 points per unit
Consists of 1 to 2 Eldar Scouts units

Falcon: 29 points

Aspect Warrior squad: 10 points per unit
Consists of 1 Aspect Warrior unit

- Upgrade to have *Jump Packs**: +4 points
- Upgrade to have *Heavy Weapons** +10 points
- Mount in a Falcon**: +29 points
- Mount in a Wave Serpent**: +28 points
- Include an Exarch (*Assault*): +1 point
- Include a Warlock (*Psyker*): +10 points

(Choose one only. **Note — You may not take a Falcon and a Wave Serpent)*

Support

Make up to **5** choices from the following list, but you may not exceed the number of choices made on the Main Force list.

Aspect Warrior squad: 10 points per unit
Consists of 1 Aspect Warrior unit

- Upgrade to have *Jump Packs**: +4 points
- Upgrade to have *Heavy Weapons**: +10 points
- Mount in a Falcon**: +29 points
- Mount in a Wave Serpent**: +28 points
- Include an Exarch (*Assault*): +1 point
- Include a Warlock (*Psyker*): + 10 points

(Choose one only. **Note — You may not take a Falcon and a Wave Serpent)*

Wraithguard squad: 24 points per unit
Consists of 1 Wraithguard unit

- Mount in a Falcon*: +29 points
- Mount in a Wave Serpent*: +28 points
- Include a Warlock (*Psyker*): +10 points

Falcon: 29 points

Vyper: 22 points

Dreadnoughts: 28 points per unit
Consists of 1 or 2 Eldar Dreadnoughts

War Walkers: 24 points per unit
Consists of 1 or 2 War Walkers

Support Platform battery: 20 points per unit
Consists of 1 to 3 Support platforms

Night Spinner: 41 points

Fire Prism: 40 points

Wave Serpent: 28 points

Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the War Host's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of Command: *Farseer > Any unit including a Warlock > Any unit including an Exarch > Any Aspect Warrior unit > Any other unit*

Eldar Harlequins

Command

You must choose a commander.

Up to one Great Harlequin: 45 points
Consists of 1 Harlequins unit (*Hero*)

Upgrade to a Vyper (*Hero*): +15 points

Up to one Shadow Seer: 55 points
Consists of 1 Harlequins unit (*Hero*, *Psyker*)

Upgrade to a Vyper (*Hero*, *Psyker*): +15 points

Main Force

Make up to **5** choices from the following list.

Harlequin squad: 10 points per unit
Consists of 1 or 2 Harlequins units

Mount in a Wave Serpent**: +28 points
Include a Solitaire (*Assault*)*: +1 point
Include a Warlock (*Psyker*)*: +10 points
Include a Death Jester (*Heavy Weapons*)*: +10 points
Upgrade to Jet Bikes**: +5 points per unit

(Choose one only. If you take one of these options, you may not take Jet Bikes. ** You may not take a Wave Serpent and Jet Bikes)*

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

Chain of Command: *Great Harlequin > Shadow Seer > Any unit including a Solitaire/Warlock/Death Jester > Any Harlequin unit*

Eldar war engines

Eldar Titans

War Engines

You may make up to **1** choice from the following list.

One or Two Revenant Scout Titans: 185 points each

Phantom Titan: 380 points

Upgrade to a Warlock Titan (*Psyker*): +10 points

Chain of Command: *Not applicable*

Eldar Engines of Vaul

Command

See below

Main Force

You may make up to **1** choice from the following list.

One to three Cobra or Scorpion super heavy grav-tanks: 110 points per unit

Notes: Select one War Engine to act as the HQ.

Chain of Command: *HQ > Any other war engine in this detachment*

Eldar flyers

Eldar Fleet

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Main Force

You may choose up to **5** aircraft from the following list.

Night Wing Interceptor: 40 points per unit

Phoenix Bomber: 50 points per unit

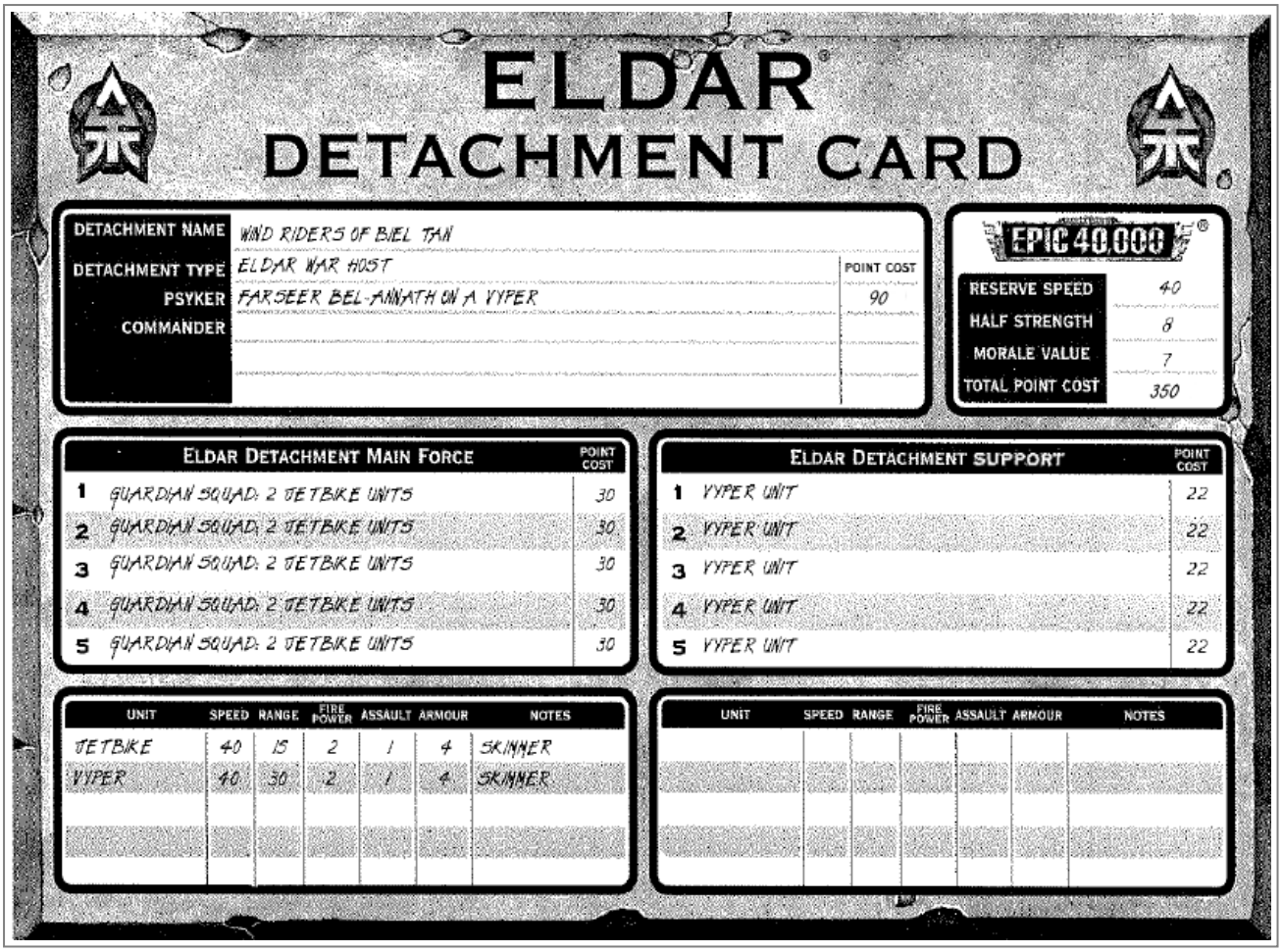
Vampire Raider: 60 points per unit

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

Chain of Command: *HQ > Any other unit in the detachment*

The Wind Riders of Biel Tan [example detachment card]

The Wind Riders' most notable action was against the Ork horde of Waaa-Narshak when, alongside Falcons of the Lords of Night detachment, they held off a massive Ork assault until Wraithguard and Dreadnoughts arrived to reinforce them. Their strikes around the Ork flank kept the enemy constantly off guard allowing the Falcons to punish their slow advance with volley after volley of devastating fire.



ELDAR®
DETACHMENT CARD

DETACHMENT NAME	WIND RIDERS OF BIEL TAN	
DETACHMENT TYPE	ELDAR WAR HOST	POINT COST
PSYKER	FARSEER BEL-ANNATH ON A VYPER	90
COMMANDER		

EPIC 40,000®

RESERVE SPEED	40
HALF STRENGTH	8
MORALE VALUE	7
TOTAL POINT COST	350

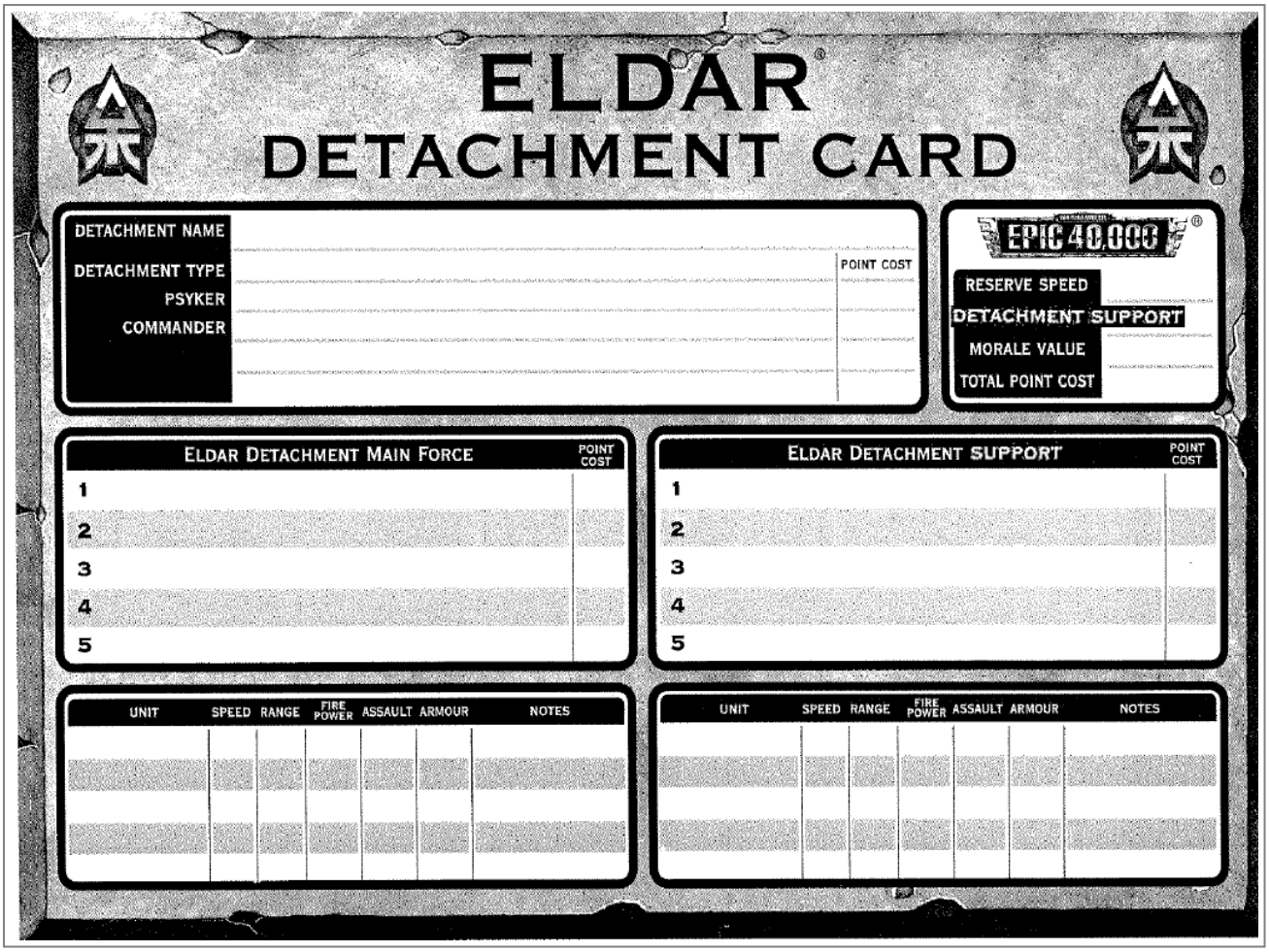
ELDAR DETACHMENT MAIN FORCE		POINT COST
1	GUARDIAN SQUAD: 2 JETBIKE UNITS	30
2	GUARDIAN SQUAD: 2 JETBIKE UNITS	30
3	GUARDIAN SQUAD: 2 JETBIKE UNITS	30
4	GUARDIAN SQUAD: 2 JETBIKE UNITS	30
5	GUARDIAN SQUAD: 2 JETBIKE UNITS	30

ELDAR DETACHMENT SUPPORT		POINT COST
1	VYPER UNIT	22
2	VYPER UNIT	22
3	VYPER UNIT	22
4	VYPER UNIT	22
5	VYPER UNIT	22

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
JETBIKE	40	15	2	1	4	SKIMMER
VYPER	40	30	2	1	4	SKIMMER

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

[Blank Eldar detachment card]



Related information

Q&A: The Eldar 364

Craftworld army list extras

Eldar Exodites detachments

[Content from The Citadel Journal #35 page 38.]

[Unofficial house rules]

Eldar Knight detachment

Command

~~You may choose up to one commander.~~[Comment: Error— the only option below is '1 Detachment HQ'.]

[You must choose a commander.]

1 Detachment HQ (See notes): +25 points

Main Force

Choose up to **5** Knights from the following list.

Fire Gale: 35 points

Towering Destroyer: 45 points

Bright Stallion: 40 points

[Comment: Are these units costed right? Is the errata on the cost of *Anti-tank* weapons factored in already or not?]

Support

Make up to **5** choices from the following list, but not more than you made on the Main Force list.

Eldar Guardian Squad: 8 points per unit
Consists of 1 or 2 Guardian units

- Upgrade to Jetbikes[Comment: *]: +7 points per unit
- Mount in a Wave Serpent[Comment: *]: +28 points
- Include a Warlock (*Psyker*): +10 points
- Upgrade to Vyper Jetbikes[Comment: *]: +22 points

[Comment: Logic dictates *(* Choose one only)* items here]

Chain of Command: *Detachment HQ > Any Knight > Any unit with a Warlock > Any other unit.*

Eldar Dragon Rider detachment

Command

~~You may choose up to one commander.~~[Comment: Error — the only option below is '1 Detachment HQ'.]

[You must choose a commander.]

1 Detachment HQ (See notes): +25 points

Main Force

Choose up to **5** Dragons from the following list.

Gigantisaur: 20 points

Carnosaur: 25 points

Pterosaur: 15 points

Support

Make up to **5** choices from the following list, but not more than you made on the Main Force list.

Eldar Guardian Squad: 8 points per unit
Consists of 1 or 2 Guardian units

- Upgrade to Jetbikes[Comment: *]: +7 points per unit
- Mount in a Wave Serpent[Comment: *]: +28 points
- Include a Warlock (*Psyker*): +10 points
- Upgrade to Vyper Jetbikes[Comment: *]: +22 points

[Comment: Logic dictates *(* Choose one only)* items here]

Chain of Command: *Detachment HQ > Any Dragon > Any unit with a Warlock > Any other unit.*

Eldar unit summaries

[Content from Armies Book page 66 and elsewhere as indicated. Errata from Firepower #1 page 15.]

Eldar main unit summaries

Craftworld Eldar unit summary

Eldar infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Avatar	15cm	-	0	8	6+	*Save*, *Rampage*, *Supreme Commander*
Guardians	15cm	15cm	2	1	3+	
Farseer			As Guardians			+ *Hero*, *Psyker*
Warlock			As Guardians			+ *Psyker*
Wraithguard	10cm	15cm	*Anti-tank*	3	6+	
Scouts	15cm	30cm	1	1	4+	*Infiltrators*
Support Platform	10cm	45cm	*Anti-tank*	0	4+	
Aspect Warriors	15cm	15cm	1	4	4+	
Swooping Hawks/Warp Spiders			As Aspect Warriors			+ *Jump Packs*
Dark Reapers			As Aspect Warriors			+ *Heavy Weapons*
Exarch			As Aspect Warriors			+ *Assault*
Harlequins			As Aspect Warriors			
Great Harlequin			As Aspect Warriors			+ *Hero*

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Shadow Seer			As Aspect Warriors			+ *Hero*, *Psyker*
Death Jester			As Aspect Warriors			+ *Heavy Weapons*
Solitaire			As Aspect Warriors			+ *Assault*

Eldar vehicle datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Falcon grav-tank	30cm	45cm	2	1	5+	*Skimmer*, *Transport(1)*
Wave Serpent	30cm	30cm	*Disrupt*	2	6+	*Skimmer*, *Transport(2)*
Night Spinner	30cm	90cm	*Disrupt*	1	5+	*Skimmer*, *Artillery*
Fire Prism	30cm	45cm	*Anti-tank*	1	5+	*Skimmer*, *Flak*
Dreadnought	20cm	45cm	2	4	6+	
War Walker	20cm	45cm	2	0	6+	
Jet Bikes	40cm	15cm	2	1	4+	*Skimmer*
Vyper Jet Bikes	40cm	30cm	2	1	4+	*Skimmer*

Eldar flyer datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Night Wing Interceptor	flyer	15cm	2	4/2	5+	
Phoenix Bomber	flyer	30cm	6	2/2	5+	
Vampire Raider	flyer	30cm	6	1/2	5+	*Transport(4)*

Eldar extra unit summaries

Eldar Exodites unit summary

[Content from The Citadel Journal #35 page 37.]

[Unofficial house rules]

Eldar Knights datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Fire Gale	25cm	30cm	D3 x *Anti-tank*	3	5+	*Save*
Towering Destroyer	25cm	30cm	D3 x *Anti-tank*	7	5+	*Save*
Bright Stallion	35cm	30cm	D3 x *Anti-tank*	5	5+	*Save*

Designer's note: Although using legs, their size means that the Knights are vehicles for terrain purposes.

Eldar Exodites datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Gigantisaur	15cm	30cm	3	3	6+	*Rampage*
Carnosaur	20cm	30cm	2	4	5+	*Rampage*
Pterosaur	30cm	30cm[1]	0	2	3+	*Skimmer*

Related information

Swooping Hawks 372

[1] Assuming that the Firepower value is correct, then Range is redundant and should have a value of '-'.

Eldar war engine data sheets

[Content from Armies Book page 67 to 69.]

Phantom Titan

PHANTOM TITAN

Eldar Titans are very different to those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (who are brought up with the Titans from birth) but from the collective consciousness of a large spirit stone which contains the ghosts of many Eldar. Titans are built around a wraithbone core which permits the spirits contained within to flow freely through the whole machine. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes it a deadly fighting machine.

SPEED	ARMOUR	HOLOFIELD	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm	5+	2+ save	8	30	–

WEAPON TABLE

WING MOUNT WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
2 x Weapon Battery	Front	45cm	4 each	–
ARM WEAPONS PICK 2	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Pulsar	Side	60cm	D6	D6 x anti-tank shots.
Distortion Cannon	Side	45cm	(1)	Roll D6x5. If score equals or beats the target's basic speed, you've hit (a natural 6 is always a hit, a 1 is always a miss). War engines take a single critical hit, ignoring shields. Other targets are destroyed.
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Unexpected Hit	+0 Points	The Phantom is immobilised for the rest of the turn.
3	Right Wing Weapon Damaged	+1 Point	The weapon may not be fired until repaired.
4	Left Wing Weapon Damaged	+1 Point	The weapon may not be fired until repaired.
5	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
6	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
7	Holofield Damaged	+2 Points	The Phantom's wing is damaged, affecting the Titan's holofields. The holofields will not work until repaired.
8	Systems Damaged	+2 Points	The Phantom is immobilised for the rest of the turn. Its holofields stop working until repaired.
9	Wraithbone Damaged	+2 Points	The wraithbone core is cracked, damaging the link between the crew and the spirit stone. The Phantom is immobilised until the damage is repaired and halves its Speed permanently.
10	Head Damaged	+3 Points	The Phantom's spirit stone is cracked and some of the incumbent souls are sucked into the warp. The Phantom is immobilised and may only fire one weapon per turn until the head is repaired.
11	Power Source Damage	+3 Points	The Phantom's holofields will not work for the rest of the turn. The Phantom is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage	See table below	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Spirit Stone Destroyed	Wrecked	The Phantom is stunned by a heavy blast. For the first time in its life it starts looking more like a machine than a living being. It crashes to the ground. Anything in base contact takes D6 hits.
4-5	Massive Explosion	Destroyed	The Phantom is destroyed by an explosion that rips its body apart. Any unit within 5cm takes 1 hit.
6	Crystalline Implosion	Destroyed	The Phantom's power source is hit and the crystalline structure implodes. As the twisted wreck falls to the ground uncontrolled energies arc off its surface. Any unit in base contact takes D6 hits. Roll to hit any other unit within 3D6cm.

Revenant Titan

REVENANT TITAN

Revenant Titans are extremely fast using their long legs and small jump jets to move across the battlefield with astonishing speed. Their twin pulse lasers can cut through foes many times their own size, as well as devastating detachments of smaller adversaries.

SPEED	ARMOUR	HOLOFIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
25cm	5+	2+ Save	4	10	–

WEAPON TABLE

BODY WEAPON	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	45cm	4	–
ARM WEAPON	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
2 x Pulse Laser	Left/Right Side	45cm	D3	D3 x anti-tank shots (each).

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Unexpected Hit	+0 Points	The Revenant is immobilised for the rest of the turn.
3	Body Damaged	+1 Point	The weapon may not be fired until repaired.
4	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
5	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
6	Systems Damaged	+2 Points	The Revenant is immobilised for the rest of the turn. Its holofield stops working until the damage is repaired.
7	Wing Damaged	+2 Points	The Revenant's wing has been damaged, affecting the Revenant's holofields. The holofields will not work until the wing is repaired.
8	Wraithbone Damaged	+2 Points	The wraithbone core is cracked, damaging the link between the crew and the spirit stone. The Revenant is immobilised until the wraithbone is repaired and halves its Speed permanently.
9	Power Source Damaged	+2 Points	The Revenant's holofields will not work for the rest of the turn. The Revenant is immobilised and may only fire one weapon per turn until the damage is repaired.
10-12	Catastrophic Damage	See Table Below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Leg Blown Off	Wrecked	The Revenant is knocked sprawling by the blast, swaying violently before falling over. Anything in base contact takes D6 hits.
3	Head Blown Off	Wrecked	The blast throws the Revenant off balance, causing it to crash to the ground. Anything in base contact takes D6 hits.
4-5	Massive Explosion	Destroyed	The Revenant is destroyed by an explosion that blows wreckage over a wide area. Roll a D6 to hit any unit within 5cm.
6	Crystalline Implosion	Destroyed	The Revenant's complex crystalline power source is shattered, destroying the Titan and unleashing a wave of raw energy. Any unit in base contact takes a hit, roll a D6 to hit any unit within 2D6cm.

Engines of Vaul

ENGINES OF VAUL



The Cobra and Scorpion super heavy grav-tanks are amongst the largest vehicles capable of anti-gravitic movement. Their sophisticated weaponry combines with a manoeuvrability unmatched by the super heavy tanks of other races. This makes them some of the deadliest war engines of the 41st millennium, combining the twin ideals of strength and speed.



SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm (Skimmer)	5+	–	4	4	–

WEAPON TABLE

MAIN WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Distort Cannon (Cobra)	Front	45cm	(1)	Roll D6x5. If score equals or beats the target's basic speed, you've hit (a natural 6 is always a hit, a 1 is always a miss). War engines take a single critical hit, ignoring shields. Other targets are destroyed.
Pulsar (Scorpion)	All Round	60cm	D6	D6 anti-tank shots.

SECONDARY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Hull Weapons	All Round	30cm	2	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Emergency Landing	+0 Points	The war engine is immobilised for the rest of the turn.
3	Grav-Drive Damaged	+1 Point	The war engine is immobilised until the Grav-Drive is repaired.
4	Weapons Damaged	+1 Point	All the war engine's weapons are inoperative until repaired.
5	Power Plant Damaged	+1 Point	The war engine is immobilised and its weapons are rendered inoperative until the powerplant is repaired.
6	Grav-Drive Destroyed	+2 Points	The war engine is permanently immobilised.
7-12	Catastrophic Damage	See table below	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	A series of internal explosions destroys the war engine and kill its crew. The war engine is left a blackened, smoking wreck.
4-5	Weapon Detonation	Destroyed	The war engine's weapons power source explodes, killing the crew and unleashing a blast of raw energy. Roll a D6 to hit any unit within 5cm.
6	Gravitic Implosion	Destroyed	The war engine's drives implode, sucking nearby troops into an energy maelstrom. This causes an automatic hit on any models within 5cm.

Related information

FAQ: Classifying war engine weapons 348
Eldar War engines 28

Armies of Chaos

Related information

Chaos 28
Princes of Chaos 58
Terror and Death [Chaos tactics] 445

Chaos Black Crusade army list

[Content from Armies Book page 77 and 89 to 94. Errata from Firepower #1 page 12 and 15.]

Strategy Rating

The Chaos army normally has a Strategy Rating of 3. This assumes Chaos Space Marines, Cultists and/or Daemons are present. If the force is completely made up of Chaos Space Marine detachments its Strategy is increased to 5. If it comprises only Cultists and/or Daemon detachments its Strategy Rating is lowered to 2.

Detachment lists

Supreme commander

Supreme Commander

Commanders

You may choose a total of up to one Commander.

Up to one Chaos Space Marine Warmaster: 50 points

Consists of 1 Chaos Space Marine unit (*Hero*, *Supreme Commander*)

- Mount in a Rhino*: +7 points
- Mount in a Land Raider*: +45 points
- Upgrade to Juggernaut of Khorne or Steed of Slaanesh (*Cavalry*)*: Free
- Upgrade to Disc of Tzeentch (*Cavalry*, *Skimmer*)*: Free

(Choose one upgrade only)*

Up to one Daemon Prince: 45 points

Consists of Daemon Prince (*Supreme Commander*).

May choose up to 2 abilities out of the following list:

- *Assault*: +2 points
- *Psyker*: +10 points
- *Rampage*: +2 points
- *Skimmer*: +3 points

Chaos Space Marine Bodyguard

You may choose up to one Chaos Space Marine bodyguard squad for your Chaos Space Marine Warmaster or Daemon Prince.

Chaos Space Marine Terminator squad: 18 points

Consists of 1 Chaos Space Marine unit (*Save*)

- Mount in a Land Raider: +45 points
- Upgrade to Khorne Berzerkers (*Rampage*, *Assault*)*: +3 points per unit
- Upgrade to Noise Marines (*Heavy Weapons*, *Stubborn*, no Rapid Fire)*: +9 points per unit
- Upgrade to Thousand Sons (*Stubborn*)*: +2 points per unit

(Choose only one option)*

Chaos Space Marine squad: 15 points per unit

Consists of 1 or 2 Chaos Space Marine units

- Mount in Rhino: +7 points
- Upgrade to Veterans (*Infiltrators*)*: +1 point per unit
- Upgrade to Khorne Berzerkers (*Rampage*, *Assault*)*: +2 points per unit
- Upgrade to Noise Marines (*Heavy Weapons*, *Stubborn*, no Rapid Fire)*: +6 points per unit
- Upgrade to Thousand Sons (*Stubborn*)*: +1 point per unit

(Choose only one option)*

Notes: The Commander and its bodyguard form a separate detachment.[Comment: Ambiguous — I believe this is trying to say that the Commander and its bodyguard together form a single detachment, as in other armies.]

Chaos Space Marines

Chaos Space Marine detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to 1 Chaos Lord: 25 points

Consists of 1 Chaos Space Marine unit (*Hero*)

- Upgrade to Juggernaut of Khorne or Steed of Slaanesh (*Cavalry*)*: Free
- Mount in a Rhino*: +7 points
- Mount in a Land Raider*: +45 points

(Choose only one option)*

Up to 1 Tzeentch Sorcerer: 35 points

Consists of 1 Chaos Space Marine unit (*Hero*, *Psyker*)

- Upgrade to Disc of Tzeentch (*Cavalry*, *Skimmer*)*: Free
- Mount in a Rhino*: +7 points
- Mount in a Land Raider*: +45 points

(Choose only one option)*

Main Force

Choose up to **10** squads from the following list.

Chaos Space Marine Terminator squad: 18 pts

Consists of 1 Chaos Space Marine unit (*Save*)

- Upgrade to Khorne Berzerkers (*Rampage*, *Assault*)*: +3 points per unit
- Upgrade to Noise Marines (*Heavy Weapons*, *Stubborn*, no Rapid Fire)*: +9 points per unit
- Upgrade to Thousand Sons (*Stubborn*)*: +2 points per unit
- Mount in a Land Raider: +45 points

Chaos Space Marine Bikers squad: 10 points per unit

Consists of 1 to 3 Chaos Space Marine Bikers units

Chaos Space Marine squad: 15 pts per unit

Consists of 1 or 2 Chaos Space Marine units

- Mount in a Rhino: +7 points
- Upgrade to Veterans (*Infiltrators*)*: +1 point per unit
- Upgrade to Khorne Berzerkers (*Rampage*, *Assault*)*: +2 points per unit
- Upgrade to Noise Marines (*Heavy Weapons*, *Stubborn*, no Rapid Fire)*: +6 points per unit
- Upgrade to Thousand Sons (*Stubborn*)*: +1 point per unit

(Choose one only)*

Support

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

Khorne Daemon Engine: 26 points

Nurgle Daemon Engine: 31 points

Slaanesh Daemon Engine: 29 points

Chaos Artillery: 50 points

Silver Tower: 18 points

Chaos Space Marine Dreadnought: 24 points

Chaos Space Marine Land Raider: 45 points

Chaos Space Marine Predator: 27 points

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

Chain of Command: *Captain > Sorcerer > Chaos Terminators > Chaos Space Marines > Any other unit*

Chaos Cultists

Chaos Cultist detachment

Command

You must choose a command squad.

Coven: 32 points
Consists of 1 Chaos Cultist unit

Include a Demagogue (*Hero*): +8 points
Include a Magus (*Psyker*): +8 points
Mount in a Chimera: +14 points

Main Force

Choose up to **10** squads from the following list.

Cultist squad: 7 points per unit
Consists of 1 to 4 Cultist units

Beastman squad: 5 points per unit
Consists of 1 to 4 Beastman units

Include a Beastman Champion (*Assault*): +1 point per unit

Support

Make up to **5** choices from the following list, but you may not exceed the number of choices made on the Main Force list.

Sentinel Squadron: 8 points per unit
Consists of 1 to 3 Sentinels

Support Weapon battery: 13 points per unit

Consists of 1 to 3 support weapons
Leman Russ battle tank: 32 points

Demolisher support tank: 22 points

Griffon Mortar: 19 points

Hellhound flame tank: 12 points

Hydra Flak tank: 24 points

Chimera transport: 14 points

Chain of Command: *Coven > Chaos Cultists > Any other unit*

Chaos Daemons

Daemon detachment

Commander

You must choose a detachment Commander.

1 Detachment HQ (See notes): +25 points

Daemons

Choose up to **5** Daemon Packs from the following list.

Khorne Daemon Pack

Consists of **1 to 5** Daemons from the following list.

Bloodthirster: 29 points

Bloodletters — Daemon unit (*Rampage*): 11 points per unit

Flesh Hounds — Daemon unit (*Cavalry*): 16 points per unit

Slaanesh Daemon Pack

Consists of **1 to 5** Daemons chosen from the following list.

Keeper of Secrets: 25 points

Daemonettes — Daemon unit (*Psyker*): 15 points per unit

Fiends — Daemon unit (*Cavalry*): 16 points per unit

Nurgle Daemon Pack

Consists of **1 to 5** Daemons from the following list.

Great Unclean One: 27 points

Plaguebearers — Daemon unit (*Psyker*): 15 points per unit

Tzeentch Daemon Pack

Consists of **1 to 5** Daemons chosen from the following list.

Lord of Change: 27 points

Pink Horrors — Daemon unit (*Psyker*): 15 points per unit

Flamers — Daemon unit (*Jump Packs*): 14 points per unit

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the Chain of Command. If this unit is destroyed, follow the Chain of Command. Rivalry between the Chaos Gods means you may not include Daemons of Khorne and Slaanesh or Tzeentch and Nurgle together in the same detachment.

Chain of Command: *Greater Daemon > Daemon*

Chaos Armoured detachments

You may choose up to one Chaos Armoured detachment for every Chaos Space Marine, Chaos Cultist or Daemon detachment in your army (including the Supreme Commander if there is one).

Flyer detachment

Command

You must choose a detachment Commander.

1 Detachment HQ (see below): +25 points

Main Force

Consisting of **1 to 5** Flyers

Firelords: 53 points per unit

Doomwings: 31 points per unit

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

Chain of Command: *Firelord > Doomwing*

Chaos Engine detachment

Command

You must choose a detachment Commander.

1 Detachment HQ (see below): +25 points

Main Force

Chaos Engine Detachment
Consisting of 1 to 10 Chaos Engines

Khorne Daemon Engine: 26 points each

Nurgle Daemon Engine: 31 points each

Slaanesh Daemon Engine: 29 points each

Silver Tower: 18 points each

Chaos Artillery: 50 points each

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.

Chaos Space Marine squad: 15 points per unit
Consists of 1 or 2 Chaos Space Marine units

- Mount in Rhino: +7 points
- Upgrade to Veterans (*Infiltrators*)*: +1 point per unit
- Upgrade to Khorne Berzerkers (*Rampage*, *Assault*)*: +2 points per unit
- Upgrade to Noise Marines (*Heavy Weapons*, *Stubborn*, no Rapid Fire)*: +6 points per unit
- Upgrade to Thousand Sons (*Stubborn*)*: +1 point per unit

(Choose only one option)*

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

Chain of Command: *Detachment HQ > Any Main Force unit > Any other unit*

Chaos Space Marine Armoured detachment

Command

You must choose a detachment Commander.

1 Detachment HQ (see below): +25 points

Main Force

Chaos Space Marine Armoured Detachment
Consisting of 1 to 10 Chaos Space Marine vehicles

Chaos Space Marine Dreadnought: 24 points each

Chaos Space Marine Land Raider: 45 points each

Chaos Space Marine Predator: 27 points each

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.

Chaos Space Marine squad: 15 points per unit
Consists of 1 or 2 Chaos Space Marine units

- Mount in Rhino: +7 points
- Upgrade to Veterans (*Infiltrators*)*: +1 point per unit
- Upgrade to Khorne Berzerkers (*Rampage*, *Assault*)*: +2 points per unit
- Upgrade to Noise Marines (*Heavy Weapons*, *Stubborn*, no Rapid Fire)*: + 6 points per unit
- Upgrade to Thousand Sons (*Stubborn*)*: +1 point per unit

(Choose only one option)*

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

Chain of Command: *Land Raider > Predator > Chaos Space Marines*

Chaos War Engine detachment

Choose **one** of the following.

One or two Slaanesh Scout Titans
- **Subjugator Scout Titan: 160 points each**
- **Questor Scout Titan: 135 points each**

Nurgle Plague Tower: 170 points

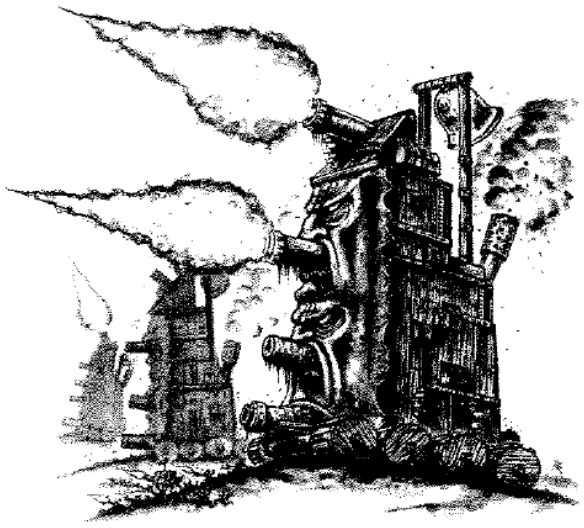
One or Two Warhound Titans: 200 points each

Reaver Titan: 390 points

Khorne Lord of Battles: 225 points

Warlord Titan: 555 points

Khorne Banelord Titan: 545 points

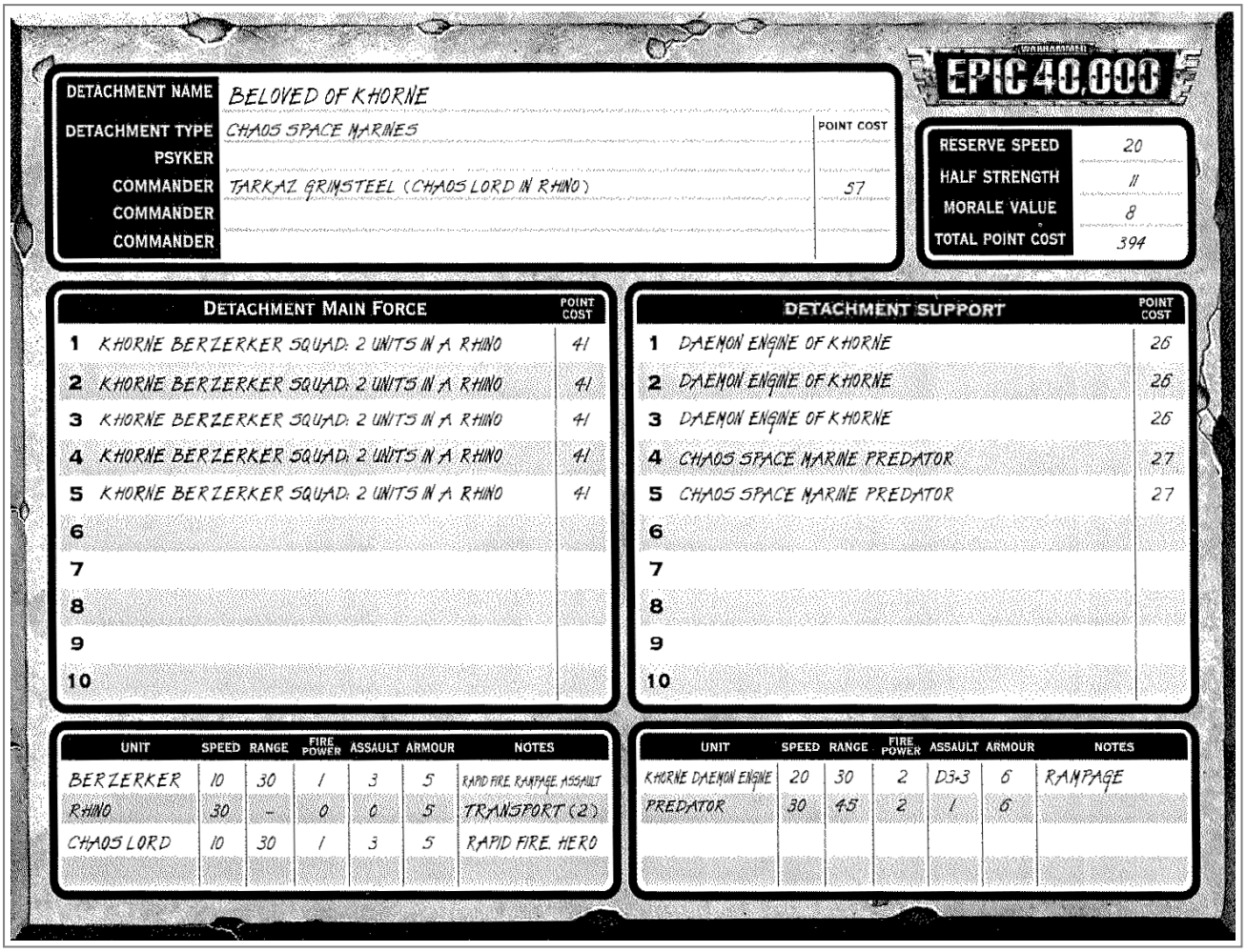


Chain of Command: *Not applicable*

Beloved of Khorne [example detachment card]

The following is an example of a detachment you can field using the Chaos Black Crusade army list.

Tarkha Grimsteel has led his ferocious Khorne Berzerkers into battle ever since the Horus Heresy. While the Daemon Engines of Khorne spit forth a hail of deadly fire, the frenzied Berzerkers charge at the enemy. There are few survivors after such a bloodthirsty onslaught.



EPIC 40,000

DETACHMENT NAME	BELOVED OF KHORNE
DETACHMENT TYPE	CHAOS SPACE MARINES
PSYKER	
COMMANDER	TARKAZ GRIMSTEEL (CHAOS LORD IN RHINO)
COMMANDER	
COMMANDER	

POINT COST: 57

RESERVE SPEED	20
HALF STRENGTH	11
MORALE VALUE	8
TOTAL POINT COST	394

DETACHMENT MAIN FORCE		POINT COST
1	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
2	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
3	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
4	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
5	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
6		
7		
8		
9		
10		

DETACHMENT SUPPORT		POINT COST
1	DAEMON ENGINE OF KHORNE	26
2	DAEMON ENGINE OF KHORNE	26
3	DAEMON ENGINE OF KHORNE	26
4	CHAOS SPACE MARINE PREDATOR	27
5	CHAOS SPACE MARINE PREDATOR	27
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
BERZERKER	10	30	1	3	5	RAPID FIRE, RAMPAGE, ASSAULT
RHINO	30	-	0	0	5	TRANSPORT (2)
CHAOS LORD	10	30	1	3	5	RAPID FIRE, HERO

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
KHORNE DAEMON ENGINE	20	30	2	D3+3	6	RAMPAGE
PREDATOR	30	45	2	1	6	

Related information

Q&A: Chaos 364

Daemonic Legions army list

[Content from Firepower #1 page 78 to 86.]

[Official rules]

Strategy Rating

[Comment: No Strategy Rating is provided in the source text. However, the Black Crusade army list states '2' for an army that "comprises only Cultists and/or Daemon detachments".]

Special rules

Summoning Daemons

Daemons are naturally attracted to the aura of despair and terror that pervades every battlefield, and may be summoned to war through foul magics which break down the barriers between their immaterial realm and our universe. If you wish to summon a Daemon detachment, then it is not deployed at the start of the battle and is in Reserve (even if the battle does not normally use reserves). Roll for their arrival as detailed at **Reserves** on page 121. In addition, if the opposing army lost more from its Army Morale total last turn than the Chaos army, you may add +1 to the D6 roll. When the Daemons become available then they are deployed using the rules for Drop Pods [**Drop pods** on page 122].

[Comment: It *seems* like these rules are mean to apply to Daemons in the Black Crusades list — after all, the rules below state that Daemonic Legions are normally fighting on Daemon Worlds and then deploy like normal troops anyway...]

Creating Daemon Princes

The Chaos Black Crusade army list in the *Epic 40,000* Armies and Enemies of the Imperium book [**Chaos Black Crusade army list** on page 288] includes a very simple list of upgrades you can use to slightly tailor your Daemon Princes. The Daemon Princes in that list are also rather 'middle range' in terms of their power and abilities. The following Daemonic Legion army list allows you to field a daemonic army, such as can be found on any of a thousand Daemon Worlds in the Eye of Terror, battling with each other for the constant amusement of their gods. Daemonic Legions do not generally exist outside the warp/real space interface of the Eye of Terror and fight against each other. However, if your opponent agrees there's no reason why you couldn't use a Daemon Prince generated using the system below in other battles.

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

The most powerful Daemon Princes have a patron god who elevated them from their mortal to past to Daemonhood, so this is the first choice you must make. Once you know who your Prince's patron is, you can upgrade their profile with the options shown in the sections below. All Daemon Princes start with the standard profile given in the Armies and Enemies of the Imperium book [**Armies** on page 204], and the options given at [**Chaos Black Crusade army list** on page 288] remain unchanged (i.e. upgrade to *Skimmer*, *Psyker* and so on).

Daemon Princes of Khorne

Daemon Princes of the war god Khorne are the most frenzied, bloodthirsty killers in the galaxy. They delight in the mass slaughter of their foes and are terrifying creatures to behold. The following options are open to a Daemon Prince of Khorne (note that they cannot take the *Psyker* upgrade from the army list):

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

Terrifying. Some Daemon Princes of Khorne exude such an aura of menace and destruction that foes flee at the sight of them. An enemy detachment which is in close combat with the Daemon Prince must take a Leadership test before any dice are rolled. If the test is failed the detachment immediately becomes broken with the negative effects that entails. This costs 10 points.

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

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

Daemon Princes of Tzeentch

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

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

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

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

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

Daemon Princes of Nurgle

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

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

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

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

Stream of Corruption. The Daemon Prince can vomit forth a gout of blood, bile, maggots and other filth. It has a Firepower [value] of 2 with a Range [value] of 15cm. This costs 5 points.

Daemon Princes of Slaanesh

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

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

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

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

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

...and everything else

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

Using Daemonic Legions

On the Daemon Worlds of the Eye of Terror, Chaos armies clash with each other in eternal battle. Some merely fight to prove their dedication to their god, others have more real ambitions and goals. The Chaos Gods themselves will throw their followers at each other in bloody conflict too, using a battle of minions for amusement or to decide some dispute between the great powers. The following Daemonic Legion army list allows you to field armies of this type, battling with other Daemonic Legions to see who is the victor. Occasionally a Daemon World may be attacked by other forces, such as an army from the Imperium led by the Ordo Malleus or an Eldar Warhost intent on some alien mission. However, these are very special circumstances, and you would have to agree with your opponent before using a Daemonic Legion against an army which is not another Daemonic Legion.

A Daemonic Legion can choose allies from the [**Chaos Black Crusade army list** on page 288 or **Ork army list** on page 249.

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

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

Forces of Terror

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

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

Detachment lists

Supreme Commander

Command

You may choose up to one commander.

Up to 1 Daemon Prince: 45 points
Consists of Daemon Prince (*Supreme Commander*)

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

Assault: +2 points
Psyker: +10 points
Rampage: +2 points
Skimmer: +3 points

(See also the Daemon Prince options at **Creating Daemon Princes** on page 296.)

Daemonic Bodyguard

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

Khorne Daemon Pack

Consists of **1 to 5** Daemons from the following list.

Bloodthirster: 29 points

Bloodletters — Daemon unit (*Rampage*): 11 points per unit

Flesh Hounds — Daemon unit (*Cavalry*): 16 points per unit

Nurgle Daemon Pack

Consists of **1 to 5** Daemons from the following list.

Great Unclean One: 27 points

Plaguebearers — Daemon unit (*Psyker*): 15 points per unit

Slaanesh Daemon Pack

Consists of **1 to 5** Daemons chosen from the following list.

Keeper of Secrets: 25 points

Daemonettes — Daemon unit (*Psyker*): 15 points per unit

Fiends — Daemon unit (*Cavalry*): 16 points per unit

Tzeentch Daemon Pack

Consists of **1 to 5** Daemons chosen from the following list.

Lord of Change: 27 points

Pink Horrors — Daemon unit (*Psyker*): 15 points per unit

[Comment: What about Flamers? Seems odd to miss them out here]

Notes: The Commander and its bodyguard form a seperate detachment.[Comment: What is the Chain of Command for this detachment? *Daemon Prince > Daemon* I presume.]

Daemon detachment

Commander

You must choose a detachment Commander.

1 Detachment HQ (see below): +25 points

Daemons

[Comment: How many Daemon Packs can we choose? 1 to 5 as in the Black Crusade list perhaps?]

Khorne Daemon Pack

Consists of **1 to 5** Daemons from the following list.

Bloodthirster: 29 points

Bloodletters — Daemon unit (*Rampage*): 11 points per unit

Flesh Hounds — Daemon unit (*Cavalry*): 16 points per unit

Nurgle Daemon Pack

Consists of **1 to 5** Daemons from the following list.

Great Unclean One: 27 points

Plaguebearers — Daemon unit (*Psyker*): 15 points per unit

Slaanesh Daemon Pack

Consists of **1 to 5** Daemons chosen from the following list.

Keeper of Secrets: 25 points

Daemonettes — Daemon unit (*Psyker*): 15 points per unit

Fiends — Daemon unit (*Cavalry*): 16 points per unit

Tzeentch Daemon Pack

Consists of **1 to 5** Daemons chosen from the following list.

Lord of Change: 27 points

Pink Horrors — Daemon unit (*Psyker*): 15 points per unit

Flamers — Daemon unit (*Jump Packs*): 14 points per unit

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

[Comment: Reminder: "The Daemonic Legion can only include Daemons, Greater Daemons and Daemon Princes which follow the Chaos God of the whole Legion."]

Chain of Command: *Greater Daemon > Daemon.*

[Comment: Error — there is no Greater Daemon option in this detachment. Should be *HQ > Daemon* I presume.]

Mortal detachment

Commander

You must choose a detachment commander.

1 Detachment HQ (see below): +25 points

Up to 1 Daemon Prince: 45 points
Consists of Daemon Prince (*Supreme Commander*)

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

- *Assault*: +2 points
- *Psyker*: +10 points
- *Rampage*: +2 points
- *Skimmer*: +3 points

(See also the Daemon Prince options at **Creating Daemon Princes** on page 296.)

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

- Upgrade to Juggernaut of Khorne or Steed of Slaanesh (*Cavalry*)*: Free

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

- Upgrade to Disc of Tzeentch (*Cavalry*, *Skimmer*)*: Free
- Upgrade to Steed of Slaanesh (*Cavalry*)*: Free

[Comment: Presumably the asterisk (*) means 'Choose one upgrade only, and only where the option is appropriate to the Chaos God of the whole legion'?]

Main Force

Choose up to **10** squads from the following list.

1 Chaos Warrior Warband: 7 points
Consists of 1 to 4 Chaos Warrior units

1 Beastman Warband: 5 points
Consists of 1 to 4 Beastmen units

- One unit may include a Beastman Champion (*Assault*): +1 point

1 Minotaur Warband: 9 points
Consists of 1 to 3 Minotaur units

1 Troll Warband: 17 points
Consists of 1 to 3 Troll units

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

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

Chaos unit summaries

[Content from Armies Book page 82 to 83 and elsewhere as indicated. Errata from Firepower #1 page 15.]

Chaos main unit summaries

Chaos Black Crusade unit summary

Chaos Space Marine infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Chaos Space Marines	10cm	30cm	1	3	5+	*Rapid Fire*
Berzerkers	As Chaos Space Marines					+*Rampage*, *Assault*
Noise Marines	As Chaos Space Marines					+*Heavy Weapons*, *Stubborn*, no Rapid Fire
Thousand Sons	As Chaos Space Marines					+*Stubborn*
Veterans	As Chaos Space Marines					+*Infiltrators*
Chaos Warmaster	As Chaos Space Marines					+*Hero*, *Supreme Commander**
Chaos Lord	As Chaos Space Marines					+*Hero**
Chaos Sorcerer	As Chaos Space Marines					+*Hero*, *Psyker**
Chaos Space Marine Terminators	As Chaos Space Marines					+*Save*

*These units may have further abilities as chosen from the army list.

Chaos Space Marine vehicle datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Chaos Space Marine Bikers	35cm	15cm	1	2	4+	
Dreadnought	15cm	45cm	1	5	6+	*Rampage*
Land Raider	20cm	45cm	2 x *Anti-tank*	2	6+	*Transport(2)*
Rhino	30cm	-	0	0	5+	*Transport(2)*
Predator	30cm	45cm	2	1	6+	
Khorne Engine	20cm	30cm	2	D3+3*	6+	*Rampage*
Nurgle Engine	20cm	30–90cm	*Disrupt*	1	5+	*Artillery*
Slaanesh Engine	25cm	45cm	3	2	5+	
Silver Tower	15cm	30cm	2	1	5+	*Skimmer*, *Close Support*
Chaos Artillery	10cm	90cm	*Heavy Barrage*	0	5+	*Artillery*

*Roll the Assault value for Khorne Engines at the start of each close combat.

Chaos flyer datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Doomwing	Flyer	15cm	2	4/2	4+	
Firelord	Flyer	30cm	*Heavy Barrage*	1/3	5+	

Chaos Daemon infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Daemon Prince	15cm	-	0	6	6+	*Save**
Bloodthirster	25cm	-	0	10	6+	*Skimmer*, *Save*, *Rampage*
Great Unclean One	10cm	15cm	2	8	6+	*Save*, *Psyker*

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Keeper of Secrets	15cm	-	0	8	6+	*Save*, *Psyker*, *Stubborn*
Lord of Change	25cm	-	0	8	6+	*Skimmer*, *Save*, *Psyker*
Daemon	15cm	-	0	4	4+	*Save*
Bloodletter			As Daemon			*+Rampage*
Flesh Hound/Slaanesh Fiend			As Daemon			*+Cavalry*
Flamers			As Daemon			*+Jump Packs*
Daemonettes/ Pink Horror/ Plaguebearer			As Daemon			*+Psyker*
*Daemon Princes may have further abilities as chosen from the army list.						

Chaos Cultist infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Cultist	10cm	30cm	1	1	3+	
Demagogue			As Cultist			*+Hero*
Magus			As Cultist			*+Psyker*
Beastmen	10cm	-	0	2	4+	
Beastmen Champion			As Beastmen			*+Assault*

Chaos extra unit summaries

Chaos Daemonic Legion unit summary

[Content from Firepower #1 page 83.]

[Official rules]

Chaos Daemonic Legion datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Daemon Prince	15cm	-	0	6	6+	Special [Comment: Shouldn't it also have *Save*?]
Beastmen	10cm	-	0	2	4+	
Beastmen Champion			As Beastmen			*+Assault*
Minotaur	15cm	-	0	4	5+	
Troll	15cm	-	0	3	5+	*Save*
Chaos Warrior	10cm	-	0	3	5+	*Rampage*
Chaos Champion			As Chaos Warrior			*+Hero*
Chaos Magus			As Chaos Warrior			*+Psyker*

[Comment: For more about these units, especially the Daemon Prince, see:]**Daemonic Legions army list** on page 295

Chaos war engine data sheets

[Content from Armies Book page 85 to 88.]

Khorne Banelord Titan

KHORNE BANELORD TITAN

Khorne Banelords are twisted, psychotic remnants of Imperial Titans that turned traitor during the Horus Heresy. A Banelord's living crew has long since died or become melded with their weapons, leaving the Titan a living, raging machine with a monstrous thirst for carnage. Armed with devastating Havoc Missiles, a crushing Doomfist and other massive weapons, a Khorne Banelord can rampage through the opposing army like a living incarnation of war.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	6	12	30	–

WEAPON TABLE

HEAD/CARAPACE WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Bloodletter Battlehead	Front	30cm	4	Weapon Battery.
Carapace/Havoc Missile Rack	Front	60cm	Heavy Barrage	Firepower =1 in firefights.

ARM WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Death Ray	Side	60cm	(1)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Hellstrike Mega-Cannon	Side	60cm	(1)	Place Barrage template and roll to hit all units under it, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
Multiple Rocket Launcher	Side	60cm	Heavy Barrage	Firepower =1 in firefights
Heavy Weapon Battery	Side	45cm	8	–
Doom Fist (Close Combat Weapon)	Side	30cm	4	Double Assault value vs other war engines. Causes Catastrophic Damage against war engines if you win.

TAIL WEAPON	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	All Round	30cm	4	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Knee Locked	+0 Points	The Banelord is immobilised for the rest of the turn.
3	Carapace Damaged	+1 Point	The weapon may not be fired until repaired.
4	Tail Damaged	+1 Point	The weapon may not be fired until repaired.
5	Right Arm Damaged	+2 Points	The weapon may not be fired until repaired.
6	Left Arm Damaged	+2 Points	The weapon may not be fired until repaired.
7	Head Damaged	+3 Points	The weapon may not be fired until repaired.
8	Reactor Damaged	+3 Points	No weapons may be fired for the rest of the turn.
9	Systems Failure	+4 Points	The Banelord now requires a roll of 6 to repair damage and restore void shields in the rally phase. This damage may not be repaired and lasts for the remainder of the battle.
10	Reactor Leak	+5 Points	Power output is reduced to a trickle. The Banelord halves its Speed, Assault and Firepower until the reactor leak is repaired (super heavy weapons must roll a 4+ to lock on).
11	Chain Reaction	Special	A series of explosions causes multiple damage. Roll twice on this table and apply both results.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Massive Explosion	Wrecked	The Banelord is knocked over by the force of an explosion. Anything in base contact takes D6 hits.
3	Multiple Explosions	Wrecked	Explosions rip apart the Banelord, spraying debris over a wide area. Units within 5cm take 1 hit.
4-6	Reactor Meltdown	Destroyed	A massive plasma reactor meltdown destroys the Banelord. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 3D6cm.

Nurgle Plague Tower

NURGLE PLAGUE TOWER

The massive mortars of the Nurgle Plague Tower blast the foe apart as its ramshackle frame trundles across the battlefield, crushing everything in its path. Inside its protective walls, the demented followers of Nurgle howl their praises to the Lord of Plagues before launching their purulent charge.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	5+	–	8	6	8

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	45cm	6	–
Mega-Cannon	Front	60cm	(1)	Place Barrage template and roll to hit all units underneath it. Ignore any cover benefits for the target. Each attack places a Blast marker on the target detachment.
Plague Mortar	Front	30-90cm	Barrage	Firepower=1 in firefights.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Wheel Locked	+0 Points	The Plague Tower is immobilised for the rest of the turn.
3	Hull Ruptured	+0 Points	D6 randomly determined units being transported take a hit.
4	Plague Mortar Damaged	+1 Point	The weapon may not be fired until repaired.
5	Weapon Battery Damaged	+1 Point	The weapon may not be fired until repaired.
6	Mega-Cannon Damaged	+2 Points	The weapon may not be fired until repaired.
7	Fire	+2 points	The Plague Tower moves at half speed and suffers an additional point of damage at the end of each rally phase until the fire is put out by being repaired.
8	Engine Damaged	+3 points	The Plague Tower is immobilised until the damage is repaired.
9	Axle Snapped	+4 points	Halve the war engine's Firepower if it moves in the same turn as it fires (roll a 4+ to lock-on with the Mega-Cannon). It may no longer move in the assault phase. This damage cannot be repaired.
10	Raging Fires	+5 points	D6 fires break out (See *Fire* above).
11	Tower Collapse	+6 Points	The Plague Tower is permanently immobilised and D6 randomly transported units take a hit. Survivors must dismount next turn.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Internal Explosion	Wrecked	A series of internal explosions destroys the Plague Tower.
3-4	Inferno	Burning	The Plague Tower is engulfed in flames, killing the crew. No unit may approach within 5cm due to the heat. Roll again on this table at the end of the next turn, and apply the result rolled, counting a 3 as Internal Explosions and 4 as Magazine Explosions.
5	Magazine Explosion	Destroyed	The Plague Tower's magazine explodes, killing the crew and belching corrosive, noxious gases into the air. Roll a D6 to hit any units within 5cm.
6	Massive Explosion	Destroyed	The Plague Tower is destroyed in a massive explosion. Any unit in base contact takes D6 automatic hits. Roll a D6 to hit any unit within 3D6cm.

Khorne Lord of Battles

KHORNE LORD OF BATTLES

Like the Banelord, the Lord of Battles is a machine-spirit dedicated to Khorne. Its daemonic soul howls with savage joy as it crashes into the enemy with its immense guns blazing. Its tank-sized Chainfist or Hellblade is easily capable of chopping down most opponents, though the Lord of Battle's thirst for war is never truly quenched, even by a veritable mountain of dead foes.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	–	8	14	–

WEAPON TABLE

HEAD/TORSO WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
HEAD: Weapon Battery	Front	30cm	2	–
TORSO: Weapon Battery	All Round	30cm	4	–
ARM WEAPONS (Pick 2)	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Doom Burner (Death Ray)	Side	60cm	(1)	Always roll 1 dice, needing 2+ to hit. Hits always cause critical hits on war engines.
Mega-Cannon	Side	60cm	(1)	Place Barrage template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
Multiple Rocket Launcher	Side	60cm	Heavy Barrage	Firepower =1 in firefights
Death Storm (Heavy Weapon Battery)	Side	45cm	8	–
Hellblade (Close Combat Weapon)	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Track Locked	+0 Points	The Lord of Battles is immobilised for the rest of the turn.
3	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
4	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
5	Head Damaged	+2 Points	The weapon may not be fired until repaired.
6	Torso Damaged	+2 Points	The weapon may not be fired until repaired.
7	Track Shredded	+3 Points	The Lord of Battles is immobilised until the damage is repaired.
8	Hull Breach	+3 Points	The war engine's shell is punctured and its spirit struggles to stay in the material universe. Halve the Firepower of the war engine until the damage is repaired (roll a 4+ to use super heavy weapons).
9	Reactor Damaged	+4 Points	The Lord of Battles may not move in the assault phase and has its Assault value reduced to 4 until the damage is repaired.
10	Track Destroyed	+5 Points	The war engine is thrown sideways, spewing immense track links. It is immobilised for the rest of the battle and may not fire or use its close combat weapon this turn.
11	Chain Reaction	Special	Roll twice on this table and apply both results.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	A series of explosions ripples through the Lord of Battles, turning the war engine into a twisted heap of metal.
4-5	Implosion	Destroyed	The sealed chamber containing the Lord of Battles' daemonic spirit is breached, causing a massive implosion as it returns violently to the warp. Any model in base contact with the war engine takes a hit.
6	Massive Explosion	Destroyed	The Lord of Battles is destroyed by a massive explosion. Units in base contact takes D6 hits. Roll a D6 to hit other units within 2D6cm.

Slaanesh Scout Titans

SLAANESH SUBJUGATOR & QUESTOR TITANS

The Subjugator embodies the essence of Slaanesh: lithe, swift and deadly. Its Hellslicers rip apart foe many times its own size while the psychically-charged cannon leave a trail of charred wrecks and ashen corpses wherever they are fired. The Questor gallops towards its foe with its long, powerful legs, the daemonic spirits inside chattering and screaming with the sensations that battle brings. As the Castigator cannons are brought to bear, these shrieks turn to howls of elation as the foe are pummelled into dust by an unceasing torrent of shells.



SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
25cm	6	–	4	8	–

WEAPON TABLE

ARM WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Castigator Cannon (Weapon Battery)	Front	45cm	4	Questor only
Hellslicer (Close Combat Weapon)	Front	–	–	Subjugator only. Doubles Assault value vs. other war engines. Causes Catastrophic Damage on war engines.

TORSO WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	45cm	6	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Leg Jarred	+0 Points	The Titan is immobilised for the rest of the turn.
3	Torso Damaged	+1 Point	The weapon may not be fired or used until repaired.
4	Arms Damaged	+1 Point	The weapon may not be fired or used until repaired.
5	Leg Crippled	+2 Points	The Titan may not move in the assault phase if it moves in the movement phase. This damage may not be repaired.
6	Reactor Damaged	+2 Points	The Titan is immobilised and may not fire until the damage is repaired.
7	Chamber Breach	+2 Points	The Titan's daemonic spirit must use all its power to remain in the material universe. Until the damage is repaired, the Titan may not fire its weapons and halves its Assault value.
8-12	Catastrophic Damage	See Table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	A series of internal explosions destroy the Titan.
4-5	Implosion	Destroyed	The sanctified chamber containing the Titan's spirit is destroyed causing a huge warp hole to briefly appear. Any unit in base contact takes an automatic hit.
6	Reactor Meltdown	Destroyed	The Titan's reactor goes critical, turning the war engine into an expanding ball of plasma. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 2D6cm.

Warlord Titan

See **Warlord Titan** on page 244.

Reaver Titan

See **Reaver Battle Titan** on page 243.

Warhound Scout Titan

See **Warhound Scout Titan** on page 242.

Related information

FAQ: Classifying war engine weapons. 348

Armies of the Tyranids

Related information

Hive Fleet Kraken. 32
Attack of the Tyranids [Tyranid tactics]. 450

Hive Fleet army list

[Content from Armies Book page 97 and 105 to 108. Errata from Firepower #1 page 12 and 15.]

Strategy Rating

Tyranids have a Strategy Rating of 1.

Tyranid special rules

The unique properties of the Hive Mind and the single minded approach of the Tyranids to overwhelming and assimilating their opponents means that there are some special rules which apply to them. In addition some units don't have special rules but are called different things in a Tyranid force.

Synapse Creatures

Tyranids always pass any Leadership tests they are required to make if a swarm has any Synapse creatures still alive. Test for Leadership as normal if a swarm has no surviving Synapse creatures. In addition, a Tyranid detachment can never be broken if it still contains Synapse creatures. If the detachment loses a close combat or firelight it must retreat as normal, but the detachment is not marked as broken. This means it may be able to counter-attack those who tried to drive it off. Note that all Tyranid war engines count as Synapse creatures.

Hive Mind

The Tyranid unit nominated as the nexus of the Hive Mind is the equivalent of the swarm's HQ unit. The rules are identical for these Tyranid HQ's, they are simply called something different to suit their character. Note that a Hive Mind Nexus doesn't have to be a Synapse creature (but it usually is).

Supreme Commander

The Supreme Commander for Tyranid forces are the monstrous Dominatrix. You may choose a maximum of one Dominatrix per 2,000 points of the army. Due to the influence the Dominatrix has over lesser Tyranid creatures it acts as a Supreme Commander, but you may also re-roll the dice for close combat if the Dominatrix is supporting a close combat as well as if the Dominatrix is actually involved.

Objectives

Tyranids never use objectives, in any scenario. However, Tyranids always receive the full morale value for any opposing detachments they wipe out (or war engines they destroy), adding the wiped out detachment's morale value to the Tyranids' Army Morale when calculating morale in the Rally phase.

Detachment Cards

Tyranid detachments have a slightly different Detachment card to the normal one, although you can simply use the

standard one if you like by ignoring the support part of it. Restrictions on space precluded us from including a pad of Tyranid swarm cards but feel free to photocopy the one at **[blank Tyranid detachment card]** on page 313.

War engines

[Content from Armies Book page 101.]

[The unique anatomy of the Hierodule and Hierophant bio-Titans] means they may ignore terrain types while they are moving and can cross dangerous and impassable terrain with no chance of getting stuck.

A Tyranid Dominatrix has a warp field saving throw, which works in the same way as the *Save* ability. This means that any hit the Dominatrix takes will be ignored if you can roll a 4+ on one dice. Note that this save applies to all hits, even against attacks that would normally ignore void shields or power fields.

Detachment lists

Supreme commander

Tyranid Hive Mind Synapse-Nexus

You may choose a maximum of one Dominatrix per 2,000 points of the army. Because of the influence the Dominatrix has over lesser Tyranid creatures the Dominatrix acts as a Supreme Commander, but you may re-roll the dice for close combat if the Dominatrix is supporting the close combat as well as if the Dominatrix is actually involved.

Synapse-Nexus

Dominatrix (*Psyker*): 490 points

Tyranids

Tyranid Swarm list

Synapse Creatues

You must choose three Synapse creatures to control the swarm.

Hive Tyrant: 50 points
Consists of 1 Hive Tyrant unit.

Tyranid Warrior Brood: 17 points per unit
Consists of 1 to 6 Tyranid Warriors units.

Broods

Choose up to **10** broods from the following list.

Termagant Brood: 7 points per unit
Consists of 1 to 5 Termagant units

Hormagaunt Brood: 7 points per unit
Consists of 1 to 5 Hormagaunt units

Genestealer Brood: 10 points per unit
Consists of 1 or 2 Genestealer units

Lictor Brood: 17 points per unit
Consists of 1 to 3 Lictors

Carnifex Brood: 26 points per unit
Consists of 1 to 3 Carnifexes



Zoanthrope Brood: 15 points per unit
Consists of 1 to 3 Zoanthropes

Biovore Brood: 20 points per unit
Consists of 1 or 2 Biovores

Assault Spawn Brood: 24 points per unit
Consists of 1 to 3 Assault Spawn

Exocrine Brood: 33 points per unit
Consists of 1 to 3 Exocrine

Dactylis Brood: 32 points per unit
Consists of 1 to 3 Dactylis

Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the Swarm's Hive Mind chain. If the original HQ is eliminated the next unit below on the Hive Mind chain becomes the new HQ. If all the Synapse creatures are destroyed the swarm must take Leadership tests as normal.

Hive Mind Nexus: *Hive Tyrant > Tyranid Warriors > Any other unit*

Tyranid Mycetic Swarm list

Synapse Creatures

You must choose three Synapse creatures to control the swarm.

Hive Tyrant: 50 points
Consists of 1 Hive Tyrant unit.

Tyranid Warrior Brood: 17 points per unit
Consists of 1 to 6 Tyranid Warriors units.

Broods

Choose up to **10** broods from the following list.

Termagant Brood: 7 points per unit
Consists of 1 to 5 Termagant units

Hormagaunt Brood: 7 points per unit
Consists of 1 to 5 Hormagaunt units

Genestealer Brood: 10 points per unit
Consists of 1 or 2 Genestealer units

Lictor Brood: 17 points per unit
Consists of 1 to 3 Lictors

Carnifex Brood: 26 points per unit
Consists of 1 to 3 Carnifexes

Zoanthrope Brood: 15 points per unit
Consists of 1 to 3 Zoanthropes

Biovore Brood: 20 points per unit
Consists of 1 or 2 Biovores

Notes: Any unit that Is part of the detachment can be designated as the detachment HQ subject to the Hive Mind chain. If the original HQ is eliminated the next unit below on the Hive Mind chain becomes the new HQ. If all the Synapse creatures are destroyed the swarm must take Leadership tests as normal.

A Mycetic Swarm always uses the rules for **Drop pods** on page 122. They can do this regardless of the scenario being played.

Hive Mind Nexus: *Hive Tyrant > Tyranid Warriors > Any other unit*

Tyranid war engines

Tyranid Bio-Titan Brood

Synapse Creatures

See below

War Engines

Choose up to **10** broods from the following list.

Hierophant Bio-Titan: 480 points

One or two Hierodule Bio-Titan: 325 points each

Notes: All Bio-Titans count as Synapse creatures so they pass Leadership tests automatically.

Hive Mind Nexus: *Not applicable*

Tyranid flyers

Tyranid Flight Swarm

Synapse Creatures

You must choose between one and three Synapse creatures to control the swarm.

Harridan: 50 points

Broods

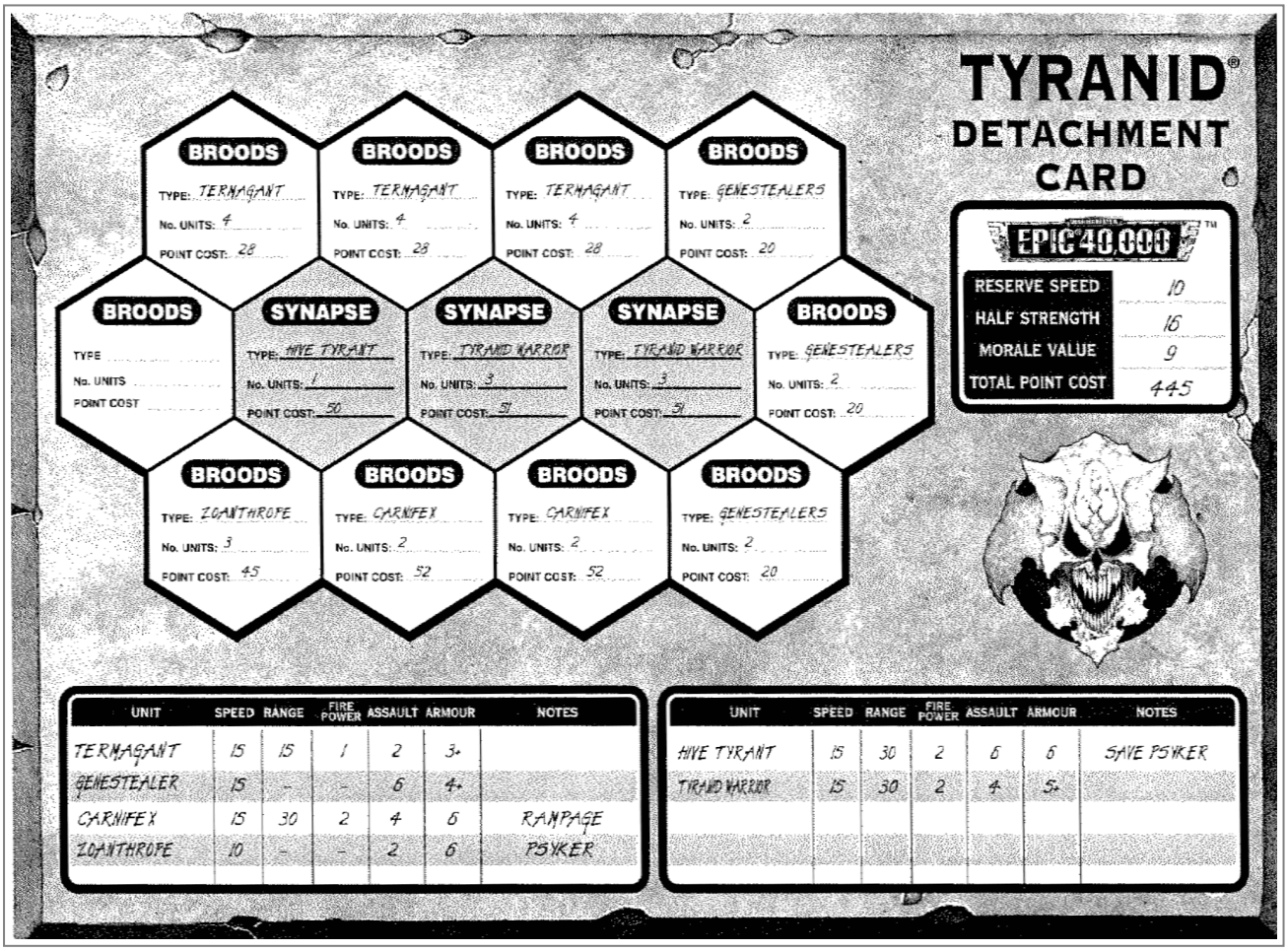
Choose up to 3 broods.

Gargoyle Brood: 16 points per unit
Consists of 1 to 5 Gargoyle units

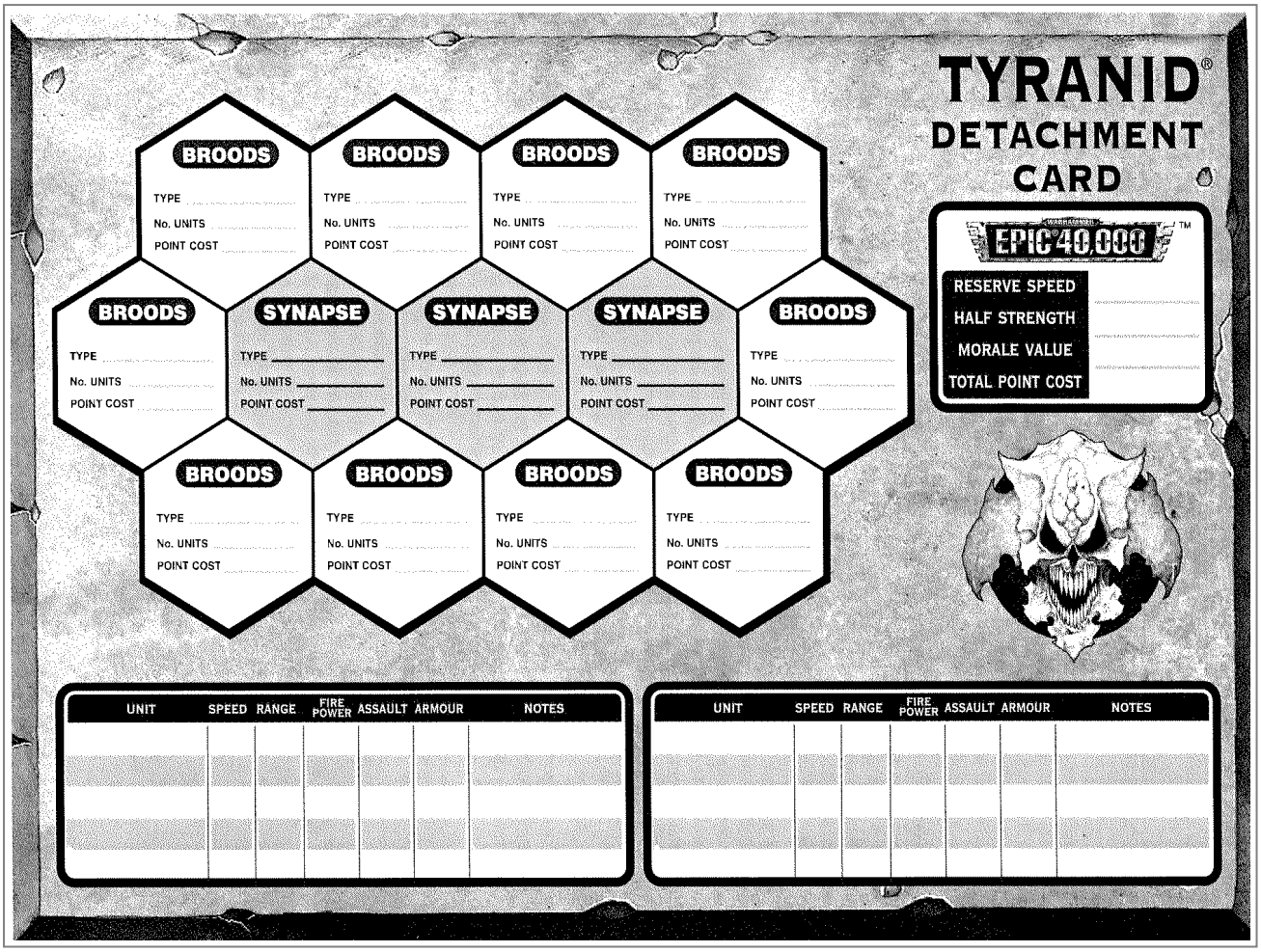
Hive Mind Nexus: *Harridan > Gargoyles*

Hive Swarm Prometheus [example detachment card]

This Tyranid Swarm was part of an attack on the Imperial atmosphere mines on Harlam XI. The Tyranids swarmed through the streets of the airborne mining platforms killing everything they encountered.



[blank Tyranid detachment card]



Related information

Hive Fleet Kraken 32
Q&A: Hive Fleet Kraken 365

Hive Fleet army list extras

Genestealer Cult detachments

[Content from Firepower #3 page 58 and 60, with errata from Firepower #1 page 12 (Anti-tank points cost increase on Support Weapon Battery).]

[Official rules]

Only one Genestealer Cult Detachment can be fielded per Tyranid army.

Genestealer Cult detachment

Command

You must choose a command squad.

1 Patriarch: 55 points
Consists of 1 Genestealer unit (*Hero*, *Psyker*)

Include *Brood Telepathy**: +25 points
Mount in Limousine: +16 points

(Must be taken by at least one Command Squad if the Cult includes any Brood Brothers or Support units)*

Up to 1 Magus: 17 points
Consists of 1 Cultist unit (*Psyker*)

Include *Brood Telepathy**: +25 points
Mount in Limousine: +16 points

Up to 1 unit of Genestealers, Hybrids or Brood Brothers may be taken per Command squad in addition to the Main Force but must be mounted in Limousines as a Command squad.

Main Force

Choose up to **10** squads from the following list.

Genestealer squad: 10 points per unit
Consists of 1 to 2 Genestealer units

Hybrid squad: 8 points
Consists of 1 to 4 Hybrid units

Include *Psyker**: +10 points per unit
[Comment: As written, it seems to me that the *Psyker* option for Hybrids units is wide open for abuse.]
*Assault**: +1 point per unit
*Heavy Weapons**: +8 points per unit
Mount in Chimera: +14 points per unit

(Choose only one option)*

Brood Brothers squad: 8 points per unit
Consists of 1 to 6 Cultist Brood Brothers units

Include *Heavy Weapons*: +8 points per unit
Mount in a Chimera: +14 points per unit

Support

Make up to **5** choices from the following list, but you may not exceed the number of choices made on the Main Force list.

Sentinel Squadron: 8 points per unit
Consists of 1 to 3 Sentinels

Support Weapon battery: 18 points per unit
Consists of 1 to 3 support weapons

Leman Russ battle tank: 32 points

Demolisher support tank: 22 points

Griffon Mortar: 19 points

Hellhound flame tank: 12 points

Hydra Flak tank: 24 points

Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the Brood Telepathy chain. If the original HQ is destroyed the next unit in the chain becomes the new HQ. If all the Synapse creatures are destroyed the Cult must take Morale tests as normal.

A Genestealer Cult always uses the *Infiltrators* and Psychic Beacon special rules. They can do this regardless of the scenario being played.

Psychic Beacon: Any Tyranid Army which includes a Genestealer Cult Detachment may deploy Mycetic Spores on Turn 1.

Brood Telepathy: Extends Hive Mind link to non-Tyranid units such as Brood Brothers and Support units. [See also **Brood Telepathy** on page 92]

Brood Telepathy Nexus: *Patriarch > Magus > Hybrids > Genestealers > Any other unit.*

Related information

Children of the Kraken 320

Tyranid unit summaries

[Content from Armies Book page 101 and elsewhere as indicated.]

Tyranid main unit summaries

Hive Fleet unit summary

Tyranid infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Termagants	15cm	15cm	1	2	3+	
Hive Tyrant	15cm	30cm	2	6	6+	*Save*, *Psyker*
Hormagaunts	20cm	-	0	3	3+	
Tyranid Warriors	15cm	30cm	2	4	5+	
Genestealers	15cm	-	0	6	4+	
Lictor	15cm	-	0	4	6+	*Infiltrators*
Carnifex	15cm	30cm	2	4	6+	*Rampage*
Zoanthrope	10cm	-	0	2	6+	*Psyker*
Biovore	10cm	60cm	Disrupt	1	4+	*Artillery*

Tyranid 'vehicle' datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Exocrine	15cm	45cm	*Anti-tank*	2	6+	
Dactylis	15cm	60cm	*Barrage*	2	6+	*Artillery*
Assault Spawn	25cm	15cm	2	4	6+	*Rampage*, *Transport(2)*

Tyranid flyer datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Gargoyles	Flyer	15cm	1	1/1	3+	
Harridan	Flyer	30cm	6	1/5	5+	

Tyranid extra unit summaries

Genestealer Cult unit summary

[Content from Firepower #3 page 59.]

[Official rules]

Genestealer Cult datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Magus	10cm	30	1	1	3+	*Psyker*
Hybrids	10cm	15	1	3	3+	
Brood Brothers	10cm	30	1	1	3+	*Rampage*
Genestealers	15cm[1]	-	-	6	4+	
Patriarch	As Genestealers					+*Psyker*, *Hero*[2]
Coven Limousine	30cm	30	1	0	6+	*Transport(1)*

[1]The value here was printed as '25cm' in the source material, but this is surely a mistake. There is no obvious reason why it should differ from the 15cm value stated in the original Genestealers entry at **Tyranid infantry datasheets** above — otherwise Cult Genestealers would be insanely fast (*Infiltrators* ability **and** 50cm charge in the Assault phase?!).

[2]Note that with the *Hero* ability, the Patriarch has an effective Assault value of 12, enough to go toe to toe with a scout titan. This seems excessive — personally, I'd replace the *Hero* ability with *Save* and *Assault*.

Being spread throughout all levels of society on the planet provides the Cult with the ability to infiltrate most levels of security without raising suspicion. The entire cult has the *Infiltrators* special ability. [Comment: I believe this means that every unit in the above table should really also have the *Infiltrators* ability in their profile. I haven't added it, but I did feel forced to rationalise the table somewhat, because the original has a lot of redundant information and odd mismatches when compared with the corresponding **Genestealer Cult detachment** on page 314.]

Related information

Tyranid Gargoyles 371

Tyranid war engine data sheets

[Content from Armies Book page 102 to 104.]

Tyranid Dominatrix

TYRANID DOMINATRIX

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

SPEED	ARMOUR	WARP FIELD	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	4+ save	10	20	–

WEAPON TABLE

ATTACKS	ARC	RANGE	FIREPOWER	NOTES
HEAD: Breathe Fire	All round	15cm	Heavy Barrage	Firepower = 1 in Firefights.
Dorsal Cannon (Death Ray)	Forward	60cm	(1)	Always roll 1 dice, needing 2+ to hit. Hits always cause critical hits on war engines.
Energy Pulse	All Round	45cm	(3)	3 x anti-tank shots.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Flesh Wound	+0 Points	The Dominatrix is immobilised for the rest of the turn.
3	Staggered	+1 Point	The Dominatrix is moved D6cm away from the attack. Roll 1 dice to hit any unit the Dominatrix passes over.
4	Legs Damaged	+1 Point	The Dominatrix is immobilised until repaired.
5	Head Damaged	+2 Points	The weapon may not be fired until repaired.
6	Dorsal Cannon Damaged	+2 Points	The weapon may not be fired until repaired.
7	Warp Field Damaged	+3 Points	The Dominatrix gets no warp field save until the damage is repaired.
8	Energy Pulse Damaged	+3 Points	The weapon may not be fired until repaired.
9	Stunned	+4 Points	The Dominatrix is stunned by the blast. No weapons may be fired for the rest of the turn.
10	Deep Wound	+4 Points	The Dominatrix moves at half Speed until the wound is repaired. The wound causes an additional point of damage at the end of each rally phase until repaired.
11	Multiple Wounds	+4 Points	D6 deep wounds are suffered (see *Deep Wound* above).
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Terminal Bleeding	Killed	The Dominatrix gushes ichor and bodily fluids as it dies in a sodden heap.
3-4	Nerve Core Collapse	Killed	The Dominatrix howls horribly and falls to the ground twitching spasmodically. Roll for Catastrophic Damage again next turn, counting 3-4 as *Terminal Bleeding* instead.
5	Death Throes	Destroyed	The Dominatrix dies hideously, lashing out in a blind rage before it finally stops moving. Roll a D6 to hit any unit within 5cm.
6	Synapse Overload	Destroyed	The Dominatrix is torn to pieces in a flash of psychic energy. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 2D6cm.

Hierodule

HIERODULE

The Hierodule is the smaller of the Tyranid bio-Titans, but it still towers over the battlefield like some vision of death. Their huge bio-weapons are capable of slaying whole columns of enemy tanks and infantry, while their razor-sharp claws provide them with an equally deadly armament against any war engine unlucky enough to get caught.

SPEED	ARMOUR	FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm	6	–	12	25	–

Note: Bio-Titans are super mobile and may cross dangerous and impassable terrain with no chance of an adverse effect.

WEAPON TABLE

ARM	WEAPONS (PICK 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
	Bio-Cannons	Right or Left Side	45cm	8	–
	Cluster Spines	Right or Left Side	60cm	Heavy Barrage	Firepower= 1 in Firefights
	Razor Claw	Right or Left Side	30cm	4	Double Assault value against war engines. Always causes Catastrophic Damage on opposing war engine if you win.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Absorbed	+0 Points	The Hierodule absorbs the impact, but moves at half Speed for the rest of the turn.
3	Flesh Wound	+1 Point	The Hierodule is immobilised for the rest of the turn.
4	Staggered	+1 Point	The Hierodule is moved D6cm away from the attack. Roll a D6 to hit any units which the Hierodule collides with.
5	Legs Damaged	+2 Points	The Hierodule is immobilised until the damage is repaired.
6	Severe Wound	+2 Points	The Hierodule may not fire any weapons for the rest of the turn.
7	Right Arm Damaged	+3 Points	The weapon stops working until it is repaired.
8	Left Arm Damaged	+3 Points	The weapon stops working until it is repaired.
9	Stunned	+5 Points	The Hierodule may not fire any weapons this turn.
10	Deep Wound	+5 Points	The Hierodule moves at half Speed until the wound is repaired. The wound causes +1 of damage in the rally phase of each turn until it is repaired.
11	Multiple Wounds	+5 Points	D6 Deep Wounds are suffered. (See *Deep Wounds* above).
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Internal Organs Ruptured	Killed	Internal organs and entrails explode from the Hierodule's gaping wounds. It dies writhing amidst its own noxious body fluids.
3-4	Nervous Core Paralysis	Killed	With a sudden violent spasm the Hierodule falls to the ground, twitching as it slowly dies. Roll for Catastrophic Damage next turn, counting a 3-4 result as *Death Throes* instead.
5	Death Throes	Destroyed	The Hierodule dies shrieking and screaming, lashing out wildly before expiring in a heap. Roll a D6 to hit any unit within 5cm.
6	Massive Haemorrhaging	Destroyed	The Hierodule slowly collapses as it sprays ichor and bile from its injuries. Roll a D6 to hit any units within 2D6cm of the Hierodule.

Hierophant

HIEROPHANT

Hierophants are the most gigantic monstrosities the Tyranids unleash during a planetary assault. Their spider-like forms can be seen trampling buildings while their bio-weapons carve a line of carnage through the enemy army, tearing apart opposing war engines with ease.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm	6	–	18	30	–

Note: Bio-Titans are super mobile and may cross dangerous and impassable terrain with no chance of an adverse effect.

WEAPON TABLE

HEAD WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Ripper Tentacles	Front	–	–	In close combat with another war engine, the tentacles wrap around one close combat weapon, preventing the opponent from using it.

ARM WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Razor Claw	Right or Left Side	30cm	4	Double Assault value against other war engines. Always causes Catastrophic Damage on opposing war engine if you win.
Cluster Spines	Right or Left Side	60cm	Heavy Barrage	Firepower = 1 in Firefights.
Bio-cannons	Right or Left Side	45cm	8	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Absorbed	+0 Points	The Hierophant only moves at half speed for the rest of the turn.
3	Flesh Wound	+0 Points	The Hierophant is immobilised for the rest of the turn.
4	Staggered	+1 Point	The Hierophant is moved D6cm away from the attack. Roll a D6 to hit any units which the Hierophant collides with.
5	Legs Damaged	+2 Points	The Hierophant is immobilised until the damage is repaired.
6	Head Damaged	+2 Points	The weapon stops working until it is repaired.
7	Right Arm Damaged	+3 Points	The weapon stops working until it is repaired.
8	Left Arm Damaged	+3 Points	The weapon stops working until it is repaired.
9	Stunned	+4 Points	The Hierophant may not fire any weapons this turn.
10	Deep Wound	+4 Points	The Hierophant moves at half Speed until the wound is repaired. The wound causes +1 point of damage each turn until repaired.
11	Multiple Wounds	+5 Points	D6 Deep Wounds are suffered (See *Deep Wounds* above).
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-2	Internal Organs Ruptured	Killed	Internal organs and entrails gush from the Hierophant's gaping wounds. It dies writhing amidst its own noxious bodily fluids.
3-4	Nerve Core Paralysis	Killed	With a sudden violent spasm the Hierophant falls to the ground, twitching as it slowly dies. Roll for catastrophic damage at the beginning of the next turn, counting a 3-4 result as a 5 result.
5	Death Throes	Destroyed	The Hierophant dies screaming, lashing out wildly before expiring in a heap. Roll a D6 to hit any unit within 5cm.
6	Massive Haemorrhaging	Destroyed	The Hierophant slowly collapses into a sodden pile, gushing toxic liquids. Roll a D6 to hit any units within 2D6cm.

Related information

FAQ: Classifying war engine weapons 348
Tyranid war engines 36

Children of the Kraken

[Content from Firepower #3 page 58 to 61.]

Genestealer Cults in *Epic 40,000* — by Andy Worsley

Ever get the feeling that those new people in the next block aren't quite what they seem? Now you know why, Genestealer Cults are back! *(Cue gaudy title sequence, with obscure camera angles and groovy retro-seventies music! -Ed)*

One of the omissions from the new (and most excellent) Epic 40K rules was that although you could have a straightforward Chaos cult, there were no provisions for the archetypical, insidious nature of Genestealer Cults. Now, borrowing heavily from articles in White Dwarf magazine issues 114–117 you can have your own secret society devoted to the Great Devourer.

The basic format of any cult remains the same; a powerful leader supported by fanatical followers. So, the Detachment list is not too dissimilar to that in the Chaos section but, quite obviously, includes Genestealers. Only one Cult Detachment can be fielded per Tyranid army

Cult members

The leaders of the Cult are organised into an inner sanctum called the Coven. This includes the original Genestealer that fathered all of the Hybrids in the Cult, called the Patriarch. The leading Fourth Generation Hybrid is called the Magus and is responsible for the day to day running of the Coven. The innate psychic powers of the Magus help to convince new members to join and as Fourth Generation Hybrids are relatively human in appearance, they do not raise suspicion. As the Coven is so important to the success of the Cult, it is often accompanied by Coven Guards. These can come from any type of cult membership but must be transported in sinister looking black limos if the command units are mobile. It is generally the case that these gothic looking vehicles are used because of their blacked out windows, swift turn of speed and armour helps protect the Coven from prying eyes and flying bullets, should their secret purposes be exposed.

The rest of the detachment is made up of Genestealers, Hybrids and human Initiates. The ratio of each type is determined by how long the cult has been active. A relatively young Cult will be smaller but include more Genestealers and Hybrids than a larger one as the breeding process is still in its early stages. As the cult grows the Magus will recruit more Initiates and so the larger Cults will have units of Brood Brothers and sometimes access to support weapons liberated from the local Planetary Defence Force barracks. 'The Children of the Kraken', my own Cult, is an older Cult which has been in existence for some time and is at its full strength. The time has come to call to the Hive Fleet to overthrow the planet and move on to start the cycle once more.

Special abilities

The strong psychic link between brethren is denoted by the *Brood Telepathy* special rule which simulates the Hive Mind telepathy between all the Cult members. This gives the Cult a very strong resistance factor as they will only start to take Morale tests when all synapse creatures or equivalent are destroyed. For a Genestealer Cult, [these are] the Patriarch and the Magus.

The prime purpose of a Cult is to weaken the powerbase of a planet prior to a takeover allied to an invasion by part of the Hive Fleet. The fleet is guided through space by a psychic beacon emanating from the Patriarch. This is represented by the ability to drop **Mycetic Spores** in the first turn.

Being spread throughout all levels of society on the planet provides the Cult with the ability to infiltrate most levels of security without raising suspicion. The entire cult has the *Infiltrators* special ability.

Brood Brothers, enrolled into the cult by the persuasive power of the Magus, are prepared to lay down their lives to protect the Coven and so, are subject to *Rampage*.

Breeding the Hybrids

My own Genestealer Cult comprises a good selection of forces from the options available. Converting Epic scale figures to make Hybrids may seem daunting *(not to mention a little insane! - Ed)* but Imperial Catachan and Valhallan units with Hormagaunt arms make acceptable assault units and any Imperial legs (except Ratlings!) with Gargoyle bodies can pass for *Heavy Weapons* squads. Coven Limousines were a little more tricky, but Ork Speedstas with their weapons removed can pass, given a bit of filler. For the Magus I used a Primaris Psyker who has decided to play for the opposition.

Finding a way of making the Patriarch stand out was difficult as I did not want to field a straightforward Genestealer unit because this would not have conveyed the size and power of this venerable creature who is literally the daddy of them all. The only similar Epic model was a Lictor and with its claws removed and accompanied by Termagants to make it look even bigger on the unit base it seemed to be the best option. I am sure that someone out there can do better though.

Summary

These rules are by no means official and definitely in need of more playtesting to ensure they don't unbalance the game, but I think the relatively high price for the Coven and its transport, plus the limited size of the largest Cult will offset the special abilities. The only beardy option I have spotted, which you must ruthlessly eradicate should you come across it, is for someone to pick a Cult consisting of only the Patriarch at 55 points purely to get a Mycetic Spores roll on turn one! *(Not to worry, should we catch anyone attempting this most ungentleman like behaviour, we'll shave them! - Ed)*

Let the 'Children of the Kraken' awaken!

Related information

Hive Fleet army list extras 313

Armies of the Squats

Related information

Squats 51

Squat Stronghold army list

[Content from Firepower #1 page 42 to 46, plus a rule from page 38.]

[Unofficial house rules]

Strategy Rating

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

Detachment lists

Supreme commander

Squat Stronghold Lord

Command

You must choose a total of up to one commander.

[Comment: Contradictory — must have one, or may have up to one, which is it? Shouldn't this also state 'Supreme Commander'?]

Up to 1 Squat Stronghold Lord: 15 points

Consists of one ~~Squat~~ Warriors unit (*Hero*, *Supreme Commander*)

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

(Choose one upgrade only)*

Squat Bodyguard

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

Hearthguard squad: 13 points

Consists of 1 ~~Squat~~ Warriors unit (*Save*)

- Upgrade to Veterans (*Stubborn*): +2 points
- Mount in a Rhino*: +7 points
- Upgrade to a Bike unit*: Free
- Mount in a Termite*: +14 points

(Choose one upgrade only)*

Squat Bike Squadron: 10 points per unit

Consists of 1 to 3 Bike units.

Squat Warrior squad: 9 points per unit

Consists of 1 or 2 ~~Squat~~ Warriors units.

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

(Choose one upgrade only)*

*(** Choose one option only)*

Notes. A Commander and his bodyguard form a single detachment.

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

If the entire detachment is transported in Termites, it may deploy using the special tunneller rules given at **Squat unit summaries** on page 326.

Chain of Command: *HQ > Any other unit in the detachment..*

Squats

Squat Stronghold detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to one Warlord: 15 points
Consists of 1 ~~Squat~~ Warriors unit (*Hero*)

Upgrade to Veterans (*Stubborn*): +2 points

Up to 1 Living Ancestor: 15 points
Consists of 1 ~~Squat~~ Warriors unit (*Psyker*)

Main Force

Choose up to **10** squads from the following list.

Hearthguard squad: 13 points
Consists of 1 ~~Squat~~ Warriors unit (*Save*)

Upgrade to veterans (*Stubborn*): +2 points

Squat Warrior squad: 9 points per unit
Consists of 1 or 2 ~~Squat~~ Warriors units.

Upgrade to Veterans (*Stubborn*): +2 points per unit
Upgrade to Thunderers (*Heavy Weapons*)*: +7 points per unit
Upgrade to Berserkers (*Assault*)*: +2 points per unit

(Choose one upgrade only)*

Guild Robot Squadron: 24 points per unit.
Consists of 1 to 5 Robot units.

Support

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

Guild Bike Squadron: 10 points per unit
Consists of 1 to 5 Bike units.

Guild Trike Squadron: 14 points per unit
Consists of 1 to 3 Trike units.

Rhino: 7 points

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

Overlord Armoured Airship: 62 points

Thunderfire: 31 points

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

Chain of Command: *Warlord > Living Ancestor > Hearthguard > Any other unit [Comment: Except Robots].*

Squat Artillery detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Main Force

Choose up to **10** squads from the following list.

Goliath Mega-Cannon: 75 points

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

Thunderfire: 31 points

Support

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

Squat Warrior squad: 9 points per unit
Consists of 1 or 2 ~~Squat~~ Warriors units.

- Upgrade to veterans (*Stubborn*): +2 points per unit
- Upgrade to Thunderers (*Heavy Weapons*)*: +7 points per unit
- Upgrade to Berserkers (*Assault*)*: +2 points per unit

(Choose one upgrade only)*

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

Chain of Command: *Any Main Force unit > Any other unit.*

Squat Tunnellers detachment

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Up to 1 Warlord: 15 points

Consists of one ~~Squat~~ Warriors unit (*Hero*)

- Upgrade to a veteran (*Stubborn*): +2 points
- Mount in a Termite: +14 points

Up to 1 Living Ancestor: 15 points

Consists of 1 ~~Squat~~ Warriors unit (*Psyker*)

- Mount in a Termite: +14 points

Main Force

Choose up to **10** squads from the following list.

Hearthguard squad: 13 points

Consists of 1 ~~Squat~~ Warriors unit (*Save*)

- Upgrade to Veterans (*Stubborn*): +2 points
- Mount in a Termite: +14 points

Squat Warrior squad: 9 points per unit

Consists of 1 or 2 ~~Squat~~ Warriors units.

- Upgrade to Veterans (*Stubborn*): +2 points per unit
- Upgrade to Thunderers (*Heavy Weapons*)*: +7 points per unit
- Upgrade to Berserkers (*Assault*)*: +2 points per unit
- Mount in a Termite: +14 points

(Choose one upgrade only)*

Support

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

Mole: 20 points

Notes: Any unit in the detachment can be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ. A Squat Tunnellers detachment may deploy using the special tunneller rules given at **Squat unit summaries** on the facing page.

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

Squat war engines

Squat Super Heavy detachment

War Engines

Make one choice only.

Leviathan: 330 points

Colossus: 430 points

Cyclops: 595 points

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

Chain of Command: *Not applicable*

Squat Land Train detachment

War Engines

You must choose a Land Train Engine

Land Train Engine: 110 points

Battlecars

Make up to **4** choices from the following list.

Mortar Battlecar: 60 points

Dragon Battlecar: 35 points

Berserker Battlecar: 35 points

Bomb Battlecar: 60 points

Chain of Command: *Not applicable*

Squat flyers

Guild Airwing

Command

You must choose a commander.

1 Detachment HQ (See notes): +25 points

Main Force

Choose up to **10** squads from the following list.

Overlord Armoured Airship: 62 points

Iron Eagle Gyrocopter: 31 points

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

Chain of Command: *Overlord > Iron Eagle*

Squat unit summaries

[Content from Firepower #1 page 36 to 38.]

[Unofficial house rules]

Squat infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Warriors	10cm	30cm	1	2	4+	
Veterans			As Warriors			+*Stubborn*
Thunderers			As Warriors			+*Heavy Weapons*
Berserkers			As Warriors			+*Assault*
Hearthguard			As Warriors			+*Save*
Warlord			As Warriors			+*Hero*
Living Ancestor			As Warriors			+*Psyker*
Ancestor Lord			As Warriors			+*Hero*, *Supreme Commander*, *Psyker*
Stronghold Lord			As Warriors			+*Hero*, *Supreme Commander*

Squat vehicle datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Rhino	30cm	-	0	0	5+	*Transport (2)*
Guild Bike	35cm	15cm	1	2	4+	
Guild Trike	30cm	30cm	2	1	4+	
Robots	15cm	45cm	1	2	6+	*Rapid Fire*
Termite*	10cm	-	0	1	6+	*Transport (1)*, *Rampage*
Mole*	10cm	-	0	3	6+	*Transport (4)*, *Rampage*

***Rules**: Termites and Moles operate exactly the same as **Drop pods** on page 122, the only difference is that the Termite or Mole model that replaces the Drop Pod counter remains on the table and may continue to act with the rest of its detachment. Before deploying Termites or Moles make sure that you have clearly indicated which Squat units occupy which vehicles. Like Drop Pods, Termites and Moles always count as Reserves. Termites and Moles do not count as Drop Pods when the Squats are attacking in the Planetary Assault Battle scenario.

Squat artillery datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Support Weapon	10cm	45cm	2	0	4+	*Artillery*
Goliath	5cm	25–125cm	0	0	5+	*Mega Cannon*, *Artillery*
Thunderfire	10cm	45cm	3	0	5+	*Flak*

Squat flyer datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Iron Eagle	35cm	30cm	3	2	5+	*Skimmer*
Overlord	15cm	30cm	8	4	6+	*Save*, *Skimmer*, *Close Support*

Squat war engine data sheets

[Content from Firepower #1 page 39 to 41.]

[Unofficial house rules]

Colossus

COLOSSUS

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

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

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

WEAPON TABLE

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

CRITICAL DAMAGE TABLE

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

CATASTROPHIC DAMAGE TABLE

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

Cyclops

CYCLOPS

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

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

WEAPON TABLE

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

CRITICAL DAMAGE TABLE

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

CATASTROPHIC DAMAGE TABLE

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

Land Train

[Comment: The Land Train datasheet contains an error: For the Bomb Battlecar it states 'Range 45cm / Firepower U/L [unlimited], Vortex Missile'. Given the usual stats, and the official errata, it seems more likely that this should read 'Range U/L, Firepower (1), Deathstrike Missile'.]

LAND TRAIN

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

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

WEAPON TABLE

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

CRITICAL DAMAGE TABLE

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

CATASTROPHIC DAMAGE TABLE

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

Leviathan

See **Imperial Leviathan** on page 238.

Armies of the Tau

Related information

The Tau race 54

Tau army list

[Content from Epic 40,000 #9 page 15 and Epic 40,000 #10 page 21.]

[Experimental rules]

Strategy Rating

[Comment: The source material does not provide a Strategy Rating.]

Detachment lists

[Comment: The source material is inconsistent and provides no separate Supreme Commander detachment list — it is unclear how Tau *Supreme Commander* options are really meant to work. Without some adjustment, the lists below will result in Tau armies that have many 'supreme' commanders!]

Tau Hunter Cadre

Command

You must choose a commander.

0–1 Ethereal Caste: 60 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

Mount in a Devilfish: +12 points

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

Mount in a Devilfish: +12 points

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.*

Kroot Kindred

Command

You must choose a commander.

0–1 Master Shaper: 50 points
Consists of 1 Master Shaper unit (*Supreme Commander*)

Main Force

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

Kroot Carnivore Squad: 7 points per unit
Consists of 1 to 4 Kroot units

Upgrade 1 unit to include Shaper (*Hero*): +5 points

Kroot Hounds Pack: 6 points per unit
Consists of 1 to 2 Kroot Hound units

Support

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

Stalkers: 12 points per unit
Consists of 1 Stalker unit

Upgrade unit to include Shaper (*Hero*): +5 points

Vultures: 12 points per unit
Consists of 1 Vulture unit

Upgrade unit to include Shaper (*Hero*): +5 points

Krootox: 13 points
Consists of 1 Krootox

Chain of Command: *Master Shaper > Stalker > Carnivore Squad > Any other unit.*

Tau Air Cadre

Command

You must choose a Commander.

1 Detachment HQ (see notes): +25 points

Main Force

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

Barracuda: 35 points per unit

Tiger Shark: 50 points per unit

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

Chain of Command: *HQ > Any other unit.*

Tau unit summaries

[Content from Epic 40,000 #9 page 15 and Epic 40,000 #10 page 21.]

[Experimental rules]

Tau infantry datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Fire Warrior	10cm	30cm	1	1	4+	*Rapid Fire*
Path Finder	10cm	15cm	1	1	4+	*Rapid Fire*, *Infiltrators*
Ethereal	10cm	15cm	1	1	4+	*Supreme Commander*
Stealth Team	10cm	30cm	2	2	5+	*Jump Packs*, *Infiltrators*
Drone Squad	10cm	15cm	1	1	4+	*Skimmer*

Kroot datasheet

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Kroot	10cm	30cm	1	2	3+	*Kroot*
Shaper			As Kroot			*+Hero*
Master Shaper			As Kroot			*+Supreme Commander*, *Hero*
Stalker			As Kroot			*+Infiltrators*
Vulture			As Kroot			*+Jump Packs*
Kroot Hounds	20cm	-	0	3	3+	*Cavalry*[Comment: Given this ability, is their Speed value really meant to be 20cm or is that a mistake, as seems more likely?]
Krootox	10cm	45cm	2	3	4+	

Tau vehicle and battlesuit datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Crisis Battlesuit	10cm	30cm	3	2	6+	*Jump Packs*
Broadside	10cm	45cm	*Anti-tank*	1	6+	
Devilfish	25cm	30cm	1	1	5+	*Skimmer*, *Transport (2)*
Hammerhead	25cm	45cm	*Anti-tank*	1	6+	(with railgun) *Skimmer*
Hammerhead	25cm	45cm	3	1	6+	(with ion cannon) *Skimmer*

Tau flyer datasheets

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Barracuda	Flyer	30cm	2	3/2	5+	
Tiger Shark	Flyer	30cm	6	2/2	5+	

Armies of the Dark Eldar

Related information

Slaves to Darkness 58
Refight: Raid on Adraith 171

Dark Eldar army list

[Content from The Citadel Journal #34 page 33 to 34.]

[Unofficial house rules]

This army list represents a raiding party of the Dark Eldar, swooping down upon their hapless victims to devastate and enslave.

Strategy Rating

[Comment: The original publication did not provide a Strategy Rating. I suggest it should be the same as for Eldar — a Strategy Rating of 5.]

Dark Eldar special rules

The following special rules apply to Dark Eldar armies.

Shadowfields

Dark Eldar War Engines are protected by a Shadowfield, which acts in all ways exactly the same as an Eldar holo-field:

> Eldar Titans are protected by a holo-field which is projected from wings mounted atop their carapace. This fractures the image of the Titan making it appear to be a swirling, dancing cloud of coloured motes. It is very hard to target an Eldar Titan with any degree of certainty and even the most advanced tracking systems are thwarted by the swirling energies of a holo-field.
>
> Because of this Eldar Titans receive a 2+ saving throw against any and all hits they take, rather like a unit with the *Save* special ability does. Note that this save applies to all attacks, even ones that normally ignore void shields and power fields and it applies to hits suffered in close combat.
>
> However, Eldar Titans are very lightly constructed compared to the metres-thick armour of an Imperial Titan or the regenerative abilities of Tyranid bio-Titans. For this reason, any hit which is not saved by the holo-fields automatically causes a critical hit. Note that attacks which normally cause critical damage automatically (Death Rays for example) do not cause any additional critical hits — there's only so much damage a single shot can inflict!

Detachment lists

Supreme commander

[Comment: The souce materials does not provide a Supreme Commander detachment.]

Dark Eldar

Dark Eldar Raiding Party

Command

You may choose up to one commander. [Comment: May, or must? It states '1' Detachment HQ below, not '0–1'.]

1 Detachment HQ: +25 points

Up to 1 Dark Eldar Lord: 30 points
[Comment: Consists of 1 Dark Eldar unit (*Hero*, *Psyker*)]

- Upgrade to Jet Bike (*Hero*, *Psyker*)*: Free
- Mount in Raider[Comment: *]: +15 points

Up to two Haemonculus: 20 points [Comment: 'each', presumably]
Consists of 1 Dark Eldar unit (*Hero*)

- Upgrade to Jet Bike (*Hero*)[Comment: *]: Free
- Mount in Raider*.+15 points

(Choose one upgrade only)*

Main Force

Choose up to **10** squads from the following list.

Warrior Squad: 10 points per unit
Consists of 1 or 2 Dark Eldar units

- Include a Sybarite (*Assault*): +1 point per unit
- Mount in Raider: +15 points

Warp Beast Squad: 10 points per unit
Consists of 1 to 3 Warp Beast units

Jet Bike Squad: 16 points per unit
Consists of 1 or 2 Jet Bike units

Wyches Squad: 10 points per unit
Consists of 1 or 2 Wych units

- Include a Succubus (*Assault*): +1 point per unit
- Mount in Raider: +15 points

Hellion Squad: 15 points per unit
Consists of 1 or 2 Hellion units

Grotesques Squad*: 15 points per unit
Consists of 1 or 2 Grotesques units

- Mount in Raider: +15 points

(Must have at least one Haemonculus)*

Support

Make up to **10** choices from the following list, but not more than you made on the Main Force list.

Up to 1 Incubi Squad: 13 points per unit
Consists of 1 or 2 Incubi units

- Include an Incubi Master (*Assault*): +1 point per unit
- Mount in Raider: +15 points

Mandrake Squad: 11 points per unit
Consists of 1 or 2 Mandrake units

Ravager Battle Platform: 40 points

Talos Torturer: 30 points

Scourge Squad: 20 points per unit
Consists of 1 or 2 Scourge units

Chain of Command: *Dark Eldar Lord > Haemonculus > Any unit containing a Sybarite > Incubi > Any other unit.*

Designer's note: Dark Eldar flak

[Content from The Citadel Journal #34 page 36.]

I have found that the Dark Eldar are somewhat vulnerable to Flyers, similar to Space Marines as highlighted in *Firepower* issue 1. To rectify this, Ravagers may be taken as flak units at the same cost — they retain their range but lose the *Anti-tank* ability.

Dark Eldar war engines

Dark Eldar War Engine detachment

You may make up to 1 choice from the following list.

One Shadow Stalker Titan: 400 points

Upgrade to Soul Stealer (*Psyker*): +10 points

One Barge of Torturous Delights*: 200 points

(* Only one per army)

Dark Eldar flyers

Orbital Strike detachment

Command

You must choose a Detachment commander.

1 Detachment HQ: +25 points

Main Force

Consisting of 1 to 5 flyers.

Wraith Raider: 70 points

Chain of Command: *Detachment ~~commander~~ [HQ] > Any other unit.*

Dark Eldar unit summaries

[Content from The Citadel Journal #34 page 30 to 31.]

[Unofficial house rules]

Dark Eldar Infantry datasheet

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Dark Eldar	15cm	30cm	1	2	3+	
Dark Eldar Lord			As Dark Eldar			*+Hero*, *Psyker*
Sybarite			As Dark Eldar			*+Assault*
Haemonculus			As Dark Eldar			*+Hero*
Mandrake			As Dark Eldar			*+Assault*, *Infiltrators*
Scourge			As Dark Eldar			*+Heavy Weapons*, *Jump Packs*
Incubi	15cm	15cm	1	4	5+	*Stubborn*
Wych	15cm	15cm	1	4	3+	
Succubus			As Wych			*+Assault*
Warp Beast	20cm[1]	0	0	3	3+	*Rampage*, *Cavalry*
Hellion	25cm	15cm	1	2	3+	*Skimmer*
Grotesque	15cm	-	0	3	5+	*Rampage*, *Save*

Dark Eldar Vehicles datasheet

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Raider	30cm	30cm	1	1	4+	*Skimmer*, *Transport (2)*
Reaver Jet Bikes	40cm	15cm	1	3	4+	*Skimmer*
Ravager [Battle Platform]	30cm	45cm	*Anti-tank*	1	5+	*Skimmer*
Talos [Torturer]	15cm	30cm	2	5	6+	*Rampage*
Asdrubael Vect (special character — scenarios only)	30cm	45cm	2 x *Anti-tank*	4	6+	*Skimmer*, *Psyker*, *Supreme Commander*, Unique

Dark Eldar Flyers datasheet

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Wraith Raider	Flyer	30cm	*Heavy Barrage*	2/3	5+	*Transport (4)*

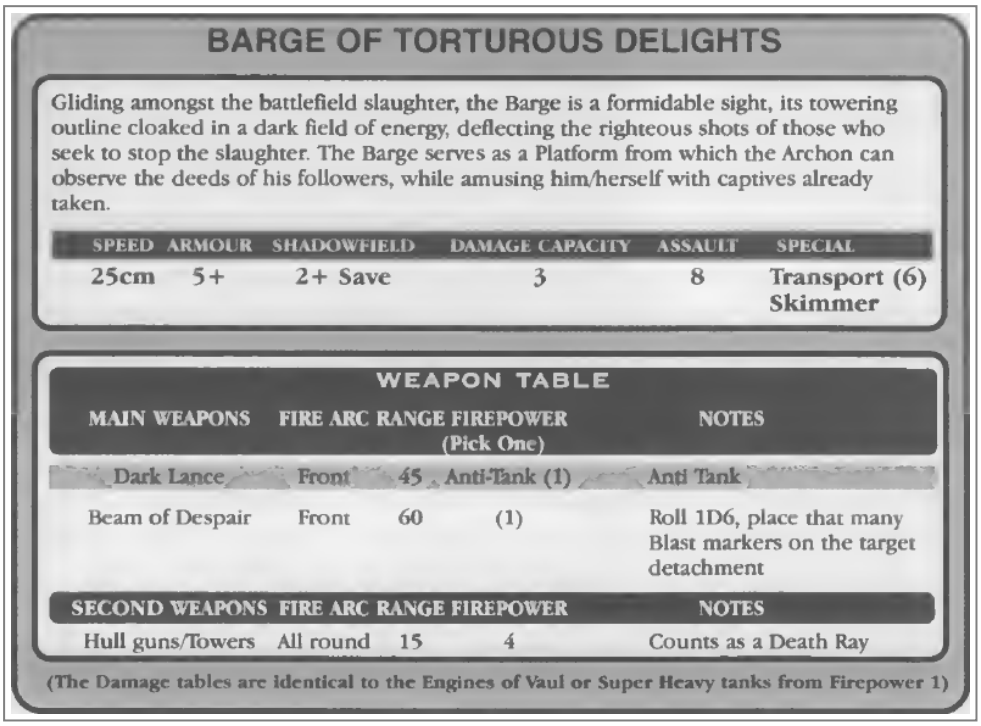
[1]This may be a mistake in the source, as it looks like the *Cavalry* ability is already factored into the Speed value. Otherwise, as written, Warp Beasts would be able to move up to 40cm move in the Movement phase and up to 60cm charge in the Assault phase — which seems excessive. Thus it seems more likely that a Speed value of 10cm was intended.

Dark Eldar war engine data sheets

[Content from The Citadel Journal #34 page 32.]

[Unofficial house rules]

Barge of Torturous Pleasure



BARGE OF TORTUROUS DELIGHTS

Gliding amongst the battlefield slaughter, the Barge is a formidable sight, its towering outline cloaked in a dark field of energy, deflecting the righteous shots of those who seek to stop the slaughter. The Barge serves as a Platform from which the Archon can observe the deeds of his followers, while amusing him/herself with captives already taken.

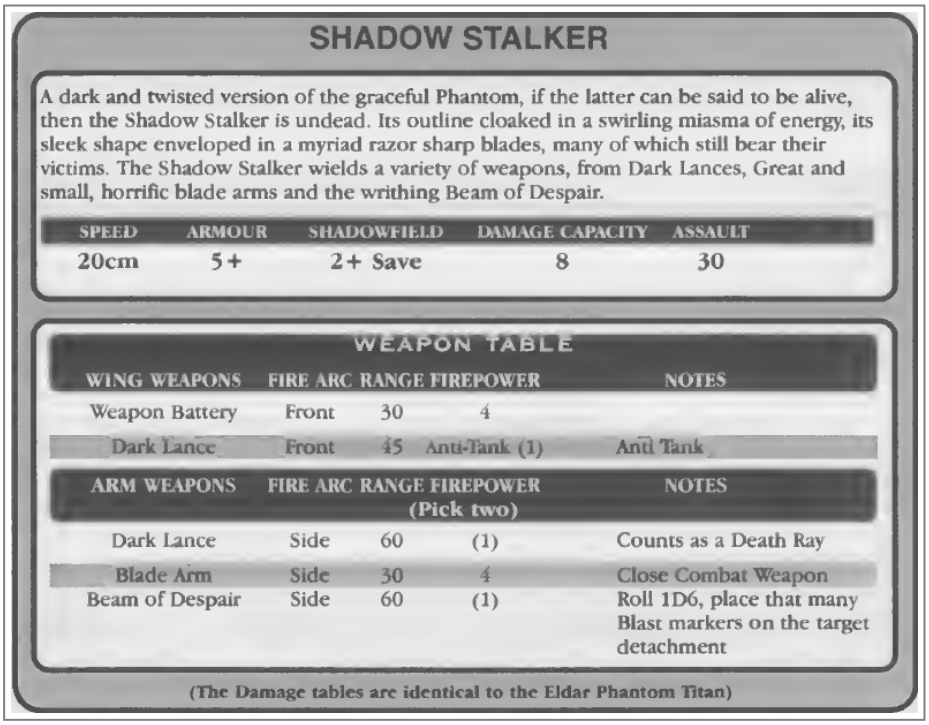
SPEED	ARMOUR	SHADOWFIELD	DAMAGE CAPACITY	ASSAULT	SPECIAL
25cm	5+	2+ Save	3	8	Transport (6) Skimmer

WEAPON TABLE

MAIN WEAPONS	FIRE ARC	RANGE	FIREPOWER (Pick One)	NOTES
Dark Lance	Front	45	Anti-Tank (1)	Anti Tank
Beam of Despair	Front	60	(1)	Roll 1D6, place that many Blast markers on the target detachment
SECOND WEAPONS	**FIRE ARC**	**RANGE**	**FIREPOWER**	**NOTES**
Hull guns/Towers	All round	15	4	Counts as a Death Ray

(The Damage tables are identical to the Engines of Vaul or Super Heavy tanks from Firepower 1)

Shadow Stalker titan



SHADOW STALKER

A dark and twisted version of the graceful Phantom, if the latter can be said to be alive, then the Shadow Stalker is undead. Its outline cloaked in a swirling miasma of energy, its sleek shape enveloped in a myriad razor sharp blades, many of which still bear their victims. The Shadow Stalker wields a variety of weapons, from Dark Lances, Great and small, horrific blade arms and the writhing Beam of Despair.

SPEED	ARMOUR	SHADOWFIELD	DAMAGE CAPACITY	ASSAULT
20cm	5+	2+ Save	8	30

WEAPON TABLE

WING WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	30	4	
Dark Lance	Front	45	Anti-Tank (1)	Anti Tank
ARM WEAPONS	**FIRE ARC**	**RANGE**	**FIREPOWER (Pick two)**	**NOTES**
Dark Lance	Side	60	(1)	Counts as a Death Ray
Blade Arm	Side	30	4	Close Combat Weapon
Beam of Despair	Side	60	(1)	Roll 1D6, place that many Blast markers on the target detachment

(The Damage tables are identical to the Eldar Phantom Titan)

More...

More useful information to enhance your games.

House rules, frequently asked questions and other nonsense

[Content from Battles Book page 102 to 112.]

The *Epic 40,000* rulebook was written to be as clutter-free as possible and occasionally sacrifices absolute clarity in favour of brevity. This section of the rules is intended to assist players with the spirit/intent of the rules, and to suggest some house rules and general conventions you may want to adopt.

A house rule is a rule which is mutually agreed by the players to cover a particular circumstance or situation. A convention is a way players choose to do something, like where to measure ranges to or from for example. Most players unconsciously adopt conventions almost immediately and we feel this is to be encouraged where strict rules contribute nothing to the game itself. This section also offers us an opportunity to explain at greater length why some things are the way they are in *Epic 40,000*, so it's sort of the designer's notes really.

Anyway, enough prattle and on with the show. We've organised the commentaries into the same sort of order you would find them in the rulebook to make bits easier to locate.

The Hand of Fate

Long speech here, skip it if you want: (Ahem) Miniatures gaming isn't chess or draughts or even *Drach nach Osten* (an old board wargame), it isn't played on a strictly delineated playing area with a set number of pre-defined pieces. Miniatures gaming is all about colour, movement and breathing life into the armies you lovingly amass and then drive headlong into your opponent. The number of variables in a normal miniatures game is simply staggering if you consider the vagaries of terrain, armies, playing area, dice rolls, points values and all the rest of it.

This means that occasionally (just occasionally if we've done our jobs right) you'll run into situations which simply aren't covered by the rules, or (even worse) are hinted at in an ambiguous way. At the time it'll be critical, no doubt, the whole game will be hanging on the situation and you and your opponent simply can't agree on an interpretation which favours one or the other of you — I should add that both of you will be absolutely, totally and utterly convinced that you are right. At these times, rather than allow the game to degenerate into an extended argubate (a cross between an argument and a debate) we advise you to resort to the *Hand of Fate* rule clarification technique...

Roll a D6 for it.

You may indeed splutter with outrage at the randomness of this process (especially because you know you're right) but the chances are that you've encountered a situation which has never happened before and that we never even thought about. There simply isn't a right or wrong answer, so let Fate sort it out. Besides, don't you think great martial heroes have bemoaned the randomness of uncaring Fate — Why was the weather bad? Where were my reinforcements? They'll never hit us from way over th...

Once the game is over you'll be able to view the situation philosophically from the warm, rosy bower of victory or the slimy oubliette of defeat. Talk the problem over with your opponent and reach an amicable agreement about what to rule if the situation occurs again.

The bottom line is that if you and your fellow gamers want to change, adapt, complicate, simplify or modify any part of these rules because you prefer them that way then go for it! While we've tried to explore as many avenues as we can it's ultimately you, the player, who knows best what you want from a set of miniatures rules.

History of Epic

The Epic game began with Adeptus Titanicus, a game involving Titans — just Warlord Titans at that!) battling in the Horus Heresy. Later came first edition Space Marine with vehicle and infantry rules for, you guessed it, Space Marines in the Horus Heresy. Orks and Eldar were eventually covered in a later compilation called Codex Titanicus. After that came second edition Space Marine and supplements covering Space Marines and Imperial Guard, Eldar and Chaos, Orks and Squats and eventually Tyranids. Last in the line of old style Epic games was Titan Legions.

Epic 40,000 started out as a system called Heresy which was penned by Jervis Johnson just after he had written Adeptus Titanicus. I played Heresy when I joined the Studio in 1990 and rather liked it in spite of being initially horrified by its apparent simplicity. We spent the following six years developing Adeptus Titanicus instead before realising that the Titanicus system was simply too detailed to handle large scale battles. Some streamlining went on in Space Marine second edition but the game still lumbered like the Titans it was designed to portray and the increasing number of unit types (all with their own special rules) slowed the game down further and further with each successive supplement.

Titan Legions attempted to clarify the game on the one hand while trying to wedge in even bigger Titans on the other. But with a vast number of supplements and an even bigger selection of special rules and exceptions to learn the original Titanicus game had become too much of a quagmire for new players to tackle. When the opportunity arose to do a new Epic game we decided to totally revise the game using the old Heresy rules as a starting point. Old Titanicus will doubtless keep its adherents and I salute them for their dedication and feedback over the years. Personally I feel that the new game is a better, cleaner, faster and more satisfying one (but I would say that, wouldn't I!). All the best and happy gaming!

FAQ: Infantry basing, old vs. new

[Content from Battles Book page 103.]

Back in the old days infantry were mounted on 20mm square bases. We've now replaced these with the new 40mm by 10mm 'strip' bases because we think the new ones look better and they make it easier to paint the figures mounted on them. Veteran Epic gamers are likely to have infantry on the old bases but there is no need to rebase them.

We've found in playing with both types that they work perfectly well together — square bases occupy less frontage when it comes to moving into cover or close combat but they are far more vulnerable to barrage weapons and mega cannon. This seems perfectly appropriate as the squad members on an old style base are more densely packed rather than in the skirmish lines created by the new bases.

Related information

Unit types 64

FAQ: Out of Command units

[Content from Battles Book page 103.]

Units don't end up getting out of command very often but when they do odd things can happen. Don't place Blast markers on out of command units because it has weird effects on army morale (the units usually get killed, leading to the Blast markers being deducted from the army morale level immediately). An out of command unit can't be nominated as the new HQ if the old one is destroyed, even if the rest of the detachment is wiped out.

Related information

HQs 66

More...

FAQ: Marking HQ units

[Content from Battles Book page 103.]

Picking out HQ units within a detachment is discussed in some detail in the section of this book on painting and modelling [Comment: Not in this compendium, though I might include it in future.], however it does leave a knotty problem when the original HQ is destroyed. We've supplied some counters for marking HQ units but I would strongly recommend making up some small flags or pennants on equally small bases to mark HQ units. We use coloured flags mounted on a piece of rod with a plastic shield for a base, these also double up as markers for Take & Hold objectives as well.

Related information

HQs 66

FAQ: Walkers

[Content from Battles Book page 104.]

Walkers are machines with legs like Dreadnoughts, Sentinels, War Walkers and so on. For clarity we've designated these as 'vehicles' for movement purposes but there's a good argument for them counting terrain effects (though not counting armour bonuses) and possibly charging into combat as if they were infantry. Players with a particular fondness for walkers may want to apply this rule to them, but make sure that you and your opponent know which units are walkers at the start of the game.

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

[From Firepower #1 page 12.]

Related information

Terrain 69

FAQ: Destroying buildings

[Content from Battles Book page 107.]

Veteran Epic players will recall that in the old Titanicus game it was possible to destroy buildings by shooting at them and by war engines attacking them in close combat. We've taken out any rules to do with trashing buildings because it created the curious situation of intact buildings being viewed as little more than death traps for infantry (anything inside a building when it collapsed was automatically destroyed) instead of the defensive bastions they should be. It even reached the stage where players would destroy buildings in their own half of the table to turn them into rubble, then move their infantry into the rubble! Under the circumstances we decided it would be best to assume that buildings could not be turned into rubble during the course of the game — units should be attacking each other, not pieces of terrain.

Of course buildings aren't completely immune to being shot up either but in game terms it would take a lot of firepower to completely rubble a building. If players wish to write their own rules for demolishing buildings feel free to do so, but learn from our mistakes and don't make it too easy! I'd suggest basing it around the number of Blast markers accumulated on detachments occupying buildings and ensure that occupants of collapsing buildings have at least a 50/50 chance of surviving the collapse — historically troops in buildings are virtually impossible to shift without a direct infantry assault.

Related information

Terrain 69

FAQ: Big Fella's

[Content from Battles Book page 104.]

Some creatures like Chaos Greater Daemons, Eldar Avatars and Tyranid Hive Tyrants/Carnifexes are huge great monstrous things. They are classified as 'infantry' for movement purposes because they are still smaller and more agile than vehicles, but on the other hand they shouldn't fit inside transports as easily as infantry units. Players may wish to adopt a house rule that these creatures cannot be carried by transports at all, or that they can only be carried by transports with a capacity of six or more units (which should be big enough for them to fit in). You could apply this rule to walkers as well.

Related information

Transport 70

FAQ: Orks hitching a lift

[Content from Battles Book page 104.]

Ork units that hitch a lift can make an assault, either by being carried into position by their ride, or by charging in on foot in the Assault phase after having hitched a lift in the Movement phase.

Related information

Transport 70

FAQ: Snap-fire

[Content from Battles Book page 104.]

Note that you don't need to have a line of fire to snap-fire at something, we assume that the snap-firing unit has positioned itself to sneak in a shot or lay a booby-trap for when the enemy blunders into range. A unit can potentially snap-fire at a lot of enemy models in the Movement phase, but only if the opposing player is dumb enough to keep moving units into snap-fire range!

Even units with no firepower are able to snap-fire at enemies which stray too close. This is partially because units armed with very short ranged weapons don't necessarily have a Firepower value. It can also be imagined that units which are only armed with close combat weapons (eg, claws in the case of a lot of Tyranids) leap out on units that get too close and ambush them, producing the same effects as a snap shot!

Occasionally a unit may start its movement within 10cm of the enemy. If this happens the unit is only subject to a snap-fire attack if it moves closer to the enemy, not if it remains stationary or moves further away.

The main intent of the Snap-fire rule is to prevent units moving past their enemies in the Movement phase. This means that units can be positioned to block the advance of the enemy and must be assaulted, engaged in a firelight or shot to pieces to get them out of the way. Incidentally, 10cm is equivalent to 16" in *Warhammer 40,000* — very close range where grenades and short ranged (but vicious) weapons like flamers and meltaguns come into play. This means most troops can easily destroy enemy tanks and infantry if they get the drop on them at this range.

Related information

Snap-fire 70

More...

FAQ: Line of Fire

[Content from Battles Book page 105.]

As with movement, the very diversity of miniatures and terrain makes absolute rules hard to justify in certain circumstances with line of fire. Many Games Workshop games use true line of sight rules, where you use the 'model's eye view', to determine whether there is a line of fire. We found that this slowed the game down too much and was impractical because of the small size of the miniatures. This was the reasoning behind applying the simple rule that if a model is higher than a piece of terrain it can see over it; occasionally this seems a little strange but nine times out of ten it works.

In truly questionable circumstances feel free to improvise or apply the Hand of Fate — the rule is not absolute, just the fastest and most easily workable.

Likewise it is assumed that your forces have enough sense to duck or position themselves so that they will not block each other's line of fire, or are firing throughout their movement if you prefer.

The whole point is to free you of details like worrying about whether a unit needs to be positioned five millimetres to the right or left to gain the best advantage. We assume that the unit's commander will deal with such tactical issues and leave you to concentrate on the ebb and flow of battle as a supreme commander should!

Related information

S1. Add up shooting Firepower....71

FAQ: Cover

[Content from Battles Book page 106.]

When is a unit in cover? The answer is only when it's very obvious that the unit is in or behind terrain which would shelter it from enemy fire. This means that the line of fire must cross the terrain for it to be effective as cover, or the target must be positioned in an area of terrain which gives it cover. Whether a unit benefits from cover only if it's fully behind or in it, or if not how much of the model needs to covered is left to player choice - applying a hard and fast rule is inappropriate.

How we play the cover basically depends on just how much terrain is on the battlefield - if there's lots of cover we only count units in cover if they are completely in or behind it. If terrain is sparse we're more generous and count units as in cover even if they are only partially in or behind it.

Related information

S1. Add up shooting Firepower....71
S3. Work out how many hit dice to roll....73

FAQ: Measuring ranges

[Content from Battles Book page 106.]

A common question in relation to measuring ranges is whether you can check distances before deciding where to move or what to fire at. We consider this a case for player choice as some players prefer to allow measuring at any time while others favour only measuring when an actual shot is taken or a move is made. We prefer the latter option as it is generally faster playing and more exciting (*How close do I think I can get to that unit before I get within Snap-fire range?*) However, providing both players use the same method either is equally valid.

Measuring exact ranges between Epic-sized models is always a bit of a problem because the models are so small. If you get worried over fractions of a millimetre you're forgetting that the game is supposed to have an 'Epic sweep' to it.

Usually, measuring to and from war engines causes the most trouble. We advise either measuring from any point on a firing model to any point on the target model, or ignoring weapons and measuring to and from the 'hull'. Alternatively you could measure to and from the centre point of a model if you like, though this can be a bit hard to determine on some models.

Ultimately, it's unimportant which method you use as long as you are consistent about it. A final word of advice is don't measure from the tip of the weapon on a model to the hull of the target — this means that models with very long weapons (like Eldar Titans) can actually be in range to shoot but out of range of return fire from weapons with the same range!

Related information

S1. Add up shooting Firepower. 71

FAQ: Blast markers

[Content from Battles Book page 106.]

Blast markers represent a whole host of personal disasters occurring to the units in a detachment: things being damaged, squads being scattered or breaking and fleeing and so on. They are a vital part of the *Epic 40,000* game so don't overlook their importance. Placing additional Blast markers can potentially be used to represent the ineptitude of green or inexperienced troops.

Related information

S2. Work out Blast markers. 73

FAQ: What is a 'miss' on Overwatch

[Content from Battles Book page 106.]

Hits are considered scored if the dice rolls will inflict a hit on any unit in the target detachment which is eligible to become a casualty when the shooting starts. So, if you shoot up an Ork mob and score 3 hits on Gretchin when there's only one Gretchin unit left to kill, you don't get re-rolls to try and hit the Orks instead. *Disrupt* weapons on Overwatch get a re-roll if they fail to inflict a Blast marker.

Related information

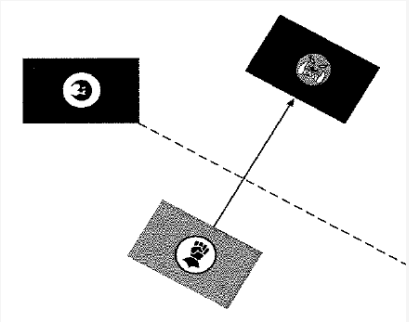
S6. Discard misses. 74

FAQ: Moving *past* in the Assault phase

[Content from Battles Book page 107.]

What does this mean? Simply put, it means you can't deliberately move further away from the closest enemy when you make an Assault move. However, you don't have to move towards the nearest enemy detachment... OK! OK! Here's a diagram.

Example: Moving past



The Space Marines can move towards the Kult of Speed, even though the Orks are closer, because the Space Marines are still moving closer to the enemy.

However, once the Space Marines reach the dotted line they cannot move further towards the Kult because they will be moving away from the Orks, and assaulting units can't move further away from (ie, past) the enemy.

The exception to this ('cause there's always exceptions) is when enemy units have been engaged in close combat already by other units. Then you can move past them, which is just as well because you could never move to engage other opponents otherwise.

Related information

The Assault phase 76

FAQ: Why the obsession with 15cm engagement ranges?

[Content from Battles Book page 107.]

15cm is the equivalent of 24" in *Warhammer 40,000*, which is also boltgun/lasgun range and the distance between both armies at the start of the games. *Warhammer 40,000* games are usually really bloody and invariably end up in a situation where one side will have to retreat and regroup, so this was the criteria for our assault combats — they came into play at 15cm range and somebody would be driven back by them. We have assumed that one Assault phase is the equivalent of a four-turn *Warhammer 40,000* game.

Related information

C1. Add up Assault values 78
F1. Add up firefight Firepower 82

FAQ: Can units with zero Firepower lend support in close combats?

[Content from Battles Book page 107.]

The quick answer is yes they can. As discussed in snap-firing, zero Firepower doesn't necessarily mean the unit has no guns or ranged attacks.

Related information

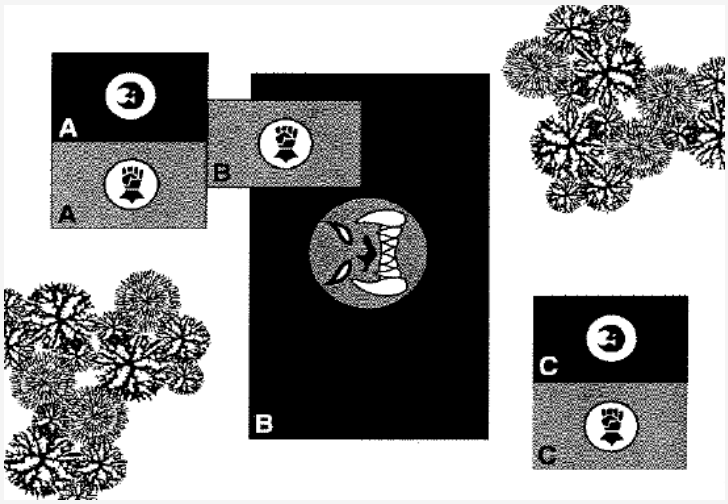
C1. Add up Assault values 78

FAQ: Multiple close combats and firefights

[Content from Battles Book page 108.]

Multiple firefights and close combats can get complex at times, so for the sake of sanity try to avoid them getting too confused by 'pairing off detachments' where possible.

Example: Multiple Close Combats and Firefights



How this close combat is resolved depends on whether the units from Space Marine B are actually in contact with units from Ork A and B or not. If not the combatants are simply paired off so that A fights A, B fights B and C fights C. Otherwise A+B fight together on each side as a multiple combat but the two C's still have a separate scrap. If this were a firelight it would be best to resolve A+B+C vs A+B+C as one big firelight unless the C's were more than 15cm away from A+B.

Related information

The Assault phase 76
Firefights [procedure] 82

FAQ: Retreats

[Content from Battles Book page 108.]

Note that retreating units are destroyed if they are left within 15cm of any enemy units, not just the ones they fought with. Even broken units can still wipe out retreating enemies if they are within 15cm of them after their retreat move. This means a particularly wicked tactic is to surround an enemy detachment when it's assaulted, as this will eliminate the retreating survivors if the detachment loses.

Related information

Broken detachments 84

FAQ: Intercepting interceptors

[Content from Battles Book page 108.]

It is quite legitimate to use a detachment of flyers to intercept another detachment which is itself intercepting a third detachment on say, a Ground Attack mission. These great aerial melees are resolved in the normal manner by comparing Intercept values and starting with the highest ones getting the first shots, with flyers on Intercept missions going first in the case of a tie.

For example, two detachments of Ork Fighter-bomberz and two detachments of Thunderbolts are available. One Ork detachment is on a Ground Attack mission, everybody else is on Intercept. The ground attackers enter play and the first Thunderbolts scream in on them. The second Ork detachment intercepts the Thunderbolts and then the second group of Thunderbolts intercepts them. Thunderbolts and Fighter-bomberz have the same Intercept value so interceptors go first and the ground attackers won't get a shot in until everybody else has. The Ork player has the initiative so he gets to fire with one of his intercepting Fighter-bomberz first and then alternates with the Imperial player until he has fired all of his interceptors. The Imperial player then gets to use all of his remaining interceptors before the ground attackers get a chance to retaliate.

In these situations it is also quite legit to target flyers which have not made their attack yet, potentially destroying them or driving them off before they get a chance to do anything.

Related information

Intercepting (flyer mission). 111

FAQ: Robin's flyers house rule

[Content from Battles Book page 108 to 109.]

(He made us do it) — Our beloved studio manager Robin Dews feels that life is too easy for flyers because they just climb away after making ground attack runs. To mollify him somewhat here's Robin's house rule for flyers. Instead of pulling up immediately after a ground attack flyers must continue moving in a straight line until they go off the edge of the table. Simple, eh. Of course this rule makes flyers much more vulnerable to ground fire so if you adopt it you may wish to make flyers cheaper. On the other hand, if you're using lots of flyers it may just help to keep them a bit more under control!

Related information

Ground Attack (flyer mission). 109

FAQ: Starting the turn in contact with the enemy

[Content from Battles Book page 109.]

Occasionally a war engine may start the turn in contact with the enemy because it was beaten but not destroyed by a detachment in its previous turn. No special rules apply to this for the war engine: simply resolve movement (and snap-firing), and shooting as normal before fighting again in the Assault phase if anything is still left in contact. Detachments of vehicles/infantry in contact must use Assault orders if they can pass a Leadership test (otherwise they end up on overwatch, marching away or other strangeness).

Related information

No retreat, no surrender. 107

FAQ: Classifying war engine weapons

[Content from Battles Book page 109 to 110.]

In the old Titanicus game there was quite a dizzying profusion of weapons fitted to the various war engines. Because a lot of these weapons were actually very similar (and to protect our sanity) we have rationalised them down to a reasonably small selection. If you have any war engines already fitted out with weaponry here's a few guidelines to classifying the models.

Heavy Weapons Batteries. (Anything with more than one barrel or things with one barrel which are a bit small to count as a mega-cannon). In terms of the old weapons we usually consider heavy weapons batteries to include Gatling Blasters, Inferno guns, Laser blasters, Melta cannon, Plasma blastguns, Plasma cannon, Turbo Laser destructors, Vulcan mega boilers, Death Storms, Cluster Busters, Gatling cannon, Magnum mega-cannon, Deth

Kannan, Slasha Attack gun, De Luxe Kustom kannon.

Death Rays. (Lasers or big plasma weapons single barrelled or otherwise.) Anything which uses a directed blast of energy to destroy a single target. This category includes the Volcano cannon, Plasma Destructors, Doom Burners, da Gaze of Gork and Deth Rays (believe it or not). Some players argue that Turbo lasers and Plasma blastguns belong in here too, and I can see their point, so count them as Deth Rays instead of heavy weapons batteries if you like.

Mega-Cannon. Very large bore, shell-firing cannon of any description, such as Quake cannon, Deathstrike cannon, He!!strike cannon, Skullcrusha and Gutbuster mega-cannon.

Heavy Barrage. Multiple rocket or missile launchers, or a big howitzer (something you might class as a mega-cannon but its barrel is pointing up at an angle). multiple rocket launchers, Havoc missile racks, Big Lobbas.

Close Combat Weapons. Rippy, teary, smashy, crunchy things like Chainfists, Power Claws/Fists, Hellblades, Chaos energy whips, Doomfists, Corvus Assault pods, Battle Claws, Laser Burners, Wreckers, Power Rams, Power Saws, Tridents, Krusher Arms, Ripper Fists, Snappers.

Vortex Missiles. Giant one-shot missiles of any kind, including Harpoon, Warp and Barrage missiles.

Pulsars. Long Eldar Titan weapons including Heat and Psychic lances.

Distortion Cannon. Includes Tremor cannon.

The rest are as before. If you have a war engine which is built with weapons where they shouldn't be don't worry, just use your war engine as is. For example some Gargants had an option to carry a close combat weapon in place of their mega-cannon (the infamous Snapper), though these were always comparatively rare. Anyway you can just use the Snapper-armed Gargant even though the datacard doesn't include that as an option the actual difference in points value between the various weapons is minuscule in relation to the total values of the war engines themselves. The only problem you veterans will run into is with war engines armed with two close combat weapons. They're just going to have to have a little bit of surgery!

If you have heavily converted Chaos Titans with tails and the like simply lift bits of information from the Banelord Titan to give you some guidelines in coming up with your own data sheet. Finally, there were various fire control centres, landing pads and other pieces which could be fitted to the Warlord Titan and I would encourage you to come up with your own rules for these pieces and send them in (if you've played with them and they work). Hopefully we will be able to publish them in a future White Dwarf article.

Related information

Shooting with war engines 104

FAQ: Barrages

[Content from Battles Book page 110 to 11.]

Barrages seem to provoke more questions than any other kind of weapon for some reason. Perhaps this is because barrages have changed radically from the last edition of the game, the old method being more akin to the way mega-cannon work now.

The intention of barrages is to show the target detachment being liberally shelled over a short period of time, rather than a single attack against models under the Barrage template.

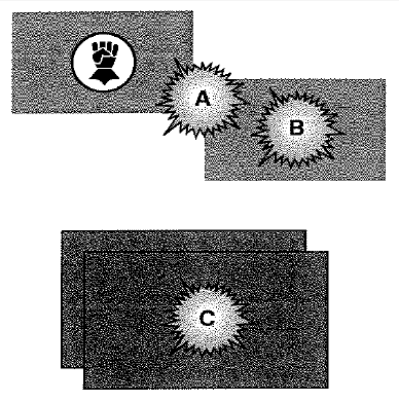
This means a barrage should normally only affect one detachment even if units from two or more are under the template. We preferred players to get the barrage solidly targeted on one detachment rather than trying to squeeze bits of several detachments under the template. This is also why casualty removal for barrages is treated no differently from normal fire, though players may like to improvise their own methods for allocating hits when barrages are involved.

This being said, if two detachments are completely intermingled they should be both fair game to be targeted by the same barrage. A good example is a unit of infantry which has just dismounted from their (separate detachment) transports.

More...

Normally, for a barrage to affect a troop stand, the template has to cover three infantry models. However, with bikes, cavalry and Tyranid warriors there are only three models to a base anyway. In this case the barrage need only cover two models.

Example: Barrages on detachments



Out of A and B, B makes a lot more sense as a target but A is what power gamers will go for if barrages affect more than one detachment, and that's why barrages normally only affect one detachment.

In situation C it would be reasonable to resolve the effects of the barrage against both detachments.

Barrage templates must be placed entirely within range and fire arc and this leads to the final query of whether you are allowed to measure the range for barrages before placing the template.

To a large extent this depends whether or not you allow pre-measuring anyway, but I would strongly recommend that you measure the range for barrages with a range of 15cm as guessing makes them very tricky to use (particularly on Ork Fighter-bomberz, who have already had to guess the range once when they moved into position).

Related information

Barrage 87
Heavy Barrage 89

FAQ: Re-rolls

[Content from Battles Book page 112.]

Whenever you get a chance to re-roll a result the second roll is always the one used, even if it is worse than the first result!

Related information

Specialists and special abilities 91

FAQ: Stubborn

[Content from Battles Book page 112.]

Does a detachment get to re-roll Leadership tests for being 'stubborn' if only some of its units are stubborn? Nope, but note that all Space Marine units are stubborn, not just the infantry. Alternatively players may wish to rule that a detachment counts as stubborn if the majority of its units are stubborn, but this can be a bit of a problem to keep track of.

Related information

Stubborn 97

FAQ: Skimmer pop-ups

[Content from Battles Book page 112.]

With some special abilities you need to remember the effect it has and in a big game this can get a little tricky. The classic example is remembering when skimmers have popped up. We advise marking them in some aesthetically pleasing manner, by placing the models on wisps of cotton wool, for example, (to represent the dust cloud they kick up when they rise) or blu-takking them onto flying bases. The cotton wool trick can also work as a good way of marking marching units too.

Related information

Skimmer. 97

FAQ: Fate cards

[Content from Battles Book page 112.]

Two questions come up regularly in relation to Fate cards. The first is: Why do you get an extra Fate card for having 1 point less than your opponent? We did this because we wanted to encourage people to use their Detachment cards to choose an army rather than rechoosing their entire army each game, and we liked the idea of rewarding people for choosing an army under the agreed points total rather than trying to get it exactly or going over it all the time.

The second question is: Why do you get so many Fate cards? Well, the main function of Fate cards is to give you some re-rolls for firefights and close combats to help counteract any severe bad luck in these critical moments. Secondly, they give psykers their ability to blast opponents at a distance. Hence we decided to give both players a fair number of Fate cards to avoid them being stuck with just novelty ones like Barrage and Forced March (useful as these are).

Related information

Fate cards. 123

Questions and answers

[Content from Firepower #2 page 27.]

Questions compiled by the Epic 40K Mailing list. Answers by Jervis and Andy Chambers.

Q&A: Strategy Rating

[Content from Firepower #2 page 27.]

Q: May an army's Strategy Rating change in mid-game, or is it fixed for the duration at the start the game? For example, a Space Marine force would have a Strategy Rating of 5, but this decreases to 4 if they included any Imperial Guard units or Titans in their army. Would the rating increase to 5 again if all Guard units and Titans were destroyed in the midst of a game?

a. The Strategy Rating is fixed for the duration of the game, regardless of casualties.
b. The Strategy Rating may change if casualties reduce a "mixed" force to a "pure" force. (Change the rating at the beginning of the next turn, or the beginning of the next phase?)

A: This is a question I can't honestly remember coming up during playtesting. This makes me think that if it did ever occur (and I think it must have), then we didn't notice and kept on playing with the same Strategy Rating we'd been using since the start of the battle. However, players that prefer to come up with their own house rules for such situations should feel free to do so, as I can see no good reason why the Strategy Rating should 'not' change from turn to turn depending on the composition of the army.

More...

Related information

Strategy Rating 68

Q&A: Charging from transports

[Content from Firepower #2 page 27.]

Q: If a unit of infantry dismounts from its transport in the Assault phase then it loses 5cm from its move when it charges into combat. Players are unsure, however, if this 5cm is subtracted from the unit's move before or after it is doubled if such doubling will allow the infantry to get into Close Combat. Which case is correct?

a. The infantry may charge up to (10-5)x2=10cm if this will place them into base contact.
b. The infantry may charge up to 10x2-5=15cm if this will place them into base-to-base contact.

A: b is correct.

Related information

Charging into close combat 77

Q&A: Snap-fire

[Content from Firepower #2 page 27.]

Q: [*Rule Book* page 15] (**Snap-fire** on page 70) second paragraph: "The unit can move no further — the sudden burst of enemy fire cause it to halt. In addition the attacker rolls a D6 to see whether they get a hit. Note, you always roll 1D6, no matter what the Firepower of the attacker. If the D6 roll equals or beats the moving unit's Armour value it takes a hit in addition to being halted. The effect of hits is explained in the Shooting Phase."

When a unit with an *Anti-tank* weapon elects to snap-fire, does it:

a. Roll to beat the targets armour value.
b. Roll to score a hit on a 4+.

A: a is the correct answer.

Related information

Snap-fire 70

Q&A: Special moves

[Content from Firepower #2 page 27.]

Q: When the rules call for a value to be halved, e.g. the Firepower of units with Assault orders during the Shooting phase, do you:

a. Round up.
b. Round down.

A: Up to you, but be consistent!

Note: I would suggest following the standard mathematical convention of rounding 0.5 and higher up, and rounding 0.49 and lower down, in all cases when fractions come into play.

Q: A detachment on Assault orders shoots with only 1/2 of its Firepower in the Shooting phase. Should its Firepower be halved before or after you subtract for Blast markers? (E.g.: A detachment with 12 Firepower has two Blast markers. On Assault orders, would it shoot with 5 or 4 Firepower?)

A: After (that's 5 Firepower in your example).

Related information

Special moves 68

Q&A: Shooting phase

[Content from Firepower #2 page 27.]

Q: **The Shooting phase [procedure]** on page 71 rules [*Rule Book* page 16] now allow players to pass during the Shooting phase if they wish to wait for a better opportunity to shoot. (A change from the old rules that I like very much!) What happens if both players want to pass in the Shooting phase?

a. The phase ends.
b. The player who initially passed must fire a detachment. Play then continues.
c. The player who initially passed must fire a detachment or declare that a detachment will not fire this turn. Play then continues.
d. Discuss it with your opponent. If you have reached a point where neither will fire unless the other fires first, then the firing phase ends.

A: a.

Related information

The Shooting phase [procedure] 71

Q&A: Assault phase

[Content from Firepower #2 page 28.]

Q: When one detachment engages another in an assault or a firelight, it is quite possible for one of these two detachments to have a total assault or firepower value of zero. (Consider a detachment that has nothing left but Rhinos). For the purposes of determining the die roll modifiers, should the superior side automatically be considered to have 4 or more times the assault/firepower of the side with zero (and thus get +4 to the die roll), or should some minimum value be assigned to the inferior side?

A: It automatically gets a +4 modifier. Theoretically this can lead to some strange situations, i.e. one stand of Gretchin getting into a firefight with 25 Rhinos and ending up with a +4 modifier!, but in practice the rule works just fine. Players that have a problem with this should come up with their own house rules, for example assuming that a detachment always has a value of at least 1 for firefights or close assaults, even if all the units involved have a factor of '0'.

Q: During shooting, the rules specifically state that a unit needs a line of sight to at least part of the target detachment in order to participate. There is no such statement in the rules for lending assistance in an assault or firelight.

a. Does a unit need to have LOS in order to participate in a firelight, or does it only need to be within 15cm of the enemy detachment?
b. Does a unit need LOS in order to lend support to an assault, or just satisfy the 15cm criteria?

A: NO LOS is required in either case. For firefights and assaults we assume that there is considerable movement going on which is not represented on the tabletop, and that if a unit wants a shot, it will get one!

Q: If an infantry unit can get into close combat but is not allowed to (i.e. the enemy unit in question is already being attacked by two units) can the infantry unit still double its movement to get into range to help with supporting fire?

A: No.

Related information

The Assault phase 76

More...

Q&A: Super heavy weapons

[Content from Firepower #2 page 28.]

Q: During the Shooting phase, what is the effect of Blast markers upon detachments containing super heavy weapons? Most particularly, detachments that contain only super heavy weapons?

a. Each super heavy weapon should be treated as having a Firepower of one; each Blast marker thus causes the loss of one *Death Ray* or *Anti-tank* shots in the above detachments.
b. Super heavy weapons are only considered to have a Firepower of 1 during firefights. There is no mechanism by which Blast markers affect their shooting, thus titans or land raiders may accumulate blast markers while still firing at full effect.

A: a is correct. Each Blast marker stops one super heavy weapon from firing.

Related information

Super heavy weapons 86

Q&A: Barrage

[Content from Firepower #2 page 28 to 29.]

Q: Can you overlap Barrage templates if your currently firing detachment can place more than 1 (e.g. loading up several templates on a particularly juicy target), or are you required to spread out the templates over the target detachment?

a. You are free to overlap multiple barrage templates, as you see fit, in order to get the most enemy units under your templates.
b. You may not overlap templates until all other units of the target detachment have been covered.
c. You may not overlap templates under any circumstances.
d. You may only overlap templates under the following conditions: (Please specify)

A: The answer is 'a', but as the question implies people are still confused by the way barrages work, I'll explain how to use them in a bit more detail. When a detachment fires a barrage, take the Barrage template, and place it over some of the target detachment. You can place it anywhere you like as long as all of the template is in range of all of the units that are joining in with the barrage (you can leave some units out if you want, but they can't fire a separate barrage). The number of enemy units from the target detachment that are under the template determine the Firepower value of all of the units from the attacking detachment that are firing *Barrage* weapons.

Add up their Firepower, add in the Firepower of any other units from the detachment that are shooting with their 'ordinary Firepower', and then carry on with the attack as normal. Hits are allocated normally, and don't have to be used against the units that were under the template. Note that you only use the Barrage template once, and that all it does is work out the Firepower of the attacking unit, and that it does NOT dictate who is hit by a barrage. I say again: The template is ONLY used to work out the barraging unit's firepower!

Q: *Barrage* is listed under the heading of Super Heavy Weapons. By the sequence of play listed in the rules, *Barrage* also has added its Firepower to your total pool of Firepower before you begin calculating how your Blast markers diminish your fire. Should a Blast marker prevent the entire amount of Firepower from a *Barrage* unit, or should it merely subtract a point of FirePower from your total pool of Firepower (including that from the barrage)?

A: Each Blast marker stops one *Barrage* weapon (i.e. it prevents the entire amount of Firepower).

Related information

Barrage 87

Q&A: Vortex missiles

[Content from Firepower #2 page 29.]

Q: The rules for the *Vortex Missile* state that all units under the template suffer '1D6 *Death Ray* hits'. I have interpreted this to mean that the unit suffers 1D6 hits, not 1D6 chances of being hit. In White Dwarf however, Andy Chambers discusses his displeasure with the way Deathstrikes have proven to work in the game and suggests that you either limit them to 1 per detachment, or change the rules so that units only suffer 1D6 *Anti-tank* hits. Once you remove the automatic critical that War Engine's suffer from Death Rays, a hit would seem to be a hit. Why say 1D6 *Anti-tank* hits, rather than just 1D6 hits? OR!! Should the rules state that units under the template suffer 1D6 [weapon] shots? Thus *Anti-tank* 'hits' would only happen on a 4–6 rather than a 2–6 for the *Death Ray*, and therefore a unit under the template has a chance of not being hit at all.

a. As stated in the rules, 1D6 hits from the appropriate weapon.
b. You should roll for the success of each 'hit' using the appropriate odds.

A: a) is correct.

Related information

Vortex Missile 90

Q&A: Close combat weapons

[Content from Firepower #2 page 29.]

Q: When one War Engine (hereafter referred to as "WE") defeats another WE in close-combat, there is a chance that both will inflict hit(s) upon the other using the Close Combat Results Table. Should a damaged WE have a holo-field, then the rules indicate it is allowed to make a holo-save for each hit thus suffered. If the winning WE is equipped with a *Close Combat Weapon*, however, **Close Combat Weapons** on page 88 [*Rule Book* page 32] states that the loser automatically suffers Catastrophic Damage. No direct reference is made here to "hits", and it appears that the loser suffers Catastrophic Damage whether or not the winner would actually score any hits using the Close Combat Results table. What is the effect of a Holo-Field upon this "automatic" Catastrophic Damage?

a. None. The loser automatically suffers Catastrophic Damage, regardless of whether any close combat hits are scored.
b. The holo-field grants a 2+ chance to save from the Catastrophic Damage.
c. The WE suffers Catastrophic Damage only if all the hits it suffers from are not saved. (Would WE's without a holofield suffer Catastrophic Damage if they suffer from no hits?)

A: a

Related information

Close Combat Weapons 88

Q&A: Mega Cannon

[Content from Firepower #2 page 29.]

Q: Question — how many Blast markers are placed when a *Mega Cannon* is fired? **Mega Cannon** on page 89 [*Rule Book* page 34] states "each *Mega Cannon* attack places one Blast marker on the target detachment in addition to any other blast markers that would normally be placed."

Example — a Warlord Titan is armed with four mega cannons. It is shooting at a detachment of twelve Ork Boyz. It can fit three stands under a barrage template, can do this four separate times, and can hit a different group of three with each template. The Warlord fires all four *Mega Cannon* at the Orks. The first two cannon kill one Ork each, and the second two kill two Orks each. Does the Warlord place:

a. 2 Blast markers — 1 because there are 4 Super Heavy Weapons firing, plus 1 additional marker because a *Mega Cannon*(s) was fired.
b. 5 Blast markers — 1 because there are 4 Super Heavy Weapons firing, plus 1 additional marker for each *Mega Cannon* that fired.
c. 7 Blast markers — 1 because there are 4 Super Heavy Weapons firing, plus 1 additional marker for each hit on the Orks (with a total of 6 hits).
d. 13 Blast markers — 1 because there are 4 Super Heavy Weapons firing, plus 1 additional marker for each attack die rolled (and each mega cannon rolled to hit 3 targets for a total of 12 rolls).
e. Something else?

A: The correct answer is b.

Related information

Mega Cannon 89

Q&A: Pulsar

[Content from Firepower #2 page 29.]

Q: An Eldar *Pulsar* fires 1D6 *Anti-tank* shots. For the purposes of placing Blast markers, does this count as 1 or 1D6 Super Heavy Weapons?

A: It counts as 1 Super Heavy Weapon.

Q: An Eldar *Pulsar* fires as D6 *Anti-tank* shots. How many Blast markers shut down a Pulsar?

a. A single Blast marker will prevent a *Pulsar* from firing.
b. Roll D6 for the number of shots the *Pulsar* gets. This is the number of Blast markers required to completely shut down the *Pulsar*.

A: a.

Q: What is the Firepower rating of a *Pulsar* in Close Combat? One, as it is a single Super Heavy Weapon, or D6?

A: One.

Related information

Pulsar 89

Q&A: Super Lifta Droppa

[Content from Firepower #2 page 30.]

Q: If an Ork fires his *Super Lifta Droppa* at an Eldar Titan with an active holofield, and rolls high enough to beat the Titan's speed, does the Titan get a chance to use his holofield save?

A: Yes (re-read the the Eldar Holofield rules in the army book where it actually says this!).

Related information

Super Lifta Droppa 90

Q&A: Infiltrate

[Content from Firepower #2 page 30.]

Q: *Infiltrators* units are allowed to add 30cm to their first move if they do not start the game on the tabletop. Several commanders have lately taken to using scouts in drop pods, or placing infiltrators into transports which begin the game in reserve. When their reserve units show up, they drop the pods or move the transports (on march or assault) then dump the infiltrators out and give them their initial move and the +30cm bonus (suffering -5cm for dismounting, of course). The letter of the law seems to show this being legal. Should it be?

a. Yes.
b. No. If *Infiltrators* units want to infiltrate, they must slog it out on foot.

A: a.

Related information

Infiltrators 94

Q&A: Rampage

[Content from Firepower #2 page 30.]

Q: **Rampage** on page 96 [*Rule Book* page 37] states "*Rampage* units are so berserk that they may not retreat from combat. This means *Rampage* units are always caught by enemy and destroyed if they lose a close combat." Does this refer only to those units within fifteen centimetres of the enemy, or all *Rampage* units within a detachment that loses an assault action?

a. All *Rampage* units within 15cm from the enemy will be destroyed. This destruction is because they are not allowed to retreat and will thus remain within the 15 cm "death zone."
b. All *Rampage* units within a detachment that loses an assault action are destroyed, regardless of their distance from the enemy.

A: Actually, it's only *Rampage* units in base contact with an enemy that can't retreat, though I have to [say] that this point could have been made more clearly in the rule. The idea is that you get to roll two 'to hit' dice if you win, but you die if you lose!

Q: Your last answer [Editor's note: see the answer to the immediately above question!] went a long way towards clearing up our under standing of *Rampage* units. However, your last sentence left us with another question.

Suppose a detachment including *Rampage* units loses a close combat with an enemy detachment. When you are rolling dice to determine casualties from the assault, every unit in base to base contact from both detachments gets to roll to cause casualties. Do the losing units with *Rampage*:

a. Get to roll two dice as normal, then die.
b. Get to roll one die, like a standard unit, then die.
c. Just die.

A: a.

Q: Are the *Rampage* rules quoted above also intended to penalise *Rampage* units who lose a firelight?

A: No, it only applies to close combat (like it says!).

Q: Thanks to your previous Q&A responses, we've mostly worked out the rules for *Rampage* units. *Rampage*units roll twice to score hits when in Close combat, but can't retreat and are captured if they lose. However, if they are in contact with all enemy units within 15 cm then it is possible they may lose the combat and have no one close enough to capture them. Are they still destroyed in such a case?

More...

A: Yes.

Related information

Rampage 96

Q&A: Save

[Content from Firepower #2 page 30.]

Q: When a *Transport* unit carrying an infantry unit with the *Save* ability is destroyed, what happens to that transported unit:

a. The infantry unit is destroyed on a roll of 1, 2 or 3 as per page 15 of the rules [**Transport** on page 70].
b. The infantry unit is destroyed on a roll of 1, 2 or 3 only if it also fails its saving throw with a second 1, 2 or 3.

A: b.

Related information

Save 97

Q&A: Skimmers

[Content from Firepower #2 page 30 to 31.]

Q: Have you ever considered or will you ever consider, a maximum pop-up height for *Skimmer* units?

A: No, but players that want to make their own house rules should feel free to do so (just don't ask us to use them!)

Q: At what point during the turn are *Skimmer* war engines, such as the Eldar Engines of Vaul, eligible to pop-up?

a. At the start of the Shooting phase, allowing them to be shot at by vehicles and infantry.
b. At the start of the war engine Shooting phase.
c. When the owning player decides to shoot with their detachment (effectively preventing all but other war engines yet to shoot from shooting back).
d. At some other time?

A: c.

Related information

Skimmer 97

Q&A: Flyers

[Content from Firepower #2 page 31.]

Q: If you first place your flyers on the board within range of your own *Flak* units, and then your opponent places his interceptors on the board next to your flyers, may your *Flak* units fire at the interceptors?

a. Yes.
b. No. Complete all intercept actions before considering your flyers to be "on the board."

A: The correct answer is b.

Q: The rules state that *Flak* units may roll 1 die for each of their points of Firepower when firing at flyers, and score a hit if they roll equal to the flyers armour or more. The Eldar Fire Prism, however, has one *Anti-tank* shot rather than a Firepower rating. While it certainly rolls one die when shooting at flyers, players are unsure if it should score a hit if it rolls 4 or above (as *Anti-tank*) or if it scores armour value or above (as 1 Super Heavy Weapon = 1 Firepower). Which is the case?

A: The Fire Prism hits on a 4+.

Q: When an interceptor squadron is placed on the table next to its target detachment, must each flyer shoot at the closest enemy unit or may it choose to fire at any unit in the target detachment? (My opponent always always goes straight for my Harridan [in the centre of my flyer detachment], and unsurprisingly drives it off).

a. Resolve casualties by removing the nearest enemy flyers first, just like in ground combat.
b. Each interceptor may shoot at whichever flyer it likes.

A: The correct answer is b.

Q: When members of a flyer detachment become damaged, that detachment has two elements that finish rearming/refueling on differing turns. Which element(s) of this flyer detachment may fly missions, and when may they fly them?

a. Both elements of the detachment may fly missions whenever they become rearmed and refueled. The element of the detachment that does not include an HQ should select one flyer to act as its HQ.
b. Both elements. It is not necessary to choose an interim HQ for element that does not have one.
c. Only the element of the detachment which includes the HQ may fly missions when rearmed and refueled. When the other element is rearmed/refueled, it must still wait to join its brethren with the HQ.
d. Only the bigger element of the detachment may fly independent missions, regardless of which element the HQ is in.
e. Neither element may fly a mission until the other is also rearmed and refuelled.

A: A flyer that is damaged can't fly missions on its own (unless it is all that remains of the detachment, of course!). If the rest of the detachment flies a mission while the damaged flyer is being refueled, it simply remains for an extra turn at the refueling stage in order to catch up with them.

Related information

Flyers 109

Q&A: Reserves

[Content from Firepower #2 page 31.]

Q: At the beginning of each turn after the first you roll on the reserve chart to determining how many (if any) of your reserve detachments show up. If a reserve detachment is determined to show up, are you permitted to wait and have it enter on a later turn? (This question brought to you by those who use flyers and drop pods).

A: Reserves must enter play on the turn the dice roll is made, you can't wait for a later turn.

Related information

Reserves 121

Q&A: Army Morale

[Content from Firepower #2 page 31.]

Q: If a detachment consists of 3 units, is morale lost when one unit has been destroyed, or two units? The examples in the book show that half strength is calculated by rounding up, but this wasn't true in the old Epic.

a. A 3 unit detachment loses morale when one unit has been destroyed.
b. A 3 unit detachment loses morale when two units have been destroyed.

A: Judging by the examples in the rules, we decided to round odd numbers down for Studio battles, but to be honest I can't really remember, and I'm not sure whether all the different play-testers did it this way (for example, Andy and myself might have decided to round down, while Robin and Paul may have decided to round up in the games they played). In other words, you should feel free to round up or round down as you wish, but try and be consistent during the same game!

More...

Related information

Army morale 118

Q&A: Choosing an army

[Content from Firepower #2 page 31 to 32 and Firepower #3 page 32.]

Q: How many "Supreme Commander" detachments may you take?

a. One, except for Tyranids who are limited by the over-all size of their army as to the total number.
b. As many as you want, except for 'Nids who are limited by the over-all size of their army as to the total number.
c. Some other number.

A: a.

Q: Many units, especially commanders, may be "upgraded" to become units of a different type. Often, this new unit type has many slats that are inferior to those of the original unit. (Eg. Eldar Harlequin units can be "upgraded" to Jetbike units. A Harlequin has an assault value of 4, whereas a Jetbike has an assault value of only 2). When making such an upgrade, do you:

a. Take the higher of each stat.
b. Use only the slats of the new units (plus the special abilities noted on the force list for the new unit).

A: b.

Q: Under the command structure for Chaos War Engines and Imperial Titans it is possible to buy multiple Scout Titans, yet no chain of command is specified. Does this mean that:

a. War Engines without a chain of command can enter the board at separate locations, essentially as separate detachments.
b. War Engines without a chain of command must enter the board as a single detachment, but may separate and ignore the 30cm unit coherency rule.
c. War Engines should have a chain of command. Choose one unit to be HQ, and proceed as normal.

A: c.

Q: The ~~Battles~~ Armies Book tells us which armies may ally with each other [**Allies** on page 211], but give us no guidance as to how we should determine the overall Strategy Rating of the allied force when they do so. This can get especially complicated when various combinations of Marines/Imperial Guard/Eldar fight together. Are there any simple formulae that can be recommended for determining an allied Strategy Rating?

A: Use the lowest Strategy Rating. (Note that 'Imperial Armies' work out their Strategy Rating using the rules in the ~~Battle~~ Armies Book [**Imperial army list** on page 212], then compare it to other allies to see who has the lowest).

Q: The Battles Book tells us that Orks may ally with Chaos. However, Orks are allowed to replace their initiative counters in the cup before the Assault phase, while Chaos is not. What happens when these two armies ally, as it is the joint force that is drawing initiative counters?

a. They do not replace initiative counters.
b. They do replace initiative counters.
c. They only replace initiative counters if the Orks make up over 50% of the army.
d. Something else.

A: a.

Q: Many army lists allow you to pay +25 points and nominate one of your main force units as your HQ rather than forcing you to buy an HQ unit. When you do this, does the main force unit move up to the command slot on your detachment sheet and thus free up a main force slot?

a. No. Paying +25 points merely pays the HQ cost for the detachment. You cannot, for example, move one of your Imperial Guard artillery pieces up to the command slot and thus have eleven artillery pieces in a detachment.
b. Yes it does. To cite the example above, you could then have 11 Heavy Artillery units in an Imperial Guard detachment.

A: a.

Q: In the **Designer's notes** on page 365 you gave us hints at how to convert Titan models built under the old rules over to the new system. In the midst of these hints and suggestions, you make the statement that titans with two CC weapons will just have to have some surgery. The clear indication here is that no titan may mount two CC weapons. However, there seems to be nothing in the Army lists that restrict a titan from taking two CC weapons. Unless, of course, we are misreading the Titan options in the army books, and where they say "choose from the following weapons" they actually meant "choose up to one of each of the following weapons, up to the maximum number your titan can mount." To put a long question short, can you mount two CC weapons on the same titan?

A: It is legal for a Titan to have more than one CC weapon, but as it receives no extra benefit for having it there is no real point in taking one (i.e. having two CC weapons does not quadruple its assault value). As an aside, your question started a debate as to if it would be OK to allow Titans to have multiple CC weapons at an increased assault value, and the general consensus was that it would probably work out just fine, though this is 'not' the way we've ever played it. However, if anybody wants to try out the option as a house rule, we'd be interested to know if it is unbalancing or not.

Related information

Choosing and collecting an army. 204

Q&A: Imperial Guard

[Content from Firepower #2 page 32 to 33 and Firepower #3 page 32.]

Q: The rules seem to have been written with the general idea that a detachment has only one HQ unit at a time, with units lower on the command chain taking over as their superiors are killed. The Imperial Guard infantry, however, seems to have an unusual command structure in that you are required to purchase three command units, and pay the 25 points for each, in order to field a full strength detachment. Does this purchase grant the Guard infantry three simultaneous command units, and thus perhaps allow them to spread out a little more and take better advantage of cover, or is only one of these units at a time considered to be the detachment HQ?

a. All three units are simultaneously considered an HQ unit. All Guard units within the detachment are considered in command so long as they are within 30cm. of at least one of these units.
b. Only one of these three units at a time is considered the HQ unit for the purposes of judging which detachment units are within command.

A: Nominate one of the HQs to be the command HQ at the start of the battle. This HQ is used until (or if...) destroyed, then one of the other HQs takes over as the next in the chain of command.

Q: In the **Imperial Guard infantry detachment** on page 216 [*Armies Book* page 33], Rough Rider units are listed in the Main Force section but not the Support Force section. The notes state: "Rough Riders may only be chosen as main force squads if the detachment includes at least one Rough Rider Command squad, otherwise they are chosen as support units." If, however, the detachment does include a Rough Rider Command squad, may Rough Rider squads still be purchased as support units?

a. Yes. You may always choose them as support units.
b. No, they may only be chosen as support units if you do not have the requisite commander.

A: a.

More...

Q: As the rules are written, Rough Rider HQs are excluded from being able to take a Captain or, more importantly, a Psyker. Is this correct? It seems strange to exclude from a dedicated close-combat force a unit whose primary purpose is to give +1 to the roll in a close-combat or firefight.

A: Yes, it's correct.

Q: On page 33 of the armies book [**Imperial Guard infantry detachment** on page 216], the Imperial Guard squad is listed with a cost of +6 pts. to "Include a Commissar (*Hero*) in one unit." Should be this line be taken to mean that a Commissar may be included within both units for 12 pts, or may *only* one unit include a Commissar?

A: Only one unit may include the Commissar.

Q: List members find it odd that the stats and cost of the Imperial Guard Colonel and the Imperial Guard Commissar-General are identical. The only difference seems to be that the Colonel unit may include a psyker, whereas the Commissar-General stand may not. Should there be any other differences between these two units? The Commissar-General currently seems redundant.

A: You've missed out the most important difference — a Commissar-General just looks much cooler than a boring old IG Colonel, especial as the former gets the chance to ride around in a jet-black Leman Russ! In other words, we've included options in the army lists for aesthetic reasons, rather than just game reasons.

Q: Another follow-up question. In a previous Q&A, you confirmed that Rough Rider HQ squads could not include either a Captain or a Psyker. (This is what the detachment list seems to indicate. We just thought it odd and wondered if the text might be misleading.) Fair enough. However, in the sample battle in White Dwarf 216 we find that Warwick has indeed included a captain in his Rough Rider HQ stand. Since WD is supposed to be the official word for rules in the GW universe, we just want to double check. Was Warwick using some sort of house rule, or should this be legal?

A: Nope, Warwick just made a mistake (doh!), and the WD editors didn't pick it up. BY THE WAY, the 'official rules' things really only applies to Q&A and rules articles; battle reports shouldn't be used in the same way.

Related information

Imperial army list 212

Q&A: Space Marines

[Content from Firepower #2 page 33 to 34.]

Q: What was the rationale behind making Terminators marines with a save, as opposed to marines with hero status (particularly as Ork Nobz now outclass Terminators in close combat)?

A: We felt it better reflected their abilities (Terminators are primarily shooters, Ork Nobz primarily assault troops). Also Terminators just aren't as good in close combat as Space Marine Assault squads, while Nobz are amongst the most effective assault troops in the Ork army. As a house rule, allowing players to upgrade Terminators to assault troops would be fine, but converting the miniatures to show the Thunder Hammers etc might be rather fiddly!

Q: How many stands of Terminators can a Land Raider or Rhino carry? The rules list them as *Transport (2)*, therefore 2 units, even of Terminators (as there are no special exceptions for them). However, in Warhammer 40k there is only enough room for 5 models of terminators in either.

A: Strictly by the rules, two stands can be carried. As a house rule for those willing to put up with the extra complexity, only allow one stand, as per Warhammer 40K.

Q: List members are still having trouble figuring out how to buy commanders for their armies. For each of the forces below, please indicate whether any and or all of the options are legal to purchase as the detachment's original commander.

A: Lots of people have asked me this question in lots of different ways, but basically I think the issues come down to whether you can purchase any unit as a commander for +25 for the marines, and do the Eldar have to add 25 points to their Farseers if they want to use them as HQ units or is this already figured in? I can understand the confusion, and it has to be said that the army book could have been clearer on this subject. The problem seem to have come about because late in playtesting we decided to allow any units to be HQs (so that players didn't *have* to field Captains, etc), and although the army lists were changed, not all of the examples were updated. This is one of the major problem with writing rules, because at the time of writing you don't have one rulebook, you have a whole bunch of computer files on several different computers. Making sure that every single file gets updated is a complete nightmare, and things like this always seem to slip through (though you should see the number of errors we do catch). But I digress; on to the specific questions...

Q: Space Marine Detachments:

a. Any marine unit at +25 points to the basic cost.
b. Captain at 25 points.
c. Captain at 25+25=50 points.
d. Librarian at 35 points.
e. Librarian at 35+25=60 points.

A: a.

Related information

Imperial army list 212

Q&A: The Orks

[Content from Firepower #2 page 34.]

Q: Orks seem to be the only army with a chain of command that does not end in "any other unit." Is this a typo, or are Ork detachments intended to fall out-of-command more easily than other armies? Note that an Ork Warband will be out-of-command if reduced to only Battlewagons, Buggies, and Gretchin (not that I could ever envision Gretchin or Squiggoths taking charge of anything!) while a Kult of Speed will be out of command even if it has Ork Boyz left.

a. The Ork Chain(s) of command should end in "any other unit."
b. The Ork Chain(s) of command is correct.
c. The Ork Chain(s) of command is mostly correct, but needs a little tweaking (please specify).

A: b.

Q: Orks may hitch a lift on Battlewagons. This seems clear enough. Look at your unit list and if the unit is entitled 'Battlewagon' then your infantry may hitch a lift upon it. Look on page 47 of the Armies Book, however, and read the last paragraph of the section entitled 'Da wagonz'. This paragraph gives the definite idea that Dreadnoughts, Stompas, Squiggoths, Speedstas, and Flakwagons are considered battlewagons. Which 'Battlewagons' may Orks hitch a ride on?

a. Only units specifically entitled battlewagons.
b. Battlewagons, for the purpose of hitching a lift, included everything listed on page 47 in the 'Da Wagonz' section [**Ork vehicle datasheets** on page 257].
c. Some subset of units listed on page 47 [**Ork vehicle datasheets** on page 257]. Please define which?

A: a.

Q: The stats for the Mega-Gargant's Kruz Missiles says that it has 2x Kruz missiles, and that only one may be fired per turn. Should this be taken to mean that each Kruz missiles is a one-shot weapon, as is the *Vortex Missile*?

A: Yes, Kruz missiles are one-shot weapons.

More...

Related information

Ork army list 249

Q&A: The Eldar

[Content from Firepower #2 page 34 to 35 and Firepower #3 page 32.]

Q: Was the Eldar Farseer used as a detachment HQ designed to cost 75 points, or was this price an unforeseen consequence of last minute changes in the structure of the army lists? He seems to cost only 50 points when purchases as a supreme commander.

A: Initially all Eldar War Hosts were Jed by a Farseer that cost 50 points (you had no choice, you had to take him). In the end, however, we decided this was a bit silly as there simply aren't that many Farseers around, so we made using a Farseer an option at a cost of 50 points. (We know that nearly all 40K Eldar armies are led by a Farseer — we hope to be able to remedy this at some point in the future...). Then we found that at 50 points all detachments ended up being led by a Farseer anyway, so we added in the +25 point mark-up. On the other hand using a Farseer as a Supreme Commander seemed highly appropriate, so we left him at 50 points in this case.(Hope that makes sense!).

Q: The rules for Eldar Exarchs are also causing confusion. Can they only be added to basic Aspect Warrior stands, conferring the *Assault* skill, or can they be added to a stand of Swooping Hawks? What is the effect of adding an Exarch to a Dark Reaper squad? Is the unit's range 15cm or 45cm, assault value 3 (4 divided by 2, plus 1; or 4 plus 1 divided by 2), Firepower 2?

A: The following was the revised answer we gave in WD211: "Add the following to the end of the *Assault* Special Ability description: "If combined with the *Heavy Weapons* ability, change the range to 45cm and add +1 Firepower, but halve the unit's Assault value before adding +1." There are some alternative Aspect Warrior stats you might like to try below.

Q: An Eldar *Pulsar* fires 1D6 *Anti-tank* shots. For the purposes of placing Blast markers, does this count as 1 or 1D6 Super Heavy Weapons?

A: It counts as 1 Super Heavy Weapon.

Q: In a previous Q&A you informed us that an army could only have one supreme commander, with the exception of the Tyranids whose number of Dominatrices was limited by their overall army points. Several players want to know if the Eldar also form an exception to this ruling, since their Commander list says they may have up to two commanders. (I keep stating that this obviously refers to two commanders within the same detachment — one Farseer and one Avatar — but several seem to doubt me).

a. The Eldar, like most armies, can have only one Supreme Commander detachment on the table. Both a Farseer and an Avatar can be within this detachment.
b. The Eldar may have two Supreme Commander detachments on the table. Choose a Farseer to lead one and an Avatar to lead the other.
c. The Eldar may have two Supreme Commander detachments. Each may have both commanders.

A: a is correct.

Related information

Craftworld army list 275

Q&A: Chaos

[Content from Firepower #2 page 35.]

Q: **Chaos Cultist detachment** on page 291 [*Armies Book* page 90] lists support weapon battery of 1 to 3 units. What are these weapons? Are they the same as the Imperial support weapons?

A: Wooops! Good question, and one that got past us. They are the same as the Imperial support weapons.

Q: The Slaanesh Questor titan seems much more useful than the Subjugator,yet it is the Subjugator that costs more. Is it possible that these two scout titans have their costs reversed in the Armies book?

A: No — the Subjugator has a Titan *Close Combat Weapon*.

Related information

Chaos Black Crusade army list 288

Q&A: Hive Fleet Kraken

[Content from Firepower #2 page 35.]

Q: There has been some concern about the abilities of Tyranid bio-titans, given that they have no shields or special saving throw. Part of the background information says that the Tyranid titans have regeneration. Is this:

a. Some special, otherwise undocumented feature;
b. A reference to the ability of all war engines to repair damaged systems.

A: The ability of Tyranid Bio-Titans to regenerate is represented by their high armour value and number of wounds.

Related information

Hive Fleet army list 308

Designer's notes

[Content from Armies Book page 110 to 111.]

There were a number of things we wanted to bear in mind when we set about writing the Armies book and started developing the profiles of the various machines of war and soldiers contained within its pages. The main factor, which is carried throughout the entire system, is that when it comes to the crunch this is a game about massive armies clashing, not a series of connected skirmishes between enemy squads. For this reason a degree of abstraction is necessary (and even desirable) to allow speed and simplicity of play.

One of the major bugbears of the old *[Adeptus] Titanicus* system was the way it dealt with individual tanks and squads in too much detail. As explained briefly in the introduction, it doesn't matter too much what a squad or tank is actually armed with, it's just a measure of its potential when related to the other fighting units. So a five-man combat squad of Tactical Space Marines has the same firepower whether it might include a plasma gun, flamer, heavy bolter or missile launcher.

This has led to a very simple profile which sticks to what you need to know about a unit: how fast it is, how tough, how shooty and how hard it is in hand-to-hand combat. In addition to these basic statistics, we wanted a few 'across the board' special rules which could reflect the various abilities of different troops. Thus were born *Assault*, *Jump Packs*, *Heavy Weapons* and the other special abilities. Now there are no longer pages-long reference sheets to consult when you want to fire a cannon or assault the enemy. Within a surprisingly short amount of time you'll find that you can play Epic with hardly any reference to the books at all. Once you have those simple profiles in your head, you know almost everything you need to...

Another consideration was to make the troops comparable in effectiveness to their *Warhammer 40,000* counterparts. Thus a Demolisher siege tank would have to compare to a Leman Russ battle tank in the same way as they match up in the larger scale. Even with a short profile and a few special rules it was (and is) simple to create a great deal of subtle variations. Of course, the general idea is not to make each tank or unit totally different but to make sure their character and special abilities reflect the way they would be used en masse. For instance, an Imperial Guard Chimera and an Ork Battlewagon have similar profiles, but with a subtle change in the way they transport troops they behave and interact with the rest of the army in a significantly different way. This all mixes together to make a 'realistic' large scale battle in the *Warhammer 40,000* universe.

Army lists

A mainstay of the old Titanicus games system was the Army card. These were used to regulate what could be included in your army, and in what proportions. In terms of making 'realistic' armies they weren't all that useful and they tended to ensure that almost any army of a given race would only be superficially different from all the others; every Imperial Guard Company had thirty units in it, Warhound Titans always ran around in pairs, and so on. With the more open army lists in *Epic 40,000* we have tried to allow players to field almost any combination of troops, tanks and war engines, while still keeping to the character of each race. With the Main Force/Support limits we have hopefully maintained control over the more esoteric troops available without hamstringing the players' choices.

As mentioned at **Detachments** on page 66, the use of Detachment cards retains the most obvious benefit of the old Army Card system. It is very quick and simple to choose an army to play with when selecting it from pre-created detachments. If you have a file of different detachments you simply go through them and pick out the ones you want to use, up to the points value of the battle. You don't have to sit down and work out an army for every battle, and because of the way Fate cards are allocated and army morale is worked out, it's actually not worth painstakingly juggling things around to fit the allocated points exactly because what you gain on one hand is taken away on the other.

Warhammer 40,000 Codex series and *White Dwarf*

Since we have included the five major races from the *Warhammer 40,000* universe in this book, we have been limited to the amount of space we can dedicate to any given army and at best we have only been able to provide a rather broad background for each of the races. However, if you want more background material and sources of ideas, the range of *Warhammer 40,000* Codex supplements provide additional details for all aspects of the Imperial Guard, Space Marine Chapters, Eldar, Orks, Chaos and Tyranids. *Epic 40,000* can accommodate a great deal of adaptation and modification by players and the Codex series is a wonderful source of inspiration for scenarios, special troop types and other material such as colour schemes for painting, organisational details plus lots of other information.

As well as the Codexes, you should also keep your eye on issues of *White Dwarf* magazine. White Dwarf contains articles for *Epic 40,000* to expand the scope of your battles, giving tactical advice, exploring new types of detachments and troops, as well as providing painting guides, modelling articles and lots of other useful and interesting information. And, remember, if there's some troop type or army choice not in this book you should have a go and send it in!

The Director's Cut

[Content from Firepower #1 page 32 to 34.]

[Experimental rules] Introduced by Jervis

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

So why exactly did we leave out the army lists printed in this issue of the Journal, especially the Squats? Fortunately there is a fairly simple answer to this, which is that we were not at all happy with the way the Knights and Squats have been presented in the past, and we wanted to put them on a 'back-burner' for a while so we could do a good job on them.

The alternative was to 'bash out' a couple of quick army lists and simply ignore the problem — after all, who would care if the Squats and Knights remained a bit naff, some people would still collect them, so why waste valuable time on these very minor races. Fortunately the second option was not the way we were asked to do things, with the result that they have been left out of the current edition of Epic, waiting for an opportunity for us to get the time to do a really good job on them.

All of which is very well and good, but what about those poor souls that have *already* got an army of Epic Squats (now, there's a name to conjure with!) or a force of Imperial or Eldar Knights? Well, not wishing to let you guys down, Warwick has come up with a set of rules and detachment lists for these armies based on the old background, which will allow players to use them with the new Epic rules.

Of course the use of these rules is optional and will therefore require an opponent's consent, but hey!, we're all reasonable people here, aren't we?!? And if I know my Mail Order Trolls, there will almost certainly be an advert lurking somewhere or another in this issue of the Journal, for those poor misguided fools out there that want to buy some of the old Squat and Knight miniatures.

The 'Epic rule we couldn't get to work' rule!

For quite a long period during the early testing of the Epic rules, Andy and myself used a rule that allowed infantry to use armoured vehicles as cover. We used the rule because we'd seen photo's of WWII infantry advancing closely behind friendly tanks, using them as protection against enemy small arms fire as they moved forward, and providing the vehicle with close support against enemy tank-hunting teams at the same time.

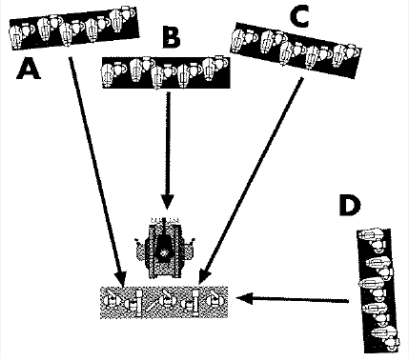
In fact this became such a standard tactic that many tanks had a phone on the back that allowed any supporting infantry to speak directly to the tank crew. Those of you that have seen Stanley Kubrick's 'Full Metal Jacket' movie — and if you haven't, get it out on video immediately! — will remember the US infantry in Vietnam using the same tactic towards the end of the film. Finally, and far more importantly, having infantry advancing closely behind armoured units looks dead cool on the tabletop!

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

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

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

Example: Vehicle Cover



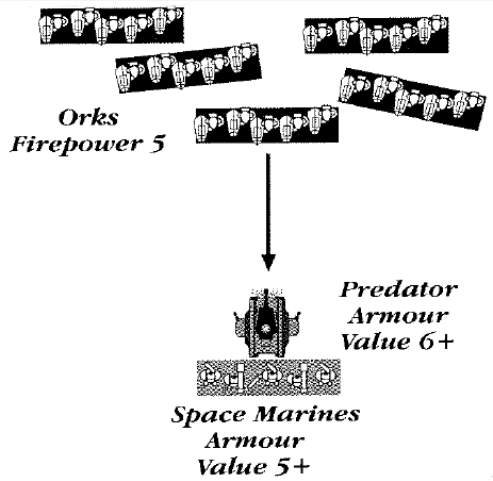
The Space Marines can use the Predator to provide cover from Ork units A, B and C, as all of these Orks must shoot over or past the vehicle to get at Da Oomiez.

The Predator does not provide cover from Ork unit D.

More...

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

Example: Armour Bonus



The Orks have a Firepower of five. As they wish to shoot at the infantry they must use the cover line of the Firepower table, and only get to roll two hit dice (if they had only shot at the Predator they could roll 3 dice).

The dice are rolled and come up with two '5's. This causes no hits, as the Space Marine Armour value receives a +1 bonus raising it from 5+ to 6+, while the Predator has an Armour value of 6+.

If the Ork had rolled a 6 and a 5, then they could have killed both stands; the 6 could be used to destroy the Predator, and then the 5 could be used to take out the infantry who would now be in the open!

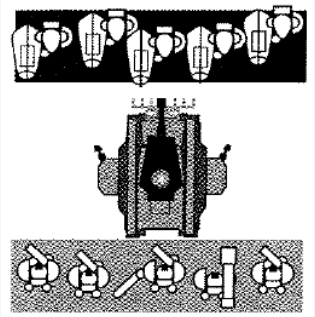
There is another advantage to having infantry moving closely behind armoured units, and that is that they can provide support against enemy units making assaults. (I'm sure I don't have to explain how horribly vulnerable armoured units can be to enemy assault troops — just have a look at what happened to my Land Raiders in the battle report in ~~WD~~ [*White Dwarf* magazine] 208 and you'll see exactly what I mean!).

To reflect this, if an enemy unit attacks a vehicle that has a friendly infantry unit in support (i.e. in base contact), then the infantry unit adds its Assault ~~factor~~ [value] to the close combat, not just +1 for being in support, even if there are no enemy units attacking it directly. In addition the opposing player may not allocate a close combat hit against the vehicle unless he has first used a hit against the supporting infantry.

Confused? I thought you would be (*I am! — Ed*), which is why there is a third diagram [Example **Close Combat Bonus** below] to show how this last bit of the rule works.

To be honest, even with all the diagrams you'll find this rule requires some common sense to interpret, especially with regard as to exactly how many infantry units can take advantage of cover behind a vehicle. However, I do highly recommend you at least give it a try in the next game you play. The infantry advancing in close formation behind all those tanks really do look cool!

Example: Close Combat Bonus



In this example the Ork Nobz are attacking a Predator. However a tactical stand of Space Marines are touching the Predator, so they can help it out.

This means that the Space Marines add their full Assault ~~factor~~ [value] to the combat (3 rather than 1).

What's more, if the Orks allocate a hit on the Predator then the Space Marine player can choose to lose the supporting Space Marines instead.

Original hit allocation rules

[Comment: These rules were replaced as an official update, *Epic 40,000* #5 page 21 to 22. I include them here for reference purposes.]

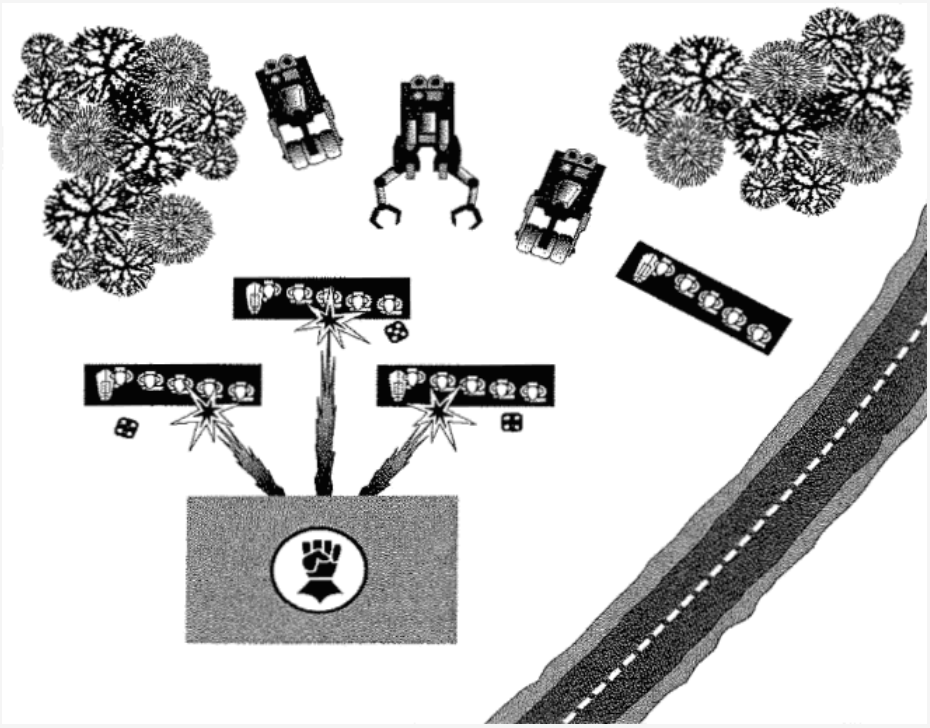
[Content from Rule Book page 20.]

Next you allocate your hit dice against units from the target detachment. Allocate one dice at a time (until you get the hang of it). Dice are allocated to the closest target first then the second closest and the third closest and so on, skipping targets that the dice can't affect. Once all of the units in the target detachment have taken a hit you start with the closest target again and carry on until all of the hits have been allocated. This is explained in more detail below.

i. Each dice must be allocated against the nearest unit in the target detachment which it can affect (eg, you couldn't use a hit dice that rolled a 4 against a unit with an Armour of 5). You can allocate the dice in any order you like. Remember that targets in cover can't be hit unless you used the Cover row on the Firepower Table.
ii. Hits may only be allocated against units that are in range and in the line of fire of at least one unit from the attacking detachment (you can't be hit if you can't be shot at!).
iii. You may only allocate one hit to each unit in the target detachment that can be affected until all of the units that can be affected have taken a hit, then you may allocate each unit a second hit, starting with the closest. If all of the units have taken two hits you may allocate a third hit and so on.

Example: Allocating hits

The Space Marine player has a Firepower of 9 and consults the Firepower Table. He rolls 5 dice scoring 5, 4, 4, 3 & 2. He allocates the hits as follows:



a. The 3 and 2 are not enough to beat the Orks' armour and are misses.
b. The two 4's are allocated to the nearest Ork units, which are destroyed.
c. Although sufficient to beat a Battlewagon's armour, the 5 must be allocated to the nearest unit — more Ork Boyz.

Related information

S7. Allocate hits 75

Optional rules

[Various rules that Games Workshop published outside of the main body of the rules and presented as optional, experimental or just as ideas.]

Carrying non-infantry units

[Content from Firepower #1 page 22 to 23. (Also White Dwarf #214 page 96.)]

In *Epic 40,000* transport vehicles are assumed to be only capable of carrying infantry units. However, as mentioned briefly in the Battles Book, it is not entirely unreasonable to assume that larger transports such as Leviathans and Nurgle Plague Towers can carry larger cargoes, like Dreadnoughts or Imperial Guard Sentinels. The same applies to flyers with a sufficient transport capacity (Space Marine Thunderhawks for the moment).



There is actually no reason why you can't extend this idea to enable you to transport other vehicles which aren't walkers, both for flyers and ordinary transports. This only applies to transports with a capacity of 6 or more (you can't fit a Rhino into a Land aider!). Of course, this is only a house rule and you'll have to agree with your opponent if you want to transport non-infantry units.

For instance, the Space Marines have several different operational loads for their Thunderhawks. As well as being able to carry troops to the planet's surface, Thunderhawks arc quite capable of carrying vehicles and even unassembled fortifications such as bunkers and Imperial bastions. Here are just a few of the different loads a Thundcrhawk may carry as part of its duties.

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

The *Formido* payload replaces one unit of Space Marines with a Dreadnought (so if you are carrying ten-man squads, one can be left behind in favour of two Dreadnoughts). The Space Marines use this kind of load for reinforcing defensive positions or delivering the killing blow to broken troops. It is a great advantage for the Space Marines to deploy their Dreadnoughts from Thunderhawks, as they may otherwise be left behind as the Space Marines roar forwards in their Rhinos and Land Raiders.

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

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

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

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

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

Related information

Transport 70
Transport (flyer mission) 110

Tyranid Gargoyles

[Content from Firepower #1 page 23 to 24. (Also White Dwarf #214 page 97.)]

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

Gargoyles can, in effect, perform their own Transport missions (and Evac if you are using those rules). What this actually means is the Gargoyles can fly in, open fire at half firepower and then 'land' (they actually have no legs so they're really hovering just above the ground).

More...

When they have landed the Gargoyles are treated as having a speed of 15cm and the *Jump Packs* ability (which doubles their move to 30cm and allows them to charge 45cm in the Assault phase). Their assault value is 1, and they move and fight just like other infantry with *Jump Packs* (their Range and Firepower is unchanged). If they wish to leave the battlefield they must perform an Evac mission.

> **Designer's note:** You will find this makes Gargoyles more useful and so we advise you either limit their numbers in some way or increase their points value by two or three points each (probably at least three points).

Related information

Tyranid unit summaries 315

Swooping Hawks

[Content from Firepower #1 page 24. (Also White Dwarf #214 page 97.)]

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

Swooping Hawks can start the battle high in the atmosphere, waiting to drop down and deliver a swift and telling blow to the enemy To represent this, any detachment that consists solely of Swooping Hawks units (they can include Exarchs if you wish) can use the drop pod rules [**Drop pods** on page 122]. They can do this in any scenario, not just a Planetary Assault.



Related information

Eldar unit summaries 283

Deathstrike Missile variants

[Content from Epic 40,000 #4 page 18, 19 and 21; and from Epic 40,000 #9 page 20.]

[Experimental rules] by Greg Bak [Originally titled *It's All in Your Warhead*, in two parts]

For some time there has been turmoil over the use of the Imperial Guard Deathstrike Missile Launcher. In my opinion the main problem is the missile is too powerful, and therefore needs to be toned down (1D6 *Death Ray* shots can be very painful, especially if your opponent fields three or four). But how is this accomplished without turning one of the Imperial's mightiest weapons into just a popgun?

Andy Chambers offered some options in White Dwarf and I believe in the first issue of Firepower. His solution was to either set a limit of one Imperial Deathstrike per game or use the Deathstrike missile as having 1D6 *Anti-tank* shots instead of *Death Ray*. Neither solution really appealed to me. I never like restricting models that the army list offers and the *Anti-tank* shots seemed too weak for a weapon that rips the fabric of warp space.

So what to do? Well my friends and I have experimented with some house rules that I feel not only solve this problem but also offers more variety to the Deathstrike missile and maybe a surprise or two for opponents of the Imperium. In addition I have included extra warhead options for artillery units. Most of the ideas come from the original *Space Marine* rules, first out in the late 1980s. I hope you enjoy these rules as much as my friends and I do.

Using Deathstrike Missile variants

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

Vortex warhead

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

Rules: Treated as *Distortion Cannon*. Place a special Barrage template and roll D6x5. If score beats the target's base speed, you've hit (a natural 6 is always a hit, a 1 is always a miss). War engines take a single critical hit, ignoring shields. If the target can only survive one hit, it is destroyed. The Vortex template remains in play until it dissipates. Roll D6 at end of turn: 1–2 field dissipates, remove from play. 3–4 field remains in place. 5–6 field moves 2D6cm in a random direction.

> **Designer's note:** Some Eldar players may feel this takes away some of their technological edge; it doesn't. First, the missile is a one shot weapon, while Distortion Cannons can fire away all day. Second, human generated vortexes are a bit more unstable, and thus may randomly move across the battlefield as per the above rules, which can be both a blessing and a curse. Third, it tones the Vortex down from 1D6 Death Rays, which alone should keep any Eldar player happy.

Warp warhead

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

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

engines.

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

Haywire warhead

When this weapon detonates, it creates a tremendous electro-magnetic pulse (EMP) that overloads radios, targeting systems, weapons loaders and shield generators.

Rules: Roll D3 *Disrupt* attacks. If the target has active void shields, power fields or holo-fields the first *Disrupt* hit will render all remaining the shields non-operational for one turn; they return to play at the start of next turn. The remaining *Disrupt* hits place one Blast marker on the target as normal.

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

Stasis warhead

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

Rules: Place a special Barrage template. All units under the template cannot move, shoot, be targeted by other units or fight in close combat or fire fight until the stasis field dissipates. Roll D6 at end of the turn. On a 1–2 the field dissipates, on a 3–4 the field remains, and on a 5–6 the field moves 2D6cm in a random direction.

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

Surface-to-air Missile (SAM) warhead

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

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

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

Plasma warhead

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

Rules: 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's note:** 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 it is a safer and more predicable weapon (it won't move).

Tip: Modelling tips

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

Vortex: Cotton wool, 'puffed' out to the right shape and painted blue and black.
Stasis: A clear plastic or glass disk (bottom of plastic wine glass).
Haywire, Plasma: Use a normal Barrage template as the results are worked out immediately.
Surface-to-air Missile, Warp: No template required.

Summary of Deathstrike Missile variants

Deathstrike Missile Variants Summary table

Name	Firepower	Notes
Vortex Missile	(1)	Treat as *Distortion Cannon*. Place a special Barrage template and roll D6x5. If the score beats the target's base speed, you've hit (a natural 6 is always a hit, a 1 is always a miss). War engines take a single critical hit, ignoring shields. If the target can only survive one hit, it is destroyed. The Vortex template remains in play until it dissipates. Roll D6 at end of turn: 1–2 field dissipates 3–4 field remains, 5–6 field moves 2D6 cm in a random direction.
Warp Missile	(1)	Treat as a *Death Ray*. Always roll 1 die, needing a 2+ to hit. Hits always cause critical hits on war engines. Bypasses shields and power fields. Cannot be shot down.
Haywire Missile	(1)	Roll D3 *Disrupt* attacks. If the target has active void shields, power fields, holo-fields, or force fields then the first *Disrupt* hit will render the shields non-operational for one turn; any remaining *Disrupt* hits place a Blast marker as normal.
Stasis Missile	(1)	Place a special Barrage template. All units under the template cannot move, shoot, be targeted by other units or fight in close combat or a fire fight until the Stasis field dissipates. Roll D6 at end of turn: 1–2 field dissipates, 3–4 field remains, 5–6 field moves 2D6cm in a random direction.
Surface-to-air Missile	(2)	Treat as a *Flak* weapon, Firepower 2, with unlimited Range. Unlike other Deathstrike [variants], the Surface-to-air Missile can [be reloaded] one turn after it fires (turn 1 fires, turn 2 reloads, turn 3 ready to fire again).
Plasma Missile	(1)	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.

Related information

Vortex Missile 90
Deathstrike Missile 88
Deathstrike Missiles as Flyers 375

Deathstrike Missiles as Flyers

[Content from Epic 40,000 #4 page 20.]

[Experimental rules]

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

Rules: When firing a Deathstrike Missile or similar one-shot missile (Ork cruise missile, Titan missile, etc.) trace a

direct path from your launcher to your target. Any unit with the *Flak* special ability, in range of the missile's flight path may attempt to shoot the missile down. Roll to hit as you would any other flyer, treating the missile as an armour of 6+ (Eldar Fire Prisms hit on 5+). If hit, the missile is destroyed before hitting its target with no effect. Warp and Surface-to-air Missiles can never be fired at by *Flak*.

Designer's note: One-shot missiles as flyers

The missile's high armour value is due to their size and speed, rather than any armour, which is why even the Eldar have some difficulty in hitting. This rule gives Deathstrike opponents another means of balancing the nasty effects of the Deathstrike. I was careful not to repeat the mistake of the old *Space Marine* Deathstrike rules, where every unit could try to shoot down the missile, and usually did. I did this by limiting those who could target the missile to only anti-aircraft units and giving the missile an armour rating of 6+.

You may use these rules with other one-shot missile launchers if all sides agree.

Designer's note: Missile bunker objective

Additionally, there is an Epic missile bunker objective, which would make a perfect SAM launcher (limit it to one shot per turn). This would make knocking out that bunker more important to the overall game and a little more difficult.

Related information

Vortex Missile 90
Deathstrike Missile 88
Deathstrike Missile variants 373

Artillery ammunition variants and options

[Content from Epic 40,000 #4 page 20 to 21 and Epic 40,000 #9 page 20 to 21.]

[Experimental rules]

Artillery ammunition variants

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

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

Blind

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

Rules: Place a single Barrage template for each detachment firing Blind. All units who fire direct weapons through a Blind field treat the target as a Hidden unit (no matter the range) [**Hidden set-up** on page 120], and therefore only inflict Blast markers. The Blind template remains in play until it dissipates. Roll 1D6 at the end of each turn: on a 1 the field dissipates, on a 2–5 the field remains, on a 6 the field moves 2D6cm in a random direction. This rule does not apply to indirect fire weapons [that is, other units with the *Artillery* ability, as they do not need line of sight].

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

Smoke

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

Rules: Place a Barrage template for each detachment [Comment: Should this be 'unit'?] that is firing Smoke. All units who fire through a Smoke field roll to hit with a +1 to the target's armour (to include *Anti-tank* and *Death Ray*). Roll 1D6 at the end of each turn: on a 1 the smoke dissipates, on a 2-5 the smoke remains in play, on a 6 the smoke moves 2D6 in random direction. This rule does not apply to indirect fire weapons [that is, other units with the *Artillery* ability, as they do not need line of sight].

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

Scatter Mines

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

Rules: Place a Barrage template on the target to represent the new mine-field. When any units under the template attempt to move, or if new units wish to move through the template, treat the area as a mine-field as per **Mine-fields** on page 121.

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

Artillery Ammunition Variants Summary table

Name	Firepower	Notes
Blind	(1)	Place a special Barrage template. All units who fire direct weapons through a Blind field treat the target as a Hidden unit (no matter what the range), and therefore only inflict Blast markers. The Blind template remains in play until it dissipates. Roll D6 at end of turn: 1 field dissipates, 2–5 field remains, 6 field moves 2D6cm in a random direction. Rule does not apply to indirect weapon systems [that is, other units with the *Artillery* ability, as they do not need line of sight].
Smoke	(1)	Place a special Barrage template. All units who fire direct weapons through a Smoke field roll to hit with a +1 to target's armour (including *Anti-tank* and *Death Ray*). Roll D6 at end of each turn: 1 field dissipates, 2–5 field remains, 6 field moves 2D6cm in a random direction. Rule does not apply to indirect fire weapons [that is, other units with the *Artillery* ability, as they do not need line of sight].
Scatter Mine	(1)	Place a special Barrage template on the target to represent the mine-field. [Do not roll to hit units under the template at this point]. Instead, when units under the template attempt to move or if new units wish to move through the template, treat as a mine-field as per **Mine-fields** on page 121.

Artillery ammunition options

Wide Burst Heavy Barrages

A *Heavy Barrage* places a lot of firepower in a small area. This is great for ensuring that 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.

Rules: Before firing a *Heavy Barrage* weapon system the firing player announces that 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 by 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 note: 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 first edition of Epic (*Space Marine* [#1]) 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 — that they feel most comfortable with.

Related information

Artillery. 108
Artillery true range and accuracy. 378

Artillery true range and accuracy

[Content from Epic 40,000 #9 page 21 to 22.]

[Experimental rules]

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

Rules: All units with the *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 Overwatch orders and/or Preparatory Bombardment (artillery on special orders). The maximum range for the unit is now three times the normal unit range (Whirlwind units from 45cm to 135cm, Basilisk units from 90cm to 270cm). There are two methods to determine the system's accuracy. Players may use either method, but should determine which one [to use] before the game starts and only use that one (this avoids confusion as well as 'game lawyers' abusing the rules).

Designer's note: 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 systems 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 [present a problem for] those who fight on small gaming tables. If so, you can place artillery off board at a pre-stated distance from a landmark (example: 50cm 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 [system #2]).

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 [system #2].

Direction Dice Rule (system #1)

For each multiple of the unit's range over its normal range the [attacking player] must roll one Direction die. A Direction die is a normal six-sided dice with two sides labelled 'Hit' or 'On target' and the remaining four sides 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 cm in the direction of the arrow. The firing player now rolls 2D6 per range multiple to determine the distance in cm that the Barrage will be moved. After the distance dice have been rolled, move the Barrage template the distance in cm in the direction of the arrow and attack any unit under the template as per the normal rules.

Example: A Space Marine Whirlwind has a normal range of 45cm. Therefore, to hit targets that are at a distance of 46–90cm one Direction die is used; for targets at 91–135cm two Direction dice are used; and so on. If an arrow result is shown the Whirlwind barrage would move 2D6cm if the target range is 46–90cm or 4D6cm if the target range is 91–135cm, and so on.

Range Guessing Rule (system #2)

1. The firing player places his template on his desired target and guesses the range from the firer to the target.
2. 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.
3. The firing player may be able to adjust the guess several cm based on the targets actual range:
   - If [the target is within the weapon's normal range then] the template may be adjusted automatically to the target (remember within normal range uses normal rules[Comment: ??]).
   - If the target is within the first multiple of [the weapon's range then] the template may be adjusted up to 2D6cm (moving towards original target only).
   - If the target is within the second multiple no adjustment is made (you have to live with your guess).

More...

Related information

Artillery 108
Artillery ammunition variants and options 376

Flak Attack!

[Content from White Dwarf #215 page 99.]

By veteran campaigner and games designer Andy Chambers.

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

First up there's the humble support weapon. Normally these represent Rapier Laser Destroyers or Tarantulas with lascannon, which is why they have a single *Anti-tank* shot. However if we assume that they mount autocannon or heavy bolters instead [then] they make ideal close range flak units.

Secondly there's the Whirlwind. In the *Warhammer 40,000* rules the Whirlwind has a powerful scanner array to direct it's firing, making it a good prospect for launching missiles at incoming flyers as well.

~~With~~ The support weapons and Whirlwinds ~~they~~ would lose their normal abilities but otherwise cost the same points.

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

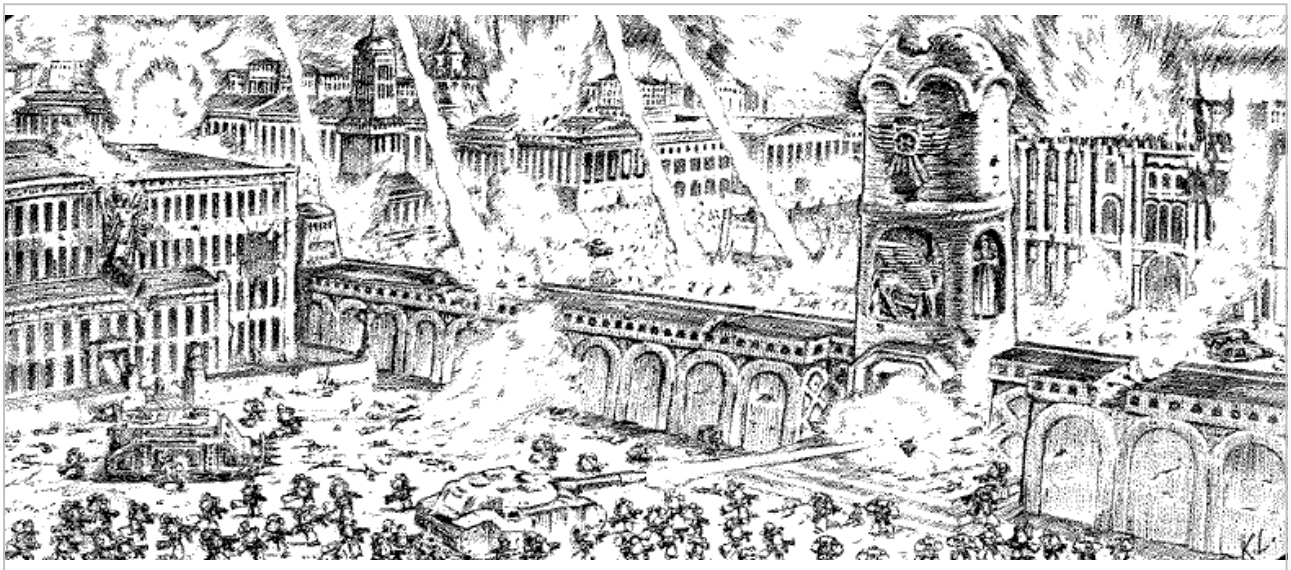
Unit	Speed	Range	Firepower	Assault	Armour	Notes
Support Weapon [Flak]	10cm	30cm	2	0	4+	*Flak*
Whirlwind [Flak]	30cm	45cm	2	0	5+	*Flak*

Epic Siege

[Content from Epic 40,000 #4 page 23 to 28.]

[Experimental rules] by Chris Such

Designer's note: Chris' article was first published on the Dropship website. The image of waves of Tyranids assaulting the walls of an Imperial base fitted in perfectly with our idea of just what an Epic battle should look like (plus it would be just like the film Starship Troopers).



The siege of Obzidion by Dave Pugh. Blood Angels assault the inner postern gate.

The basics

Fortifications are treated in the same way as War Engines, in fact, they are just a specialised form of War Engines that cannot move. What follows are the statistics used to record Fortifications.

Armour

All fortifications are made of very sturdy materials. This characteristic indicates what a player must roll to damage the fortification.

Shields

Some fortifications can be fitted with void shield or power shield generators. These function in exactly the same way as the War Engine equivalents. Note that Holofields can never be fitted to Fortifications as they work by breaking up the outline of a moving object

Damage capacity

This indicates how much damage the fortification can withstand before it is breached. When any fortification is reduced to 0 damage capacity then it is not just removed from the table, rather, it is replaced with rubble (use counters or small stones). In this way, even wrecked fortifications can offer some degree of protection for troops sheltering within. Like vehicles, any units within a fortification when it is destroyed are destroyed themselves on a D6 roll of 1–3.

More...

Assault

Most fortifications are fitted with various weapons and mechanisms to defend themselves if troops are not stationed within.

Capacity (*Transport*)

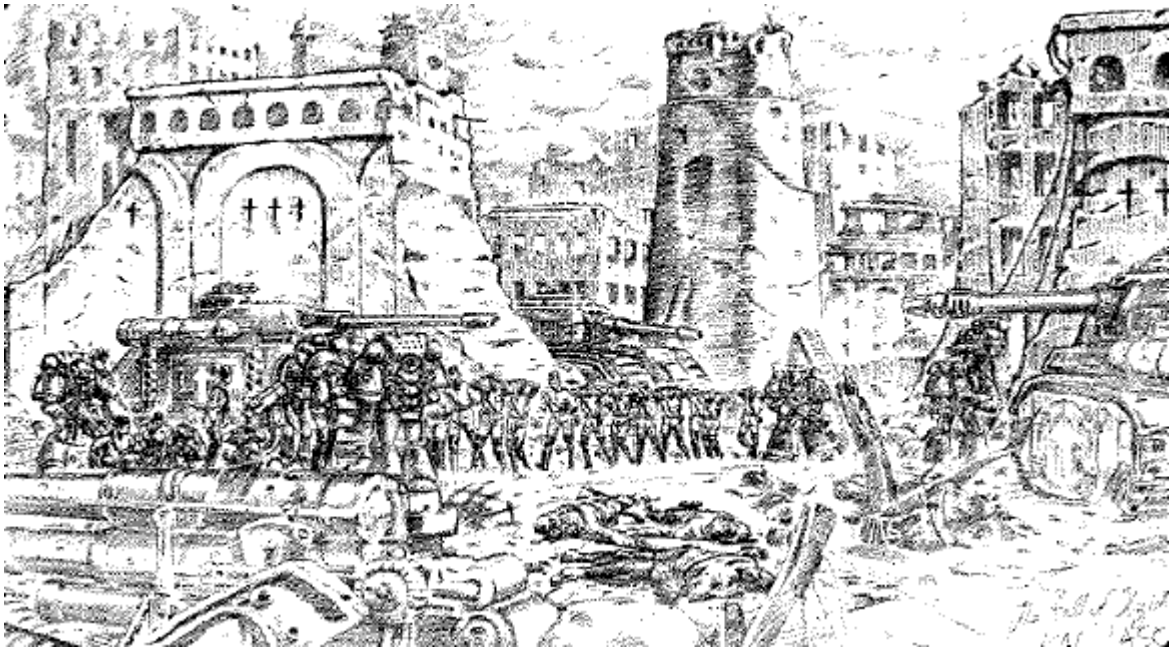
This indicates how many infantry units can shelter within the fortification. Unlike with war engines, infantry within fortifications can fire out.

Weapons tables

Some fortifications can have weapons built in to them. If a fortification does so then the weapons will be listed.

Critical and Catastrophic damage tables

Whenever a fortification suffers a hit then Critical or Catastrophic damage may occur. For each hit the fortification suffers roll a D6. If the result of this roll is a 6 then critical damage has occurred. Roll 2D6 and lookup the extra effects on the Critical damage table. Remember, if a fortification is reduced to 0 damage capacity then replace it with rubble.



The aftermath of battle. The rebel Governors defeated forces are led away to capitivity.

Moving between fortifications

One of the major purposes of fortifications is to keep the enemy out of somewhere they shouldn't be. To this end, movement in and out of fortifications is controlled.

A unit may enter any fortification from any side unless there are already any number of enemy units inside or there is a number of friendly units inside equal to the fortifications transport (troop capacity) value. Units moving out of a fortifications may do so freely and are placed in base to base contact with any side of the fortification. You may only move out of a fortification directly into contact with an enemy unit if you are on assault orders. Moving in or out of a fortification costs 5cm of the unit's movement allowance.

Moving between two adjoining fortification follows the same rules as moving into a fortification.

Moving through gates

Under most circumstances, a unit may only move through the gates of a gatehouse if the gatehouse is occupied by friendly units. The exception to this is if the gatehouse has suffered critical damage and the gates themselves are destroyed. In this situation, any unit may move through the gates. Treat the destroyed gates as ruins.

Shooting at fortifications

When shooting at fortifications always use the column on the firepower table marked "Immobilised War Engine". Blast markers are never placed on a fortification and never affect any weapons mounted on the fortification.

Units within the fortification may be shot at but get +2 to their Armour [value] and count as being within cover. Blast markers are placed as normal for any detachments occupying a fortification.

Close assaulting a fortification

Unlike with war engines, units stationed inside fortifications can be close assaulted but certain conditions apply.

War engines may close assault units in a fortification. Enemy units in an adjoining fortification or enemy units with *Skimmer* or *Jump Packs* [abilities] may also close assault units within a fortification.

As with war engines, the fortification contributes half it's current damage capacity to a single close assault.

If units within a fortification lose a close assault they do not have to retreat unless they want to and are not destroyed if they remain within 15cm of an enemy unit.

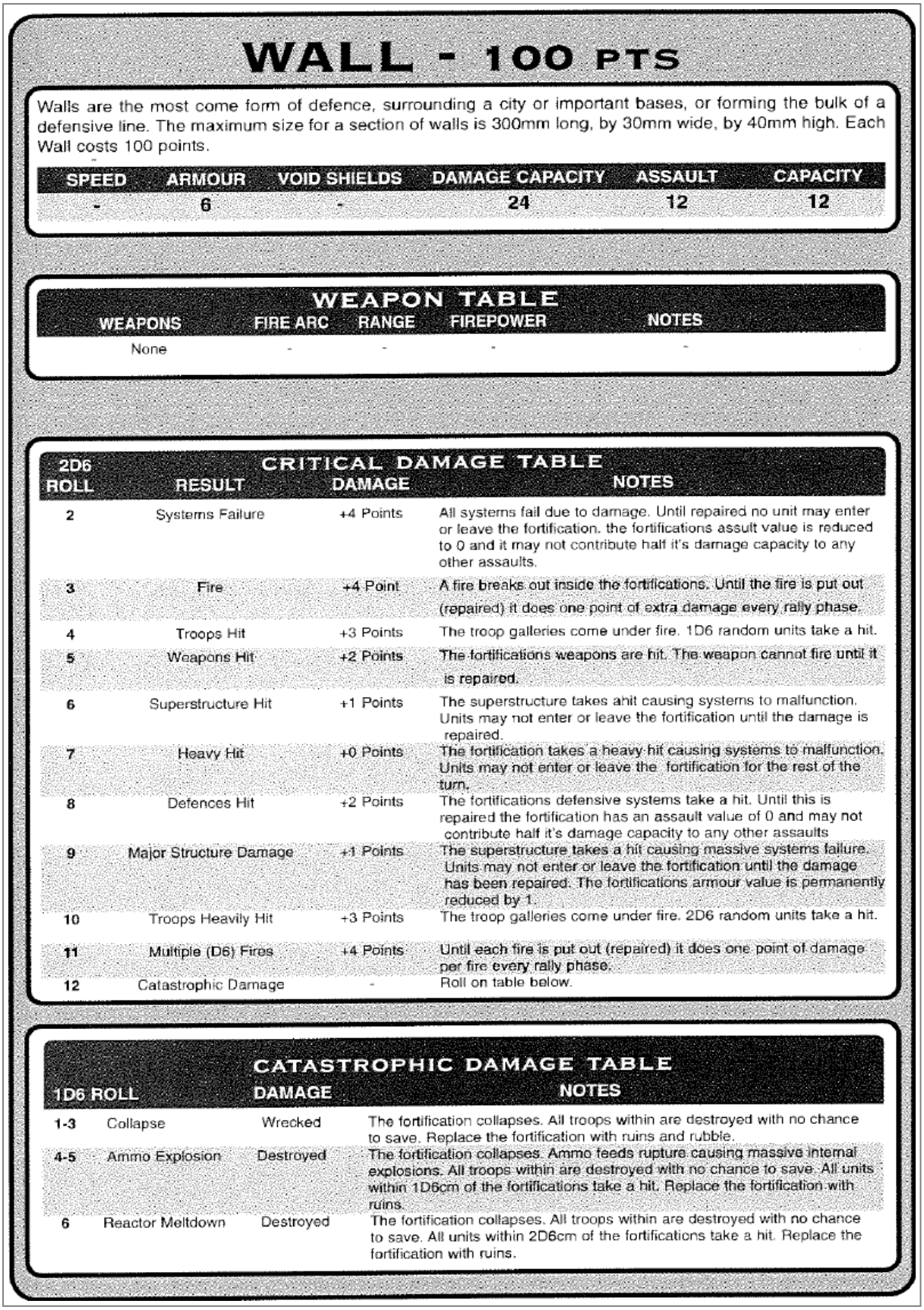
A note on points values

Since fortifications are not like normal units the points values given are very subjective. For example, a wall manned by Space Marine Terminators is likely to be much more effective than one manned by gretchin. In addition to this, The enemy can simply avoid the fortification effectively negating it. This makes points values difficult to judge The best way to use these rules is as part of scenario. You could allow defenders to buy fortifications as part of their forces in scenarios which use the Fortifications special rule.

Feel free to use them in other games but don't expect the fight to be totally fair.

[Fortification data sheets]

Wall



WALL - 100 PTS

Walls are the most come form of defence, surrounding a city or important bases, or forming the bulk of a defensive line. The maximum size for a section of walls is 300mm long, by 30mm wide, by 40mm high. Each Wall costs 100 points.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	CAPACITY
-	6	-	24	12	12

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
None	-	-	-	-

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Systems Failure	+4 Points	All systems fail due to damage. Until repaired no unit may enter or leave the fortification. the fortifications assult value is reduced to 0 and it may not contribute half it's damage capacity to any other assaults.
3	Fire	+4 Point	A fire breaks out inside the fortifications. Until the fire is put out (repaired) it does one point of extra damage every rally phase.
4	Troops Hit	+3 Points	The troop galleries come under fire. 1D6 random units take a hit.
5	Weapons Hit	+2 Points	The fortifications weapons are hit. The weapon cannot fire until it is repaired.
6	Superstructure Hit	+1 Points	The superstructure takes ahit causing systems to malfunction. Units may not enter or leave the fortification until the damage is repaired.
7	Heavy Hit	+0 Points	The fortification takes a heavy hit causing systems to malfunction. Units may not enter or leave the fortification for the rest of the turn.
8	Defences Hit	+2 Points	The fortifications defensive systems take a hit. Until this is repaired the fortification has an assault value of 0 and may not contribute half it's damage capacity to any other assaults
9	Major Structure Damage	+1 Points	The superstructure takes a hit causing massive systems failure. Units may not enter or leave the fortification until the damage has been repaired. The fortifications armour value is permanently reduced by 1.
10	Troops Heavily Hit	+3 Points	The troop galleries come under fire. 2D6 random units take a hit.
11	Multiple (D6) Fires	+4 Points	Until each fire is put out (repaired) it does one point of damage per fire every rally phase.
12	Catastrophic Damage	-	Roll on table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Collapse	Wrecked	The fortification collapses. All troops within are destroyed with no chance to save. Replace the fortification with ruins and rubble.
4-5	Ammo Explosion	Destroyed	The fortification collapses. Ammo feeds rupture causing massive internal explosions. All troops within are destroyed with no chance to save. All units within 1D6cm of the fortifications take a hit. Replace the fortification with ruins.
6	Reactor Meltdown	Destroyed	The fortification collapses. All troops within are destroyed with no chance to save. All units within 2D6cm of the fortifications take a hit. Replace the fortification with ruins.

Gatehouse

GATEHOUSE - 120 PTS

Historically gates have always been the weak point in any fortification. In the far future this is no different. They are almoist always protected using further void shields or power shields. The maximum size is 300mm long, 40mm wide and 60mm tall. Each Gatehouse costs 120 points.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	CAPACITY
-	6	2	18	12	12

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
2x Tower Batteries	All Round	45cm	4	-

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Systems Failure	+4 Points	All systems fail due to damage. Until repaired no unit may enter or leave the fortification. the fortifications assult value is reduced to 0 and it may not contribute half it's damage capacity to any other assaults.
3	Fire	+4 Point	A fire breaks out inside the fortifications. Until the fire is put out (repaired) it does one point of extra damage every rally phase.
4	Troops Hit	+3 Points	The troop galleries come under fire. 1D6 random units take a hit.
5	Tower Battery Hit	+2 Points	One randorn tower battery is hit. The weapon cannot fire until it is repaired.
6	Superstructure Hit	+1 Points	The superstructure takes ahit causing systems to malfunction. Units may not enter or leave the fortification until the damage is repaired.
7	Gate Hit	+0 Points	The Gates suffer heavy damage, opening them. Any unit may now pass through the gatehouse regardless of which units are inside.
8	Defences Hit	+2 Points	The fortifications defensive systems take a hit. Until this is repaired the fortification has an assault value of 0 and may not contribute half it's damage capacity to any other assaults
9	Major Structure Damage	+1 Points	The superstructure takes a hit causing massive systems failure. Units may not enter or leave the fortification until the damage has been repaired. The fortifications armour value is permanently reduced by 1.
10	Troops Heavily Hit	+3 Points	The troop galleries come under fire. 2D6 random units take a hit.
11	Multiple (D6) Fires	+4 Points	Until each fire is put out (repaired) it does one point of damage per fire every rally phase.
12	Catastrophic Damage	-	Roll on table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Collapse	Wrecked	The fortification collapses. All troops within are destroyed with no chance to save. Replace the fortification with ruins.
4-5	Ammo Explosion	Destroyed	The fortification collapses. Ammo feeds rupture causing massive internal explosions. All troops within are destroyed with no chance to save. All units within 1D6cm of the fortifications take a hit. Replace the fortification with ruins.
6	Reactor Meltdown	Destroyed	The fortification collapses. All troops within are destroyed with no chance to save. All units within 2D6cm of the fortifications take a hit. Replace the fortification with ruins.

Tower

TOWER - 75 PTS

To further strengthen a line of walls towers are often placed in line or at the corners of fortifications. Some towers stand alone to act as bastions. Towers are usually fitted with anti-aircraft weapons to protect themselves and surrounding walls from aircraft and drop-pods. The maximum size is 40mm square and 60mm tall. Each Tower costs 75 points.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	CAPACITY
-	6	-	8	4	4

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Anti-Aircraft Batteries	All Round	30cm	2	-

The AA battery may be placed on special orders as described in the Epic 40,000 rulebook or may snap fire as described in Firepower 1.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Systems Failure	+4 Points	All systems fail due to damage. Until repaired no unit may enter or leave the fortification. the fortifications assult value is reduced to 0 and it may not contribute half it's damage capacity to any other assaults.
3	Fire	+4 Point	A fire breaks out inside the fortifications. Until the fire is put out (repaired) it does one point of extra damage every rally phase.
4	Troops Hit	+3 Points	The troop galleries come under fire. 1D6 random units take a hit.
5	AA Battery Hit	+2 Points	The fortifications AA battery is hit. The weapon cannot fire until it is repaired.
6	Superstructure Hit	+1 Points	The superstructure takes ahit causing systems to malfunction. Units may not enter or leave the fortification until the damage is repaired.
7	Heavy Hit	+0 Points	The fortification takes a heavy hit causing systems to malfunction. Units may not enter or leave the fortification for the rest of the turn.
8	Defences Hit	+2 Points	The fortifications defensive systems take a hit. Until this is repaired the fortification has an assault value of 0 and may not contribute half it's damage capacity to any other assaults
9	Major Structure Damage	+1 Points	The superstructure takes a hit causing massive systems failure. Units may not enter or leave the fortification until the damage has been repaired. The fortifications armour value is permanently reduced by 1.
10	Troops Heavily Hit	+3 Points	The troop galleries come under fire. 2D6 random units take a hit.
11	Multiple (D6) Fires	+4 Points	Until each fire is put out (repaired) it does one point of damage per fire every rally phase.
12	Catastrophic Damage	-	Roll on table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Collapse	Wrecked	The fortification collapses. All troops within are destroyed with no chance to save. Replace the fortification with ruins.
4-5	Ammo Explosion	Destroyed	The fortification collapses. Ammo feeds rupture causing massive internal explosions. All troops within are destroyed with no chance to save. All units within 1D6cm of the fortifications take a hit. Replace the fortification with ruins.
6	Reactor Meltdown	Destroyed	The fortification collapses. All troops within are destroyed with no chance to save. All units within 2D6cm of the fortifications take a hit. Replace the fortification with ruins.

Emplacements

EMPLACEMENTS - 110 PTS

Emplacements are heavy reinforced weapons positions. They are often used as command centres or as strongpoints in defensive lines, linked by trenches or walls. The maximum size for an Emplacement is 60mm square and about 80mm tall. Each emplacement costs 110 points.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	CAPACITY
-	6	2	12	8	8

WEAPON TABLE

WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Hvy Weapon Batteries	All Round	45cm	8	-
Mega Cannon	All Round	45cm	(1)	-
Death Ray	All Round	45cm	(1)	-
Heavy Barrage	All Round	45cm	(1)	-

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Systems Failure	+4 Points	All systems fail due to damage. Until repaired no unit may enter or leave the fortification. the fortifications assult value is reduced to 0 and it may not contribute half it's damage capacity to any other assaults.
3	Fire	+4 Point	A fire breaks out inside the fortifications. Until the fire is put out (repaired) it does one point of extra damage every rally phase.
4	Troops Hit	+3 Points	The troop galleries come under fire. 1D6 random units take a hit.
5	Weapons Hit	+2 Points	The fortifications weapons are hit. The weapon cannot fire until it is repaired.
6	Superstructure Hit	+1 Points	The superstructure takes ahit causing systems to malfunction. Units may not enter or leave the fortification until the damage is repaired.
7	Heavy Hit	+0 Points	The fortification takes a heavy hit causing systems to malfunction. Units may not enter or leave the fortification for the rest of the turn.
8	Defences Hit	+2 Points	The fortifications defensive systems take a hit. Until this is repaired the fortification has an assault value of 0 and may not contribute half it's damage capacity to any other assaults
9	Major Structure Damage	+1 Points	The superstructure takes a hit causing massive systems failure. Units may not enter or leave the fortification until the damage has been repaired. The fortifications armour value is permanently reduced by 1.
10	Troops Heavily Hit	+3 Points	The troop galleries come under fire. 2D6 random units take a hit.
11	Multiple (D6) Fires	+4 Points	Until each fire is put out (repaired) it does one point of damage per fire every rally phase.
12	Catastrophic Damage	-	Roll on table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Collapse	Wrecked	The fortification collapses. All troops within are destroyed with no chance to save. Replace the fortification with ruins.
4-5	Ammo Explosion	Destroyed	The fortification collapses. Ammo feeds rupture causing massive internal explosions. All troops within are destroyed with no chance to save. All units within 1D6cm of the fortifications take a hit. Replace the fortification with ruins.
6	Reactor Meltdown	Destroyed	The fortification collapses. All troops within are destroyed with no chance to save. All units within 2D6cm of the fortifications take a hit. Replace the fortification with ruins.

More...

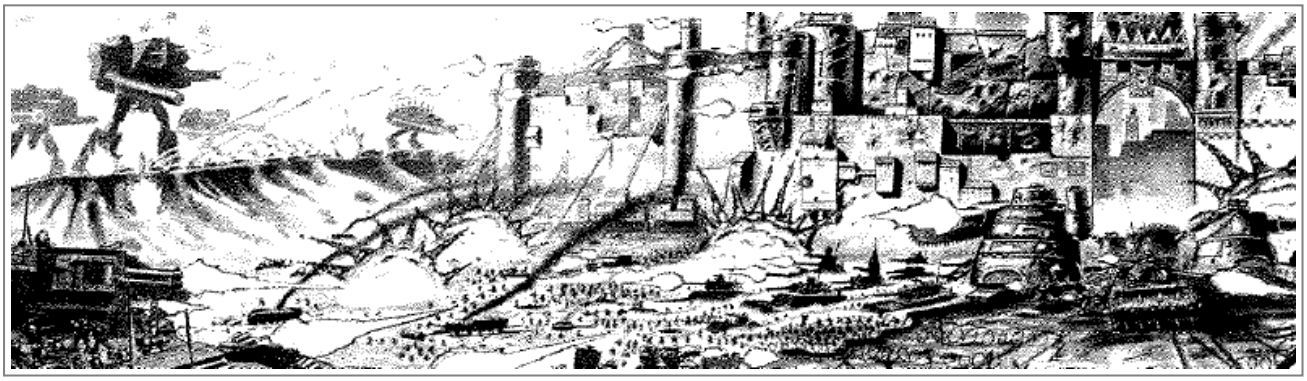
Fortification

[Content from Epic 40,000 #4 page 29 to 31.]

[Experimental rules] by Carl Woodrow

Designer's note: Whilst flicking through past issues of *White Dwarf* and some of the older Epic rules and publications, I stumbled across an article in the old Battles Book discussing fortifications. It occurred to me, particularly after reading [**Epic Siege** on page 381], that fortifications such as tank traps and razorwire could add a further tactical element to Epic battles as well as create a far more interesting terrain to fight over. Plus I grow tired of those cursed Ork battlewagons over-running my neatly laid out Imperial defences.

Battles are rarely fought on anything quite as smooth as a nice clear level terrain. In truth most battles consist of short-ranged skirmishes and firefights, or long-ranged artillery exchanges, all often without being able to see the enemy due to the local terrain or other 'line-of-sight' restricting features. Imitating this on a gaming table is virtually impossible (unless you want to make your tables contoured and natural looking which would be quite extreme). There are however a few terrain features that can be added to your battles that are cheap and easy to make, as well as useful for setting the scene and creating an extra gaming challenge.



[Types of fortification, and modelling tips]

Fortifications can mean anything from a ditch to something the size of the Emperor's Palace. On average most fortifications fall somewhere between these two extremes and simply mean a wall or a trail of razorwire. For nearly all of my games (both Epic and WH40K) I use at least some form of fortification as the scenery, such as a row of tank traps or a small bunker. What I hope to show is that creating fortifications is not only easy, but can also make your battles look that much more realistic.

Light fortifications

Light fortifications include measures such as sandbags, razorwire or even tank traps.

These are amongst the easiest pieces of scenery to create and yet look great. In all cases a piece of rigid card is used for the base which is cut to dimensions approximately 3" x 3/4". I then use all-purpose filler to cover the bases to give them some texture (paint mixed with some sand works equally as well). For the razorwire fence posts simply cut some small matchsticks in half and space them evenly (3 or 4 to a base is best) by pushing them into the newly applied filler. If they are a little loose apply a small blob of filler to their base to give them a firm foundation. Once the textured filler and posts are completely dry, spray them black or brown to give the paint an undercoat. I often find that because it takes a while for the filler and undercoat to dry I do several bases at once. Paint the base the colour of your choice, scorched brown or goblin green is usually a good start, then once finished dry brush with Snakebite Leather or Golden Yellow to highlight the sandy texture. The fence posts can then be painted with Boltgun Metal to make them look like metallic pylons. Finally, add some coloured flock or static grass if so desired.

Adding the razorwire is quite simple and can be made using car body filler mesh. This is available from most car part stores such as Halfords and comes in sheets as an aluminium mesh. Using a pair of clippers, cut a single strip along the line of the mesh being careful of the sharp edges. The strip can then be wrapped around a pen or a pencil to create a 'spiral' of razorwire, which once done can be glued to the fence posts on the base to complete your finished barricade. Creating tank traps follows the exact same process above except that instead of inserting fence posts three matches are glued together. These 'tank' barricades can then be glued onto the base and painted Boltgun Metal. If you prefer, razorwire can be added as well creating a combined fortification, or plastic strips can be used to create more realistic looking girders.

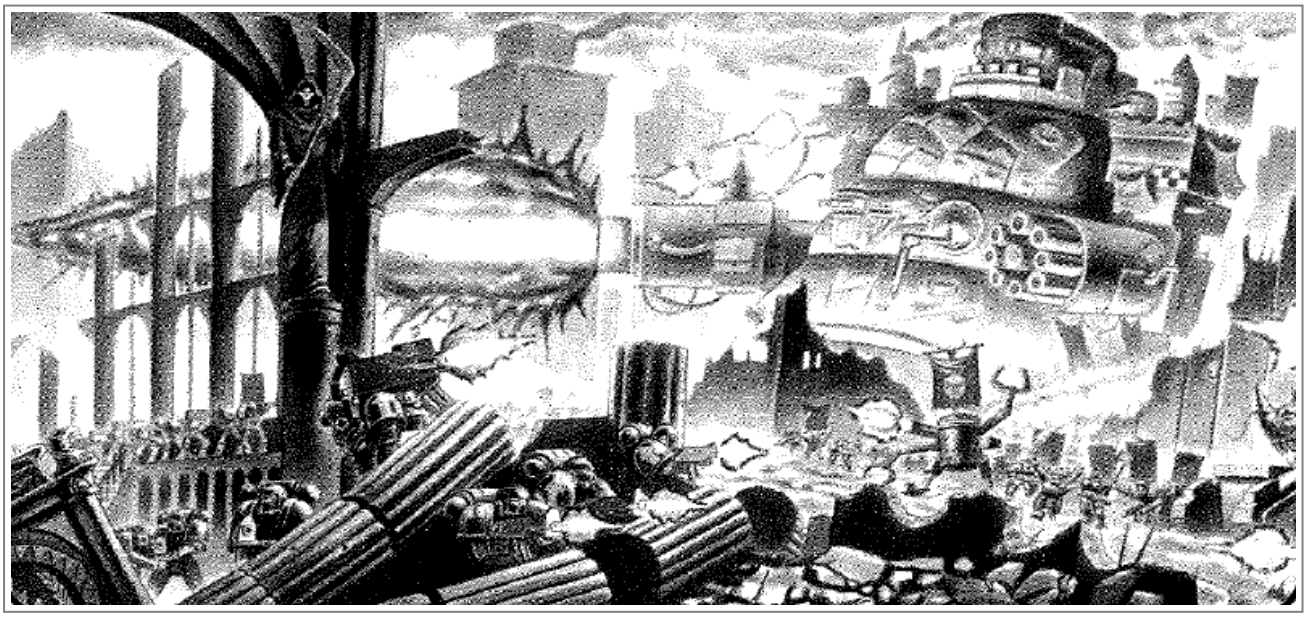
Hasty fortifications

The second category of fortifications I use are what I call 'hasty'. These are the kind of fortifications that are 'hastily' assembled during times of war, such as ditches and bunkers.

Ditches are probably the simplest of fortifications to construct and are simple card bases with filler or modelling clay built up around them to create the impression of a trench. The finished fortification can then be finished with some textured paint and dry-brushed to highlight. If you want them to match the rest of the tabletop use the same colour scheme or cover the edges with flock. Using this method, long rows of ditches can be quickly created to form sprawling interconnected entrenchments.

Bunkers are also relatively simple to assemble and can come in a huge variety of shapes and materials. One suggestion I heard was to use the empty model blisters as a mould and fill them with plaster to create a rigid sloped hangar like bunker. Once set the outside of the shape can be textured and card pieces stuck to the flat front to create vehicle doors or other such detailing. The whole of the bunker can then be undercoated black with the doors being dry brushed boltgun metal and the textured sides and top painted green then flocked to match the rest of the table.

Another method is to create small square bunkers out of stiff card or even 'foam core card'. It is best to have an idea what you want the finished building to look like before you start, then drawing it onto the card using a pen or a sharp pencil, the dimensions can be plotted accurately. Once the pieces have been cut out glue the walls together and reinforce them with either matchsticks or small triangles of card glued into the corners. Once the roof has been added, coat the bunker with textured paint to give a masonry effect. Once dry, undercoat black, then progressively build-up dry brushes of Fortress Grey, Shadow Grey and finally White. Detailing can be added to the top of the roof or the walls using other small components such as Imperial Eagles, banner poles or ventilation units and windows slits (a door might also be handy at this stage).



[Fortification rules]

So how do you use a few of these additional fortifications in your games? It is possible to simply use them as terrain pieces as have them count as difficult terrain for all. However with a little imagination you could come up with some optional house rules such as the ones I have created below.

Razorwire

Counts as difficult terrain for all infantry and vehicles other than Super Heavies and War Engines/Titans. If a vehicle opts to pass through razorwire you must roll a D6 for each vehicle passing through it.

D6	Effect
1–2	The razorwire has wrapped itself around the wheels/tracks/legs ofthe vehicle and permanently immobilised it for the rest of the game. The vehicle may fire as normal, but may not move again during the course of the game. If troops are onboard, they may disembark either side of the barrier at the player's discretion.
3–4	The vehicle has successfully passed through the barricade with no difficulties.
5–6	The vehicle has passed through the barrier with no difficulties, in addition the razorwire has been completely crushed and is now ineffective. Remove the razorwire terrain piece, as it plays no further part in the battle.

Tank traps

Tank traps count as impassable terrain to all vehicles, and difficult terrain for Super Heavies and War Engines/Titans*. Infantry can pass through Tank Traps with no penalty as it is assumed that they will simply step around the obstacle. If you have included razorwire with your tank traps on the same terrain piece then you must choose which fortification it represents. A fortification cannot be both a tank trap and razorwire at the same time.

**Tyranid Bio-Titans ignore tank traps as they are agile enough to step through/over them and suffer no movement penalty.*

Bunkers

Infantry occupying a bunker receive the same cover bonus as if they were in hard cover. In addition infantry assaulting a bunker ignore any Blast marker bonuses when calculating assault modifiers. It is assumed that the protection of the bunkers walls will negate any effect Blast markers will have on the defending units.

Trenches

Trenches provide infantry with additional cover and count as hard cover for the purpose of hits and saving throws. In addition although vehicles may pass over trenches with no penalty (the trench is too narrow to cause any real problems to most tanks), each vehicle must roll 2D6. On a roll of double 1 the vehicle has been attacked by troops hiding in the trench as it passed overhead. Using meltabombs or other such anti-tank munitions the vehicles vulnerable underside is hit and the vehicle is destroyed with no save**.

**Exceptions: Super Heavy tanks roll for a single hit on their critical hits table and War Engines/Titans are not affected (they are just too big) and so don't need to make this roll.*

*** Note: Infantry stands do not have to occupy the trench to get this attack, it is assumed that the attack is made by a saboteur or foolishly brave soldier who has stayed hidden until the last moment.*

Machines of Destruction

[Content from The Citadel Journal #34 page 72 to 75.]

by Gav Thorpe

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

History

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

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

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

Rules bitz

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

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

Special rule: Carapace and head mounts

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

Carapace Landing Pad

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

A Warlord Titan may have Carapace Landing Pad instead of a carapace weapon.

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

Carapace Multi-lasers

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

Only Warlord Titans may be fitted with Carapace Multi-lasers.

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

Fire Control Centre

As huge as a Titan is, once you have allocated space for the plasma reactor, internal control conduits, tank-sized engines and servos, immense ammunition bays, a small chapel to the Machine God, scanning arrays, comm-net chambers, crew billets and the weapon systems themselves, there's not much room left for sophisticated target

acquisition and tracking sensors and fire control mechanisms. This means that as potent as a Titan's weapons are, accuracy is never their strongest point — rate of fire and raw firepower are given greater credence than pinpoint accuracy. However, some specially constructed Titans have one weapon system replaced with a Fire Control Centre. Crewed by tech-adepts, the Fire Control Centre can track incoming fire and calculate enemy positions, re-direct the Titan's fire and also relay information about target positions and movements.

Only Warlord Titans may have a Fire Control Centre.

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

Rubble Claws

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

Any Titan may have Rubble Claws provided they are suitably represented on the model.

- A Titan with Rubble Claws must use its 45° turn at the start of its move, otherwise it must pay 5cm for each turn as normal. However, if the Titan enters dangerous terrain there is no chance of the Titan taking a hit if it rolls a 1 — the Titan is stopped as normal but do not roll another die to see if it takes damage.

Weapon heads

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

A Warlord or Reaver Titan may replace its head with either a Gun Battery [head] or an Assault Weapon [head].

- Weapon heads have a front fire arc.
- A Titan with a weapon head loses its *Stubborn* ability and only removes D6-2 Blast markers in each End phase (treat rolls of less than 0 as 0).
- A [Gun Battery head] has a range of 30cm and 6 Firepower.
- An [Assault Weapon head] allows the Titan to add +D6 to its Assault value when fighting against another war engine.

Weapon head formerly known as 'Deathstrike'

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

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

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

This can only be fitted to Warlord Titans.

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

Custodian Bell

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

A Warlord Titan may be fitted with a Custodian Bell. It's also preferable that the Titan is also enhanced in some other fashion, with one of the special Custodian heads, extra insignia, preaching balconies and so on.

- Any detachment with its Command HQ within 15cm of the Custodian Titan (including the Titan itself) removes one additional Blast marker in the End phase (D6 rather than D6-1, usually).
- If the Custodian Titan [becomes] Wrecked or Destroyed [then] you must deduct an additional 5 points from your army morale total, due to the devastating loss of the Emperor's finest war machine.

Other ideas

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

Tactics and advice

[Various articles that Games Workshop published on how to choose and use your forces.]

Ready for Battle [force selection]

[Content from White Dwarf #209 page 33 to 39.]



By Gav Thorpe

I actually chose this force for the Space Marine boxed army which will soon be available in our stores. Working from the list of what could be squeezed in to the box, I had to make the most battle worthy force I could, and I'm pretty pleased with the final result. This process is very similar to the way you'd normally put together an army, working out the best force from a restricted selection of models. Throughout this article I've treated the army as my own, though we've used the brilliantly painted Studio army to illustrate my choices.

The *Epic 40,000* game gives players the opportunity to fight huge sweeping combats across vast battlefields. The player is in overall command of many troops and tanks, and his attacks must be coordinated to maximise the strengths of his army and exploit the weaknesses of his opponent. However, before any of this can start, you need an army to fight with.

The refights presented in the *Epic 40,000* Battles Book describe an Ork army and a Space Marine force which you can assemble from the models provided in the box. These are a good demonstration of the way an army is organised and it's a good idea to play a few of these battles with the given armies first. This will enable you to get to grips with the rules without any unnecessary complications, and also to learn which of the troop types best suit your style of play. Armed with this information you can then set about choosing your own detachments and armies for use in other battles.

The army lists

The *Epic 40,000* army lists are divided into the different detachment types available to each race. For example, the Army of the Imperium can field Space Marine infantry and armour detachments, Imperial Guard infantry, tank and artillery detachments, Imperial Navy air detachments and the war engine detachments of the Imperial Guard and Titan Legions. Within each of the detachments is a wide selection of different troops, available in differing proportions depending upon the detachment type. Choosing an army is no task to be taken lightly, and as your experience with *Epic 40,000* grows, so too will your strategy and tactics. In the light of these experiences you will want to change your forces to suit the style of battles you prefer. However, to start with it is probably best to select a wide variety of different tanks and warriors to give you a good introduction to the army.

In this article I'll take you through the process of picking an army. To illustrate these ideas, I'll be picking a Space Marine force, but the principles involved apply to all the different races in *Epic 40,000* (with individual variations).

What's available?

First of all, I compiled a list of the miniatures the 'Eavy Metal team had painted so I knew exactly what I'd be able to field. This is given below. By working out a list of your current miniatures first, and updating it regularly with your new acquisitions, you can save lots of hassle later. There's nothing more annoying than starting a battle and finding out that you haven't got enough Rhinos or something, which then leads to lots of hasty re-calculations in front of an impatient opponent.

To start with, I've got two sprues worth of plastic Space Marine infantry and a sprue of plastic Space Marine vehicles. The following list is what you could possibly make, though as the exact composition of some of the units (notably the Tactical, Command and Librarian units) is a matter of taste, they can't all be made at once. Of course, later on lots more stuff will be added to my army, but even this small selection can provide a very effective fighting force.

12 Tactical units (that's six squads of two units each. However, I will probably reduce this to ten units, and use some models for my Command units and Librarians instead)

4 Devastator units (enough for two squads of two units each)

4 Assault units (enough for two squads of two units each)

2 Terminator units (two squads)

2 Scout units (two squads)

2 Command units (this can be increased by using some Tactical Space Marines to replace the character models)

2 Librarian units (again, I will use Tactical Space Marines to fill up the bases)

2 Bike units (either one or two squads)

2 Land Raiders

2 Whirlwinds

4 Rhinos

I have also got some blister packs of metal miniatures, adding the following Space Marine vehicles to my plastic model collection:

4 Dreadnoughts

2 Command Land Raiders

3 Predators

3 Vindicators

4 Attack Bikes

4 Land Speeders

The first detachment (tactical) [Force Phemeus]

Having had a few games (six months of pretty solid war, actually!) I know that Space Marine Tactical troops are really effective — implacable on the advance and immovable in defence. My first detachment will be based around these solid troops. With these as the basis of the detachment, they'll need to be chosen from the Main Force section, so I look at the army list and see that I need to use the Space Marine detachment list.

The Command

First of all I need to choose a detachment commander. I can choose any unit I like to be in command, and will have to pay an extra 25 points for that unit. As stated in the Armies book, your commander must be the unit furthest up the detachment's chain of command. For example, if you had a Librarian and some Space Marines, the Librarian should be in command because he is higher up the chain of command than the other troops. For this detachment I wanted some real solidity, and so chose a Space Marine Captain as the commander. Rather than start filling in the detachment card straight away, I noted this down on some paper — it's much easier to change things on scrap paper than to start amending your detachment cards halfway through.

Anyway, I see that a Captain costs me 25 points, plus an additional 25 points to make him the detachment commander. It would be nice to have something to mark the Captain out as special, and I notice he has the option of being mounted in a Land Raider. This seems eminently suitable, so that increases his cost by 35 points, giving a total of 85 points (25+25+35).

To give a fully rounded feel to the detachment I also include a Librarian from the Command section of the detachment list. He costs 35 points, but I don't need to buy him his own transport because a Land Raider can transport two units — the Captain won't mind sharing! With no other upgrades to consider, that completes my choices from the Command section.

The Main Force

Bearing in mind that I'll want a few spare models to make up my Librarian (and possibly Command) units, I decide that ten units of Tactical Space Marines are available. Looking at the army list, I see that Space Marines come in squads of two units each — ten men to a squad. This means my ten units gives me a total of five squads. These are standard Tactical troops so there are no upgrades, and I only have 4 Rhinos available so I probably want to save them for the assault detachment I'll be choosing later. This means I have five squads of Tactical Space Marines with nothing else, which cost me 30 points each. That's a total of 150 points for the five squads.

Just to finish off the Main Force (and use as many of my models as possible) I add on the two units of Scouts. The army list tells me that they come in single unit squads, so my two units make up two separate squads. These cost 16 points each, adding 32 points to the detachment total.

The Support

This is a tactically flexible detachment, and looking at the profile for Space Marine Dreadnoughts I note that they are quite good at shooting and pretty awesome in close combat too — just the thing to give the detachment that added punch whatever it ends up doing on the battlefield. I decide to take just two of my Dreadnoughts, although I have four available. If I find no other use for the other two, I'll put them in this detachment too (that's why I haven't filled the detachment card out yet!). The Dreadnoughts are from the Support section of the detachment list and you can't take more choices from the Support section than you have Main Force units. Since I have seven Main force choices, I can make up to seven Support choices too, so two Dreadnoughts is no problem at all. The Dreadnoughts cost 27 points each, adding 54 points to the total cost.

Other information

So, my first detachment choice is completed. It consists of a Captain in a Land Raider, a Librarian, 5 Tactical squads, 2 Scout squads and 2 Dreadnoughts. There's a few other details I need to work out. First of all, I'll give the detachment a name. Most detachments are probably best named after their commander. I call my commander Captain Phemeus. There are some other facts I need to know about Force Phemeus. Firstly, it's total points cost, which is a simple matter of adding up all the costs I've worked out so far. This gives me a total of 356 points (35+85+150+32+54).

From this points value I can then work out the army morale value of the detachment. This is used in most scenarios to calculate the starting army morale of your force and shows how much is deducted from that total when the detachment is reduced to half strength by casualties. Your army morale shows how willing your troops are to fight, the higher the better, and if it is reduced to zero, the army has lost all its nerve and you have lost. The formula is really very simple — total points cost of the detachment divided by 50, rounding the fractions up. 356/50 equals 7 and a bit, which rounds up to a morale value of 8.

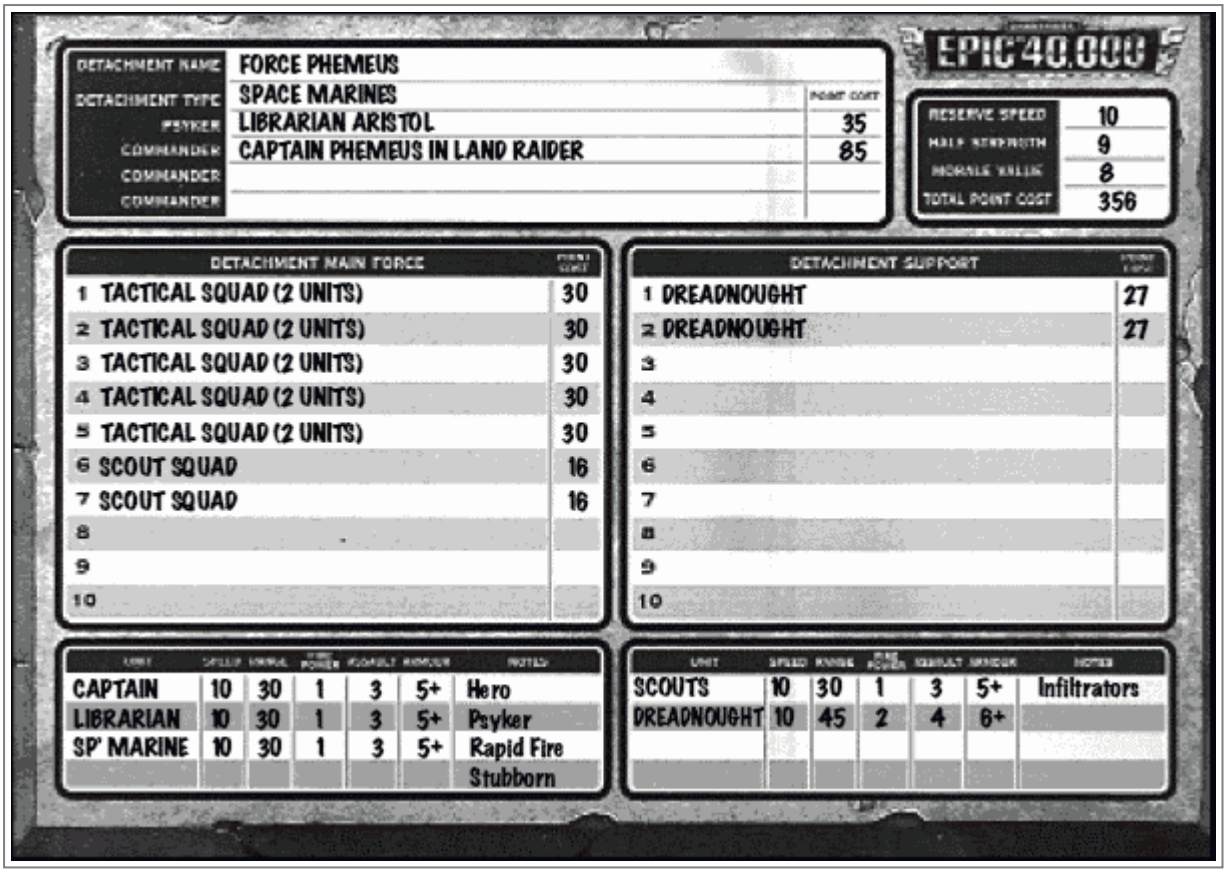
Now that I have the morale value, I have to find out how many casualties the detachment can take before it is reduced to 50% of its starting strength. This is a straightforward matter of counting how many units there are in the detachment and then halving the total (rounding up again). There are three units in the command section (Captain, Librarian and Land Raider), 12 units in the Main Force (5 squads of two units and two squads of one unit each) and the 2 Dreadnoughts in Support. This is a total of 17 units, which means that the detachment must lose 9 units before it is at half strength.

Lastly, I need to work out the detachment's reserve speed. This is used in some scenarios when the detachment doesn't actually start on the table but is "behind the lines". The faster the detachment is, the quicker it will turn up for the battle. The reserve speed is simply the lowest Speed characteristic in the detachment. Looking at the Imperial units summary in the Armies book, I see that Space Marines have a Speed of 10, Land Raiders have 25 and Dreadnoughts have a Speed of 15. The lowest is the Space Marines, so the reserve speed for the detachment is 10.

All of this information is shown on the detachment card. To finish off, I fill in the profiles of the different troops in the detachment along the bottom of the card to act as a quick reference during the heat of battle.



Force Phemeus, consisting of a Command unit, Librarian, Tactical Squads, Scouts and Dreadnoughts.



DETACHMENT NAME	FORCE PHEMEUS	
DETACHMENT TYPE	SPACE MARINES	POINT COST
PSYKER	LIBRARIAN ARISTOL	35
COMMANDER	CAPTAIN PHEMEUS IN LAND RAIDER	85
COMMANDER		
COMMANDER		

EPIC 40,000

RESERVE SPEED	10
HALF STRENGTH	9
MORALE VALUE	8
TOTAL POINT COST	356

DETACHMENT MAIN FORCE	POINT COST
1 TACTICAL SQUAD (2 UNITS)	30
2 TACTICAL SQUAD (2 UNITS)	30
3 TACTICAL SQUAD (2 UNITS)	30
4 TACTICAL SQUAD (2 UNITS)	30
5 TACTICAL SQUAD (2 UNITS)	30
6 SCOUT SQUAD	16
7 SCOUT SQUAD	16
8	
9	
10	

DETACHMENT SUPPORT	POINT COST
1 DREADNOUGHT	27
2 DREADNOUGHT	27
3	
4	
5	
6	
7	
8	
9	
10	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
CAPTAIN	10	30	1	3	5+	Hero
LIBRARIAN	10	30	1	3	5+	Psyker
SP' MARINE	10	30	1	3	5+	Rapid Fire
						Stubborn

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
SCOUTS	10	30	1	3	5+	Infiltrators
DREADNOUGHT	10	45	2	4	6+	

The second detachment (the tanks) [Force Cepheus]

Okay, so now I've got a fairly large, flexible detachment that can cope pretty well with whatever my foes throw against me. With that sorted out, I think it's time to start specialising a bit more. For my second detachment, I decide to go for something with a hard punch. Although there are many infantry units which have a respectable amount of firepower, for that real speed and heavy shooting, vehicles are your best choice. To field a detachment of vehicles, I need to choose my tanks and artillery from the Space Marine Armour detachment list.

This detachment uses my three Predators and two Whirlwinds. These are very shooty but not all that good in close combat. Just to even things up a little, I include one of my three Vindicators as well (its Close Support special ability allows it to add its firepower in an assault, as long as it isn't being directly attacked). I have only a limited number of command units, so for this detachment I use the option of upgrading one of the tanks to commander status. This doesn't give the vehicle any extra abilities or anything, it just shows who is in charge. I think one of the Predators fits this role best (I don't know why, it just seems a more command-like tank!) so one of the Predators is entered in the Command section of this list and adds +25 points to its cost (giving a total of 27+25=52 points).

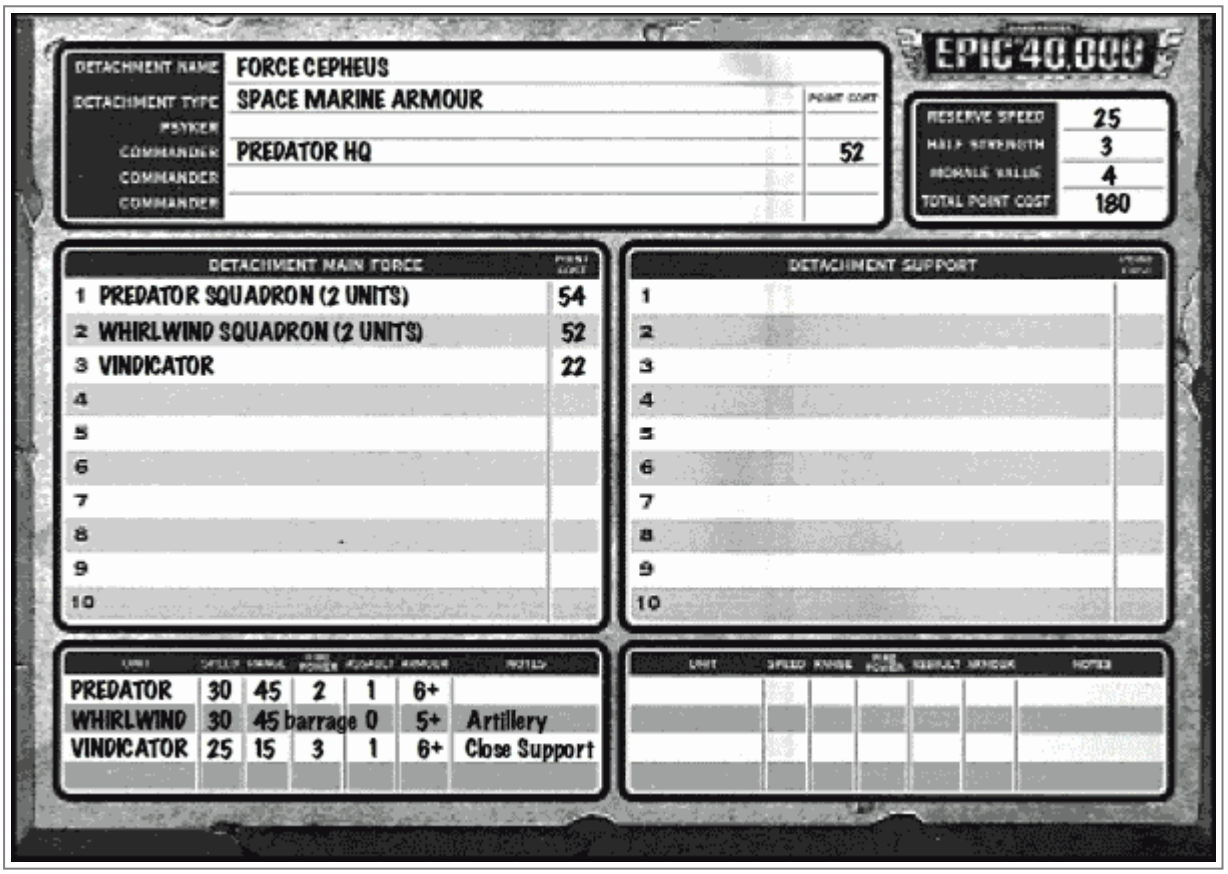
The rest of the tanks come from the Main Force section. However, unlike the tanks from the Support section of the Space Marine detachment, these vehicles can be taken in squadrons. When in support, each tank takes up one of your support choices. However, in this detachment I can have up to three tanks making up one choice (in the same way that Space Marine squads are a single choice, but actually consist of two units each). This organisation only affects your army selection process. If I wanted to take Support for this detachment, I might want to field them as separate tanks, because each entry on the Main Force section allows me a choice on the Support section — by spreading the number of tanks over more entries, I give myself more choices. However, I'm not intending to take any support at all, so I just take the remaining two Predators as one squadron, the two Whirlwinds as one squadron, and the lone Vindicator.

Using the process given above, I then work out the total points value, army morale value, half strength value and reserve speed. These are all shown on the accompanying detachment card. I also copy out the profiles of the different tanks so I can admire how fast and shooty they are in just one glance! I name the detachment Force Cepheus, and they're all ready to fight for the Emperor.

More...



Force Cepheus, the armour detachment, with Predators, Whirlwinds and a Vindicator.



DETACHMENT NAME: FORCE CEPHEUS
DETACHMENT TYPE: SPACE MARINE ARMOUR
COMMANDER: PREDATOR HQ — 52

EPIC 40,000

RESERVE SPEED	25
HALF STRENGTH	3
MORALE VALUE	4
TOTAL POINT COST	180

DETACHMENT MAIN FORCE

1	PREDATOR SQUADRON (2 UNITS)	54
2	WHIRLWIND SQUADRON (2 UNITS)	52
3	VINDICATOR	22
4		
5		
6		
7		
8		
9		
10		

DETACHMENT SUPPORT

1	
2	
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UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
PREDATOR	30	45	2	1	6+	
WHIRLWIND	30	45	barrage	0	5+	Artillery
VINDICATOR	25	15	3	1	6+	Close Support

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

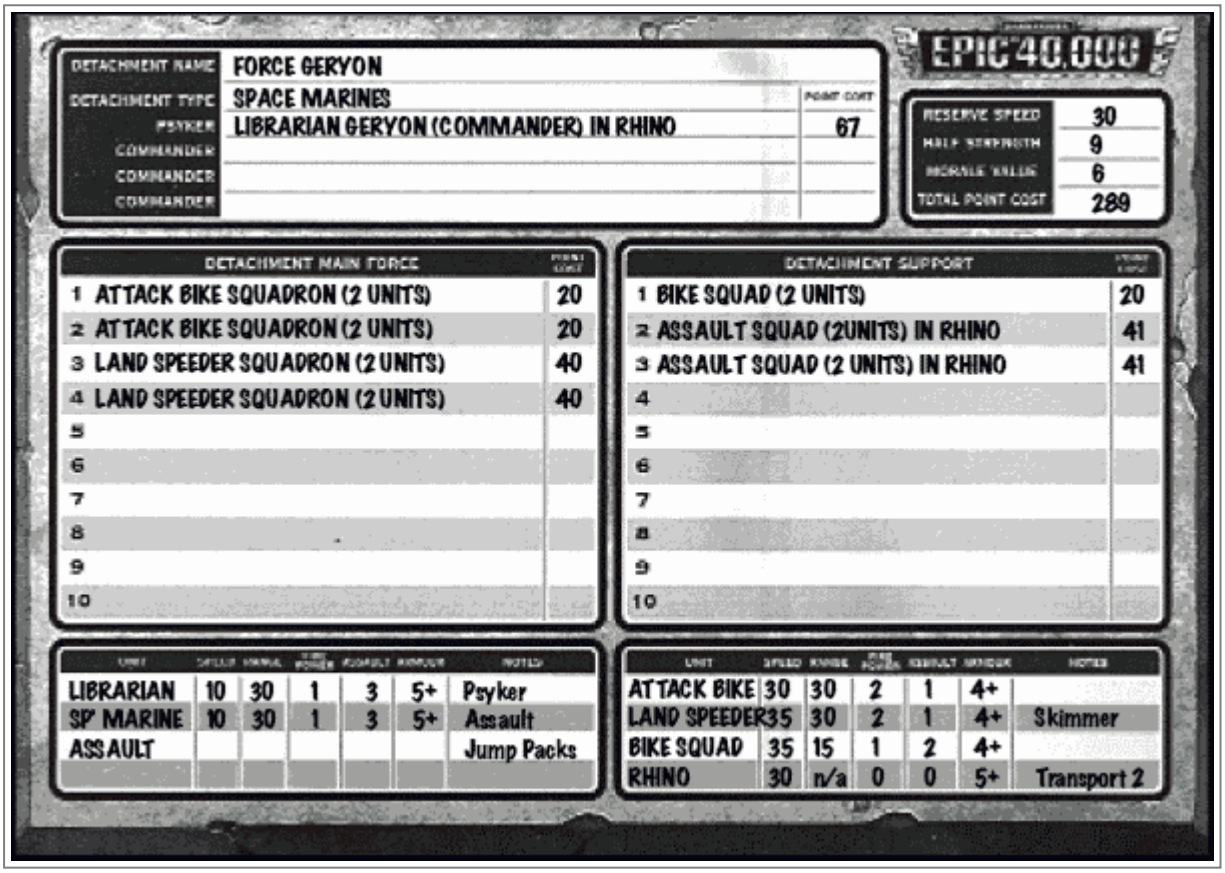
The third detachment (fast attack) [Force Geryon]

Although my tanks are pretty fast, I want some real speed in my army. This detachment can race across the battlefield to capture objectives or pin the enemy back, roar around the flanks to attack from behind, and generally cause havoc for my opponent. “Light” detachments such as these (it won’t be astonishingly big, shooty or well armoured) are useful for harrying your opponent while your other troops get into position to give them a good pounding.

First of all, I thought this detachment would be a Space Marine detachment. However, after sketching out the detachment, I realised I wouldn’t be able to field all my Attack Bikes and Land Speeders if I went this way (I didn’t have enough Main Force units to allow so many Support vehicles). For this reason, this detachment was also chosen from the Space Marine Armour list.



Force Geryon, the fastest detachment, made up of Attack Bikes and Land Speeders.



DETACHMENT NAME: FORCE GERYON
DETACHMENT TYPE: SPACE MARINES
PSYKER: LIBRARIAN GERYON (COMMANDER) IN RHINO — POINT COST: 67
COMMANDER:
COMMANDER:
COMMANDER:

EPIC 40,000

RESERVE SPEED	30
HALF STRENGTH	9
MORALE VALUE	6
TOTAL POINT COST	289

DETACHMENT MAIN FORCE	
1 ATTACK BIKE SQUADRON (2 UNITS)	20
2 ATTACK BIKE SQUADRON (2 UNITS)	20
3 LAND SPEEDER SQUADRON (2 UNITS)	40
4 LAND SPEEDER SQUADRON (2 UNITS)	40
5	
6	
7	
8	
9	
10	

DETACHMENT SUPPORT	
1 BIKE SQUAD (2 UNITS)	20
2 ASSAULT SQUAD (2UNITS) IN RHINO	41
3 ASSAULT SQUAD (2 UNITS) IN RHINO	41
4	
5	
6	
7	
8	
9	
10	

UNIT						
LIBRARIAN	10	30	1	3	5+	Psyker
SP MARINE	10	30	1	3	5+	Assault
ASSAULT						Jump Packs

UNIT						
ATTACK BIKE	30	30	2	1	4+	
LAND SPEEDER	35	30	2	1	4+	Skimmer
BIKE SQUAD	35	15	1	2	4+	
RHINO	30	n/a	0	0	5+	Transport 2

Juggling around

Originally I had one of my Land Speeders acting as the detachment commander, but shortly after making the decision I changed my mind. Detachments such as this are very likely to be involved in an assault or firefight with the enemy, and the bulk of my troops in this detachment were only average at this sort of fight. To help them out, I included a Librarian (having more psykers than the enemy adds +1 to your assault and firefight rolls). As the Librarian is higher up the chain of command than a Land Speeder, he was then automatically detachment commander. So that he could keep up with those under his command, I mounted the Librarian in a Rhino. Although Rhinos aren't as fast as Attack Bikes and Land Speeders, they are much faster than an infantry unit.

As I had four each of the Attack Bikes and Land Speeders, these needed to be organised into squadrons to fit onto the detachment card (each squadron is one to three units strong). I wasn't planning on having that many Support troops, so I just split them down into squadrons of two units each. These cost me 20 points per squadron for the Attack Bikes, and 40 points for each Land Speeder squadron. This filled up four choices on my Main Force so I could pick up to four Support choices.

I had two Bike units to field somewhere, and they neatly fitted into the role of this detachment. Like the vehicle squadrons, the Bikes can be fielded in squads of one to three units, so both my Bike units were included as a single squad and took up one Support choice. As I mentioned earlier, these fast detachments are likely to end up in a firefight or a close assault, so to give extra strength in close combat, I wanted to include my four units of Assault Space Marines. To keep up with the Bikes these would need some form of transport, and so I mounted them in Rhinos.

Using upgrades

This is a good place to explain how the upgrades in the army lists work. I had two Assault squads and wanted to include them in the Force Geryon. The way this works is as follows. I start by choosing a Space Marine squad for 30 points. The army list tells me that I can upgrade them to Assault Space Marines by paying an additional 4 points. This gives them the *Assault* and *Jump Packs* special abilities.

As part of the same choice, I can also mount the squad in a Rhino, which is one of the fastest transport vehicles around and seems perfect for their role. This costs an additional 7 points, but is still included as one choice from the Support section.

This means that my Bike squad and two Assault squads in Rhinos fill up three Support entries, which is fewer than my Main Force choices and so is allowed. As you can see from the detachment card on the previous page, the Assault squads and their attendant Rhinos are all entered on one line. However, this doesn't mean they can only transport those troops. If the command Rhino is destroyed I could leave one of the Assault units behind and the Librarian can be carried by one of the other Rhinos.

Space Marine squad: 30 points
Consists of 2 Space Marine units

- Mount in a Rhino: +7 points
- Upgrade both units to Assault troops (*Assault*, *Jump Packs*)*: +4 points
- Upgrade both units to Devastators (*Heavy Weapons*)*: +10 points

Again, I worked out the number of units, total cost, Reserve Speed and so on. When working out your Reserve Speed, it is important to remember what troops are being transported in other vehicles. In this case, although the Assault squads would normally only have a Speed of 20 (taking their *Jump Packs* into account) and the Librarian has a Speed of 10, they are all being carried in Rhinos which have a Speed of 30. This means the detachment's Reserve Speed is 30 (pretty fast!). [Comment: Hmmm... I think many of us would find this 'cheesy' as other games set in the 40K universe don't usually allow troops with jumps packs to squeeze into Rhinos, if I recall correctly...]

The final detachment (heavy firepower) [Force Praepollo]

Although I have my tank detachment, I could still do with some troops that can pour some serious amounts of firepower into the enemy (and anyway, I still haven't used my Devastator units!). Everything that's left over was put into this final heavy firepower detachment.

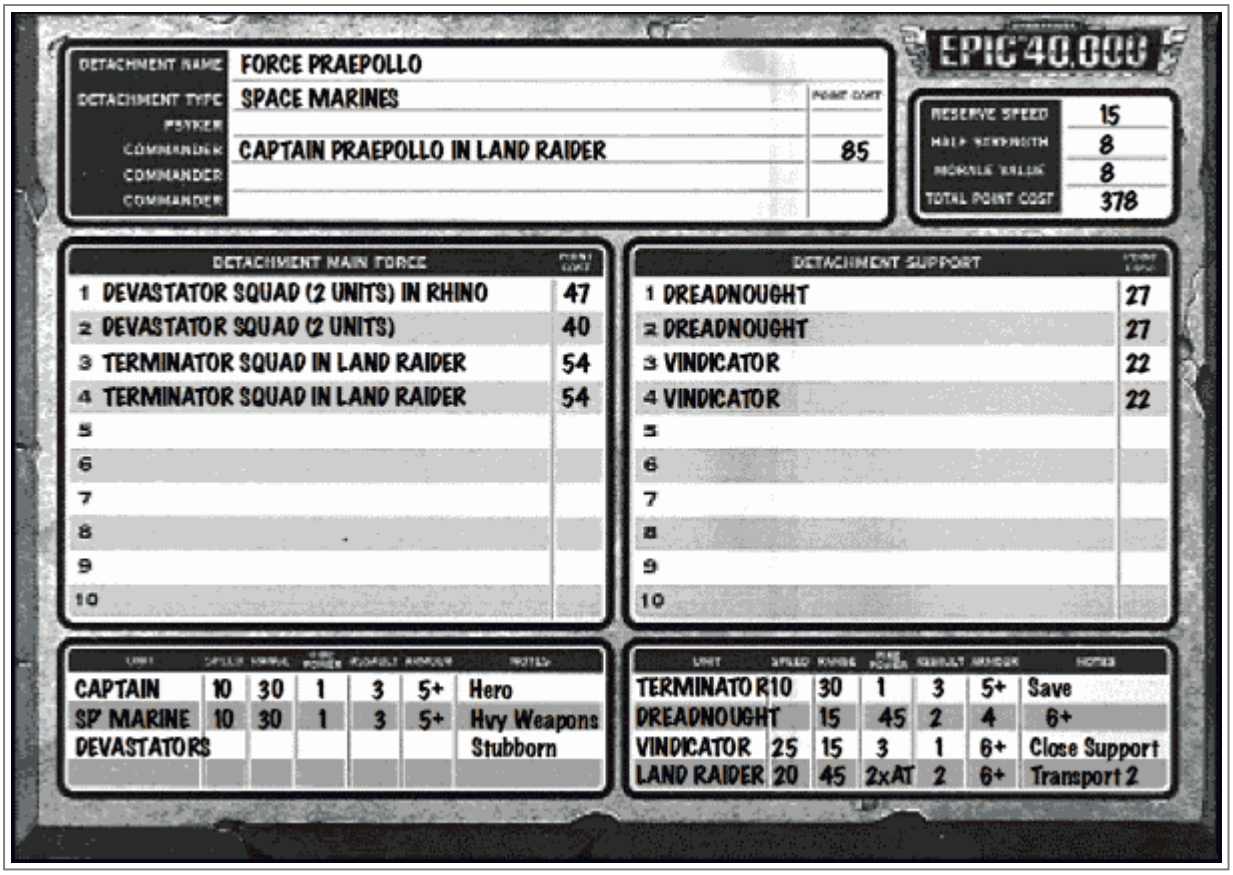
Although I wasn't envisaging this detachment to be zooming all over the place (settled on overwatch to maximise their firepower would be better) it would help if they had some speed to reach a good firing position as soon as possible. As you can see from the detachment card, this is a Space Marine detachment. The Main Force units were selected in a similar way to the Assault squads. Devastators are chosen as Space Marine squads with the *Heavy Weapons* special rule, and one squad was mounted in a Rhino. The Terminators only have the option of being mounted in a Land Raider, so both squads made full use of this. I actually took one of the Land Raiders to transport one of the Devastator squads, since both Terminators could fit into one Land Raider and I had run out of Rhino models. I still had a metal Command Land Raider left over, so the Captain was given this, both as a means of transport and also for those two nasty *Anti-tank* shots the Land Raider has.

With my Main Force chosen, it was time to fill out the Support. Although the Devastators are really good at long range, their heavy weapons encumber them and make them less effective in assaults. To counter this I included two Vindicators, which as mentioned earlier can lend great short-ranged fire support. I also decided to put my last two Dreadnoughts here as well, rather than in the tactical detachment, because they have a hefty firepower and will also be able to cut up any enemy trying to assault the detachment. The Vindicators can keep up with the transported troops but the Dreadnoughts' speed is somewhat lower so I will have to be careful not to leave them too far behind. Hopefully, the Dreadnoughts will have reached the bulk of the detachment before the enemy can threaten them with close combat. The only other downside is that the Dreadnoughts' speed of 15 reduces the detachment's Reserve Speed to 15 as a whole, making it less likely they'll turn up quickly. However, with their extra range, hopefully turning up a little later will not have too serious an effect on the usefulness of the detachment.



Force Praepollo, the most heavily armed detachment.

More...



The end is near

So, after checking all my points costs and calculations (as well as making sure I had everything I needed in terms of models) it was time to fill in my detachment cards. With the mix of detachments at my disposal, my opponents would never be quite sure what they were facing. With everything included, my army is now worth 1203 points (I can quite easily drop Force Geryon for a 1,000 point battle). Not bad considering that there didn't seem to be that many troops and tanks to start with! Of course, this is just the start of the army, and a war engine or two, possibly some Imperial Guard detachments and definitely some flyers will be joining the valiant Imperial Fists in due course. As the collection grows this choice will become even wider still and new troops and tanks can be formed into new detachments or I can reorganise the ones already picked to incorporate any recruits. In terms of the look of the army, it would be nice now to add something a bit bigger, like a war engine or two, or maybe a Thunderhawk with a detachment of Assault squads or Terminators inside.

All that's left now is for me to wish you all the luck you deserve! Happy gaming!

Liber Tacticus [general tactics]

[Content from Firepower #3 page 26 to 28.]

By Carl Woodrow and Allen McCarley

This article is a collection of tactics and hints you might like to try out in your Epic games. Some are quite complex so pay attention…

Transport vehicles

By Carl Woodrow

Pack 'em up and move 'em out!

The humble transport can be one of the most overlooked pieces of equipment in your army, and yet it can make the difference between taking an objective and losing one. Partially this is down to the transport being viewed with some suspicion as being vulnerable to attack, putting its valuable cargo of troops at risk without them even getting a shot off. This need not be the case as with a little forethought the humble transport can be transformed into a contributing part of your arsenal.

Pack 'em in there!

The quicker you can get to a good firing position, the quicker you can start making your opponents life a misery. The first couple of turns in a battle are often the most crucial as they will dictate who is in charge and who is having to constantly readjust their lines to respond so why have your crack troops footslog across the battlefield when they can reach their objective a lot quicker. The humble Rhino is a very cheap form of transport for Space Marine forces and can get them across the table at a pretty good rate of knots. Instead of disembarking your troops at the end of the first turn, use the Rhino to move them a little deeper towards enemy fire before using the Rhino as an 'ablative screen' for your disembarked marines. The Rhino may not have any firepower of its own, but it is useful as screening armour soaking up enemy hits and leaving your marines to fire back unharmed. Use the marines tactical strengths and stubborn abilities to take and hold objectives, once a detachment of Marines are in cover and on overwatch they are a devil to budge.

Another Imperial tactic that I have found to be successful is to mount my Imperial Guard in Chimeras with a detachment support of Demolishers and Hellhounds. Once the Guard have disembarked the close support abilities of the Hellhound and Demolisher provide the detachment with a real punch. Likewise, if the loaded Chimeras get caught by surprise, the support tanks even the odds out giving you more of a chance to disembark your troops in one piece. This tactic also works pretty well for Orks, who, due to their relatively large detachment sizes have to soak up a lot of incoming fire before they get into combat. Masses of Battlewagons can make the difference here, you may lose a few with their respective boyz, but your ork horde is likely to get into close combat quicker with more of the detachment left. That way the Orks' strength in numbers can play more of a part.

The Eldar are a race that really need to make best use of transport. Eldar detachments are relatively small compared to their Imperial/Ork counterparts, relying far more on surgical strikes and fast mobility. The Falcon Grav Tank is a good all round transport but is limited by only being able to carry a single stand. The Wave Serpent on the other hand is a lot more potent, particularly when teamed up with Aspect Warriors. Most of my Eldar Aspect detachments are mounted in Wave Serpents and are used to penetrate deep into the enemy side. Because the Wave Serpent has [the *Disrupt* ability] it can place a blast marker on the enemy before the Aspect Warriors even charge into combat. Once the fight is done or the enemy is broken, the Eldar troops can re-board the Wave Serpents and speed to another point on the battlefield ready for a repeat performance. A word of caution however, Wave Serpents are particularly vulnerable to close combat so provide some protection using Vypers or Prism Cannons as support units. The Prism's *Anti-tank* shots may come in useful for picking off enemy close-support units such as Vindicators or Hellhounds.

Out of all of the races, it is the Tyranids that can make the most out of transport. The Tyranids advantage is built around instilling 'fear', and that fear is mostly from knowing that when you engage them in close combat it is not going to be pleasant. Most 'anti-bug' tactics seem to involve keeping well back and whittling their detachments down as much as possible using artillery whilst they march inexorably towards your position. For the Tyranids however, the Assault Spawn can considerably reduce the risk. Assault Spawn such as Tyrgons and Malefactors can hold Tyranid broods slithering rapidly towards the enemy before disgorging Termagants, Hormagaunts, Genestealers and Tyranid Warriors right into charging range of the enemy. The Assault Spawn also provide another advantage in that they can carry the more powerful Carnifexes and Zoanthropes thereby negating their slower speed penalty. When these detachments start slithering forward with their deadly cargo your opponent is really going to start to worry.

Prepare to dust off…

Transport flyers such as the Thunderhawk and Vampire Raider are also powerful tools for rapid deployment and shouldn't be avoided just because there is the risk of them being driven off by interceptors. The Thunderhawk is a pretty tough cookie and can take a lot of punishment if used with some care. Air superiority is gained from knowing when and where to hit Support your transports with plenty of fighters, that way they have more chance of delivering their cargo, and avoid wandering straight into enemy flak range… obvious I know, but you would be surprised by how many players have been caught out not paying attention to flak positions. A Vampire Raider packed with Swooping Hawks plus an Exarch or two is going to hit hard and fast so use it as a precision tool dropping behind enemy lines or harrying their flanks. These sort of attacks are constantly going to distract your opponent allowing your main forces to get into position unimpeded. They are also useful against Tyranids where you want to get in and get out fast.

Overall, transport is cheap, but you can really get good value for money out of it if you make it work hard. It can do far more than just drop your troops off at the end of the first tum so give it a try.

Retreat

By Allan McCarley

This tactical note is brought to you by Allen McCarley. Allen has been so successful in campaigns throughout the galaxy because he has mastered the fine art of knowing when not to be where it's dangerous.

Things won't always go your way on the battlefield and it is important to know how to make even bad luck work for you. Because of this reality, the first manoeuvre any good general must learn to employ effectively is the retreat This manoeuvre goes by many names: retreat, tactical withdrawal, falling back, b*****ing off, chickening out, and the good old-fashioned 'Run Away! (Keep Running!)' Though often scoffed at, retreat is still a valid military manoeuvre with an important role to play on the battlefield. Sometimes a general will find himself in a situation that has simply become untenable. When this happens the only sensible thing to do is leave. (Post haste; preferably while your legs still work and your lungs can still pump in the good air and out the bad air.) In the immortal words of George C. Scott as Patton, 'Nobody ever won a war by dying for his country. He won it by making the other guy die for his country.'

There is no shame in retreating from a position that cannot be held; especially if this grants you the opportunity to gun down your opponent when he moves to capitalise upon your withdrawal. (The enemy just has this delightful tendency to follow you when you flee…) Given that you've decided to run away or perhaps just 'fall back', how can you make the situation work to your advantage? Never take up a static position without first deciding upon where you will fall back to when your position is lost. Try to place your detachments so that each can cover the other when the other starts 'falling back'. This 'bend but don't break' philosophy has chewed up a lot of offensive armies throughout history. The enemy can't break your lines if attempting to pour through the 'gap' puts him into a lethal crossfire. This works well against offensive armies like Tyranids and Chaos.

The most important thing about running away is knowing when to do it It is always better to leave a position than to be driven from it If you are broken and making a retreat move then you aren't retreating, you've already been overrun!

The Coiled Spring

By Allan McCarley

The Coiled Spring is a way to get your fast units with good firepower into firefights with enemy infantry that has gotten closer to your fast attack units than you would have liked. (Possibly because you won a firelight with them or a neighbouring enemy detachment last turn.) This tactic was developed with Space Marine Landspeeders, but should work just as well with any fast unit that you want to use in firefights (Units with movement of, say, 30cm or more.) From here on out I'm going to refer to such fast units as Fast Attack.

Though firefights happen at a range of 15cm, it is dangerous to sit too close to the enemy. You could take heavy casualties during the shooting phase (as your Fast Attack's armour could be comparably low). Should your opponent happen to win initiative during the Assault phase, you could even find yourself engaged in an assault by the very infantry you've been stalking. Fast Attack normally has low assault values, and just about any assault will leave you as the one fleeing the battle.

A detachment of Fast Attack units executes the Coiled Spring

One solution to this problem is to give your Fast Attack [units] Assault orders, but then move them away from the enemy. You've paid good points for that high movement value; put some of it to good use by withdrawing to about 25cm away from the enemy. (Hopefully, this will only cause you to move about 10 to 15 cm.) You don't want to be 20cm or closer as infantry on Assault orders will then be able to double their ~~movement~~ [Speed] value and engage you in ~~hand-to-hand~~ [close combat] should you lose initiative in the assault phase. (Be careful if you're moving first in the movement phase! Or use the Barbed Spring below.)

Ideally, you'd like to have some terrain between you and the infantry you are stalking. Find a nice hill, building, or patch of trees behind you and put yourself on the other side of it.

Now you have put your enemy in a very difficult position. Even if he wins initiative in the assault phase, what is he to do? If he moves forward or remains stationary you will be able to engage him in a firefight when you move. Given your superior mobility you should be able to position your pieces so that you have many more units participating in the firelight than he does, and you can have some say in which direction he will make his retreat move.

If the enemy elects to back away from you after you have 'coiled', then you have already accomplished half of your goal. Follow him carefully during your assault phase and try to force him into the same decision next turn.

The Barbed Spring

A variant of this tactic is known as the barbed spring. In this variant, you make use of your own nearby Infantry to support your Fast Attack. This support will be a bit of a boost should you be moving first in the movement phase. Put the infantry into the cover you plan to withdraw behind. This will make things just a bit more prickly should the enemy try to close the distance during his movement phase so that he can charge should he win initiative in the assault phase.

Designer's Comments

This tactic works especially well as a harassment measure when you are trying to roll up an enemy flank. Your Fast Attack units can repeatedly coil and strike, against different detachments each turn if necessary, forcing the enemy to continuously make retreat moves that your superior speed should allow you to direct. Nip at the edges of the enemy flank detachments and 'herd' the entire flank across your gun-line where they can be destroyed.

The Thinking Man's Abattoir [general tactics]

[Content from Firepower #4 page 41 to 47.]

By 'Big' Pete. 'Big' Pete is the long time friend of Andy Chambers, and Andy's regular opponent throughout the Piscina campaign. He is the author or co-author of several articles for White Dwarf and the Citadel Journal.

Epic 40,000 has been around for a while now and in my humble opinion merits a great deal more attention from the playing public than it seems to be getting. The system has several very strong features, the main one for me being that the best player wins more frequently in Epic than in any other GW system. There is very little scope in *Epic 40,000* for the kind of beardy army-tuning that has been the talk of the letters page of late. This means that if you have a tactically sound plan and execute it well you will not be foiled by the sudden deployment of the Black Gem of Gnar or by a Bolt of Change with Total Power directed at your general. There are NO get out of jail free cards in *Epic 40,000*.

Because there are no cheap tricks in the Epic system one can delight in victory because if you win the chances are you will have thoroughly deserved it.

Now before anyone starts quibbling let me clarify that keeping a poker face while telling your opponent that his battle wagons have got a range of 5cm and only get to shoot at your Land Raiders on Shrove Tuesday IS a cheap trick, amusing granted but still cheap. So… any variant on the unofficial rule amendment, in the margin, in crayon applying only when you want it to should be considered not only beyond the pale but in a just society punishable with a cod-piece full of buzzer squigs.

As with any miniatures game there are three levels at which you must be competitive in your thinking.

Logistics. What troops to use and how to organise them.
Strategy. What is your overall plan and how will you execute it.
Tactics. How you will respond to detailed problems set by your opponent and get the very most you can out of your troops on a turn by tum basis.

I will deal with each of these topics in turn.

Logistics

In Epic there are 5 armies to choose from, not counting the odder ones in the Firepower supplement (no I'm not going to list them — if you don't know them you are already well on your way to being wargame road kill and beyond my help) but that is not a limitation, it's a challenge. Every single one of the armies in the game **can** be competitive with a bit of wit, guile and luck. Moreover, every one can be personalised in a number of ways to reflect your own references, make a meaningful statement about the kind of person you are and **still** be competitive.

This is the real challenge of army selection. It is not enough to just come up with something effective, with time or plagiarism anyone can field a theoretically effective army. If you want some kudos come up with something that is effective, original and consistent with the background of the 40K universe.

The easiest way to create an instant theme army is to pick a race and immediately put a line through at least half of the equipment available to it thereby limiting yourself to a much smaller subset of troops. Not only does this focus the mind wonderfully but it ensures that the scope still exists to build another version of the same army using those items that you eschewed first time around. This kind of variety turns the five basic armies into about 20 different variants.

Time for an example. I use Imperium when playing Epic, for my Imperium army I decided to limit what I used in order to create a theme. I therefore decided to focus entirely on Space Marines as this was the army I used in Warhammer 40K and I was keen on fighting campaigns which combined the systems. Fortunately I had already decided on a modus operandi for my Chapter — The Harbingers — that involved them being planetary assault and urban assault specialists. So if it couldn't be delivered by drop pod I didn't want it. Andy Chambers gave me some key facts — notably that a Marine Battle Barge could carry about 4 companies and I started designing from there. What I ended up with was a Space Marine army that didn't include any tanks whatsoever and which relied on dropping on to objectives and holding them against all comers, the only 'vehicles' were:

- Dreadnoughts which really came into their own with no fast tanks to compete with.
- Support Weapons that provided some much needed flak and anti-tank capability.
- Land Speeders which compensated for the lack of ground speed elsewhere.

Now it may seem that I was tying one hand behind my back but in practice this decision allowed me to be totally focused on how to use my army rather than worrying about what to include in it. After a few games my detachments were nicely optimised and I knew exactly which to use against any opponent in any scenario. As I expected the win ratio I was able to achieve was completely satisfactory because my army had a method which it executed well.

The alternative to a theme army is to use a bit of everything. I call these photo-fit armies. They include a series of the most obvious detachment designs bolted together to create an army that cannot do any one thing particularly well but a number of things poorly. The worst thing is that they are predictable and any half-decent player will have a standard operating procedure for beating them. Originality is the key to surprise, surprise causes uncertainty, uncertainty leads to mistakes, mistakes lead to being mercilessly thrashed and then mocked to the point of deep trauma — and we don't want that now do we?

As an example of a predictable photo-fit detachment — anyone out there with an Imperium army with a big artillery detachment protected by Hydras? Thought so — I have seen this stacks of times and after the first few games have had no trouble with it at all. Not because it isn't dangerous but because I have developed counter-measures that make this kind of detachment morale points on the hoof, and often juicily large morale points to boot. A detachment of Devastators and Support Weapons dropped more than 30cm and less than 55cm away is all that is needed. They simply advance into 45 cm range and fire, the artillery detachment is rarely more than 10 or 12 models strong so kill 5 or 6 and you have them. Easy, if you have thought it through beforehand and react quickly.

The problem with this type of photo-fit detachment is having spent 400 to 500 points on a big artillery detachment (lets assume we're playing 2000 points) a lot of players attempt to choose other detachments to give them a balanced force. **Too late!** You have just put 25% of your points into a numerically small extremely slow support unit that needs to be protected from virtually everything. An expensive detachment like this has already set the theme for your army, the rest of your points simply have to be spent strengthening the theme not pretending it doesn't exist.

Strengthening the theme does not mean having another big artillery detachment (although it might), it means coming up with a way of spending the rest of your points in a way that stops your opponent focusing on destroying your prized artillery. A good option I have seen used is to front up the army with large powerful armoured detachments, each with lots of Leman Russ. When facing these detachments you really want to have a go at the artillery but the prospect of the tank detachments closing to 45cm and going on overwatch is just so scary that you mass everything to stop them, which naturally enough means the artillery remains untouched and can shell at will. I call this 'rabbit in the headlight' syndrome. The opponent is intimidated into addressing the most immediate threat and misses an opportunity as a consequence.

There are some obvious errors you can make when selecting your army:

- mixing very fast troops and very slow troops in the same detachment
- combining troops whose preferred special orders are contradictory, for example mixing Assault Marines and Devastators, half of the detachment wants to assault, half wants to go onto overwatch; result — neither job gets done right
- changing your detachment compositions on the basis of a single poor showing will result in madness, let your army bed down for a while, take your lumps in the short term and get it definitively right in the medium term

So in summary:

1. Be original within the parameters established for the game background.
2. Don't try to fit everything in the same army.
3. Design your detachments to do a particular job well.
4. Don't change everything at once if you lose.

Strategy

By this time you will have a list of detachments worked out and hopefully a preferred approach. This provides the basis for your strategy for the particular enemy you are facing. Have a look at what the enemy can use and try to identify what their typical detachments will be, obviously if you have played the particular opponent before you will have a lot more clues but even sight unseen you can work out what is potentially their more effective combinations, you can then prepare a means of dealing with each, I refer to these plans as 'match-ups'. A match-up is a way of defeating an enemy detachment with minimal risk and preferably using less points. You should always try to go into a game with about half a dozen favourable match-ups and then look to achieve them as the game progresses. The advantage of having them worked out in advance is that you are playing with clear objectives in mind so that when an opportunity arises you can exploit it immediately because you **know** how it will work out. A good example of this is a match-up I always look for when facing Chaos armies which use Daemon detachments. These detachments are fast, have an invulnerable save, huge Assault values and frequently are loaded down with Psykers. They should be lethal **but**… take a couple of small detachments of Land Speeders, wait for the assault phase and rush forward and firefight them. They have no firepower so you will be at +4 all other things remaining equal, may kill one, will inflict a Blast marker and will make them run off. On occasions I have managed to isolate this type of detachments with a big Land Speeder wing, surround it and destroy it at no risk whatsoever. Suddenly the lethal assault detachment that the Chaos player thought would win the battle has been turned into a victim and his entire game plan is ruined for no reason other than you were ready for it.

Strategy also covers choice of objectives. Sitting on 4 take and holds brings in an average of 8 morale points which means you could lose a detachment of 400 army points that move and not care (beyond basic sympathy for such a criminal waste of sentient life that is). The point is that objectives are worth having and all manoeuvre should be aimed at securing your own and denying the enemy theirs. This is called maintenance of the aim, if you are going to forget about objectives the moment the shooting starts you are missing out on a good way of either completing a victory or staving off a defeat. During the Piscina IV campaign I fought a battle against Andy Chambers Orks where I committed my troops to a meatgrinder action to secure my own objectives and completely omitted to prevent him securing his. Whilst my attack went well and piled up masses of blast markers on the Orks the points that a seemingly harmless Kult of Speed accrued by sitting on a few take and holds kept the Ork army up and running long after it should have staggered off to the Dok's for replacement body parts.

I find that getting to objectives early is key. Before detachments start getting vaporised for fun and profit you can use objectives to open up a morale point gap between you and your opponent — this then puts the pressure on them to do something as a straight attritional contest will get them nowhere. Much of this effect is psychological — a good player will not worry about being 5 points down at the end of tum 1 but if you don't ask the question you will never know for sure.

Depending on scenario there are basically two situations with respect to objectives — first where the enemy is virtually certain to be between you and your objectives (Dawn Assault, Blitz, Meeting Engagement, Planetary Assault) and second where you get a free run (Escalating Engagement). In the latter case tum of speed is all that is required coupled with the awareness that the enemy will be looking to do the same thing. In the former case you have to be a bit more subtle. Whatever happens don't place objectives so that it is easy for the enemy to guard them.

Small fast detachments moving from cover to cover or down the flanks or even exploiting a gap with a March move are all great ways of getting to objectives, similarly drop pods and transport missions can do the job. Alternatively if you want the opponent to come to you put all your objectives together, mass your army in front of them and double-dare them to stop you.

Your strategy should determine what objectives you plan to place and how you will go about securing them. For each objective you should be prepared to start pocketing the points ASAP. As objectives vary by scenario its difficult to be too specific but the following should help to get the brain cells working.

Take and Hold

> The best value objective-wise as they keep racking up victory points turn after turn, unfortunately they can pin a unit in a disadvantageous position. Consequently I prefer to use small detachments to secure objectives, preferably in the assault phase when there is no shooting to worry about and large detachments to cover the area and prevent the enemy sitting on them.

Capture

> A nice objective as depending on the game situation you can use it to bolster your own score or push the enemy to defeat These are one-shot disposables so I tend to wait until taking them does the most good rather than just grabbing them. If the enemy is down on morale points they may disengage and force you to chase them which can be risky, better to let the opponent think he's doing better than he is and that you are soooo frightened of his detachments that you don't dare go for the objective, take the resulting extra turns firing to break something **then** take the capture in the assault phase and finish him off.

Rescue

> Can be useful as the ~~rescuee~~ [captive] can be nabbed quickly and carted around for the rest of the game scoring points for you and costing the enemy. Remember that this objective can be used by the enemy though and keep it safe. If you ever let the enemy nab the rescue marker then you should hang your head in shame.

Bunker

> A personal favourite of mine. If you expect to be slower than the enemy and expect to get picked off as they nimbly zip around you then this is the objective. If you can get into shooting range then you can score points. These are

great in Blitz and Dawn Assault [scenarios] as they force the enemy to contest the bunkers with you rather than defending where they want and the points can be picked up almost at will. As with capture I don't rush to blow up the bunkers if delaying encourages the enemy to move other targets up to within range of your carefully selected fire positions full of overwatching troops.

Cleanse

I must confess I don't like using Cleanse objectives but in some scenarios these are all you get. The most important thing is that using ~~cleanses~~ [Cleanse objectives] does not mean you can just sit on them and surrender the initiative entirely to the enemy. Static defence is poor defence, as objectives they are only worthwhile if you are simultaneously denying the enemy his own (more lucrative) objectives. If you have 4 ~~cleanses~~ [Cleanse objectives] and the enemy has 4 ~~take and holds~~ Take and Hold objectives] you will probably lose (you are getting 4 points a turn, he is getting 4 to 12) so concentrate on keeping the enemy away from his objectives and pick up the ~~cleanses~~ [Cleanse objectives] as a bonus. This is the one circumstance where I would advocate putting greater emphasis on denying the enemies objectives rather than securing your own.

Generally it is better to make your opponent dance to your tune but when you are facing a blitz with only one detachment there may not be a lot of options open. Needless to say when placing hidden unit counters make sure that they are near enough to pick up the Cleanse objectives, not scoring the points due to a lack of concentration is unforgivable.

Tactics

There is so much that could be said about detachment tactics in Epic that I will hit retirement age before I finish. Consequently I propose to deal with the main points through presenting a series of cardinal rules. These cover the main principles and if you bear them in mind you won't go far wrong.

Remember [that] you have worked out your match-ups and are looking to achieve them, [and that] you have picked your objectives carefully and are ready to grab the points as required. Now you are mostly concerned with the detail of how and when to go for it.

The 'when' is critical. The sequence of play is the most important thing in any game system. Master this and you will have a major edge over anyone that does not. This is especially true in Epic because of the way that initiative is decided by phase. The theory here is quite complex but can be summarised as:

Big Pete cardinal rule number 1

*If you move first do not count on **any** of your targets still being there in the ~~firing phases or the assault phase~~ [shooting or assault phases].*

Inevitably it is a lot harder to move first than to move second.

Unless the game has already tilted massively in your favour when you move first your focus should always be making sure this move doesn't cost you the game.

Big Pete cardinal rule number 2

Make your opponent beat you, never, ever beat yourself.

There are a few things [that] you should bear in mind.

Being out-shot

Finding yourself stuck in a disadvantageous shooting match is depressing, especially if your opponent gets to shoot first. The most common problems are as follows:

1. Spreading your units so that the enemy can achieve a greater concentration of fire.
2. Sitting on Overwatch [orders] when the enemy out-ranges you and can ~~bladder~~ [punish] you without taking return

fire or can engage one end of a long firing line with better concentrated forces.
3. Plodding forward for no real reason so that all the enemy has to do is flip onto Overwatch [orders] and fire.

If you can be out-shot it's only worth staying put if it buys you a bigger advantage somewhere else. Letting units die firing is normally a mistake as they may well die with a scary number of Blast markers on them which will cost you the game. The safe option is to ~~bale~~ [bail] out and retreat to a position where the enemy cannot get to you to concentrate fire.

Option 3 above is one of the most mindless things it is possible to do. Only present a target to the enemy for a good reason not for the absence of a reason. If there is nothing to be gained then stay out of harm's way.

Lost ground can be recaptured later **if** you still have troops to do it with; preserve your army.

Being assaulted

There are two types of assault to consider, the first is the general assault, where a detachment is engaged by a comparable or larger assaulting detachment with lots of units physically engaged, the second is the limited assault, where a detachment is only partially engaged by either a small part of an enemy detachment or more commonly a small specialist assault detachment. This latter category includes firefights as only limited losses can be inflicted.

The biggest worries here are:

1. Standing close to terrain that blocks your line of fire and permits the enemy to sit securely out of sight waiting for the assault phase whereupon they will leap out at you without being weakened first.
2. Not covering your flanks and rear so that if forced to retire you have no escape route available to you.
3. Where the enemy is capable only of a limited assault and can engage units which are of negligible value in that situation.

You can remedy each of these relatively easily. Blocking terrain can be avoided or you can move troops into it allowing them to fire on troops on the other side. Encirclement can be avoided by maintaining a line or by keeping your distance from possible threats. Having some good assault troops in a detachment and positioning them in the way of any likely assault is also a good plan as it will at least make things tricky for the enemy.

Nothing lays waste to a detachment like a general assault — it is also very risky as it is down to a pair of dice (so having Fate cards for re-rolls is a necessity). Even if you get the right result spread the loser can still kill loads of units with a few ~~tactically shrewd~~ [lucky] 6's. Because of these factors the general assault tends to be quite rare but anyone who has had 10 units of Eldar Swooping Hawks — all with Exarchs and with 2 or 3 Warlocks — pile into them from a staggering distance away knows that you have to be cautious.

By far the best counter to the assault is a detachment or two of 'firefighters' — these are small detachments containing fast, high Assault [value] or Firepower [value] units and at least one psyker. This sort of detachment can loiter on assault orders (as it probably lacks any worthwhile long range firepower anyway), can position itself in dead ground within support range of other threatened detachments and act in the assault phase to pre-empt the enemy. If you lose initiative in the movement phase there is at least a better chance you will win initiative in the assault phase.

If you can actually conduct an assault against 3 or 4 enemy units its even better because you can leave them groaning under a pile of Blast markers into the bargain. Even if you cannot pre-empt the assault you can ensure that the enemy do not enjoy the fruits of victory by counter-attacking and driving them off any objectives they have secured as well as dealing a bit of death. Naturally this leads to the mouse trap approach — you leave the cheese (something expendable and oh-so assaultable) in plain sight to draw in enemy shock troops (to take the cheese) and then nail them with the counter-attack.

A further ploy that can be quite effective is to back up an assaulting detachment with a second detachment which has high Firepower values. If you lose the assault your troops can always fall back safely through the reserves leaving the hopefully depleted enemy to be repelled in the subsequent firefight. Often this will be particularly naughty as the enemy may have come leaping forward ahead of its supports and be in a position where it can be surrounded and wiped out. This may seem an obvious mistake for an opponent to make but it is worth trying just to gauge the calibre of the enemy.

Big Pete cardinal rule number 3

Give your opponent every opportunity to make mistakes.

There is initially a lot of space on a battlefield, as detachments arrive and advance the available space declines, the less space you have the harder it is to avoid nasty enemy detachments and the greater the chance that any mistake you make will be exploitable. It is not easy to fence an opponent in without losing all chance of concentrating force, so I tend to use a detachment's zone of influence. This is the distance that a unit could potentially assault or move and shoot from. A detachment kept nicely out of sight can inhibit enemy moves within a very large area of the battlefield. Take the Eldar Swooping Hawk detachment I mentioned earlier. It can move 30cm then assault 45cm — anything within 75cm is a potential target and should therefore be very careful about marching. Positions of influence should therefore be sought out and occupied by units which can exploit them, you inhibit the enemy actions and allow yourself to achieve a decisive concentration elsewhere.

Big Pete cardinal rule number 4

The threat of what a detachment might do is often more effective than actually doing it.

A detachment which can threaten up to three enemy detachments from a position of safety is doing a good job, your opponent will feel pressure on more of his army and will gradually surrender the initiative.

As you move your detachments ask yourself what the detachment is contributing, in theory every single detachment should be either:

- securing victory points by holding objective
- denying the enemy objective points for his own objectives
- applying pressure to an enemy unit from a position of safety
- ~~be~~ engaged in an advantageous exchange of fire
- ~~either be~~ conducting a decisive assault/firefight or pre-empting one of the enemy's

Any detachment not doing any of the above is a waste of points, sometimes a move or two is needed to get from one useful position to another, this is worsened if you forget to use Assault and March moves properly but otherwise make sure every unit earns its pay.

Big Pete cardinal rule number 5

Always use everything for something.

Which brings me to the end of this particular Epic diatribe and I haven't even touched on Flyers and Flak, Intelligent Target Selection, War Engines, Preparatory Bombardment and Scenario-specific tactics yet. So for now, have fun, be lucky and remember [that] it's a target rich environment out there.

For the Emperor! [Imperial tactics]

[Content from Firepower #2 page 17 to 23 (and White Dwarf #209 page 49 to 57).]

By Warwick and Gav

The might of the Imperium is split between several fighting forces. Although each of these military arms is a formidable foe in its own right, it is in combination with each other that they are most deadly. Imperial Navy aircraft pour from the hanger bays of massive battleships in orbit to provide air support to the massed ranks of the Imperial Guard. Immense war engines of the Titan Legions stride across the battlefield dealing death with their massive weapons. Around them the sky is filled with speeding Thunderhawks and the howl of falling Drop Pods as the Space Marines launch their lethal assaults.

The *Epic 40,000* Army of the Imperium list enables you to field all of these elements in one force. Whether all of these forces are deployed together is up to you, but you will find that an Army of the Imperium is the most flexible army you can field. Each force in the Imperium can stand by its own merits, but together they are a lethal combination. It is this diversity which can also throw you as an *Epic 40,000* commander — there are so many options and variations it's hard to work out what to do! To command an Army of the Imperium successfully you must know the strengths and weaknesses of each of these forces in detail, but your greatest asset is the knowledge of how to assimilate these disparate elements into one army which can sweep all before it.

Space Marines

Firepower can stop you losing a battle but it is mobility that will win it. The ability to deliver your firepower to the right place at the right time is crucial. The Imperial Guard have lots of firepower but it is the Space Marines that provide the real mobility. The Emperor's battle-brothers are the fast-moving spearhead of Imperial attacks: strong in defence, unstoppable in assault. They are fearless warriors whose unswerving loyalty will carry them through any hail of enemy fire.

The advantage of Space Marines over most other forces in the Imperial army is their speed. They can be provided with cheap transport vehicles, Rhinos and Razorbacks, and a battle tank that can also carry 2 units — the deadly Land Raider. Add Thunderhawk Gunships and Drop Pods and there is no reason why any Space Marine should have to footslog it across the battlefield!

The Space Marines are the Imperium's rapid deployment forces, capable of reacting to enemy attacks instantly, able to get to the most crucial objectives quickly and taking the battle to the enemy when and where they least expect it.

Use the Space Marines' mobility to get them into cover quickly, or snatch objectives early in the battle. Once they are in a good position get them onto overwatch. All Space Marines, except Devastators, can rapid fire, meaning they can double their firepower whilst on overwatch, in addition to the usual re-rolls. This makes for a devastating hail of fire.

Space Marines on overwatch and ensconced in cover become a very tough nut for any enemy to crack — the enemy rolls fewer dice and needs 6's to hit because of the cover's armour bonus. In the face of the Space Marine's overwhelming and accurate firepower, any assault launched by the enemy is always going to be hard-pressed. These abilities turn Space Marines into the ideal troops to hold ground and objectives. With their speed, they can reach almost any point on the battlefield you choose. There will never be many of the Emperor's finest, but used correctly they can be relied upon to hold on until relief, in the shape of the slower moving Titans or the Imperial Guard's heavy armour, arrives to secure the objective.

An alternative method of deploying is Drop Pods. These do not suffer the same vulnerability to enemy fliers as Thunderhawks, as they cannot be intercepted, but they are not as precise a tool either. Troops in Drop Pods always count as reserves, so you'll have to wait for them to become available, which is risky. Several turns without your reserves and things can start to get very tight. And then once they do arrive, their method of deploying is very random.

The risk of enemy flak remains the same so avoid it, and don't get too close to the enemy or they will snap fire at your newly landed troops. Also don't get too close to the board edge, troops which miss the table are destroyed. These restrictions make using Drop Pods difficult. The way to avoid these problems is to only deploy fast moving troops in Drop Pods. You can't deploy your vehicles in Drop Pods so Assault squads are the obvious solution. With their jump packs they can avoid terrain and double their move, or triple it if they are assaulting the enemy. You can now afford to drop your troops a safe distance away from the enemy and they will still have enough time to move forward and get involved in the battle. Another riskier solution to the problem of only having infantry deploying from Drop Pods is to March the detachment when it drops in. This is risky because Marching troops are vulnerable to enemy fire and you can bet every enemy detachment that can will fire at them, but such bold moves have been know to win battles on more than one occasion.

Detachments of Space Marines are the most flexible detachments in your army, easily capable of meeting any threat. A word of caution here though. Because Space Marines are flexible it gives you the opportunity to tailor each detachment for a specific battlefield role, but don't expect one detachment to be able to do everything. You'll find you're much better off picking a detachment to do one job very well than a generic unit which is jack-of-all-trades yet master of none.

Space Marine Armour

Space Marine armour detachments give the Space Marines real teeth. From these detachments comes the massed firepower of tank columns and close support vehicles like Whirlwinds and Vindicators. When putting together an armour detachment remember that they are best used in one of two ways. Firstly, they can be fast moving reconnaissance and assault detachments, with lots of Land Speeders supported by Attack Bikes and Bike squads. These are all very mobile vehicles, which can be held in reserve to launch fast counter-attacks, speed around an exposed enemy flank, or exploit gaps in the enemy lines. They do not have the armour to survive a protracted fight, or the firepower to stall enemy detachments, but when used for lightning assaults or surprise strikes at unguarded objectives they can still have a decisive effect on the battle.

Tip: Ablative Rhinos

As well as giving the Space Marines lots of mobility, the humble Rhino is also great for absorbing damage. When your Devastators or Tactical troops are in position, especially when they're not in cover, make sure that the Rhinos that got them there are moved to the front of the detachment. Because Rhinos and Space Marines in the open have the same Armour value, any hit inflicted will take out the closer Rhinos, leaving the troops with better guns alive to fire back!

The second option is to use your armoured detachment as a sledgehammer. Detachments made up of Land Raiders, Predators and Vindicators can pack a lot of punch and are slightly faster than their Imperial Guard equivalents. The mainstay of these detachments is the Land Raider. With its two anti-tank shots and good armour the Land Raider is a frighteningly powerful foe. The concentrated fire of massed Land Raiders on Overwatch can make any war engine's life difficult. You will find their anti-tank shots most valuable against well armoured enemies, like Chaos or Tyranids. Against the Eldar or Orks their anti-tank weapons will be less useful — the Orks and Eldar do not field many troops with the high armour ratings that make anti-tank weapons so effective.

The Eldar on the other hand do have a lot of anti-tank weapons of their own, which will make short work of your expensive armour. Before you go mad and make up a detachment of twenty Land Raiders a word of caution: because they only have special weapons, each Blast marker that a detachment of Land Raiders takes means they loose one shot — this can rapidly cripple a detachment even though they have good armour. What good is an expensive tank that can't fire?

Land Raiders are also vulnerable to close assaults, so it is worth protecting them with either supporting Vindicators or a screen of Tactical troops. The infantry can also bear the brunt of any damage and the effects of blast markers. You could mount the infantry in Rhinos or Razorbacks, but as the Land Raider can transport a couple of squads it does seem a little extravagant.

Razorbacks are a tricky vehicle. You need to buy two in order to transport a single Space Marine squad, which means mixed detachments of infantry and vehicles start to get expensive. They are probably most useful in small numbers giving some extra firepower to your infantry detachments because they are fast enough to keep up with the Rhinos. If Land Raiders seem like too big an investment of points then Predator tanks make a viable alternative. Their firepower is more suited to dealing with less heavily armoured targets than the Land Raider's anti-tank shots, and is also less vulnerable to the effects of Blast markers.

Next come the notorious Dreadnoughts. These are good in most roles but are restricted by their low Speed, which I find makes them best used defensively. If you include them in fast moving detachments then they are just going to slow everybody else down horribly, or get left behind. I would only include Dreadnoughts in defensive detachments, alongside Devastators, which will be hunkered down on Overwatch most of the game. With their high Firepower and Assault values, they make an enemy's task all the more difficult should he attempt to assault your troops.



Space Marine Dreadnoughts.

Finally come the Whirlwinds. The main advantage of the Whirlwind is its speed. They are exceptionally fast for an artillery unit and can keep up with your Rhinos. A supporting squadron of Whirlwinds is most useful against numerous lightly armoured foes such as Orks. They do not have the longest of ranges but their speed allows them to move into firing position quickly and loose off a couple of shots before withdrawing to a safe distance. Being artillery they can also use preparatory barrages.

Thunderhawk attack!

One of the greatest strengths of the Space Marines is their Thunderhawks. A Thunderhawk on a transport mission is an effective way of deploying troops into good positions quickly; but be wary, enemy fliers with intercept missions will make [your] transport missions very hazardous, as will opposing flak units. This is not much of a problem for the Thunderhawk with its Armour [value] of 6, but it will burn you if you get too cocky.

Each Thunderhawk can carry 6 units of Space Marines, be they Tactical, Assault, Devastators, Terminators, Librarians, Commanders or whatever. This means you can tailor your rapid deployment troops for any mission you like. For holding an objective deep in enemy territory Devastators or Tactical troops are perfect. For launching a lightning attack against enemy positions take Assault troops or Terminators, perhaps accompanied by a Librarian and a Captain, or even the Supreme Commander for that all-important re-roll during any subsequent assaults and firefights.

When used carefully these troops can turn a battle, by breaking an enemy detachment or war engine or taking otherwise inaccessible objectives. However, dropping Space Marines into the heart of the enemy [forces], unsupported by the rest of your army, is a recipe for disaster. The Blast markers will invariably build up very rapidly until the detachment is useless, or destroyed. One good tactic is to use your Thunderhawk-deployed Space Marines to surround an enemy detachment you are about to assault, blocking their escape routes. When the enemy are broken by the assault they will be unable to withdraw ~~outside of~~ [so that they are] 15cm from your units and [so they] will be automatically destroyed. It is also worth remembering that while on a transport mission your Thunderhawk can still fire its weapons at ground targets using half its firepower.

Heed the advice of Robin Dews, the Studio Manager, whose Blood Angels have access to three Thunderhawks usually carrying eighteen units primed for close combat (Assault squads and Terminators): "Hit 'em hard and fast. Forgive no-one, and more importantly, forget nothing!"



Imperial Guard tank detachments

The hammer-blow of the Imperial army is provided by its columns of Imperial Guard armoured fighting vehicles. These provide a number of options, from the close support of Hellhounds to the concentrated firepower of Leman Russ battle tanks.

The Leman Russ is the mainstay of any Imperial Guard attack. It combines a moderately high speed with a truly impressive amount of firepower. The punch of a Leman Russ force can smash through weaker foes and send even enemy war engines toppling. Like all tank detachments, however, Leman Russ squadrons are vulnerable to enemy attacking them in close combat, and each one lost is a major blow to their overall effectiveness. To compensate for this you should provide at least a nominal amount of support.

This is especially important if the terrain is quite dense, since this often creates ideal sites for enemy infantry to ambush your tanks. Keep a detachment of Assault Space Marines or Tactical Space Marines close by (preferably with Rhinos so that their "armed response" covers a wide area). When the enemy threatens your tank detachment(s) just bring up the Space Marines from reserve and either deter the foe from assaulting or give them a good kicking if they try anything!

Hellhounds provide close support which is of equal value to infantry and tank detachments. They can provide additional punch to assaulting infantry, while they give a degree of protection to your tank columns should they be attacked in close combat. These close support vehicles are most useful against Chaos or Tyranid armies, who have a number of very specialised close combat troops who would otherwise tear your big armoured vehicles to little bits (extremely little bits).

You must remember that your Hellhounds will only be useful if at least one model in the detachment involved in the combat is in base contact (only war engines can lend supporting fire to a combat they are not directly involved in). This may mean sacrificing a Leman Russ or Hellhound for the cause, but when those inferno cannons start rolling back the enemy, the risk will seem worth it!



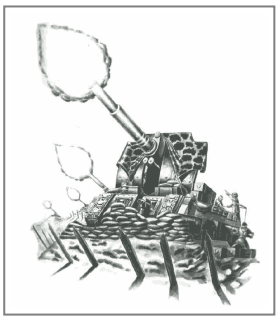
A column of Imperial Hellhounds and Leman Russ battle tanks mobilised for war.

Artillery — the Basilisk

Perhaps the most feared weapons in the game, Imperial Guard artillery has a reputation for being immensely destructive. A classic example of this long range firepower is the awesome Basilisk assault gun. Imperial Guard artillery has an immense range, which means it can lend its vital fire support to wide areas of the battlefield. This is combined with its ability to fire at targets outside its normal line of fire — you can hide behind a hill or building and still bombard the enemy with an equally devastating effect. Use your artillery to target the enemy detachments which pose the most threat at the time, not necessarily just the ones that are the most closely packed. Just because a particular detachment might make a more inviting target does not mean it is the best one to fire at (don't be distracted by fast moving enemy on march orders — this may be a decoy, so think things through first!). Always keep your overall plan in mind and use the artillery barrages to destroy and suppress the enemy where they are putting up a tough resistance or threatening to break through your line. Alternatively, you can send a thundering salvo of shells onto enemy detachments which have already been drastically weakened by the rest of the army, dealing them a final killing blow.

Preparatory barrages should not be underestimated as a tactic to pin an enemy detachment in place before it gets a chance to move. Being able to shoot before the enemy moves enables you to place blast markers on the foe before they can escape. This can pin an adversary in place for other parts of your army to assault, or stop them assaulting your own army or capturing an objective.

You will lose the benefit of re-rolls for being on overwatch when you use a preparatory barrage, but the advantage of stopping an enemy from escaping your assault or preventing a fast moving enemy, such as Eldar Jet Bikes, from getting into range will sometimes outweigh the advantages of the extra damage caused by re-rolls. This is especially true against very mobile enemies who would otherwise escape your grasp or be able to move into range of their weapons and start blowing your troops apart, building up Blast markers on your detachments and generally making life miserable. You'll have to let the battlefield situation dictate your decision on this one, but all good bombardiers should bear it in mind.



Super Heavy Tanks — the Baneblade

The combined forces of an army of the Imperium offer Space Marine commanders a huge amount of tactical flexibility with the use of Imperial Guard war engines. Baneblades, with their awesome heavy weapon battery of lascannons, battle cannons and heavy bolters, are very flexible and can usually make some impact in whatever situation they find themselves in. They are particularly useful against numerous foes — a squadron of three Baneblades has the same firepower as a Reaver Titan with three heavy weapon batteries! You will find them especially useful during firefights, should the enemy reach your lines. The super heavy tank will not be forced to withdraw if you lose an assault or firelight, because it is a war engine. This will mean the enemy end up in a firelight with it but, fortunately for the Imperial forces, the Baneblade is exceedingly good in this situation. Use Baneblades as bastions in your lines, blasting the assaulting enemy and forcing them to withdraw. Holding up the enemy like this will give broken troops time to rally and start firing again, while your other troops pour on even more pressure.

Super heavy tanks may have a hefty amount of armour and guns, but they have their weaknesses too. Anti-tank and death ray shots are particularly effective (watch out for Eldar armies, they have lots of these!) because they ignore all those thick armour plates. Also watch out for the super lifta-droppas of the Orks, as a roll of 5 or 6 is enough to destroy your expensive war engine! Attacking flyers can also cause lots of damage, so a screen of troops or tanks to snap-fire at them as they come in would be a sound (and pretty cheap in comparison to the cost of a Baneblade) investment.



An Imperial Baneblade heads up a column of Basilisks on their way to the front line.

Titans — the Warlord

The Titan Legions supply the armies of the Imperium with their mightiest war engines, of which the Warlord is probably one the best examples. Titans are huge, they have good armour, can take lots of damage, and carry the biggest weapons going, not to mention the added protection of void shields. Titans, because of their size and the threat they represent to the enemy, are always magnets for enemy fire. They take a lot of damage, and can deal out a lot of damage over the course of a battle. Imperial Titans are actually surprisingly quick. Moving in the movement and assault phases they can cover up to 30cm a turn, and still unleash their full firepower. This will easily outpace infantry and most tanks. Although they are quick Titans are not very manoeuvrable. They are only allowed a single free 45° turn each phase.

Keep this in mind when using a Titan. If it rushes forward then it will be unable to retreat as quickly, which may mean it runs into trouble from which it cannot escape. Keep your Titans with the bulk of your force. A Titan that strays too far on its own becomes a huge target, and once the Blast markers build up it will be stranded, a sitting duck which will cost you heavily in army morale should it be destroyed. A Titan that gets itself into severe trouble like this can easily cost you the game. Think hard before you incorporate your Titans into your battle plan.

Titans are useful as firepower magnets. Because of their void shields and good armour they have very a high survivability, and all the time the enemy is blasting your Titan your other troops are getting on with the business of breaking the enemy detachments unhindered. If the enemy foolishly opts to ignore the Titan in favour of other targets then you can really make him pay. One turn of shooting, assaulting and then firefighting can often swing the battle in your favour!

When deploying your Titan keep its restricted manoeuvrability in mind. A Titan in the centre of your lines can only concentrate its entire firepower ahead of it, and with limited turns and arcs of fire then you could find your Titan having to shoot at unworthy targets with its devastating weapons. If you put a Titan out on the flanks then it can turn to face the entire length of the enemy line — it will never be short of targets and can begin rolling down the line, assaulting and firefighting any detachments which get into range. Beware of leaving your flank open to fast moving enemy detachments which may scoot round your Titan. Your mighty war machine will be slow to turn and stop them, leaving them to pile into your unprotected detachments beyond. Infantry support mounted in Rhinos or Chimeras is invaluable in a covering role, behind the Titan's advance, to block the route around the flank.



The Imperial Warlord Titan.

Combined arms

The Army of the Imperium consists of the Space Marines, the Imperial Guard and the Titan Legions, as well as the fliers of the Imperial Navy. The Space Marines provide speed and steadfast troops. They are superbly suitable to high speed flank attacks, deep penetrating assaults and for capturing ground before the Imperial Guard can move up in support. When the Imperial Guard have settled into range, the Space Marines can either stay with them using their rapid fire to lend firepower, or re-deploy rapidly to another part of the battlefield.

The massed armoured columns of the Imperial Guard, supported by their super heavy tanks and artillery are not the most mobile of forces, but the tanks carry a lot of firepower. These troops form the backbone of the force. The Imperial Guard will cause a lot of damage and occupy much of your opponent's attention. Their sheer numbers should dominate the battlefield. Your Space Marines should provide the first hit, and while the enemy is still reeling, the might of the Imperial Guard moves into range and pounds the survivors into oblivion!

Titans, in fact most war engines, are the masters of the assault. As war engines can lend support to an assault they are not actually involved in, the presence of a Warlord Titan in the middle of your Space Marine or Imperial Guard detachments will deter all but the most aggressive or foolhardy of adversaries. Although Titans can mount a huge amount of Firepower, their super-heavy weapons provide a solution to problems that other troops cannot overcome easily. For example, a Death Ray is perfect for cutting down enemy war engines (after any shields have been depleted by the Imperial Guard or Space Marines' fire, of course), while a Mega-cannon is great for softening up the enemy in preparation for an assault — no armour bonuses for cover and an additional Blast marker.

As well as deploying your Space Marines, Thunderhawks can provide the air support your army needs. They can shoot down enemy flyers, and make long-ranged ground attacks on enemies outside the prodigious range of your artillery (or take them instead of artillery altogether).

When you formulate your plan, take into account these factors. Come up with a grand strategy that exploits each of the elements' strengths and hopefully does not expose their weaknesses. Remember that over the coming months the Epic miniature range will continue to expand. In the fullness of time you will be able to incorporate mighty Imperial Guard Leviathans or Shadowswords in your force, while the Thunderbolts and Marauders of the Imperial Navy will rule the skies in the Emperor's name! However, for now the Army of the Imperium with its Space Marines, Baneblades, Warlord Titans, Basilisks, Leman Russ battle tanks and Hellhounds can provide everything you need for a hard-hitting attack or a solid defence, regardless of the enemy's intentions.

Forward for the Emperor!



Fist of the Imperium [Space Marine tactics]

[Content from Firepower #3 page 7 to 13.]

By Emil Kartalov

As promised in the last issue of Firepower, we continue a series of in-depth tactics articles. Emil has moved on from commanding his Eldar host to using a pure Space Marine force. Here he offers his advice on using the Emperor's finest to crush any foe, without the aid of Imperial Guard artillery!

[Comment: For those who may be unfamiliar with such slang, 'cheese' in this article roughly means 'power gaming to the point that it spoils the game'.]

'Let the Space Marines be Space Marines'

After playing Eldar for quite a while in *Epic 40,000*, I bought and started playing the Space Marines. One of my motives was that the Space Marines are an army which works very differently from Eldar; thus the experience would help me broaden my horizons. If there is one single dominant feature in the Space Marine army lists, it unquestionably is versatility. The pillar of the army is the Space Marine Tactical squad and its upgrades, all of which combine excellent armour, good Firepower, decent Range, and savage Assault values.

The upside of versatility is that if you lead a Space Marines army you do not need to spend nearly as much time in your Reclusium customising your army for each different opponent, since whatever balanced force you choose should be able to do well against any opponent. The Space Marines are the least 'surprisable' army in the game.

The down side of versatility is that you always pay for it in points regardless of the fact whether you have customised your force or not. Suppose for example that you buy Space Marines to shoot with. Unfortunately you pay not simply for their Firepower and Range, but also for their other boosted statistics. Thus the Space Marines are never cost-efficient if assigned to specific tasks, but are always cost-efficient if they end up doing almost everything in a battle.

The conclusion to be drawn is that you must let the Space Marines be Space Marines to maximise efficiency. This means you should not be afraid to be shot or close-assaulted while you keep your Space Marines on Overwatch orders to utilise *Rapid Fire*. Most bullets bounce off Space Marine armour. Even if you lose the close combats, it will not be by much, and stubbornness ensures that next turn you will be on overwatch again. Thus you simultaneously use all their special abilities. If you lead your Space Marines thusly, is defeat really a possibility?

This profound wisdom is at the heart of the fighting methods of my Space Marines. It asserts the worth of big tactical companies, which should be kept on overwatch. That means they should be quickly deployed in good firing positions, so that they can spend the rest of the battle showering the enemy with torrents of rapid fire. The way to do that is to employ that rare gift, the cheap, fast, and spacious Rhino. All you do is march on the first turn and unload in a broad front. Then let the bolters do their job.

The Space Marines have many fine vehicles, e.g. the best tank in the game, the Land Raider. In my opinion though, the tanks' mission is to support the infantry, which should always be the bulk of the force. Resist the temptation to build ypur army around Land Raiders, Predators, and Whirlwinds. It is not that infantry exists to protect the vehicles, it is that vehicles exist to support the infantry.

Due to the unreliability of reserves, drop pods should be used sparingly, only for very specific tasks, e.g. take out the enemy artillery or encircle his flank. The good news is that they are free!

Thunderhawks are definitely too expensive to be used for transportation when you have free drop pods. They are the best bombers about though. Unfortunately, I very seldom get to see them more than once per battle in a 2,000 point game. By the fourth turn, the battle is usually already decided. The only good use they have is to show up once to take out a key enemy detachment, e.g. artillery. The Space Marines are basically a 45cm range army, so Thunderhawks are the Space Marine siege artillery.

Space Marine tactics

The Rhino Shield

This curious Space Marine property was first noticed by Glenn. Once the Space Marines have marched and ~~debussed~~ [disembarked/unloaded] into good firing positions, the Rhinos lose a lot of their worth, since their main task, transportation, has been fulfilled. A way to utilise the empty Rhinos is to advance them in front of the Space Marines, so that they catch bullets instead of the Space Marines, since they have the same Armour [value] of 5+.

The problem that Glenn saw with this was that if the Space Marine line gets assaulted, the Rhinos being in front will lose the assault for the Space Marines with their [Assault] value of zero.

In the opposite arrangement, with the Rhinos behind the Rhinos will at least support the troops.

I developed that idea into the conviction that it is in fact preferable for the Rhinos to be in front unconditionally. Since shooting happens before assaults, chances are that many of the Rhinos will be dead before the assault phase instead of Space Marines. Then the enemy assaults and kills Rhinos instead of Space Marines. The down side is they put more blast markers since the Rhinos fight poorly. The summary goes like this:

a. Rhinos back, more Space Marines are shot dead, more hits are put on Space Marines in close combat, fewer Space Marines on overwatch next turn.
b. Rhinos front, fewer Space Marines are shot dead, fewer Space Marines take hits in close combat, more Space Marines on overwatch next turn, a couple more blast markers are put on the Space Marine detachment.

The astute might point out that the attacker allocates Close Combat hits and thus could preferentially choose Space Marines over Rhinos. I counter by pointing out that if the Rhinos aren't destroyed then they interfere with later attempts to kill Space Marines and if all the Space Marines die before you kill the Rhinos then those Rhinos will motor away at top speed and you'll never wipe them out before they have removed all their Blast markers.

In my opinion it is much more important to preserve the life force of the tactical company rather than receive a couple fewer Blast markers. Combat experience has proven the wisdom of this conclusion against most armies. The Tyranids are a notable exception and are discussed specially ~~in the strategy section~~ [at **Stomp Tyranids!** on page 428].

The Firefight Sneak

A problem that the Space Marines face against close combat armies of low Firepower value is that it is so beneficial to be on Overwatch that it is a waste to put them on Assault orders just to firefight back the assault wave before it hits them. A Space Marine Tactical squad has four times(!!) less firepower on assault than it has on overwatch.

(Emil is referencing their firepower during the ~~fire~~ shooting phase of the turn. They will still firefight with their full normal firepower.)

One way to deal with this is to buy a Bike force or ~~jump-packed~~ [*Jump Packs* equipped] Assault squad to do the job, while the Tactical companies are invariably on Overwatch.

I stumbled over a subtler and sneakier way to do it, which helps the ~~tacticals~~ [Tactical squads] to do everything by themselves. In many cases it is possible to sneak up on the enemy using the Overwatch 5cm move to close up on him within 15cm. Then Overwatch goes normally, but winning initiative in the assault phase means the Overwatching Space Marines firefight away the wave. Thus no Bike force or Assault squads are necessary.

Suppression

This is a counter-intuitive effect of ~~firing~~ [shooting] rules. We stumbled over it in my gaming group. Suppose your Space Marine line of six Tactical and two Devastator ~~squads~~ [units] faces a triangle of Orks, which points towards them with one of its vertices. Suppose ~~all Tacticals~~ [that the Tactical units] are only within range of a couple of Ork units, whereas the Devastator [units] have all [of] the Ork [units] in range. According to [the] rules, you roll eight dice in the open on overwatch and allocate hits regardless of the fact that all six Tactical [units] are really too far away from all but two Ork units. This is very counter-intuitive at least for somebody like me, who comes from the point-to-point shots system of Epic *Space Marine*. A way to think about it is that the Devastators effectively increase the range of the Tactical [units] to 45cm. Barring cheese, you should consider this effect in creating your Space Marine Tactical detachments. The Devastators suddenly became even more attractive. The term 'suppression' derives from the rationale Sean Upchurch came up with about this effect: the Tacticals fulfil a 'keep their heads down' order by providing suppressing fire, which allows the Devastators the breathing space necessary to take very rapid and accurate pot shots.

(Here, Emil spares you the whole story. The real complete story? Take those Orks who are barely in range of the Tactical [units] and put them into cover. Put the rest of the detachment out of cover but still in range of the Devastators. No prize to those who can email and tell me why this makes a difference. The lesson? Read your rulebooks carefully and follow the directions.)

Fake Disruptors

This is the way the Space Marines compensate for not having any ~~disruptors~~ [units with the *Disrupt* ability]. You basically split the firepower of each of your Tactical detachments among as many opponent detachments as possible, but still having a good chance to get hits. Thus each enemy detachment gets a Blast marker for taking a hit. The next Tactical detachment repeats the procedure. The result is a big number of enemy detachments with a lot of Blast marker each.

To increase this effect, also supply my Tactical companies with a certain degree of autonomy from my armoured company, I include a Support Weapon (Tarantula/Rapier) in each, as a hit gets an additional Blast marker as from a super heavy weapon.

The only down-side of this trick is that it assumes there is not an enemy detachment which you really want to unload on before it has fired back. Barring this exception however, this is a pretty useful trick.

More...

Hard points

This is the property of the Space Marine army to have the highest availability of units with ~~saves~~ [the *Save* ability] among Imperial armies. Terminators, Captains, and Librarians form hard points in terms of survivability against ~~fire~~ [shooting], close combat and wipe-out. I like boosting up my Tactical companies with all three types. The +10 points for a Captain are more than well spent on a *Save*, ~~6 assault~~ [an Assault value of 6], and free *Jump Packs*. The Librarian is the same deal as 10 out of the +20 is the standard for being a Psyker. A Terminator [unit's] doubled longevity is more than well worth the +4 points. Glenn was the first to make the most spectacular use out of all this. His tank company got stomped by a Tyranid assault. The Tyranids were ready to declare a wipe-out, score the Blast markers and add half the company's morale points to their morale, when the Space Marine Captain escaped from the wrecked command Land Raider and ran away on his *Jump Packs* with all the Blast markers. [Comment: Hmmm… *Jump Packs* equipped units inside Land Raiders, really?]

Mechanisation

This is how you fully mechanise a Tactical company solely with Rhinos. I got this trick from Glenn.

The problem is that the detachment structure does not allow you to buy extra Rhinos to transport Terminators and *Anti-tank* Support Weapons. A way to go around it is to buy Land Raiders, but a lot of Land Raiders quickly approaches cheese, and also slows down the entire company to 20cm from the 30cm of the Rhino. Razorbacks are fast, but inefficient transport-wise.

The trick is to sacrifice the free *Jump Packs* of both the officers in the company and make them buy a Rhino each. That opens two spaces for Terminators and/or a Support Weapon.

Imperial Terror

As I had the chance to mention in my writing on Eldar strategy, some units are much more worth it for the purely psychological terrorising effect on the opponent, than they are for what they can actually do. The Whirlwinds being the only *Barrage* weapon in the Space Marine army are an example of terror troops. Whenever you have them, the opponent always thinks twice before bunching up his troops.

The fact that the entire enemy assault wave is staggered over 30cm in depth rather than 10cm for fear of the Whirlwinds is much more valuable to me as the Space Marine commander than the extra die or two I would roll otherwise, since low assault wave density means many will not make it to assault my Space Marines. Thus more Space Marines survive the fight and more Space Marines overwatch next turn.

All you have to do is find the balance between not being cheesy and having enough weight in Whirlwinds to scare the opponent. Up to this point, two whirlwinds in each of my three mechanised Tactical companies have always been enough. That will probably change if my gaming group reads this.

The Imperial Titans are another example. They are tough enough to convince the opponent that they are practically indestructible, so they are ignored, which ironically makes them indestructible.

Contrary to expectations, the Land Raiders are not terrorisers. They are just as dangerous as they look. Treasure them, but beware of cheese.

Thunderhawks as bombers are the bane of any interceptor except a swarm of Gargoyles.

Containment

I already talked about containment in General Eldar Strategy. The same idea can be utilised by the Space Marines with two important corrections.

First, the Space Marine *Jump Packs* [equipped units] are not nearly as cool as the Eldar ones and the Space Marine Assault troops are more expensive and less savage than fully upgraded Swooping Hawks. As most of the casualties in *Jump Packs* [equipped] detachments come from close combat, the Space Marine Assault troops are just not that good. In my opinion they are just too expensive to be used as containment troops, since expendability is a primary requirement. There is no point to sacrifice a more expensive unit to protect a less expensive one, and that is exactly what you will end up doing if you protect the Tactical troops with Assault marines.

Second, the normal Bikes and Attack Bikes, while not skimmers are in my opinion better than the Eldar Jet Bikes and Vypers. At least in my gaming group, we almost never play on a board where skimming is of a big value, as we do not want to get the slow-moving armies handicapped any further than they are by [their] nature. We also pop up at the beginning of the shooting phase for realism. With skimming out of the way, the Attack Bike beats all records of efficiency at merely 10 points. It is as good as a Vyper at less than half the price!

In my opinion, containment is the primary role of the Bike force, so it has to include Attack Bikes. Against units of low Assault [value], a Bike detachment of normal Bikes supported by Vindicators is worth trying.

Morale dumps

At the advent of *Epic 40,000* all Imperials were pleasantly surprised by the toughness of the Imperial Titans. They are tough to shoot down and reasonably tough to kill by assault. That makes them a nice storage facility for morale. Against most armies, reasonable Blast marker removal rolls mean the Titan keeps you in combat for one extra turn when everything else of yours is below half strength. Beware of taking them against Tyranids — they are the army which kills Imperial Titans most easily, the Titan will switch from being the hunter to the hunted.

The same effect can be achieved by means of big and/or tough air detachments. I cannot remember the last time my Thunderhawk 'Nuclear Death' detachment got reduced to half strength.

The really big win for the Space Marines in this respect is the ability to have very big companies of very tough troops. My standard mechanised Tactical companies contain over twenty units of Armour [value] 5+ or better. Such a detachment costs a lot and is very tough to break.

Thus a well-constructed Space Marine force has this dump effect intrinsically and at no extra cost; in fact, you are paid for it as you buy fewer HQs.

Titan armament

In my opinion, the only two worthy weapons are Death rays and Heavy Weapons Batteries.

A Vortex [Missile] is good only if you are absolutely certain that the opponent will take shielded war engines. Close Combat Weapons would have been worth it if they doubled the Assault value against any unit.

Titan ~~barrages~~ [*Barrage* weapons] are a waste of points when you have Whirlwinds, and you always will if you are wise. Besides, Titan barrages lack the *Artillery* special ability. Finally, your opponent is likely to be spread out due to your Whirlwinds, which further decreases the effectiveness of your Titan barrages. Megacannons seem lucrative for extra Blast markers, but this is only an illusion. I believe one less Blast marker is less important than putting a hit on an enemy psyker or commander [up to] 60cm away on 2+ instead of 5+ or 6+.

The combination of Heavy Weapons Batteries and Death Rays means you can handle anything. You ~~cannot~~ [won't] lose *Death Ray* shots due to Blast markers. You are unlikely to lose firefights.

Attrition

Some armies have very high value assault troops without saves (e.g. Genestealers and Exarch Aspect Warriors). For those, a marginal victory in close combat is a loss, since they will be the first to receive hits, and hits kill them.

The size of the Space Marine companies and the Space Marines high Assault value are truly devastating against such troops. It is even worse if you follow my example and take as many officers as possible with a lot of Terminators, since saves negate a lot of the bad consequences of losing an assault i.e. being killed!

More...

It is a unique property of the Space Marines to be most able of all armies to survive and recover from losing an assault exactly due to such factors. Attrition is most effective against Tyranids and Eldar, but Chaos can also be affected as a Terminator is almost as good as a daemon in Assault [value] (3 instead of 4) particularly due to its *Save* [ability].

Detachment samples

Tactical Companies

Sample 1: Captain, Librarian, 2 Terminator units, 6 Tactical units, 5 Rhinos, 1 Support Weapon, 1 Razorback, 2 Whirlwinds.

Sample 2: Captain, Librarian, 2 Terminator units, 4 Tactical units, 2 Devastator units, 5 Rhinos, 1 Support Weapon, 1 Razorback, 2 Whirlwinds.

Sample 3: Captain, Librarian, 1 Terminator unit, 1 Support Weapon, 4 Tactical units, 4 Devastators, 6 Rhinos, 2 Whirlwinds.

Bike force

Sample 1: 3 Bikes, 9 Attack Bikes.

Sample 2: Librarian on Bike, 12 Attack Bikes.

Sample 3: Librarian on Bike, 10 Bikes, 5 Vindicators

Armoured force

Sample 1: Captain with *Jump Packs*, 4 Land Raiders, 3 Predators.

Sample 2: Captain with *Jump Packs*, 5 Land Raiders, 2 Predators.

Terminator assault drop force

Captain with *Jump Packs*, Librarian with *Jump Packs*, 10 Terminator units.

Assault drop force

Captain with *Jump Packs*, Librarian with *Jump Packs*, 14 Assault units with *Jump Packs*.

Space Marine strategy

Stomp Chaos!

Attack Bikes are a must as containment for the daemons. The Assault [units] are terribly expensive for this, especially as daemons have ~~saves~~ [the *Save* ability]. The second biggest threat are the Nurgle Engines and Thunderhawks are the only way to get rid of them. A Reaver [Titan] can hold a flank against anything but Greater Daemons. Use the Land Raiders to pick out the Knights and Chaos Space Marines; leave the daemons to the Tactical [units] and Heavy Weapons Batteries as daemon Armour [value] is 4+ anyway.

Have a good number of Devastator [units] or your Tactical [units] may end up defenceless against Noise Chaos Space Marines and Knights. *Death Ray* that annoying Supreme Commander. Terminators and officers are a must due to attrition effects. Fake disrupters are very effective since nothing is more devastating to Chaos than daemon waves frozen with Blast markers. Rip daemons with Heavy Weapons Batteries and *Death Ray* the Chaos Space Marine Land Raiders from a safe distance.

Try to keep your infantry in buildings as then they are untouchable to cavalry-class daemons. Always consider preparatory barrages as the Space Marines will be on Overwatch [orders] anyway, especially when facing Greater Daemons who will otherwise run away out of range.

Firelight sneaks can be frighteningly effective.

Bloodthirsters and Lords of Change are how Imperial Titans die; only shielding helps since those monsters can charge 75cm! In my opinion that is quite unreasonable. Nobody can convince me that something should be able to charge my Titan from outside its *Death Ray* range!

Stomp Orks!

I am afraid [that] the Orks are the army designed to be beaten by the Space Marines. The Space Marines just are better at everything. The only challenge is presented by the Big Gunz and the Pulsa Rokkitz, but there are enough *Anti-tank* and *Death Ray* [weapons] in a Space Marine force to pick them out. *Death Ray* the Ork Warlord and *Anti-tank* the Weirdboyz (no *Save*!). There is no point to a Drop Pod attack. There is no point to a bomb attack by your Thunderhawks against Gargants, since they will always have enough shielding. Containment with Attack Bikes may be necessary to keep the Land Raiders safe. It is my hope that there can be a greater challenge if I do not take a Titan and the Orks take a Gargant and *Death Ray*[-equipped] Speedstas.

Recently our Ork player started developing a Gretchin shield. Basically Gretchin catch bullets for the Nobz, Skarboyz, Shooty Boyz, Big Gunz, and Pulsa Rokkitz in the same detachment. The strategy seems pretty effective. A way to counteract it is to use firefight containment tactics with a Bike detachment of Attack Bikes. One must be careful to be barely within 15cm of the Gretchin, so that the Bikes firelight only the Gretchin rather than the entire Orky wave behind them.

Stomp Imperial Guard!

The only real problem is Imperial Guard artillery and there are three good ways to deal with it: Assault drop, Terminator drop, and Thunderhawk 'Nuclear Death' 'em. The Land Raiders should dispatch the Leman Russes. I expect the Tactical companies to wipe out the Imperial Guard infantry line in two turns of overwatch fire. Then the rest is a mopping-up job. The Space Marines are particularly resistant to Imperial Guard artillery as each Marine has tank armour. The Imperial Guard infantry is particularly vulnerable to rapid-firing Space Marines as their army structure makes Imperial Guard detachments small, and therefore susceptible to being wiped out. This is probably the only case when Rhinos should be behind the Space Marines, as once the Imperial Guard infantry line collapses, you may need the Rhinos to transport the tactical troops to attack the Imperial Guard artillery.

I believe [that] assault dropping is important regardless of the presence or absence of artillery. If skilfully done, a Terminator drop can cut out the retreat path of a whole Imperial Guard flank and assaults look very scary in the eyes of artillery pieces and Guardsmen.

I think taking a Titan is just too big a risk primarily due to the ever-present threat of Deathstrike Missile Launcher [units]. I believe strongly in Thunderhawks, since they are flexible brutal virtually-indestructible terrorisers and allow you to play a waiting game. I think bikes are a waste of time, as their primary task is firefight containment and Imperial Guard will never really try to assault Space Marines en masse.

I am starting to develop a very evil new drop tactic. It contains Terminators and *Anti-tank* Support [Weapon] platforms. The Terminators form a shield against a counter-assault, and take ~~fire~~ [shooting] hits for the Support Weapons (and hopefully make their saves). The *Anti-tank* shots take out the artillery pieces, leaving any shielding units and Hydras intact.

You can drop Devastators for the same purpose, but at 26 points for two *Anti-tank* shots and two separate units versus 20 points for one unit with one shot, Tarantulas are roughly twice the value. [Comment: This fails to take into account the errata in *Firepower #1* which increased the cost of *Anti-tank* units. Later magazine articles often missed this.]

Stomp Tyranids!

The chief problem with the bugs is their ability to drop in large numbers. They can drop all their infantry plus *Disrupt* [units] like Biovores. This means that establishing a line will only get you encircled and eaten.

In my opinion, a mobile strategy with the Space Marines when fighting the bugs is a fiction, as they are very slow without their Rhinos and loading and unloading units leaves too much to initiative counters. A loading and unloading Rhino moves 20cm, which is less than the move+charge rate of any bug. You also need base-to-base contact and you sacrifice your *Rapid Fire*. It just does not work with Tactical companies.

The conclusion is that you need to form a bubble of Tactical and Terminator [units], with all the guns sticking out like the barbs of a hedgehog. The core of the bubble is Devastators, Whirlwinds, and Land Raiders. Ideally the bubble should be in open ground, so that different detachments can support each other with fire, and at least 30cm away from any buildings or forests, so that nothing can assault out of cover without being shot at first.

A Titan is definitely necessary for morale storage. Heavy Weapons Batteries are great against little bugs. The terror factor makes the bugs try to go around the Titan, so a Titan is good for holding a flank. This will work until the Tyranid commander realises how fragile in close combat the Titans actually are. Two big things you pay points for with your Titan are, repairable void shields and good armour, but neither of these will help you when Genestealers start jumping on your Reaver [Titan], followed by a Hive Tyrant. In the best case the bugs will be only have a +1 advantage, but if they use Biovores on your Titan, they may easily be at a +4 advantage. That is one broken (and probably) dead Titan.

The bugs have one major bane and it's name is Space Marine Tactical squads. Just keep them on Overwatch [orders] and kick out as many Blast markers as possible, since those are what will eventually lose the battle for the bugs on the fourth or fifth turn. Fake Disrupters! The big tactical companies are hard to wipe out, so the bugs are really suffocating towards the end of the third turn. Forget about containment, Bikes, Assault [units], and all the vehicles but Land Raiders and Whirlwinds. Attrition is the way to beat Tyranids. Once the Genestealers are dead, the ~~assault~~ total [Assault value] of Tyranid detachments drops by half. Since the Tyranids are fast, Devastators are a must especially for suppression as described above.

Hard earned battle experience has indicated that the Rhino shield does not work against the bugs. Six Rhinos in front means 12 more positions for the bugs to attack. The average Assault value of the bug is 4, so that means +48 in Asault value; that probably means another +1 modifier and more hits taken by your valuable Tactical troops. It also increases the depth of the your belt without improving the range. Thus bugs, which normally would not have made it into close combat, will. Forget about Rhinos altogether against the bugs, or they will lose the battle for you!

Unfortunately, the lack of Rhinos means you are very slow. Hence you must consider a Bike force and *Jump Packs* [equipped] Assault troops especially to take out any annoying Biovore detachment in Mycetic Spores that will always drop into a forest out of range of your Whirlwinds and shell you on Overwatch [orders] for the rest of the game.

Now something completely bizarre: I do not try [*Anti-tank* shots against] synapse creatures; instead, I concentrate on killing Carnifexes. [Your opponent] will always have enough synapse creatures to absorb the losses. Carnifexes are rampaging tanks and it is assault dice that will kill you in the end. Putting hits on a Hive Tyrant is just asking for the big bug to make its *Save*. Every shot counts, do not waste any. A dead bug now is better than a chance at a dead bigger bug. You must mow them down quickly and methodically.

In the same way, do not put hits on Tyranid Warriors in close combat, but on Genestealers.

Then it is very likely that you will emerge battered but victorious, which is very typical of Space Marines.

A standard bug strategy is to hide behind hills and in forests in expectation of the assault phase, when they are guaranteed to move. A sure way to spoil this tactic is to load up on Whirlwinds. I am always extremely tempted to do so and it does take a lot of effort to limit myself to two Whirlwinds in each of my three identical tactical companies.

Finally, I must fulfil my sacred duty to the Emperor by warning you about the bug artillery. All have 60cm range. That means that if you, like me, try to lead a pure Space Marine force, you are always at a great disadvantage, as the Space Marines are a 45cm range army.

Thus a Dactylis at 32 points is as good a barrage against Space Marines as an Imperial Guard Basilisk at 41 points, is twice as hard to bomb as it has 6+ armour, and is much tougher with an Assault [value] of 2. I cannot think of a more efficient unit in the entire bug army!

The Biovores can drop onto the board and will always be exactly where they need to be. They will literally bleed your morale out and there is nothing you can do about it unless you take some assault troops, but then guess who gets disrupted?

With five Blast markers even being *Stubborn* means less than a 1 in 3 chance that the detachment will move.

Stomp Eldar!

I have not faced Eldar yet mostly because I was the regular Eldar player in my group before I switched to Space Marines. Here are some ideas though. Assault Aspect Warriors should be susceptible to attrition because they lack a save. The Eldar have the blight of small detachments and a wipe-out penalty; that should make them really hurt when they face the Space Marine Tactical companies. The Space Marines have enough firepower to make Titans fail holo-field saves enough to take them down.

The Land Raiders should sneak in range under cover or they will really suffer from *Pulsar* fire. The mission of the Land Raiders is to blow up the Titan and any Aspect Warrior laden Wave Serpents.

An Imperial Titan should stay ready to *Death Ray* any Engine of Vaul which is foolish enough to pop up; that will be a death sentence as they do not have void shields and a *Death Ray* causes an automatic critical.

Night Spinners can be really dangerous in large quantities; a big Thunderhawk bombing group should be able to penetrate the Nightwing screen and nuke the Night Spinners. Alternatively, a Terminator or Assault [units] drop should be very discomforting for the Eldar artillery.

A Bike force is pointless against *Jump Packs* [equipped] Aspect Warriors, as the Aspect [Warriors] can attack from too far away to make firefights viable. However, an Eldar army based on Wave Serpents can be seriously hurt by a heroic Bike force.

It is my opinion that a balanced Eldar army is very unlikely to win against a standard Space Marine force.

The Imperial Guard [tactics]

[Content from Firepower #3 page 14 to 20.]

By Warwick Kinrade

Such is the size of the Imperial Guard that it takes a long time for the regiments to mobilise. But this month, enemies of the Imperium should be warned: the Imperial Guard is being deployed. Infantry, tanks and artillery are ready to add their considerable weight to the Armies of the Imperium.

The Imperial Guard is the single largest military organisation in the galaxy. It commands countless billions of men and war machines scattered across countless millions of battlefields throughout the Imperium and beyond. Life in the Imperial Guard is one of constant war, shielding mankind from the attacks of aliens, rebels and heretics.

Across a million worlds…

The Imperial Guard make up the largest element of the Armies of the Imperium. You should remember that in *Epic 40,000* the Imperial Guard can be fielded with the support of Space Marines and Titans. That said, the Imperial Guard do command a number of powerful detachments in their own right.

More...

Command and control

The Supreme Commanders

The Imperial Guard can be led by any of the Supreme Commanders from the Army of the Imperium, but they also have their own commanders who should not be overlooked in favour of Inquisitor Lords or Space Marine Chapter Masters.

An Imperial Guard Colonel is the cheapest Supreme Commander you can get. Although not ~~terribly hard~~ [very powerful] in close combat, he will make any detachment whose HQ unit is within 30cm *Stubborn*, and re-rolling Leadership tests can be invaluable. If you don't want to go for the cheap option then you can upgrade your Colonel to an armoured commander by giving him a Leman Russ — a Leman Russ with a 4+ save and doubled Assault value!

The Imperial Guard's other supreme commander is the Commissar General, an iron-willed individual whose unflinching devotion to the Imperial Cult will be useful when [your forces are] faced with the heretical forces of Chaos. The Commissar General has to be my personal favourite for no other reason than he's a characterful addition to your army.

One in millions

The Infantry

Perhaps more than any other army, the Imperial Guard infantry rely upon numbers to defeat the enemy. It is sheer weight of numbers [that] makes the Imperial Guard such a useful weapon in the armoury of the Imperium. While Space Marines may be better equipped and trained and the Titan Legions have the raw firepower and armour to punch through the enemy, the Imperial Guard can sweep aside all opposition with a mass of tanks and men.

[For reference, see **Imperial Guard infantry datasheets** on page 232]

For all their comparative weakness when compared to other infantry, Imperial Guard squads can often face foes worth many more points and come off reasonably well from the exchange. With a point of Firepower for each unit, nine squads of Imperial Guard can kick out 18 firepower (actually, 21 firepower including the command squads needed to field them) and that's without any armoured support or heavy weapons squads.

Although Imperial Guardsmen only have an Armour [value] of 3+, their numbers allow them to absorb quite a few casualties before their effectiveness is significantly reduced. Large detachments of Imperial Guard can weather Blast markers reasonably well — they have sufficient firepower left after deductions and usually have a +1 modifier to Leadership tests for having fifteen or more units. The low Armour [value] of the Imperial Guard can actually be a benefit against some opponents, as it makes them so cheap. Foes with *Anti-tank* shots actually find it harder to hit Imperial Guard squads than normal. This makes Imperial Guard infantry particularly effective against Eldar war engines with their super heavy *Pulsar* and *Death Ray* [weapons].

Imperial Guard do have to watch out for enemy barrages, as their large detachment sizes can sometimes force you to bunch units closer together than you might want to. This is unfortunate because you need to get them pretty tight to maximise their effectiveness in shooting, firefights and close combat — you need to get as many models within range as you can. Luckily most of the most deadly barrage weapons are on your side, with the main exception of Chaos Artillery.

Even though each Imperial Guard unit is pretty poor in close combat, their ability to gang up and lend an enormous weight of supporting fire can even up the odds. Also, with three Command Squads you have the option of including three psykers as well (which is better than Space Marines!). Okay, so they won't stand up to a determined assault by Tyranid monstrosities or Chaos daemons, but against Orks and other troops they can usually hold their own. And this is before considering such support as Demolisher siege tanks and Hellhound flame tanks…

Auxiliaries

The variety of troops available to the Imperial Guard is quite wide. To give your opponents a nasty shock, why not try a large detachment of Rough Riders. They are a swift force which can pack a surprising punch in close combat. They can be used to strike hard and fast down one flank, attacking the rear detachments of the opposing army. This forces the enemy to direct part of their firepower towards the Rough Riders which relieves some of the pressure on your main units.

The diminutive Ratling Snipers are the Imperial Guard's infiltrators. This makes them useful for capturing ground quickly. Even a relatively small force of Ratlings can hold a building or wood for enough time to send in an infantry detachment mounted in Chimeras to relieve them and claim the area for the rest of the battle. Being able to capture good firing positions is vital to winning; your detachment can settle onto Overwatch and hopefully fend off any enemy attack with superior shooting.

Hulking Ogryns are by far the Imperial Guard's best assault troops. They are great in close combats and firefights. Individually they're very hard and when they have ten or more Imperial Guard units to lend them supporting fire they're a match for anyone. They will even give Chaos and Tyranids a close fight.

Crushing fist

The Armour

[For reference, see **Imperial Guard vehicle datasheets** on page 233]

The Imperial Guard command a great variety of tanks and armoured vehicles, many are specially designed for specific environments or specific roles. Getting the right tank in the right place and the right time is the mark of a good tank commander.

Alongside the mass of Guardsmen, the Imperial Guard also fights with columns of tanks and other armoured fighting vehicles. These provide a number of different options from the close support of Demolisher siege tanks and Hellhound flame tanks to the concentrated firepower Leman Russ battle tanks or the quad anti-aircraft guns of a Hydra. Each of these can be incorporated into your army in two ways; support for infantry or as separate detachments.

Chimeras are excellent troop carriers. They can be used to make a mobile strike force of relatively cheap troops and their additional range compared to the infantry can also help out in long range shooting duels. As mentioned earlier, a mounted infantry detachment can capture pieces of territory and deny them to your enemy. They should use their additional speed to the utmost, assaulting or mybe even marching in the earliest part of the battle. Infantry in Chimeras also make a good detachment to hold back until they are needed. They are ready to speed forward to plug any gaps in your battle line and exploit breakthroughs the rest of your army makes. A well timed assault move could stem a tide of Tyranids crashing through your ranks while a speedy march can snatch an objective as your artillery creates an opening.

Hellhound flame tanks provide fast close support for your infantry and tank detachments. Move them up just behind the main lines and they can provide additional punch to infantry, while they give a degree of protection to your tank columns should they be attacked in close combat. Close support vehicles are most useful against Chaos or Tyanid armies, who have a number of very specialised close combat troops who would otherwise tear your Imperial Guard to little bits (extremely little bits).

Big guns never tire

The artillery

[For reference, see **Imperial Guard vehicle datasheets** on page 233.]

Arguably the most dangerous weapon in the game, Imperial Guard artillery strikes fear in all enemies. With its long ranged and devastating firepower it rules the battlefield.

Artillery has an immense range, which means it can lend its vital fire support to almost anywhere on the battlefield. Use it to target the enemy detachments which pose the most threat at the time, not necessarily just the one that's the most closely packed. Just because a particular detachment might make a more inviting target, this does not mean it is the best one to fire at. Always keep your overall plans in mind and use artillery barrages to destroy and suppress the enemy where they are putting up a tough resistance or threatening to break through your line. Alternatively, you can send a thundering salvo of shells onto enemy detachments which have already been drastically weakened by the rest of the army, dealing a final killing blow.

It is probably best to mix Siege Artillery and Heavy Artillery in the same detachment (that's Basilisks and Bombards), so that you can keep up a rolling barrage of fire even when the Siege Artillery is reloading. As mentioned earlier, a bodyguard of tanks or infantry is probably a good idea too, to prevent fast moving foes (including those carried in Mycetic Spores or by a transport flyer) from destroying your powerful, and expensive, artillery detachment. Not only that, standard Imperial Guard infanrty has a Range [value] of 30cm, which is cunningly the minimum range of Siege Artillery so that if an enemy manages to survive those big guns, there's a chance they'll be cut down by lasgun fire instead.

Preparatory barrages should not be underestimated as a tactic to pin an enemy detachment in place before it gets a chance to move. You will lose the benefit of rerolls for being on overwatch but the advantage of stopping an enemy from escaping your assault or preventing a fast moving enemy, such as Eldar jetbikes, from getting into range will sometimes outweigh the advantages of the extra damage caused by rerolls. This is especially true against very mobile enemies who would otherwise escape your grasp or be able to move into range of their weapons and start blowing your troops apart, building up Blast markers on your detachments and generally making life miserable. You'll have to let the battlefield situation dictate your decision on this one, but all good bombardiers should bear it in mind.

Super-heavy tanks

In contrast to the massed ranks of Imperial Guard Infantry and tanks, super-heavy tanks are moving arsenals of concentrated power. Their use depends upon the particular variety of super-heavy tank. Baneblades, with their awesome heavy weapon battery, are very flexible and can usually make some impact in whatever situation they find themselves in. They are particularly useful against numerous foes and a squadron of three Baneblades has the same firepower as a Reaver Titan! You will find them especially useful during firefights , should the enemy reach your lines. The super-heavy tank will not be forced to withdraw if you lose an assault, because it is a war engine. This will mean the enemy will end up in a firefight and forcing them to withdraw. Holding up the enemy like this will give your broken troops time to rally and start firing again.

The Shadowsword with its *Death Ray* is a different proposition altogether. These tanks are war engine killers: their death rays are the most effective weapon against war engines going, causing automatic criticals if they hit. Enemy Titans will learn to fear Shadowswords. They have a long range and a good chance to hit (2+ — it doesn't get any better). The problem they will have is in downing a Titan's void shields; they lack the firepower to get the multiple hits needed. This is where your other ground troops, vehicles and large firepower units come in. These units can all blast away first, stripping the enemy Titan of its void shield defences, leaving the Shadowswords to apply the killing blow after the void shields are down.

Waaagh! 'Ere come da Orks [Ork tactics]

[Content from White Dwarf #211 page 34 to 41.]

By Andy Kettlewell

For all of you budding Ork Warlords out there, this month sees the arrival of the entire range of Ork miniatures. Having fought using the Orks on many occasions, Andy Kettlewell has some tactical advice to get your Waaagh off to a flying start.

The Green Tide

Ork tactics in *Epic 40,000* are simple. The whole army rampages across the battlefield like a vast green tidal wave, blasting at the enemy with each detachment's huge massed firepower and then assaulting any enemy detachments which stand in their way! Simple, brutal, and not terribly difficult to grasp, in other words very Orky! Other strategies simply don't work, or suit the Ork army poorly.

All your opponent should see is a huge Ork wall steadily advancing across the board. By advancing your entire army in one front you give the enemy too many targets to choose from. If he concentrates all of his firepower on one detachment then the rest of your army can advance unhindered. If he panics and scatters his fire across your whole battle line he will kill a few Boyz here and there, but will ultimately achieve nothing. Your opponent's final option is to charge into your army and hope that he comes out best which is very risky given that the Orks can muster massive close combat values from their vast number of supporting units.

There are certain tricks and refinements to the Ork attack but the main strategy always holds true. One massive wave will overwhelm the enemy.

Tip: Using detachments

The army lists give gamers almost complete freedom to choose what is in their detachments. This can encourage people to radically change their detachments every game. However, I have found that it is best not to do this; you should just tweak them.

After a few games detachments will build up their own character and your opponents will begin to recognise them from previous battles. Such phrases as "They're the Humies that destroyed the Gargant last week… get 'em boyz!" will make battles far more entertaining.

Da Ork Warlord

The Warlord gives you a re-roll in close combats and firefights and makes nearby detachments *Stubborn*. This means the Ork Warlord can keep the army moving forward when the Blast markers start bulldlng up, making him very useful for your force. For this reason I nearly always take a supreme commander in my Ork hordes.

The Warlord can be upgraded or given a bodyguard, depending on what role you want him to have in your army. An Ork Warlord in a Gargant, for example, would probably form the centre of your army and could lead from the front. If your Warlord is mounted in a Gargant then the Gargant automatically gets the maximum number of shields. This is a golden opportunity to have a fully shielded Mega-Gargant in your army! If you are fielding a Mega-Gargant then consider making it the supreme commander.

Personally, I like to use my Warlord in a supporting role moving just behind the Ork wave. From this position he can make much of the army *Stubborn* and is able to support the advance, charging in when the time comes. With this in mind I normally mount the Warlord in a Stompa for survivability, and give him a bodyguard of either Stompas, Nobz or units of Shooty Boyz.

Da Warbands

The warbands form the core of your army. These are the boyz who will get shot up the most, but will eventually win you the battle.

At the centre of my wave I like to have at least a couple of warbands on foot. The warbands must be large and cheap, but fortunately the Ork army is one of the few which allows you to do this. Because a detachment is cheap and numerous it will soak up a lot of fire and can kick a lot out in return. Each Ork Boyz unit has a good Assault value and reasonable Range, and when they are all massed together they can generate a reassuringly large Firepower total. A good number of Ork Boyz, Kommandos and Gretchin units make up my core warbands with a few Nobz, Dreadnoughts and Skarboyz thrown in to toughen them up in an assault.

I have found that in *Epic 40,000* it is very important to protect the flanks of your army to avoid becoming surrounded. Fast units like Eldar Vypers and Space Marine Land Speeders can quickly concentrate their firepower on your flank detachments and destroy them before the rest of your army can help them out. The best way to prevent this is to make your flanking detachments hard and fast. Mounting an entire warband on Battlewagons is expensive but worth it. Battlewagons have excellent range and will make your detachment much faster with each Boyz unit able to ride on a Battlewagon. They can speed around the flanks and catch the enemy by surprise. The detachment can also muster huge amounts of firepower, especially if Shooty Boyz are included, and are very hard to stop because if they have over 15 units they get a bonus +1 to their Leadership tests; for me this is a must. Boyz and Battlewagon units also have good Assault values, so they can be equally threatening at close quarters even if there are less of them than in a footbound warband.

Boarboyz detachments can also be used to protect the flanks or act as a mobile reserve. Boarboyz are fast, have a very good Assault value and are hard to kill. They can be used to sweep around the enemy and attack them from behind to cut off their lines of retreat, or kill off any artillery lurking in the enemy rear. A Boarboyz attack also makes a good diversion, attracting enemy fire which would otherwise fall on the main Ork wave.

Because Ork detachments can be very large you can have detachments with huge amounts of firepower that are cheaper than opposing detachments. One point of firepower from an Ork is as good as one point of firepower from a Space Marine or Eldar, so having more units is a big advantage. I always like to have a big support warband totally dedicated to firepower. By making a Warband from Shooty Boyz and Big Gunz you can easily create detachments with a total Firepower of 24+. Once you get these detachments into range, pick one enemy detachment a turn to blast apart, perhaps going onto overwatch to increase their effectiveness. If deployed behind the main advance your opponent will have to choose between shooting your support warband that is about to blast him, or the detachment at the front of the Ork wave that is about to assault him, Either way, one of your warbands will be free to attack unhindered.

Ork Warbands can be very diverse and most importantly their speed can vary a lot. The main disadvantage of foot warbands is their speed; they are slow. Slow detachments can easily be left behind in the rush to get at the enemy. Likewise, fast warbands can move too far ahead of the main wave and get wiped out. The idea of the Ork wave is that the whole Ork army moves forward at the same rate in one line. If detachments move faster or slower than everybody else they should still form part of the wave and not become isolated.

Ultimately your detachments will have to assault the enemy, smashing them with one massive charge. There are some enemies, Chaos or Tyranids for example, that you should avoid close combat with and move into firefight range. Close combat is a very risky business in *Epic 40,000* and you should only enter it if you have the odds stacked in your favour or you are desperate. Firefights represent dose range shooting between opposing detachments, at the sort of range [at which] *Warhammer 40,000* games take place. A firefight will not cause many causalities but does break the losing detachment. If your Ork detachment faces a Chaos detachment then it would be wiser to push them back in a firefight than to charge in to a risky combat against troops that excel at just that.

Because it takes the Orks so long to get into position it is imperative that when your warbands do assault or open fire they are capable of doing a great deal of damage. It is useless to have a supporting detachment that only has, say, 14 firepower; you need a minimum of 24 firepower! With 24 firepower you inflict the maximum of 3 Blast markers on the target which will pin them down tor a turn or two.

Tip: Beware, Orks marching!

Due to the slow speed of foot-bound Ork warbands all Ork commanders will be tempted to use ~~the march move~~ [March orders]. My advice is simple. **Don't do it!** March ~~move~~ [orders] should only be used if the enemy have entirely no chance of shooting at you. This is because, in my experience, it you march then everything that can shoot at you will, because they know it will do the maximum amount of damage. You may be thinking that I have had some bad experiences with the march move in the past and you would be right. Gavin's veteran Chaos Space Marines and Warwick's Imperial artillery have turned my Ork army into mushy peas more often than I care to mention, all because they marched and got caught, so beware!

Of course this is just my opinion. When I gave this article in to Andy Chambers to check he wrote "I disagree" next to my comments in big red letters (normally a bad sign). Many players get away with marching and normally benefit from doing so. When I am playing with an Eldar force I am happy to march here and there, but I find it extremely hard with the Orks. Having said that, Andy Chambers has played me twice at *Epic 40,000* and won both limes, so you can make your own mind up about who to believe. No doubt there is a time and a place for marching, but I'm yet to find it.

War engines

Warwick: Like the Boyz, Ork war engines also benefit from safety in numbers. By war engine standards they are not expensive, so always field more than one if you can. A single Gargant can be targeted by the entire ~~of the~~ enemy army and [be] rapidly destroyed, so I always use at least two! Each can only receive half the fire, and by rights should last twice as long. That means I get twice as much time to blast the enemy apart with my Gargants' massive firepower and multiple super heavy weapons.

Andy K: Gargants should form the centre of your green wave along with your infantry detachments. They pack a lot of firepower and ~~special~~ [super heavy] weapons but also attract a lot as well. If they move off on their own they will be targeted by everything the enemy has and will be destroyed.

Individual Gargants are not that survivable and need to have a swarm of infantry around them to divert enemy's firepower.

Though Gargants can move faster than warbands on foot they should not race ahead. Remember, war engines cannot go backwards, so if your army is halted for some reason, usually because of Blast markers, your Gargant is going to be left in no man's land. Again, Gargants should form part of the wave, and move at the same speed as the rest of the army.

It is always worth equipping one of your Gargants with a close combat weapon, as enemy war engines can do serious damage if they get into close combat or a firefight with one of your warbands. A Gargant with a Ripper Fist will discourage your opponent's attack and kill any enemy war engines that get too close for comfort.

Battlefortresses suffer from the same problems as the Gargants as they only have Armour 5. This means that they are going to be destroyed by weight of fire. On the bright side they do have a high Firepower [value] and can be devastating if used in numbers. They are particularly at risk from flyer attacks. Even fighters can cause some damage to Battlefortresses and have a chance of getting a critical hit. If the enemy has lots of fliers then your war engines need to be protected by putting them in the centre of your army with Flak Wagons to cover them.

Da Kult of Speed

Adrian: Being a dyed-in-the-wool Speed Freek in *Warhammer 40,000*, I also favour the fast attack of the Kult of Speed in *Epic 40,000*. My own Ork army has three Kults of Speed, two made up of Battlewagons, one of Bikes and Buggies. I only have one large warband backed up by a Gargant, which shows how much I favour this style of attack. Both Battlewagons and Bikes are fast and shooty; the Battlewagons ~~in particular~~ are particularly good at assaulting too. The Kult allows me to outflank my opponent and then hit him hard in shooting as well as in an assault!

Andy K: A Kult of Speed is a Warband of Orks that are united in their love for Bikes, Buggies and extreme speed. They are usually seen racing towards the enemy ahead of the rest of the Ork army, mainly because they refuse to slow down!

The Kult can be used as a mobile reserve or as a fast flanking force just like Boarboyz. I usually make my Kult of Speed detachment mostly from Battlewagons and Boyz so it will have a high assault total and good firepower. I Include Bikes and Buggies if I want extra firepower or just more numbers! If you add a Speedsta or two with Death Rays or Lifta Droppas then oven Titans can be knocked out In one swift attack. I find large Kults of Speed more useful than small ones, for the same reasons as with warbands.

The Kult of Speed is particularly useful if you have a problem detachment you need sorting out, like enemy artillery. The Kult can speed around the flanks and attack. The enemy must then divert some of their fire onto the Kult which means they cannot concentrate on your main advance. If they ignore the Kult then their artillery will be destroyed so you win either way!

Another use for the Kult of Speed is to rush around the back of the enemy and surround them just before your main assault crashes in. If you win [the assault then] the enemy must retreat at least 15cm [away] from your units. If they are surrounded however, there is nowhere for them to go and they are destroyed. Fast detachments used in this way can cause a great deal of damage.

Ork Weirdboyz

Ork Weirdboyz are cheaper than every other race's psykers, so you should make sure that every warband has one. The bonuses they give in assaults and firefights are well worth their cost and they're always useful to have around. When da Boyz get stuck in you must not give the enemy any advantage that you could have prevented by just spending those extra few points on the detachment.

Fighta-bommerz

I have found Ork fliers are good at Intercept missions and very bad at everything else. To use them to maximum effect buy large numbers of them and use their high Intercept value to destroy opposing fliers. They can provide needed air cover for your war engines or your large warbands of Shooty Boyz and Big Gunz. My advice is to never send them on Ground Attack missions unless the enemy has no fliers left because they are useless at them. The reason Ork fliers are not very good is [that] they use they use the barrage template when shooting at the enemy. The main problem being that to get into range to use the barrage template you effectively also have to risk moving into snap-fire range. If you intend to make ground attacks then make sure you are a good judge of distances; you'll need to attack within your 15cm range and outside of the 10cm snap-fire distance. Good luck!

Andy C: While Andy K's comments on Fighta-Bommerz are broadly true I've found in games I've played that they are unexpectedly useful on Ground Attack missions for a few reasons. Firstly, they use a barrage, which you can't get in any other way with the Orks. Secondly they allow you to put in an attack anywhere on the battlefield, something else that Orks can't usually do. The combination of these two things means that an opponent has a great deal more to fear from Fighta-Bommer ground attacks than you might think. The barrages mean he can't clump his forces together too much, and the ability to strike anywhere means [that he will have to think twice before he marches with any detachments when there is a ground attack coming in.

This all adds up to dominating the battlefield in a more subtle way than simply blowing up tanks and troops — your enemy can't move and deploy as he pleases anymore and is likely to get distracted from the real threat of your warbands and war engines. You might lose a few flyboyz to snap-fire occasionally, but they're cheap (for flyers) and the psychological effects of their terror bombing is worth it.

Da enemy

There are a number of things that your opponent and the scenario can do to disrupt your cunning plans and generally make your life miserable.

Many scenarios use the Reserves rule which can effect an Ork army badly, because they are generally slow. In my first ever game with the Orks I played an Escalating Engagement scenario and for the first four turns the only things to turn up were a small Boarboyz detachment, a big Shooty Boyz detachment and a Great Gargant. The Boarboyz rushed off all by themselves and got jumped on by some Lictors. The Shooty Boyz had nothing in range to shoot at and the Gargant simply got mobbed by the entire Tyranid army and, fairly predictably, was destroyed.

If I had formed the army in a line and advanced the Tyranids would have not been able to pick on one detachment at a time. The combined Firepower and Assault value of the whole Ork force would have probably been enough to hold off any attacks. Orks benefit from safety in numbers and detachments should always try to stick together. A cunning trick is to play the *Forced March* Fate card [which] can help when rolling for Reserves as you could play it on a detachment still in reserve to increase their speed, which could increase their chance of getting onto the board.

As I mentioned before, flier attacks against your army can be devastating. You cannot protect your entire army from enemy fliers so you must choose who you want to protect. Surround your chosen detachment with Flak Wagons and put a couple of Fighta-Bommerz detachments on Intercept missions. Fighta-Bommerz have a high Intercept value, so they should shoot down a fair number of enemy fliers.

The Flak Wagons will rarely get a chance to shoot at fliers because their very presence acts as a deterrent to enemy attacks.

Incoming!

This brings me onto my final point — artillery. Artillery is the bane of Ork armies because it is very effective against tightly packed numerous troops and generally has a longer range than everything in the Ork army. My advice is keep the bulk of your army moving forward and send a fast-moving force ahead with the sole purpose of killing the artillery.

If you are very desperate Flghta-Bommerz can be sent on Ground Attack missions in a desperate effort to kill them, just don't expect much.

Don't try to hide from your opponent's artillery, keep moving forward. This doesn't mean you should march move straight at the enemy in a tightly packed formation; it means keep assaulting, rolling forwards without hesitation. When you do get into range remember that you can choose specific targets with ~~special~~ [super heavy] weapons, so target the ~~siege~~ artillery with your Death Rays and Mega Cannons.

[Comment: Note that the targeting rules for *Anti-tank* weapons were changed — see **Anti-Tank** on page 87.]

Da end

The Orks are an entertaining army to play, rolling forwards and challenging the enemy to stop them. The only army this does not work well against is the Eldar, because they have the speed to run away, escaping your assaults before you can get stuck in. Your tactics may have to be changed for specialised armies like the Eldar but never be afraid to put all your faith in a horde of Boyz, a big Shoota and Orky spirit.

Sword of the Eldar [Eldar tactics]

[Content from Firepower #2 page 39 to 43.]

This tactical note is brought to you by Emil Kartalov, and is the first in a (hopefully) continuing series of treatise on general-purpose army tactics (if you gamers out there write them). Emil has proven himself to be an Eldar general of the highest order, and has agreed to share some of his best ideas with all of you.

Through my experience as an Eldar player in *Epic 40,000* I have developed some new tricks or have accommodated old ones from my time playing Epic 2nd edition. I have mostly played in games of 2,000 points per side in *Epic 40,000*.

Encirclement

In many battles against Chaos I have continually faced the problem of a mob of high-assault value opponents rolling down the field towards my thin line of precious Eldar troops. In response to that menace I developed the ideas of combining my high speed units of jump-packed aspect warriors and bikes.

For example, suppose you are facing two slow daemon detachments of about 15 units each and you have a detachment of 10 Swooping Hawk units and two detachments of 10 Jet Bikes. Put both of your detachments on assault orders. Win initiative in normal movement. *[Right! that's easy enough to ensure! — Editor]* During your normal movement phase, pull back the aspects to just outside of 30cm from the daemons, but retain direct apposition with them. Pull the bikes away to the left and to the right of the aspects at about the same distance, barely outside 30cm from the daemons.

At this point, your line should look like a crescent open towards the enemy. The ~~aspects~~ [Aspect Warriors] are in the base, the Jet Bikes are in the horns, and the daemons are between the horns. If the Chaos player wins the initiative in the assault phase, he can get a little bit closer to you but cannot engage because you are outside of 30cm. The daemons cannot double their movement rate of 15cm in the assault phase unless this will put them into base-to-base contact with your units. During your assault phase you assault the daemons frontally with the Aspect Warriors. Try to place two of your Aspect units into contact with each daemon you engage. You do not need to cause casualties from hits; all you need is to win the assault. Remember, a daemon supports with [Assault value] 1, but fights with Assault value 4.

The bike detachments should engage with one or two bikes of each so that you can count the rest of the bikes as support. The unengaged bikes should position themselves about 10cm away from the daemons so that they can both support the assault and prevent the daemons from retreating.

Ideally, you should be able to close the crescent into a circle, hence the title, Encirclement. Winning the assault should not be difficult with the support of so many bikes and engage two-on-one with the Aspect Warriors. All the daemons within the circle of death should be unable to withdraw far enough and be destroyed.

An added bonus of this manoeuvre is the ability to score all blast markers you have just inflicted immediately of the enemy's Army Morale total (denying the opponent the chance to recover them in the rally phase). If you think that some enemy stands will manage to retreat outside the 15cm gun-down range, then choose them as the casualties in the assault.

If you can execute this manoeuvre next to a table edge all the better, you will only need one detachment of bikes, because the table edge does half the work for you.

If you lose the initiative in the movement phase and you are made to move first, you just need to pull back, keeping in mind the most daemons can move on ~~assault~~ [Assault orders] is 30cm. If they move their maximum distance, very little changes. If they don't, you still win, since your superior firepower will have more turns to shoot before the daemon detachment finally hits.

One thing to remember is that sometimes it will be beneficial to engage with more bikes at assault penalty, if that will allow other bikes to move further and close the circle.

The example given above is against Chaos, since the plan was originally developed to be used against Chaos. However, the general idea and geometry are applicable against all armies.

Containment

Encirclement is a fine thing, but you should not expect to succeed for long ~~singly by it~~ [with only this tactic], especially if you have such worthy opponents as ~~the ones~~ [those] in my gaming group.

An expensive but effective countermeasure is to have a long solid line of troops stretching from one end of the board to the other, since then the bike horns cannot flank the enemy and close the circle. The ~~aspects~~ [Aspect Warriors] can hit a segment of the line, but its neighbours can encircle the aspects to avenge their comrades.

An easy solution to that problem presents itself against high-Assault zero-Firepower units like the daemons. By careful positioning and ~~choosing your target of jump-packed aspect hit~~ [and choice of target to hit with your *Jump Packs* equipped Aspect Warriors], you can assault and break the central detachment and firefight and break its neighbours — the ~~aspects~~ [Aspect Warriors] do have a ~~gun~~ [non-zero Firepower value]. ~~That makes sure~~ [This will make sure that] the daemons do not counter-attack in the same tum. Iterate next turn.

This little thing will only work against a dense daemon line of single detachment depth. A Chaos player quickly learns to echelon his wave. You hit the front echelon but the second daemon line will jump out from in-depth to stomp your aspects. Additionally, Chaos will start taking engines/Silver Towers/Cultists to protect himself from firefights.

Thus I have become much more careful with the aspects and I have developed the containment trick. It involves two different strategies applying to different constitution of the enemy echeloned wave.

Suppose the enemy wave contains only two lines of daemons. Then I do the Glorious Sacrifice of the Lonely Bike. Take a detachment of 10 Jet Bikes. Put them on ~~assault~~ [Assault orders]. In the assault phase, a lonely bike separates from the group, jumps right in front of the daemon line guns-ablaze, and firefights the entire daemon line back. The second line comes in and vengefully rips the bike to pieces, which results in one Blast marker for you and a broken detachment, which retreats a little bit to recover Blast markers and rally.

To recapitulate, Chaos loses its entire assault move, since the two lines have effectively exchanged place at the cost of one bike per tum. That buys more time for your shooty units. Just do not roll snake-eyes for Blast markes/rally.

Suppose the enemy wave contains a sandwich — anti-firefight line between two daemon lines. Then hit the front daemons with the aspects. Put the bikes right behind the aspects and engage with one or two bikes so that all bikes support. That breaks and drives away the front demons. Together bikes and aspects should win the firefight with the anti-firefight line, break it and drive it back.

Now if you are lucky, the second daemon line may be close enough to be firefought and broken too. If not, they will jump on your aspects, kill some and break them, but then they will lose the firelight with the bikes, who are assault-shielded by the aspects. To recapitulate, you kill a bunch of daemons, you break the entire wave and drive it back 15cm, at the expense of several aspects. That does buy a lot of time for your shooty units.

Redeployment

In many cases, against slow armies which fail to form an edge-to-edge assault wave, it pays to sacrifice a tum of shooting to redeploy your entire shooty defence line to the other side of the map by putting most units on march.

That buys you several more turns of shooting, before the closeness of the enemy assault wave necessitates a new redeployment. You simply move in a big circle, whereas the opposing army mostly tries to follow you along a path in the shape of an expanding spiral concentric with your circle. If you manage to gun the down or reduce them to assault-manageable amount before the spiral crosses the circle, you win.

Mono-filament

The Eldar lost all barrage weapons [for this edition of Epic]. Fortunately, they seem to have the best ~~disrupters~~ [*Disrupt* units]in the game. Use Night Spinners on detachments you want to pin down, so that they do not move or go on ~~assault~~ [Assault orders]: on war engines, so that you shut down death rays and megacannons; on enemy artillery, so that you shut down artillery pieces; on detachments you are going to wipe out, so that you score the Blast marker; on shooty detachments, so that they do not go onto Overwatch [orders].

Morale harvesting

This works against armies which have trouble taking ground. Distribute a detachment of 10 scouts in a 60cm-radius semi-circle centred at the HQ. If skilfully done, that should ensure 4 to 5 capture-and-holds, with all scouts still in command. The enemy has to divert precious firepower to the scouts to pick them out one by one, or let you soak up the morale bonus every turn. *[Just note that you can only gain morale from your Take and Hold objectives, not the enemy Take and Holds that start on your side of the board. —Editor]*

Terrorisation

If you play enough, you will discover that some units have considerable psychologically terrorising effect on the opponent. In many cases, what they threaten to do and the opponents' panicky counter-measures are much more valuable than what the units can really do. Good examples of Eldar terrorisers are the Warlock Titan, the ~~jump-packed~~ [*Jump Packs* equipped] Aspect Warriors, and the Night Spinners. Exploit that psychological factor to the full by preserving such units until as late in the battle as possible.

Disrupt cohesion

Many armies need to advance in a strict formation to protect themselves against tricks like encirclement or containment. Use that to your advantage. Let him advance, while shooting him from afar and bombing him. The opponent must make a choice — he has to advance cohesively, i.e. in formation, at the speed of the slowest unit, or he has to lose cohesion to move at full speed. You ~~win~~ [gain] in both cases — you either shoot/bomb him longer or take advantage of the exposed formation weaknesses.

The Eldar strategy in *Epic 40,000*

The Eldar army is made up of fast, high-quality, expensive, highly-specialised units. This predestines that at the core of Eldar strategy is severe customisation, profound planning, a high degree of discipline, and very flexible and mobile field behaviour. The Eldar come unexpectedly from nowhere, deliver a back-snapping lightning attack, and retreat as fast as they have arrived before any retaliation can hit.

In my opinion, an Eldar general must feel and act like a raider and a terroriser, rather than an old-school field-bureaucrat, a religious zealot, or a bloodthirsty beast! The moment an Eldar general gets any stupid ideas into his head, e.g. staunchly holding his ground, gallantly engaging in an artillery duel, or heroically charging with his handful of Aspect Warriors into the enemy hordes, is a moment of great grief and bloody levy for his Craftworld.

The Eldar strengths are high speed, good firepower, decent cannon range, profuse anti-tank weapons, the best space fleet, the best ~~jump-packed~~ [*Jump Packs* equipped] assault infantry, the best disrupters, a lot of skimmers, a lot of psykers, good walkers, and indestructible Titans — if the dice are with you.

The Eldar weaknesses are ~~low infantry and bike ranges~~ [short-ranged infantry and bikes], bad tank armour, bad war-engine armour, small damage capacity, automatic Titan criticals, lame [?] and expensive command units, ridiculous flak, no cheap transport vehicles, annoying detachment structure, seriously overpriced tanks, no drop pods, severe wipe-out penalty, small detachments, no barrage weapons, no mega-cannons, no death rays.

Some enemy-specific musings follow.

Stomp Chaos!

Troop choices: ~~Jump-packed aspects~~ [*Jump Packs* equipped Aspect Warriors] are your best troops. Bikes encircle and firelight while Night Spinners pin down the daemons. Use *Anti-tank* shots on Support Platforms and ~~Scorpions~~ [on Scorpion super heavy tanks] to kill that annoying Supreme Commander that keeps prodding the Chaos horde forward and the Daemon Engines and Silver Towers that protect the daemons from firefights, and those scary Chaos Space Marine Land Raiders.

Nightwings must instill Chaos flyers with unholy awe. Phoenix Bombers allow you to play a waiting game and hit the Chaos artillery. A Dark Reaper Exarch is Chaos's nightmare; he has long-range, profuse firepower and high ~~assault~~ [Assault value all] in one.

Be a sport, never ever take big Titans. Chaos really struggle to kill them without taking lots of Land Raiders. I took a Warlock Titan once and felt terrible afterwards!

The strategy: Give ground slowly but steadily; be ready to sacrifice your bikes now and then. Preserve the ~~jump-packed~~ [*Jump Packs* equipped] Aspect Warriors as long as possible, but sacrifice them if you can save your Dark Reapers, ~~Scorpions~~ [Scorpion super heavy tanks], or artillery.

Buy your time at the expense of these troops. Be ready for redeployment using march moves if need be. Try to deny double assault moves to the enemy as much as possible.

If you think your Nightwings have splashed enough Doomwings in the past for Chaos to get the message, try gambling; take only Pheonix Bombers some day. Ignore Cultists, Beastmen, and Chaos Space Marine bikes in favour of better targets.

Stomp Imperial Guard!

Troops choices: ~~Jump-packed~~ [*Jump Packs* equipped] Aspect Warriors and Fleet are valid as usual. Dreadnoughts are great since the Imperial Guard does not have many *Anti-tank* shots and has bad Assault values. War Walkers are downsized Dreadnoughts. Definitely a Warlock Titan as a deterrent against Imperial Titans and Super Heavy Tanks. Take Falcons only as means to get more walkers. Night Spinners are a gamble, since Siege Artillery has a bigger range. Maximize on troops with good armour and range. Imperial Guard struggle to take ground. Assign Scout units to morale harvesting.

The strategy

Hope that your maximized armour and the Imperial Guard *Anti-tank* deficiency will decisively increase your longevity.

Hope that the Titan does not fail its holo-field save too often. Load up on 45cm Range [value] units and shoot those [Armour value] 3+ Guardsmen/ 4+ Rough Riders dead before they get in range. When they are close, assault them with the Dreadnoughts and the Aspect Warriors.

Bomb his artillery into oblivion.

~~Pulsarise~~ [Use Pulsar super heavy weapons to destroy] the Leman Russ [tanks] and *Anti-tank* Support Weapons.

Keep pressing him with your Aspect Warriors. There is no point in holding back as his artillery range is too big and you can jump on his infantry from outside their range. You can really push him off the board if you try hard enough.

And, most importantly, for Vaul's sake, spread out! He will find his barrage artillery next to useless when he can get only one unit under a template. The Eldar are few, they can do it.

If you gamble with Night Spinners then mostly try to shut down or keep from overwatch his artillery pieces and Leman Russ.

If he is silly enough to arm a Titan with *Death Ray* and *Mega Cannon* [weapons] only, [then] use the Night Spinners to shut it down completely with Blast markers. I bet that is a lesson he will not forget quickly!

Stomp Space Marines

Troop choices: ~~Jump-pack~~ [*Jump Packs* equipped] Aspect Warriors and ~~space~~ Fleet are valid as usual. Night Spinners are nice unless you play with a cheeseball who takes Imperial Guard artillery companies as allies. Definitely take a Warlock Titan. Dark Reapers also seem [to be] a good idea. Scorpions are very good in skilful hands. High Armour value units are pointless against those Land Raiders. Jet Bikes may be useful for encirclement and defence if your opponent prefers to use the Ravenwing rather than Terminators. I like including *Anti-tank* Support Platforms in my Night Spinner detachment to discourage Drop Pods full of assault troops. I'd stress Nightwings heavily to splash those incoming Thunderhawks. Do not bother with bombers unless you feel lucky.

The strategy: Make sure those Land Raiders are silenced by the Warlock Titan and the Scorpions popping up. Once the Land Raiders are burning, move in with the Titan and the Aspect Warriors and assault the Space Marines detachment by detachment. If the Land Raiders get too close do not be ashamed to turn tail and run even with the Titan; you can still shoot backwards due to good firing arcs on both the Titan and Scorpions. Dark Reapers seem [to be] an excellent choice since *Anti-tank* shots do not have any advantage against them and they are cheaper than tanks. They have 45cm range to pick out the Tactical Marines and Terminators safely. Anti-tank support platforms in the Night Spinner detachment will spoil the fun of the Drop Pod assaults any day of the week. Scorpions require cold blood and skill to use since two Land Raiders on Overwatch [orders] will destroy one every turn if you venture within range. Spread out to reduce Whirlwinds effectiveness. Hold back the Aspect Warriors until the Land Raiders are destroyed and the Space marine assault troops have arrived via Drop Pods or Thunder Hawks.

Stomp Squats! (Just before you die of tedium)

Troop choices: Squats are a dull army, so you need to play dull and boringly to win against them. Try picking two Warlock Titans, thirty jump-packed Aspect Warriors, a Scout detachment and two Phoenix Bomber detachments.

The strategy: Use your Scouts for morale harvesting. Phoenix bombers take out the support weapons and artillery. Your Titans lead the advance, hopefully making their holofield saves and pulsarize everything around them. Aspect Warriors hold back out of range of megacannons *[A hundred and twenty-five cm. (with the artillery ability) is a lot of range to hold back from! —Editor]* until the Titans are about to hit the enemy line.

Then the Aspect Warriors join the festivities. You will **always** stomp them as long as the dice are with you. You will always get vaped if you start rolling 1's. This is so dull it makes me weep! You might just as well roll 30D6 at the beginning of the game. If you roll less than five 1's, you claim victory. If you roll above five 1's, you concede the game. I must stop before I die of dehydration due to weeping.

Stomp Tyranids!

Troop choices: Titans, jump pack Aspect Warriors, anti-tank support weapons and Night Spinners are your best friends. Use Jet Bikes for encirclement. Phoenix Bombers and Dark Reapers are next to useless against the Tyranids' high armour values. Your Nightwings may shoot down the Harridan but the flocks of Gargoyles will then victimize them. You'd be better trying the Eldar's lamest [?] new unit — the Fire Prism [Comment: Where are the rules for this?] — neither a Prism Cannon nor a Firestorm, but a little bit of both. Just too little though, and in my opinion, way too expensive. In this case though, they seem [to be] useful since they are flak when the bombing Harridan comes in and can use its *Anti-tank* shots in the other turns.

Most obviously, target your *Anti-tank* shots at the Synapse creatures. You might consider a Distortion Cannon, since it causes an automatic critical and no save is allowed if you hit (Except for the Dominatrix! But she's easy to shut down with Blast markers). If you manage to protect the Scorpions, they can be worth the points. Tyranids may be susceptible to disruption of cohesion depending on how many Mycetic Spore detachments and Assault Spawns they have.

Stomp Orks!

No information available. I'm afraid I have not fought them in *Epic 40,000* yet.

Stomp Eldar?!

Eldar do not kill Eldar, you heathen outworlder!

Path of the Eldar [Eldar tactics]

[Content from Epic 40,000 #3 page 20 to 22.]

Creating an Epic 40,000 Eldar Army for beginners, by James Manto

The Eldar in *Epic 40,000* look pretty fragile at first glance. The way in which their War Hosts are set up make it very hard to get the reassuring numbers of an Ork horde, or the fear-inspiring firepower and armour of an Imperial Army. The first army I put together for Epic was the Orks from the boxed set. Waagh Rommek has now been heavily reinforced and da boyz have given me a lot of fun, if not many victories! My friends have all gone the Imperial route; seduced by stubborn Space Marines supported by regiments of Basilisks! They scoffed at the Eldar as too wimpy. But supplied with a few of the old Eldar Legion sets found on a local shop's sale shelf, I persevered. I have found that the Eldar are a very versatile and nasty foe when the various arms are combined properly. So I shall look at each of the basic combat arms: infantry, armour, artillery and air, separately; giving my thoughts on each for their best employment.

Infantry

The Eldar have an impressive assortment of infantry, from the basic Guardian squads to heavily armoured Wraithguard. The sheer variety of Aspect Warriors available can be a bit of a hazard, because you are tempted to put some of everything into a detachment. I have found that keeping your detachments simple and straightforward is the best approach. Too much variety and your detachment doesn't have enough of any one troop type to achieve the immediate objective.

The big drawback with the basic Guardian squads is their short range. But their fast movement helps you get in close where they can use their higher Firepower [value] to advantage. Mounting them in Wave Serpents is an excellent way to give them armoured protection and help them get around the battlefield. I have found that, unless you have enough transport to move all of your infantry, you are better off keeping your armour and infantry in separate detachments. Most Eldar infantry suffer from this same problem, so the short range means that you have to keep moving fast and get stuck in close to assault and firefight. Once in close the low Armour of the Guardians is less of a problem, and Aspect Warriors are deadly.

I have two big infantry detachments, each lead by a Farseer and with 10 Guardian Squads for weight of numbers and close range fire. The Guardians of Falas have 6 Dreadnoughts and 6 Support Weapons so they can muster some anti-tank fire against Imperial armour. The Ork-Slayers have 10 Dreadnoughts in support so they have lots of long range fire and a high close assault ability. I have also raised some specialised infantry detachments to help in Planetary Assault scenarios: Doombringers and the Guardians of Doriath.

The Doombringers are 10 stands of Warp Spiders led by a Warlock. The 30cm move means they can keep up with the grav-tanks. So far they have done exceedingly well, wiping out an Ork Waagh's core detachment in their first assault.

The Guardians of Doriath are very different. They have 10 stands of Scouts supported by 5 Support Weapons. Their job is to interdict enemy reinforcements: slow them down, shoot them up a little, while the Doombringers, Ork Slayers and Guardians of Falas drop on top of the objectives. With their wide command radius, they should be able to get in the enemy's way and, with their decent range and *Anti-tank* shots, they can pick off a few units too.

Armour

The Falcon grav-tank is a decent little machine. Not as powerful as a Leman Russ mind you, but the *Skimmer* ability can off-set the weakness in Armour and Firepower if used right. Staying behind cover is essential for all Eldar fighting vehicles. Most of the time you want to get the initiative in the shooting phase, but with the Eldar you usually want to shoot second! Let your enemy's Leman Russ' and Land Raiders waste their fire on a few stands of Guardians! Once he has fired, then you pop-up over the cover and kill him! The same tactic applies to the excellent Cobra and Scorpion super heavy tanks if they are stalking enemy Titans.

The Wave Serpent is an under-rated armoured fighting vehicle. Its [characteristics of] Armour 6 and *Transport (2)* make it an excellent troop carrier. The *Disrupt* attack is not as nasty as some Firepower, but coupled with their armour and excellent ~~assault factor~~ [Assault value], they are fantastic for leading an attack by infantry. The important thing is to keep the pressure on and not let up so that your opponent doesn't rally from the accumulated Blast markers.

The Fire Prism is a nice vehicle, and about my only hope of ever shooting down one of those dratted Thunderhawk gunships that Imperial commanders love so much. Each of my Eldar armour detachments has one. This way I hope to cover the table with enough flak units so that his Thunderhawks cannot avoid them.

Jetbikes and Vypers are similar to light cavalry in ancient armies and I treat them as such. I like them so much I have assembled two detachments of them. I always take at least one, but the second is there in case I want to replace an infantry unit for something faster. They die very quickly once the enemy gets a sight on them, but their high speed is excellent for scouting, harassing, seizing objectives, firefights (not assaults) and over-running enemy artillery. One of my armour detachments has a squad of jetbikes to act as flank guards and a screen when advancing.

Artillery

This is the big weakness in the Eldar arsenal. The Nightspinner has the range of a Basilisk, but the *Disrupt* attack is not as final as a barrage of high explosives. Also, not being able to select them as a Main Force unit means you have to get something else as well. Single units of Jetbikes are good for this; they can provide some security for the Nightspinners and still keep up if they have to move out fast. You cannot deliver the same kind of long-range hammer blow that an Imperial opponent can with his incredible assortment of artillery weapons. The Nightspinner can lay down Blast markers, and hopefully distract the enemy guns long enough for your jet bike host or Warp Spiders to overrun them.

Air power

This is the remedy for the Eldar's lack of artillery. With their high dog-fight rating, the Nightwing can shoot first even if it is on a Ground Attack mission and intercepted. I include a couple of Nightwing interceptors in my attack squadrons together with the Vampire and Phoenix bombers, so that if they get bounced, the Nightwings have a chance of driving the enemy flyers off. I also have a squadron entirely of Nightwings for sweeping enemy flyers out of the skies, leaving my attack squadrons free to pound my enemy into small bits. My Eldar airforce is up to 11 units now, divided into 3 detachments, and I need more. Even in a small game, I always take at least one squadron. My opponents and I regularly play larger 2,500 to 3,000 point battles, so I frequently have the luxury of bringing on all three squadrons.

As long as the enemy has air units, I keep one squadron on Intercept orders while the others are on Ground Attack. I also try to use my flyers in waves so that at least one squadron is available each turn.

Of course, the Hydra flak tank is evil incarnate as far as the flyers are concerned. I have found that many Imperial players sit close to their deployment zone. They form a box around their huge artillery detachment, sheltering under the Hydra's flak umbrella, while their Land Raiders and Space Marines go onto Overwatch. This is an incredibly tough nut to crack. The best hope for the Eldar player is to use superior speed to concentrate on one section of the Imperial square. ~~Utilize~~ [Use] pop-up attacks from behind cover to pick off enemy units, while your artillery lays suppressing fire on the enemy artillery from a distance. It is essential that the super heavy tanks and other anti-tank weapons try to knock out the enemy flak and artillery. Once that is achieved he is open to devastating air strikes and close assaults by Wave Serpents and Aspect Warriors.

Conclusions

The key to the Eldar is staying flexible. Coordinate your different arms so that air and armour can help support fast infantry assaults. Use your speed to gang up on isolated detachments and pick them off one at a time. A fatal mistake is to spread yourself evenly across the battlefield and letting each detachment get caught in a stand-up fight with an enemy detachment. Choose a point of attack and concentrate your forces on it.

Terror and Death [Chaos tactics]

[Content from Firepower #2 page 72 to 78.]

By Gav Thorpe

Gav has already showed how to get the most out of your Imperial forces and Orks, so why not Chaos as well? He did play test the Chaos army lists during the games development.

The wild and varied forces of Chaos pour forth from the Eye of Terror to attack and kill, raid and maim the servants of the Imperium. They are a powerful army, fuelled by the hatred of their Warmaster and backed by the unearthly design of their dark gods. However, raw power is never enough, and to quell all resistance to your Black Crusade you must have understanding of the nature of the beast you control. Hopefully the following tactics and ideas will give you some measure of that understanding. Reading this article is only the first step on the road to enlightenment and to truly succeed you must form your own plans and strategies.

Chaos Space Marines

There are a number of different types of Chaos Space Marine available to a Chaos Black Crusade. From the awesome heavy weapons of the Noise Marines to the deadly close combat hack and slash of Khome Berzerkers, there's a great deal of scope. This variety can be used in two ways. Firstly, you can include a good mix of different troop types within the same Chaos Space Marine detachment, giving it some expertise whatever situation it finds itself in. This tactical flexibility will allow you to respond to enemy attacks and moves regardless of what they are. The downside of flexibility is that it makes a detachment a jack of all trades and master of none. It may be able to shoot a little and fight in close combat fairly well, but it will never excel. Also, it is unlikely that the whole detachment will ever be used to the best of its ability at any one time.

Alternatively, you can choose to specialise your detachments, fielding very particular types of troops which all fulfil a similar role. This means that the detachment will be able to bring a great force to bear in a particular type of encounter, whether it is long ranged fighting, close combats or even Titan-hunting. However, this type of detachment can find itself in a sticky situation if it comes across a type of foe it isn't particularly able to deal with. Chaos Artillery, for instance, can pound foes to oblivion from afar but if enemy units can attack the battery into close combat the chances are many of those Cannon of Khorne and Doomblasters are going to be destroyed.

The best mix is probably somewhere in the middle ground between these two extremes. It is a good idea to have a primary role for a detachment, and choose troops which best fulfil to introduce a few troops who will help to soften the detachments weaknesses, even if you can't eradicate them altogether.

For example, you would like a unit of Chaos Space Marines to smash the enemy in close combat. Well, it looks like Khome Berzerkers are the obvious choice. Give each squad a Rhino and this will speed them up and also make them a little more resistant to blast markers (if they take the detachment's total numbers over fifteen). However. Khorne Berzerkers aren't very handy in a firelight against something like a squadron or two of Leman Russ tanks or a Baneblade. To at least give them a fighting chance, a few Chaos Space Marine Predators wouldn't go amiss, although if any close combat does start (and you should certainly hope it does!) the Predators are best left out of the main fighting, lending support but not risking themselves.

With *Epic 40,000* it is important that you start hitting the enemy as soon as possible. For Chaos Space Marines this generally means a detachment of Veterans. When they first appear, get the Veterans as far forward as possible, preferably into some cover such as ruins, woods or buildings. From there the Veterans can settle onto Overwatch orders and any enemy foolish enough to approach too closely will be met by a deadly hail of fire. While your opponent spends time trying to eliminate this threat in his own neck of the woods, the rest of your army can move into position under less threat. If he tries to ignore the Veterans, they'll punish the enemy for every step they take within range of their bolters!

Noise Marines make a good bodyguard for Chaos Artillery, either as support for an armoured detachment or with the Chaos Artillery as support. The Noise Marines can keep up a punishing volley of fire for turn after turn. The blast from a salvo of Chaos Artillery can be totally destructive. When you combine the two together, you can annihilate enemy detachments. The major problem with Chaos Artillery is that it has to take a turn to reload. During this time it is very vulnerable to being attacked by fast moving enemies such as Eldar Jetbikes or Space Marine Land Speeders. With Noise Marines in the detachment, the Chaos Artillery is still given a degree of protection from ranged attacks and the threat of close combat during this weakened period.

Cultists

They're dross, but they get in the way. Cultists are a rare thing in a Black Crusade army — they're cheap! For relatively few points, you can field a large detachment of Cultists which can use sheer weight of numbers to destroy the enemies of Chaos. Although one Cultist unit doesn't look particularly impressive, they have a point of Firepower each, so fifteen or twenty of them start to earn a bit of respect! Similarly, trying to close combat a monster detachment like this is asking for trouble. No matter how elite the fighters are, too even start countering the support of so many troops, the enemy is going to have spent far more points in his detachment than you.

This becomes even more serious if you invest in a few units of Beastmen and some Champions for them. These savage warriors should be kept towards the rear of the detachment as it moves forward, so that you don't lose them to enemy shooting. As the Cult gets closer to the enemy, move the Beastmen to the front where they can get involved in the fighting. With so many Cultists to lend supporting fire, they'll be able to take on and beat far more than their own points worth. This can be further bolstered with the addition of one or two Hellhound firethrowers or Demolisher siege tanks stolen from the Planetary Defence Force compound!

Actually, you don't just have to field the dregs of a Cult. You can use a small cult Oust five Main Force units) and use their ability to take Hydra anti-aircraft guns to protect your Chaos Artillery from flyers. Or you can field Leman Russ battle tanks to get some serious concentrated firepower on your side. Cultists are always a good way of annoying Imperial players. There's nothing that gets them mad quite as much as you being able to take the same tanks as them! Make sure you have suitable anti-Imperialist slogans on your banners too!

Daemons

Every turn your daemons aren't in close combat, they're being wasted. Although they have their *Save* ability, you must maximise every available piece of cover as you run them towards the enemy as fast as possible (possibly a March move followed by Assault orders each turn). Most of the tactics for using your daemons properly are covered later when I discuss how to make an assault work.

You will find that your Greater Daemons in particular cause a disproportionate amount of terror in your opponent, and so everything that can fire at them probably will. They are especially prone to being picked off by *Death Ray* and *Anti-tank* weapons which can choose their targets freely, so try to make sure they're well hidden behind solid cover such as a building or wood when threatened by a foe armed in this way!

Of course, the best thing about daemons (well, Horrors, Daemonettes and Plaguebearers) is that you can have a phenomenal number of psykers in one detachment, giving you that crucial extra +1 bonus in close combat. The only army likely to give you any problems on that front are Tyranids, and they'd have to invest in a hell of a lot of Zoanthropes to equal the number of Daemons you can field!

Daemon engines

Daemon Engines can be used either as support for your Chaos Space Marines or in detachments of their own. How you field them is dictated in part by want you want out of them. Generally, Daemon Engines of Khorne work best as support vehicles, providing some firepower for Khorne Berzerkers or standard Chaos Space Marines. As befits their bloodthirsty god, Khorne Engines are no mean fighters in close combat as well, ripping apart their foes with whirring blades and thrashing spikes.

This can prove to be a bit of a dilemma. Do you want your Khorne Daemon Engines to stand back and shoot or charge into the enemy and mow them down in close combat? Since they are suited to either role, the choice is yours to make freely. Whatever type of detachment they are supporting, whether it's Khorne Berzerkers or Noise Marines, the Khorne Daemon Engines will be able to lend assistance.

In addition, they can partly cover any weaknesses in the detachment, as discussed earlier. The only thing to bear in mind about charging into combat with the Daemon Engines is their Speed, which is slower than a Rhino, so you can accidentally leave them behind if you don't pay attention.

Like Khorne Daemon Engines, Silver Towers are best used in support of other troops. Their ability to rain down heavy fire from above can really help in close combat, however they are quite slow in comparison to troops mounted in transports. For this reason, they are perhaps better suited to more static detachments, protecting Chaos Artillery or Noise Marines from enemy assaults. They make good support for foot-based Chaos Space Marine detachments though, so sending them forward on the offensive isn't totally out of the question.

Slaanesh Daemon Engines are best used on their own rather than in support. This enables them to use their high speed to maximum effect, sweeping down the flank to attack the enemy from behind. Speed is essential in *Epic 40,000*, and Slaanesh walkers allow you to start harassing the enemy right from the outset. By pinning down the enemy's fast flanking forces, attacking deep into the heart of the opposing army and capturing objectives early in the battle, Slaanesh Daemon Engines can force your opponent to focus his attention on them rather than the slower bits of your army (such as daemons, Cultists and foot-bound Chaos Space Marines). While your enemy tackles the fast, well-armed Daemon Engines terrorising his battle line, you can move these other detachments into position in more safety.

Nurgle Daemon Engines are long range support vehicles. Although they can be very effective if fielded as massed batteries on their own, they can also cause a great deal of mayhem if sprinkled liberally through your army. As your detachments move forward, the Nurgle Engines can accompany them, placing blast markers on whatever enemy detachment poses the most threat at any given time. Spread through the army like this doesn't stop them having cumulative effect if you want them to, they can still combine fire onto a single target from all over the battlefield. Most importantly, by not having one large detachment of Nurgle Daemon Engines it becomes that much harder for your opponent to eliminate them all.

A Black Crusade can include a wide variety of different war engines, from the small but fast Subjugator Titans to the lumbering Plague Towers of Nurgle. Each of these can fit into your overall plan, regardless of what you have in mind.

A Black Crusade can include a wide variety of different war engines, from the small but fast Subjugator Titans to the lumbering Plague Towers of Nurgle. Each of these can fit into your overall plan, regardless of what you have in mind. The Banelord is pretty much a Warlord Titan with one or two changes. It doesn't mount any long range weaponry so it must close with the enemy to unleash its lethal salvoes of fire. Luckily, this is want you probably want anyway. Having a Banelord to accompany your Daemons and Khorne Berzerkers as they charge into hand-to-hand combat is a great bonus. Not only can it soften up foes with a pummelling fusillade of cannon fire, it can lend valuable support in any close combats and firefights that happen close by. Its massive Doomfist is also a pretty sure deterrent for enemy war engines not to interfere with those it is escorting.

The Nurgle Plague Tower is a bit of a strange War Engine. It is very slow, it doesn't have that many guns and it isn't protected particularly well. So what are its uses then, foolish mortal, I hear you cry. Well, it can carry lots of troops inside, in relative safety (providing you give the enemy other things to worry about at the same time, such as daemons bursting out of thin air and Noise Marines hurling blasts of sonic energy at the opposing war engines). The Plague Tower is especially useful for getting over razorwire, as found in Dawn Assaults and Planetary Assaults. This is because war engines can move over razorwire without penalty, unlike normal transports such as Rhinos who cannot cross the stuff on Assault orders. Using a Plague Tower, you can actually move over the razorwire and launch an assault at the same time. This greatly enhances your chances of establishing a foothold on the far side of the razorwire. Normally you have to walk very slowly across the razorwire, with the enemy dug into position, blasting the hell out of anything that gets too close. With a Plague Tower or two you can rumble over the razorwire and spill Beastmen, Berzerkers or other close combat nasties into the heart of the enemy defence.

Then there are the Slaanesh Titans. Although nominally Titans, these war engines are really more an equivalent of super heavy tanks, though far more mobile. Subjugators are best used in pairs to hunt down enemy war engines. One of them is usually enough to deal with foes such as Warhound Titans or Eldar Revenant Titans and both of them can match a Reaver Titan, or maybe even a Phantom or Warlord if the foe doesn't have its own close combat weapon. The speed of the Subjugator is one of its best weapons, though they are very vulnerable to Land Raiders and other adversaries with *Anti-tank* shots. Try to use the available cover as much as possible while you close in on your prey. Avoid a straight shooting match with anything but the weakest enemy detachments, and also watch out for being swamped in close combat by nasties like Genestealers, Carnifexes or Eldar Aspect Warriors with Exarchs. Without the bonus of its close combat weapons, the Subjugator is actually quite fragile. To counter this, they are relatively cheap in terms of points, so you can usually afford two, three or maybe even four for the price of the target you're hunting.

In contrast, the Questor is actually a bit of a firepower monster. It is very good in firefights and although it is no better protected than a Subjugator, its potential to dish out some serious damage should stop all but the hardest foes from trying anything stupid (like duelling at long range). Like the Subjugator, the Questor is quite vulnerable in close combat, though it is still better than the likes of Baneblades or Cobras. It is also very good in firefights and you can use them to support your close combat detachments so that they are less prone to breaking before they can charge. This is explained in more detail later.

Flyers

Chaos commanders are very lucky, they have one of the best interceptors in *Epic 40,000* and one of the most lethal bombers too. As with all interceptors, it is best to use your Doomwings in separate detachments from the Firelords. Always take the maximum five Doomwings in each detachment, and in a 2000 point game I might even be tempted to take two squadrons of Doomwings if I had some Firelords to protect. They only thing that can really worry your Doomwings are those pesky Eldar Nightwings.

With those guys around, don't try a ground attack with the Doomwings, always go on intercept orders. The Eldar player is likely to do the same, since neither of you want your opponent to shoot first (flyers on an intercept mission fire first if fighting with flyers with an equal intercept value).

Firelords are excellent at bombing massed targets and can build up a firepower of six or even eight if the target is foolishly packed close enough. Punish your opponent for clustering his troops to close together. In future turns he will be so paranoid about more Firelord air strikes he will be constantly wary about bunching up his army. This is all for your good, as detachments which are spread over a large area are less effective in firefights and, more importantly, close combats. This is because more of the detachment is outside that important 15cm 'zone' for lending support in the close combat, while if you are charging you can pack the attackers in really tight.

Ripping their faces off

Even with Chaos Artillery, Noise Marines, Firelords, Plague Towers and other weapons of mass destruction, the Chaos army is still mainly directed towards close combat and short range exchanges of fire. Just like their loyal counterparts, Chaos Space Marines are absolutely murderous if they can gain some area of cover and settle onto Overwatch to *Rapid Fire* any foes careless enough to stray too close. Also, Chaos Space Marines in general, and Berzerkers and Daemons in particular, are very adept at close combat. The long range firepower of your army should be directed towards softening up targets before that final assault comes crashing in to smash aside all opposition. As with any plan in *Epic 40,000*, the more things you can give your opponent to worry about, the less effective he is going to be on the whole.

As a whole, your plan should be focused towards keeping the enemy under pressure until the close combat beasties arrive and start pulling heads off in pretty short order.

Putting the boot in

Using a Chaos army is about knowing how to send in an assault and make it work. Once you have this basic skill perfected, you can take on any enemy, in any situation. It's just a question of timing mainly, and keeping concentrated on your own plans and not to get distracted by the enemy.

Firstly, pick the target of the assault. In many situations this will have to be a battlefield location, as you won't know what your opponent has in his army as it will either be hidden of off the table (and its unsportsmanlike to sneak a look in his figure case!). Once you find out where the most valuable enemy detachments are you can steer your army towards them.

Direct the fire of your heaviest weapons (including Firelord bombing runs) against the intended target. The idea is to give your close combat troops every possible advantage. This not only includes reducing the number of units they have to fight, but also piling up the blast markers (hopefully the enemy will have more then five blast markers on them by the time the assault hits home).

Support, support!

Alongside your assault detachments you should move forward with your tactical troops. These are needed for two reasons. Firstly, their mere presence and the greater threat they present at range will attract some of your foe's fire. The more shots directed towards your Chaos Space Marines, and especially Cultists, the less damage and blast markers being inflicted on the assault troops. Secondly, your close combat monsters will need help in any firefights. If your opponent gets the initiative in that crucial assault phase, he's going to try to break your assault units with a firelight first. With a Cult packing fifteen to twenty firepower, or a detachment of Chaos Space Marines or perhaps some Slaanesh Daemon Engines close by, this becomes more of a problem for your opponent than you.

Questor Titans are especially good in this role, as their high firepower can stave of enemy firefights while it is large enough to be a threat in close combat as well (and of course this threat is doubled if you field them in a pair!).

Spread the word

When you are ready to charge, go with everything you've got. Assaults are not for the faint-hearted and you need to bring everything you can to play its part. Try to engage as many different enemy detachments as you can (within reason) so that when you win, you will inflict the maximum number of blast markers on the enemy army as a whole. The example below shows this in more detail. [Comment: What example?]

It is very important that you get to charge, rather than your opponent. Pick out any targets which are likely to cause problems. Always try to double up on enemies unless they have a worse Assault value than you, in which case go for maximum penetration of the enemy detachment. Don't leave close support vehicles unengaged if possible. Don't bother ganging up with your units that *Rampage*, spread them around as much as possible. Try to get units as deep into the enemy as you can.

Get your tactical troops involved too if you can. Although this reduces their firepower in the previous shooting phase, if you can get an extra ten or so units in support, this can add an extra +1 to your score. Of course, to lend support the detachment must have troops in combat with the enemy, so make sure you leave some foes for them to attack!

When you are allocating casualties at the end (after your glorious victory of course) start with the enemy units furthest from the direction of attack. Those right on the front line will have to make retreat moves so there's a good chance that they won't be able to get away. Again, the diagram below presents this tactic in more detail. [Comment: What diagram?]

Serve your gods well

Well, that's about it really. Remember, you will take casualties and the Chaos Gods detest players who are not bold and fearless (yes, those whining curs who constantly bemoan every loss and blast marker). But whatever happens, you can feel warm in the knowledge that soon your opponent is going to find out the true meaning of terror. Don't let him forget it!

So, muster your dark forces, it is time to spill forth from the Eye of Terror to bring death, mayhem and destruction to those who have not seen the true path!

Attack of the Tyranids [Tyranid tactics]

[Content from Firepower #3 page 39 to 49 (Also White Dwarf #213 page ?.]

To help you in your bid for galactic domination, we've put together some advice for all you would-be Hive Tyrants out there. — Words by the man Kinrade

A Tyranid army has several major advantages in *Epic 40,000*, and you'll have to make the most of them if ultimate victory is to be yours…

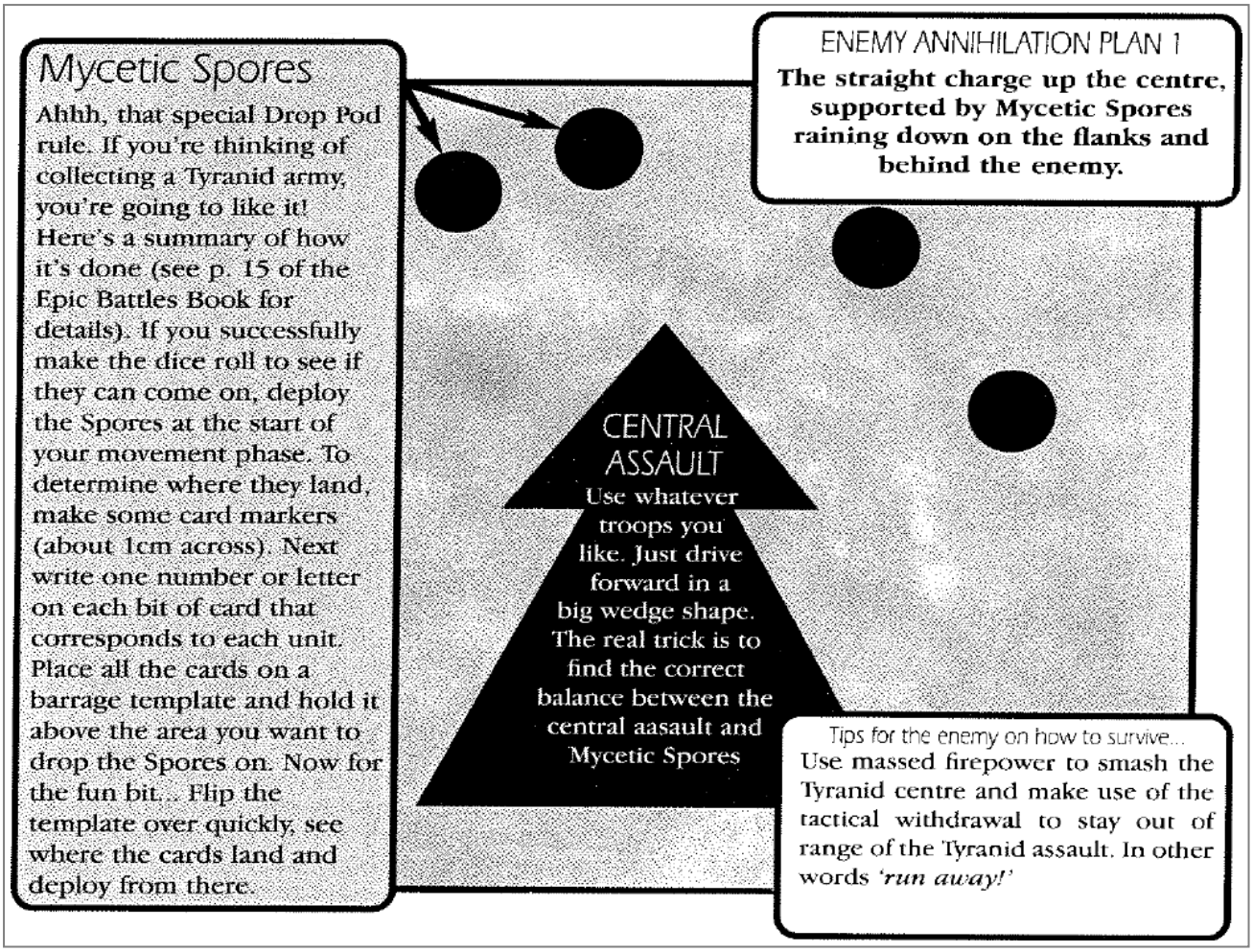
1. First and foremost the Tyranids are fast, allowing you get to the enemy quickly Their manoeuvrability is also aided by Mycetic ~~swarms~~ [Spores] which can land anywhere on the table. Have a look at the **Drop pods** on page 122 [page 15, Battles Book] to see how Mycetic Spores work.
2. Tyranid armies can be very large. You get lots of Tyranids for your points, so you can swamp the enemy with lots of monsters.
3. The Tyranids have some of the largest ~~assault factors~~ [Assault values] in the game. Creatures like Genestealers, Carnifexes and Hive Tyrants are exceptionally good in close assaults.
4. The Hive Mind is implacable. Casualties and enemy fire do not affect the Tyranids' advance in the same way as other forces.

…all the above make fighting [against] Tyranids a frightening experience for any army. Even before you start, your opponent will be scared and on the defensive.

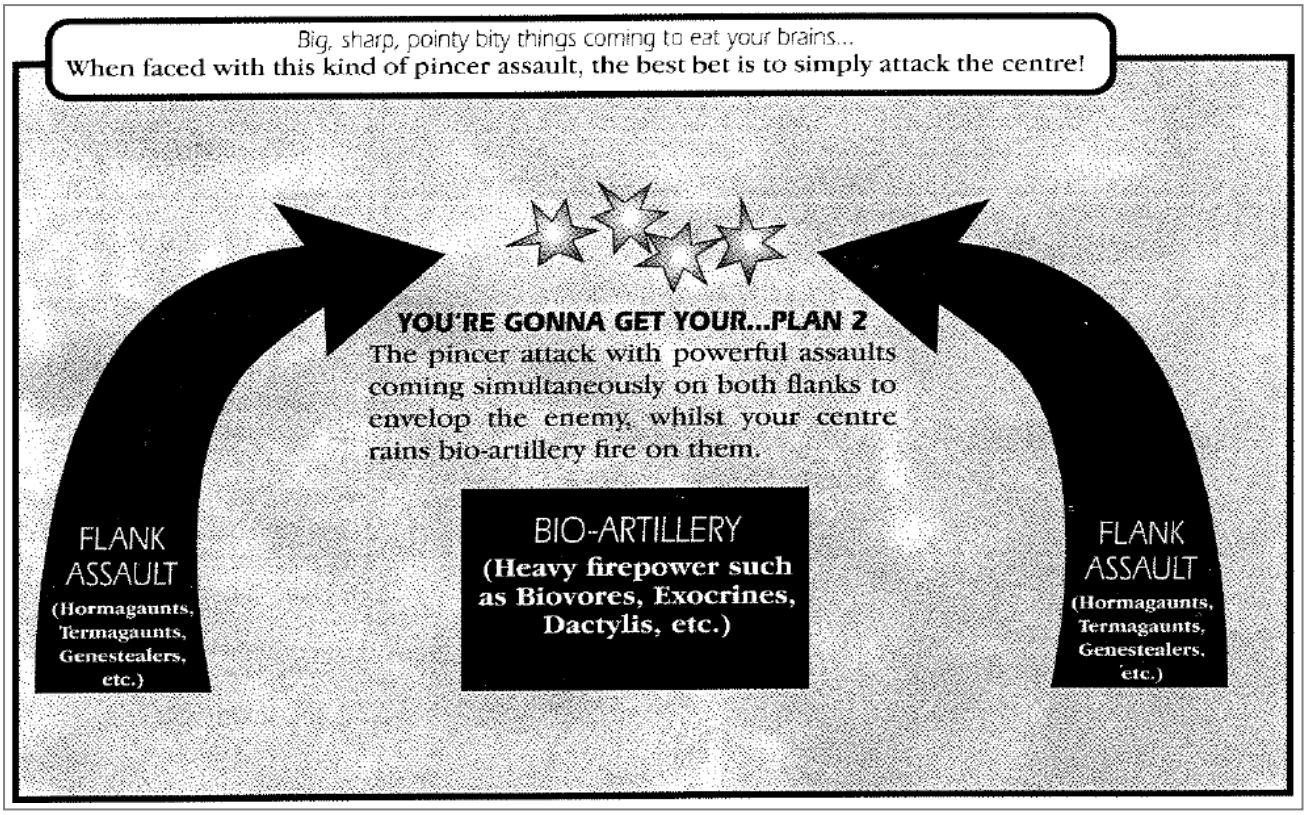
The basic Tyranid tactic is not subtle. Attack, attack, attack, don't hesitate just go, go, go. Pile towards the enemy and defy his guns to stop you. The longer you hesitate the more damage you will take. This plan is not for the faint-hearted, casualties are likely to be high, but when those Genestealers and Carnifexes do make it into close combat the enemy is all but doomed.



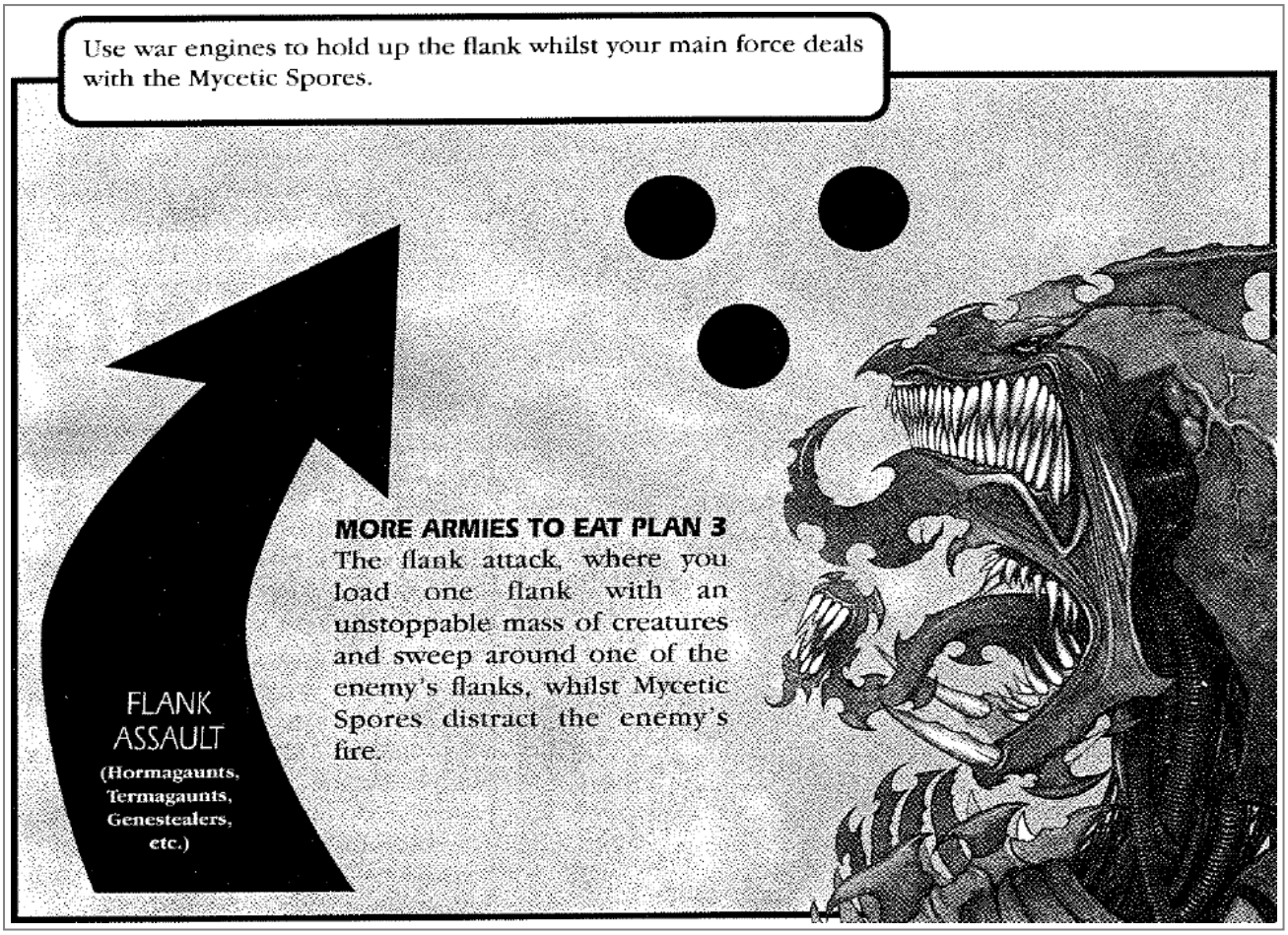
Enemy annihilation plan 1



You're gonna get your… plan 2



More armies to eat plan 3



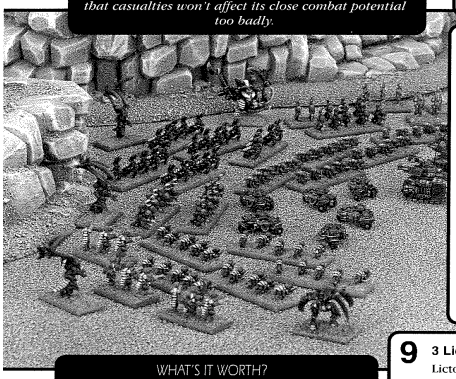
Swarmin' and spawnin'

SWARMIN' & SPAWNIN'

Each of your Tyranid swarms can be chosen from the army list to perform a very specific battlefield role. To help you along the way I've chosen some example swarms and explained the thinking behind my choices.

1 – ASSAULT SWARM

My first choice of swarm is a general assault swarm. I want it to be fast moving and very hard hitting. This is the sort of swarm that will rip the heart out of the enemy army with close assaults. It needs to be large so that casualties won't affect its close combat potential too badly.



1 **Hive Tyrant**

A Hive Tyrant is all round mean. Armour 6, firepower 2, assault 6 and a psyker with a save! They are prone to be picked off by special weapon shots, especially anti-tank weapons. However, this is perhaps because they scare the enemy so much and attract a large amount of fire!

2 **3 Tyranid Warrior Units**

My next Synapse creature choice is 3 Tyranid Warrior units. Tyranid Warriors are vital to a swarm because as Synapse creatures their presence means the swarm doesn't have to take leadership tests, and they can keep on moving despite heavy enemy fire. Taking plenty of them should mean the swarm keeps fighting to the end.

3 **3 Tyranid Warrior Units**

I opt for more warriors as extra insurance against losing contact with the Hive Mind. Another Hive Tyrant is tempting, if only for the extra psyker to give me an extra advantage in close assaults, but I'm afraid it will be picked off too easily.

4 **5 Termagant Units**

Whilst not very powerful, Termagants are very cheapskate and will make a good screen for my swarm. Termagants absorb the first enemy fire, and any survivors can lend support in close combat or firefights.

5 **5 Termagant Units**

More screening troops. My thinking here is that the bigger the screen the longer it will take the enemy to kill them all and get to the better stuff behind. Ask any 40K Tyranid player how well this works against most enemies.

6 **5 Hormagaunt Units**

Like Termagants, Hormagaunts are cheap, they are also *very* fast and mean in close combat. The Hormagaunts are also expendable, but should any survive to assault the enemy then their speed will allow them to attack units deep in the enemy lines, towards the rear of enemy detachments. This makes it hard for defeated enemy units to withdraw without ending up with 15cm of a Hormaguant and being automatically destroyed.

7 **2 Genestealer Units**

Genestealers are the real strength of my swarm. Their assault value of 6 will mean I should massively beat the enemy's assault total, making winning the close combat a certainty.

8 **2 Genestealer Units**

More Genestealers just in case some are killed during the advance. It's also worth saying that 10 points per unit is cheap. Excellent value, madam!

9 **3 Lictors**

Lictors are very useful to a swarm. Not only are they good assault troops, but their Infiltrate ability makes them perfect for revealing hidden Set-up markers before I commit my main strength to an attack. Their increased command radius also makes them good at picking off stray enemy units. Because they infiltrate they get an extra move in their first turn, so they can start threatening the enemy early. All round nasty.

10 **2 Carnifexes**

Carnifexes give my swarm a little more flexibility. As well as lending their rampaging might to the close combat they have firepower 2, so they will be useful should I want to soften up the enemy first by going onto overwatch for a turn. Surprise moves like this can throw your opponent's plans. Like Hive Tyrants, your Carnifexes are likely to be picked out by special weapons though, which is why I've taken 2 of them.

WHAT'S IT WORTH?

The swarm is now worth 400 points and has a massive total assault value of 109, enough to smash any opponent. It can also mass a surprisingly useful 28 firepower as well. The swarm has a reserve speed of 15cm, and with 31 units it has a half strength of 16, with a morale value of 8. Lots of Synapse creatures will ensure the advance continues come what may.

Another noteworthy point here is that all the units in this swarm are infantry, so they can make best use of cover bonuses whilst they advance.

BE AFRAID, BE VERY AFRAID

Tyranids always pass Leadership tests and are never broken if they have any Synapse creatures left in the swarm! Remember you must choose three Synapse creatures to control each swarm.

2 – BIO-ARTILLERY SWARM

Tyranids may be the most powerful close combat force in the galaxy but their attacks still need some long range support. The bio-artillery will place so many Blast markers that an enemy detachment will be unable to escape your main attack, dooming them to a messy end!

1 **2 Tyranid Warrior Units**

I don't intend to get too close to the enemy with this swarm. Hopefully my Tyranid Warriors won't take much fire and their small numbers will keep the other creatures in touch with the Hive Mind (it's good to talk!). I really want the swarm on overwatch to maximize their firing potential, with Tyranid Warriors lurking near the back to protect the bio-artillery.

2 **1 Tyranid Warrior Unit**

The warriors will be useful in protecting the swarm from close assaults by fast-moving enemy, and to snipe at any enemy that come too close for comfort.

3 **1 Tyranid Warrior Unit**

Notice the almost minimum expenditure possible on Synapse creatures, so I can afford a few extra broods.

4 **2 Biovores**

Excellent for placing Blast markers, especially on fast-moving enemy detachments which could otherwise avoid your main assault. I shall get them on overwatch and just fire away.

5 **1 Biovore**

More Blast markers; thank you very much!

6 **1 Biovore**

Bang bang you're stuck!

7 **3 Dactylis**

Dactylis have the same range as Biovores. They also have excellent armour so they can protect the more exposed Biovores from enemy fire by staying at the front of the swarm.

BLAST MARKER 'EM

This swarm costs 244 points, with a half strength of 6 and a morale value of 5. This swarm should not be exposed to too much enemy fire. The enemy should have my assault swarms to worry about, but if it does get attacked and broken it won't cost me the battle in army morale points.

3 – MYCETIC SWARM

A personal favourite of mine. I think you have two options with your mycetic swarms. They can be either large assault units, which can be deployed close to the enemy and charge straight in. This is risky because you will have a lot of points in reserve, and a few bad dice rolls for reserves will leave you fighting against a stronger enemy. Or you can have small swarms, which can land in front of the enemy as a diversion from your main attack. This means the swarm is doomed to taking high casualties, but the more enemy fire they attract the better, it means your main attack is advancing unmolested. The second example is the one I've chosen to show in a little more detail.

1 **Hive Tyrant**

Big and scary, his presence will force the enemy to direct special weapons fire at the swarm.

2 **2 Tyranid Warrior Units**

Not too many Synapse creatures here. The Mycetic swarm shouldn't have that far to advance after landing and therefore won't take much incoming fire.

3 **1 Tyranid Warrior Unit**

The minimum requirement, to save points for more fodder troops.

4 **5 Termagants**

The cannon fodder. Their main purpose is to die first and support any close assaults.

5 **4 Hormagaunt Units**

Fast and deadly, hopefully the enemy will be worried enough by the threat of the Hormagaunts to commit a lot of firepower to stopping them. All the better for my overall plan.

6 **2 Lictors**

The Lictors' extra infiltrate move makes them exceedingly useful when deployed from Mycetic Spores. They can threaten to surround the enemy forces straight away.

7 **2 Lictors**

More nasty infiltrate moves to surround the enemy and get him really worried.

8 **2 Zoanthropes**

Zoanthropes will give the swarm an advantage in close assaults for having more psykers, and if they survive the enemy fire the swarm may still have enough hitting power to beat them. Zoanthropes are slow but this should not be too much of a problem because arriving in Mycetic Spores means they won't have far to go in order to reach the enemy.

FALLING DEATH

The swarm weighs in at only 194 points, which is cheap, but they still have a reasonable assault value, and deploying from Mycetic Spores means they can threaten the enemy in their first turn, especially with all those Lictors.

Consume all

I've covered Assault Spawn, Bio-artillery and Mycetic Spores, but there is more to the Tyranid invasion than this. Here are some other suggestions for using the Tyranid army lists. Total galactic domination here we come…

Bio-titans

For me, Bio-titans are best used as war engine killers. War engines can be very hard for the Tyranids to destroy because of their massive Assault values and refusal to break. The best answer to them is to take your own Bio-titans equipped with ripper tentacles and razor claws, and scuttle towards the enemy war engine as fast as possible. Once in close combat the enemy war engine is in big trouble.

Armoured assault swarm

Assault spawn carrying lots of Hive Tyrants, Carnifexes, Genestealers and Tyranid Warriors storming into battle at very high speed (25cm a turn actually). This is a good way to include lots of Zoanthropes as well and because they are being transported their low speed will not slow down the entire swarm. The swarm could also include some Exocrines for anti-tank support, or Dactylis, but they will slow down the advance.

Dominatrix

Your army's supreme commander is the Dominatrix. The Dominatrix is one mean mother. It is a war engine which means it cannot be broken, can move, fire all its weapons and move again in the assault phase. You can only take one Dominatrix per 2,000 points in your army, but it does have an added advantage over other supreme commanders because it gives you a re-roll in close combats or firefights even if it is only in support of the assault. Most supreme commanders have to actually be involved to give you the re-roll. It is a subtle difference but one which could be vital in a close-fought assault. Your Dominatrix is best off supporting your assault swarms.

Flight swarms

A good flight swarm might be 1 Harridan and 10 Gargoyles just to use as interceptors. Most flyers will drive off the Harridan and a few Gargoyles in a dogfight, leaving 6 or 7 Gargoyle units to attack back. This should be enough to blunt any enemy ground attack. If the enemy has no flyers then the Harridan is free to make its ground attacks, but otherwise just use them to cancel out your enemy's airpower, leaving your ground swarms free to get on with the real task of eating the enemy. Yum, yum.

Bug Hunt [anti-Tyranid tactics]

[Content from Firepower #3 page 54 to 57.]

Now for all you non-Tyranid players out there, here are some examples of the useful weapons you have at your disposal for you to crush the Tyranid advance.

First for the Armies of the Imperium…

Land Raiders have two special weapons (*Anti-tank*) which means that they can target any model in range [Comment: Not true, given the errata published in Firepower #1]. They are useful for killing Tyranid Hive Tyrants and other Synapse creatures.

Thunderhawk Gunships are good for rapidly deploying detachments and surrounding the Tyranids, ready to wipe them out with superior firepower. Just watch out for the Gargoyles.

Land Speeder and Bike units have a high speed and firepower so they are fast enough to avoid close combat with Tyranids and able to destroy units by shooting.

More...

Imperial artillery is very effective at destroying Tyranid Broods before they get to your army. Your opponent will realise this very quickly, however, so you need to protect your artillery from flyers and Mycetic Spores.

War engines have lots of firepower which is always good when you are fighting Tyranids. They also can't be broken so they can be used to hold a defensive position.

…then for the Orks

Even Ork Fighta-Bommerz can win against Gargoyles and Harridans…

Fast detachments such as the Kult of Speed can be used to move around the Tyranids and shoot at them from behind.

Ork war engines have lots of firepower to kill hordes of Tyranid creatures, and lots of special weapons to kill Synapse creatures and Bio-titans.

Flak wagons can protect your Ork detachments from Tyranid Gargoyles and Harridans.

Wben fighting Tyranids it is best to have as much firepower as possible so big detachments of Shooty Boyz, support weapons and Dreadnoughts are always welcome.

The Orks can have huge detachments in their army. Large detachments have a lot of firepower for shooting and a high total Assault value which gives them a chance when the Tyranids get into close combat.

Big guns never tire [thoughts on Titans]

[Content from Firepower #2 page 46.]

By Carl Woodrow

They are big, powerful and rule the battlefield. What am I talking about? War Engines of course, especially Titans. Since I started playing Epic way back in 1991 when it was *Adeptus Titanicus*, I have noticed a subtle shift away from the original theme of huge war engines slugging it out over a barren landscape, to a more overall feel of a large land based war.

Now don't get me wrong, I am more than happy to see rows and rows of infantry and tanks crushed under the might of my steel shod foot *(He's lost it. — Ed)*, but I can't help but wonder what happened to the Titan during this shift in power. There was a time when it was the Titan that was the focus of attention, the infantry merely decoration to emphasise just how big these machines were. Now it is the Titans role to support the 'ground pounders', relegated to the role of 'fire-magnet', the once magnificent Titan is now nothing more than an expensive target or is it?

Titans are blessed with a number of assets which, when used appropriately, can be devastating on the battlefield. Firstly their size gives them a good visibility hence low terrain is less of a cover bonus to the enemy. This alone gives a Titan a relatively long reach. Secondly Titans can soak up a lot of punishment before going down. This generally makes them a highly survivable unit, or at least they would be if it weren't for the third point… Titans cause fear.

The mere presence of a Titan on the battlefield is enough to make your opponent think carefully about his/her strategy. If they concentrate on bringing the Titan down, they may do so at the cost of ignoring other ground units, which can in rum return the gesture relatively unscathed. If on the other hand they are foolish enough to ignore the Titan in favour of a more vulnerable foe, then the average Titan has enough firepower to make them regret this very quickly. So, if Titans are so good, why is it that they are not fielded more often?

In a nutshell it is cost. Quite apart from the fact that you can buy three boxes of Marines to one Warlord, it is the cost in points of fielding one. In the games industry it is called 'bangs-for-bucks', but whatever you call it the result is the same. Simply put there are other units that are simply more cost effective whilst delivering the same punch. It is for this reason that you will more often than not see Engines of Vaul as opposed to a Phantom Titan, or Shadowswords in the place of a Warlord.

It does not seem to matter whether or not these units fit in with the overall army, just that they deliver the most efficient volume of firepower per point cost. Now I for one am all for choosing the most appropriate army selection to fit the task in hand, but not too the point of spoiling the enjoyment of the game. To me one of the key reasons for playing a game in Epic rather than *Warhammer 40,000* is in the 'Grande scheme' feel that commanding vast numbers of troops gives. Without at least one Titan in the army it loses this feel of 'grandness' for me. Don't get me wrong, I am not advocating the use of Titans indiscriminately, nor inappropriately (namely two stands of infantry and one Imperator = well-balanced army). What I am saying is don't discount the humble Titan just because there are more cost-effective (read cheesy) alternatives… there is no better sight on the battlefield than a huge Warlord/Phantom/Gargant/Hierophant striding purposefully across the table, crushing trees and shouldering aside buildings. If you don't believe me try imagining what the Battle for Hoth (*[Star Wars — The Empire Strikes Back*) would have looked like without the AT-AT's. Exactly!

Titans also produce many more opportunities for originality in the painting. Although all Warlords initially look the same out of the box, that is not to say they have to look the same once painted. Out of all of the models in the Epic scale collection, Titans offer the greatest opportunity for personalisation. In the same way that Space Marine Chapters have their own history and background, Titan Legions equally have theirs with the addition of more surface area to display it.

Consider adding campaign banners to your Titans, especially Imperial and Eldar. Ork Gargants can display great banners honouring their patron Warlord, or show a 'glyph' storyline telling the history of the Gargan!. Campaign markings and icons can also be added to the large surface areas such as armour plating and legs. All of these banners and markings go towards creating a part of your army that has a background and it's own individual history of countless campaigns on countless worlds.

Legio Tormentum [Titan Legion tactics]

[Content from Firepower #2 page 50 to 54.]

By Alberto Ramallo Lucini

Being a dedicated gamer of Epic since the dawn of time, the release of *Epic 40,000* was one of the best things to happen last year (two years ago now!). In my opinion (which is shared by almost everyone in my gaming group) it is the best gaming system published yet by Games Workshop. Although a bit lacking in background, it has the best working rules yet. I specially admire the Blast markers system and the two movement phases, together with the simultaneous turn sequence, which is a classic.

Gulliver goes to war

My last months have been spent working almost safely in the development of a Titan Legion: Legio Tormentum, of which you can see photos here and there all around this article. My first intention was that of creating the whole host of rules needed whenever you want to play an army of your own. Although I had lots of ideas, soon I realised it was not even worth trying. The truth is everybody can come up with some rules of his own, including a whole range of weapons based in the old Space Marine rules, some different ways of purchasing the Titans (remember those take-three-pay-two Titan groups that could be used some years ago) and special rules covering Blast markers and how they affect War Engines.

Soon I realised it was not what I wanted. I didn't want to have to hear, as not long ago happened to a guy I know: Oh God, so I have to face your Tyranid horde think I'd rather begin reading those 52 pages of special rules and new troop types. And by the way, Manuel, are you going to include any of your 25 special characters, or this will be a simple game?" No, the real challenge would be creating a whole new army that could be played against newcomers (that means not adding a word to the rulebook), but also against my group of friends (all veteran and very able players, who will spot any weakness in my army composition and tear it apart).

More...

First things first, I had to invent a story, a reason for Legio Tormentum existing, and for Grand Magister Albertius being in command of it. This took me no longer than a week, and when finished most people enjoyed reading it, and it will provide me with a reason for fighting against most foes (including Imperial Armies). It also gave me some time to think about what my Legion should look like.

So now I was facing the most difficult part: The rules. Before doing anything, I imagined how Legio Tormentum should appear to my enemy's eyes.

> *Night, storm, lightning. The fears of men, nightmares, a dreadful force of godlike monsters surging from the horizon, riding thunder and sailing tempests. Immense beasts of metal, whose blood, flowing rhythmically through its veins, was human flesh; a maremagnum of vast proportions, thundering with the noise of huge, blazing cannons.*

One night I woke up at midnight, turned on my computer, and began writing. I had had a dream, a vision! When some minutes afterwards, I remembered to also turn on the screen, things were even better. In half an hour I had everything done. The only limitation I would choose were troop type limitations. I took the Armies Book and had a quick go at the Imperial Army list. The results were the following limitations:

1. No Imperial Guard Super Heavy Tank Companies. It is the simplest of logic. I already have enough war engines. Whoever heard of a Titan Legion requesting the miserable help of a few tanks?
2. No Imperial Guard Artillery detachments may be chosen. I picture a Titan Legion as a group of Titans advancing against innumerable foes, helped by some Techguard whose only mission is to take control of the places that Titans are unable to control; like woods and villages. There is no massed artillery supporting the advance of the Titans, whether you like it or not. They are the artillery!
3. No Space Marine detachments (unless you use them as allies). Their role in the battlefield is just opposite; Space Marines are the first to arrive, they attack with lightning speed, and then they go. Titan Legions need large, slow, cumbersome transport space ships; when they arrive to the battlefield they secure the perimeter and then begin the destruction, area by area, slowly, methodically, unstoppably. In the more usual campaigns, they don't fight together.
4. Only one entry from the Supreme Commander may be chosen — the Imperial Guard Colonel, whose name must be changed to Grand Magister (or any other name which you find suitable).
5. If possible, take only Imperial Guard Tank detachments and Titan Legion detachments. I think spending some 2/3 of your total points pool on Titan Legion detachments and the rest in Tank detachments is about the right proportion. What's wrong with Imperial Guard Infantry detachments? Well, i think there several reasons not to take them. First of all, the different troops available. No serious Techguard detachment, loyal and extremely faithful to the Emperor, will accept fighting alongside some strangely mutated Ogryn, whose poor intellect and therefore inability to understand the simplest of mysteries of the Machine God cult, make for despicable companionship.

Not only Ogryns, but also Rough Riders are very rare troops in a Titan Legion. For rather obvious reasons, I wouldn't accept these in the Legio Tormentum. Perhaps if they rode Cyberhorses (yeah, like Orks do!). I imagine Techguard troops are much better equipped than the average Imperial Guard trooper. Even if coming up with a whole host of new rules for laser batteries is not very difficult, I didn't want to do anything like that, as I have already said. I believe the Imperial Guard tank detachment list allows to represent their better equipment, the sheer amount of tanks meaning less, better prepared infantry. Only, when choosing this option, try to remember not including any Artillery.

As for Ratlings, well, it's hard to tell. They are alien, mutated aberrations, and not real sons of the Emperor. Still, they seem the kind of troop Techguards would be willing to use. Now I am not including them, but in a future, who knows?

This is all I managed to write before falling asleep. However, when I saw it again next morning, I liked it so much I decided to use it as the basis for my own Legion. These are very simple rules. In fact, I'm not taking advantage of any rule, I'm actually restraining myself in the selection of troops. This army could participate in a Tournament, because it is by no means 'cheesy' or 'beardie', the Emperor be praised.

With all this sorted out, I was really looking for a chance of using Legio Tormentum. I had already painted an Imperator Titan, called Thunderchild. It was followed by a Warlord, then a Warhound, and lastly a Reaver. When I had painted one of each, I added some infantry (mainly Heavy Weapons squads, which I think add great taste to the Techguard units). Then I painted lots and lots of tanks, of which you can see some featured here. When painting an army like this, it is very easy to go to town with the Titans and to forget about the tanks and the infantry.

I can proudly say I've painted both to an equally low level (did you think the photos intended to show off my army? Not at all. I have taken them so that you realize I haven't invented anything). If you can still look straight into my face now the terrible truth has been revealed, and accept my advice, I would suggest you always go for the simplest of schemes when painting an Epic army. You can do like a friend of mine, who plays Ultramarines (and several other armies), and began almost one year ago painting his army with the squad number on every shoulder pad, and the army symbol in every left knee pad. He has so far painted just thirty stands!

To battle…

So, having painted my army, and having developed a set of rules for it, I just felt I had to play some battles. The first battle I played was, how I can put it? It was a very, very grievous defeat. I ended the battle with no miniatures left. Sad, sad, sad day. Perhaps if I had prepared some tactics…

However, with this my first defeat, I learnt many things about playing with Titans. First of all, Titans are not the invincible war engine, neither the indestructible foe. Far from that, a Titan is very easy to knock down, and War Engines, whatever their type, are very, very sensitive to blast markers. Second, never choose a combination of weapons like four Death Rays: you will be making your enemy's work easy. And last, and most importantly, for the Emperor's sake, never ever in your life spread your Titans all around the battlefield! Your enemy will simply surround your Titans, one by one, and easily finish them off. It's the best recipe for a big defeat.

For my second battle, I would be facing a force of Space Marines (Legio Tormentum's story allows me to face any enemy, be it alien or human, without spoiling the background. I find this to be very important, since there is no point in confronting two armies with no real reason to do so). For this 2,000 points battle I chose my Imperator Titan, 'Thunderchild', a Warlord, and some infantry. I kept them together, using the infantry and tanks to attract incoming fire. Thus ensuring the survival of both Titans. My enemy was so disheartened at the sight of the Imperator that he did not even try to destroy it. In brief, I won.

So, what are the basic tactics to use with a Titan Legion? So far, I have only mentioned what you shouldn't do, not what you should. There are a couple of things everybody should keep in mind:

1. A Titan Legion is not only Titans. It needs its infantry, it needs its Techguard. Without it, you won't be able to move freely, to take objectives, or to do any of those things that need being done.
2. Always keep in mind what your Titans are truly worth. As I discovered in my second battle (yes, the one I won), by keeping two or three Titans together you are concentrating 1,000 or even more points in only twenty or thirty centimetres square. It means the enemy can only attack you with one or two detachments at a time, therefore being in absolute disadvantage! I will keep this one to myself (mind you, surely Juan and Paco will read this, and I don't want to lose even more games).

~~3. These are the 3 (well, two) things you should always keep in mind. They are mere suggestions, not real tactics. These are what I will discuss now.~~

First of all, I think I would like to take this chance to explain the difference between tactic and strategy. The strategy is (of course, when referring to a wargame like *Epic 40,000*) what we usually call the plan. The general troops, the tasks to which every detachment is being committed, the way, in broad terms, you are going to use your army to achieve victory in the game. The tactics, on the other hand, are those little tricks used with ever detachment or unit. Whether to overwatch or move and shoot with one unit, this is tactics. Whether you will be attacking or defending with that unit, that is strategy. Old Weirde's tactics, published long ago in *White Dwarf*, were indeed strategy. In this article, I am not going to talk about strategies, but about tactics (the strategy is something which must be different for each game, depending on the terrain, the enemy, your troops and objectives).

When playing with lots of War Engines, your playing style must be flexible, yet you must follow an initial plan. Here are some tactics which will help you defeat your foes.

Diagonal advance: Let's imagine you have deployed your Titan on one comer of the board, and the enemy has deployed on the table edge opposite. The way to advance over there is by turning (freely) at the beginning of the assault phase, then moving at full speed (usually 15 cm), moving once again in the movement phase, and, at the end of this second movement, turning (freely, of course) to face your enemy in the shooting phase. After this, you can turn again, and go on moving in the assault phase.

Rotating: this is my favourite. You need three Titans. At the beginning of the battle you should deploy them so that they form a triangle, one of them advancing at the front and thus creating a shield for the other two. When it begins receiving damage, the blast markers will slow it down. Then you don't move it for one tum, one of the other Titans advances past it and takes the position at the front. Next turn it will be this war engine who receives most of the damage. Behind it there is the third, which has also been advancing, and behind it there is the first, which will soon recover both from blast markers and damage to its void shields. Next turn, the Titan in the middle takes the front position, the one in front stays unmoving, so that it can repair as much damage as possible, and the third one, having already repaired almost everything, advances as fast as possible.

Next turn it will take the position of shield again, and so on. This way you can advance suffering lots of hits, taking lots of blast markers, and not receiving a single point of damage to the structure, since you go on repairing shields and eliminating blast markers. This makes for really unstoppable war engines, the stuff of great deeds. It is a, very difficult technique to master (I haven't yet), and not only useful for Imperial War Engines.

Weapon selection

Always keep in mind who is your enemy and how many Titans you have got. Since you are taking your Titans as a group (if you aren't, stop reading), you should prepare them as complementary pieces, not as individuals. Every Titan should have at least two Heavy Weapon Batteries, usually three (for Reavers and Warlords). Then you can go for Death Rays and Megacannons. Against Tyranids you should consider a Vortex Missile, so you can get rid of nasty Hiero-bugs and Hiero-roaches. When shooting Mega-cannons, go for the blast markers, not the killing (that is, put the template over the basic 3+ or 4+ infantry, not the 6+ tanks; this way you get the blast marker of the Megacannon, plus the blast marker for a Super Heavy Weapon scoring a hit). When allocating the weapons, remember your basic tactic: that is, where every Titan is going to be deployed and how it is going to advance. If it will be advancing on the right side of the army, put the Death Ray on the left arm (it is very embarrassing having only Megacannons to shoot to the right, only Death Rays to shoot to the left, and the Weapon Batteries all shooting together at the detachment in front).

When deploying, go for one of the corners, you don't want your enemy to surround you under any circumstances. Advance like roaches in the bathroom, always keeping your back against the side of the field (see the first point for more instructions on this). If at any time you risk fighting it out in the open, make sure there is at least one detachment of infantry behind you.

Forget about objectives, except perhaps for Cleanse; they are usually too far away, too few points, and far too well defended.

Forget any silly ideas about sending Scout Titans off alone: they will just die. If you want to scout, you can do it 15cm ahead of your main group, so that daddy, mammy, and grandpa Titan can take care of the little one!

If you are taking any Ordinatus with you (and I strongly suggest that you do), keep them behind your main Titan group. Remember they are very slow, and extremely fragile. If you are not very careful, by turn three they could be up to 30cm behind the main group, trying to catch up with them. They risk being ambushed and easily wrecked by some Ork thugs on flatulent boars! If the whole group is slowed down, well, I guess you will have to play an extra turn, but, for your own good, don't try to rush things. I really love the Ordinatus with the Sonic Cannon, which always places one blast marker for 6 Super Heavy Weapons shooting, plus as many others as 4+ you can get on 6 dice. Against Tyranids the one with 6 Vortex Missiles is also very helpful. You should use it to target the Bio-Titans your opponent will be using as Titan-hunters. Use the Vortex Missiles to just kill them outright and then follow your main battle plan.

The detachments of more than 1 Titan should be avoided at any cost. If you only purchase single Titans, your enemy is going to need twice as many blast markers as the other way round to immobilise them. The theoretical advantage of a group is that they last longer; however, the sad truth is that such groups tend to be easily stopped from moving with Blast markers, then surrounded and assaulted. You should use your Titans as a tight group of individuals.

Artillery Titans can be useful in very large battles, staying separate from the main group, but I would suggest only in 3,000 points or larger games.

These are some of the tricks I have come up with when playing against the guys in my group. Theoretically, it should also apply to other players, but it is almost impossible to know. I hope everybody sees something useful or inspiring here. And a final thing…

Apart from the tactics, there are some tricky situations which have arisen when playing with so many War Engines. I know the game was originally designed so that War Engines should act like any other detachment. However, their special nature implies there are always going to be problems with them, usually concerning the measurement of ranges.

The solution with which I have come up is this: for close combat and firefights, for supporting in close combats, and when the war engine explodes, use the base if it has one; if not, the shape of the miniature looking from above. In the shooting phase, you have to clearly touch the miniature, and vice-versa (some time ago I used to say that you had to reach the head and vice-versa: one day it happened that some Aspect Warriors standing at the back of a Dominatrix *(!! Doing what? — Ed)* couldn't hit the head, but were in range for a firefight. However, the best thing you can possibly do is talk to your friends, decide before the battle how you will measure ranges, and then stick to it whatever happens. Next battle you can always change it again.

Another question quite often brought up, with no apparent solution, is whether close combat weapons can be used to both sides or not. That is, my Titan has a close combat weapon on its left arm; can it use it when attacked from its right side? Our answer is **no**, but you should also decide this with your friends (think of close combat weapon not only as Powerfist, but [also] Ripper Tentacles, or Hellslicers, [for example]). Of course this is **our** rule, it is not in the book and none of my fellow gamers is called Andy Chambers.

And that is all I can think to say for now. It is four in the morning, so I think I'd rather try to sleep a little bit. If only I did not have those dreams of war… If I could rest for a few hours, at least… If those scary voices didn't disturb me so often… if I had a sister and not a brother… more friends…

Lords of Battle [Titan tactics]

[Content from White Dwarf #224 page 73 to 74.]

Titan tactics for the 41st millennium, by Iain Compton

So, you want to know how to get the best from your Titans on the battlefield, eh? Well it just so happens that nice man Mr. Compton says he has all the answers…

Titan hunter, fire support, or all-rounder

~~As I said earlier,~~ Every race builds Titans in a different way and even identical types of Titan may be armed with very different weapon systems. This makes Titans particularly flexible and allows you to choose a Titan for a particular purpose.

Any choice that you make for your army must take several factors into account. The points that you have available to spend, the type of army list that you have chosen, the type of army list that you will be fighting [against] and personal preference are the main things to keep in mind when choosing a Titan. Obviously in a relatively small game you may not be able to afford that three Imperator Titan battle group you have been painting all weekend. If your army has a lot of anti-tank weaponry in it, then you may wish to arm your titans for an anti-infantry role to plug a tactical gap in your arsenal. Equally, if you suspect that your opponent will be taking an enormous amount of tanks, then you may decide to go completely the other way and load up on pulsars or death-rays. Here are a few of my ideas on how to pick a Titan…

Choosing weapon fits

I usually pick my Titans last of all — this way I know how many points I can afford to spend on them, and can see how the rest of my army has shaped up. Taking a good look at my army roster, I think about how it will attack the enemy. Is it lacking in firepower? Can it cut the mustard in close combats? Are there enough weapons capable of taking on super heavy tanks and Titans? My Titans will be fitted to cover any shortcomings and fill holes in my army selection. As an Eldar player, my choices are more limited than an Imperial or Ork player. There are only two main types of Eldar Titan; the Revenant Scout Titan and the Phantom Battle Titan. Of the two, I much prefer the Revenant, so unless I am playing a really large game, I will limit myself to one or two of these, which makes choosing weapons easier — you don't have to! The Revenant comes with two pulsars and a weapons battery which can't be changed. Problem solved. Other Titans, though, are trickier. Having chosen a role for your Titan, you have to decide whether to keep it fairly flexible or really specialise.

For example, if you want a Warlord Titan fitted as a Titan killer, you could take it to the limit and load up with a death ray, two Vortex missiles, and a close combat weapon. This is practically guaranteed to take down an enemy Titan but once it has done this your expensive Titan is practically useless. Death rays are pretty deadly but they can only kill one thing per turn. You may decide to try a more balanced approach and fit a more flexible payload. Perhaps a close combat weapon and a death ray for taking on Titans, with a weapons battery and a mega cannon which will be of more use against softer targets.

Of course there are many different basic roles which Titans can be equipped for. How about an anti-infantry Titan with lots of *Barrage* weapons and weapons batteries, or a tank killer — Eldar Titans with their pulsars are particularly good at this. We've discussed anti-Titan Titans already but how about an artillery Titan? If you are fed up with flyers swooping down and demolishing your artillery on turn 2 of every game, why not fit all of your field guns onto a Titan? There are plenty of long range Titan weapons available and most of them are either *Barrage* or *Heavy Barrage* weapons to boot! You will lose the ability to fire indirectly and lay down preparatory bombardments [because they lack the *Artillery* ability]; but at least you can be pretty sure of your artillery lasting the whole battle. Finally, one of the best uses for a Titan is as a helping hand. If things are going a little pear-shaped on a section of your battle line or an enemy unit has unexpectedly caved in and you need to capitalise on your success quickly, a spare Titan can be very useful. Because they are capable of dominating a large area of the battlefield, a Titan makes a fantastic rapid response unit. It doesn't need to move right to where it is needed, it just needs to be in sight. A single Battle Titan or a hunting pair of Scout Titans held in reserve can carry a victory or halt a defeat.

To the battlefield

Once Titan is on the battlefield the hard work really begins. It's easy to get carried away with the idea that your Titan is so hard and unstoppable that it is going to roll over the enemy army practically all by itself. Quite a simple trap, but one that you should avoid at all costs. Firstly, enough firepower will bring anything down, it doesn't matter whether you are facing a Land Raider company or a battalion of Imperial Guardsmen, if there are enough of them your Titan will get into trouble. Secondly, there is a limit to the number of things that any one Titan can fire upon at a time. If there are more things to shoot at than your Titan has guns, then some things are going to survive. And finally, you've bought and painted all those other models too, so hadn't you better use them?

Titans and your army

Basically the point here is that any Titan, no matter how big, is going to need to work with the rest op your army, otherwise you can end up just wasting its potential. The main thing to remember is the plan you had when you designed the Titan. If you wanted it to barrage infantry then go ahead and don't get sidetracked into taking pot-shots at super-heavy tanks. Pick your target carefully. A Titan weapon packs a very hefty punch, but only against one unit or detachment. Make sure that the target really merits the attention of your ultimate death machine. You really don't need a Titan to mop up the last few Gretchin stragglers from a routing Boyz mob!

Your Titan is just one part of your battleline, it should be supporting other elements even as they support it. If the Titan is under threat from several sources then you should have other units that can help it out; equally, your Titan should be able to lend its considerable firepower where it is most needed. A wider view of tactics will not only make your Titan more likely to survive but also achieve a more useful result.

Related information

Lords of Battle [about Titans] 62

More...

Further resources

Downloads

Quick reference sheets, redrawn (courtesy of Dave Lister).
[Comment: These currently don't include errata from Firepower #1 ('Anti-tank' targeting; -D6 Morale points for the Bunker objective, rather than -5).]

https://thehobby.zone/resources/Downloads/e40k-quick-reference-sheetscards-redrawn.pdf



All the Fate cards, redrawn (courtesy of Phil Dalbeck):

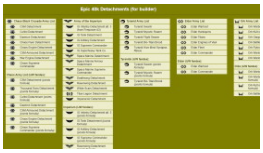
https://thehobby.zone/resources/Downloads/e40k-fate-cards-redrawn.pdf



Army list tools

Army list builder by Ian Wood — a convenient digital alternative to choose, calculate and print out your detachment cards. It's a recent and ongoing development, but already a useful resource:

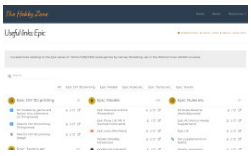
https://ijw.on-rev.com/armyforge_temp/index_e40k.html



Useful links

My 'useful links' for Epic — includes links to sources for terrain and proxy miniatures, and other things:

https://thehobby.zone/resources/useful-links/useful-links-epic/



Community

Facebook groups with specific focus on *Epic 40,000*:

- *Epic 40,000 3rd edition fan page*: https://www.facebook.com/groups/1004227353047038/
- *EPIC 40,000 Remastered*: https://www.facebook.com/groups/1952676958177757/. The main focus of this group is now on our community project to fix, update and extend *Epic 40,000* — see also epicremastered.com.

Forums:

- *Epic 40K* boards on the Tactical Command forum: https://www.tacticalwargames.net/taccmd/viewforum.php?f=12

Quick reference

[Content from Armies Book page 112, inside rear cover and rear cover.]

All the most important tables and lists, in one place.

Tip: For printable quick reference sheets in PDF form, see **Downloads** on the previous page.

Order dice summaries



March: May triple speed, no shooting, opponent uses Marching column on the Firepower table. Marching units halve their Assault and Firepower values.



Assault: May move normally in the movement phase. Fire at half effect in the shooting phase. Must move again in assault phase towards the enemy (and can enter close combat).



Overwatch: May move up to 5cm. May re-roll misses once when shooting.



Broken: Become broken when loses close combat or firefight. Can only make 20cm Retreat move. Cannot shoot. Broken units must halve their Firepower and Assault values.



Special: Used to indicate orders such as **Flak** on page 112 and **Preparatory bombardment** on page 109.



Immobilised: Used to indicate immobilised war engines. Opponent uses appropriate column on Firepower table.

The sequence of play

1. Movement phase

1. Declare flyer missions
2. Determine initiative
3. First player movement
4. Second player movement

2. Shooting phase

1. Determine initiative
2. Shoot with vehicles and infantry
3. Determine initiative again!
4. Shoot with war engines

3. Assault phase

1. Determine initiative
2. Resolve the first player's assault moves, close combats and firefights
3. Resolve the second player's assault moves, close combats and firefights

4. Rally phase

1. Roll to remove Blast markers
2. Roll to rally broken detachments
3. Repair war engine damage and shields
4. Check scenario victory conditions

Terrain effects

Terrain effects table

Terrain	Infantry Armour Bonus	Infantry	Vehicle	War Engine
Fortifications	+2	No Effect	Impassable	Impassable
Buildings	+1	No Effect	Impassable	Impassable
Ruins, Rubble	+1	No Effect	Dangerous	Dangerous
Woods	+1	No Effect	Dangerous	Dangerous
Marsh, Swamp	0	Dangerous	Dangerous	Dangerous
River	0	Dangerous	Impassable	Dangerous
Roads	0	See **Roads** on page 69		
Open Ground	0	No effect	No effect	No effect

Dangerous: Roll a D6 when you enter, or when you start to move if already in the terrain. On a roll of 1 the unit must immediately halt. If the unit is halted, roll the D6 again. The unit takes a hit if the second roll is also a "1". Hits can't cause criticals on war engines.

Impassable: May not enter.
No effect: No effect!

Specialists and special abilities

See **Specialists and special abilities** on page 91 and **Vehicle variants** on page 99.

Firepower

Firepower table

Target				
Marching		Vehicle or Infantry	-	-
In Open		Mobile War Engine*	Vehicle or Infantry	-
In Cover		Immobilised War Engine	Mobile War Engine	Vehicle or Infantry
Firepower	1	1	1	1
	2	2	1	1
	3	2	2	1
	4	3	2	2
	5	4	3	2
	6	5	3	3
	7	5	4	3
	8	6	4	3
	9	7	5	4
	10	8	5	4
	11	8	6	4
	12	9	6	5
	13	10	7	5
	14	11	7	5
	15	11	8	6
	16	12	8	6
	17	13	9	7
	18	14	9	7
	19	14	10	7
	20	15	10	8

Blast markers

Blast Marker table

Firepower	Blast markers
1–7	One, if any hits are scored by the attack
8–15	One
16–23	Two
24 or more	Three

Super Heavy Weapons Blast Markers table

Super Heavy Weapons Firing	Blast Markers
1–3	*
4–8	1
9 or more	2

* = 1 Blast marker if you score any hits, otherwise none.

Super heavy weapons

See **Super heavy weapons** on page 86.

Close combat and firefights

Close Combat/Firefight Bonuses table

The opposing side has 5 or more Blast markers	+1
The opposing side has more Blast markers than your side	+1
Your own side has the most psykers fighting or supporting the combat/in the firefight	+1
Your own total Assault/Firefight value is higher than the enemy's	+1*
Your own total Assault/Firefight value is double the enemy's or more	+2*
Your own total Assault/Firefight value is triple the enemy's or more	+3*
Your own total Assault/Firefight value is quadruple the enemy's or more	+4*

**These modifiers are not cumulative so only use the best one that applies.*

Close Combat Results table

Combat Difference	Result	Hit Numbers	
		Winner	Loser
+1	Narrow Win	4+	4+
+2	Forced Back	3+	4+
+3	Driven Off	3+	5+
+4	Hurled Back	2+	5+
+5	Overwhelmed	2+	6+

Objectives summary

Take & Hold: Adds 1D3 to your Army Morale in each Rally phase.
Rescue: Adds +1 to own Army Morale and deducts -1 from enemy's in each Rally phase.
Bunker: Deducts -D6 from enemy's Army Morale when destroyed.
Capture: Adds +D6 to own Army Morale if captured, or deducts D6 from enemy's morale if destroyed.
Cleanse: Adds +1 to own Army Morale if there are no enemy closer and within 15cm in Rally phase.

Reserves

Reserve Detachment Arrival table

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

Scenarios and set-up

See **Picking a scenario** on page 114, **Scenario special rules** on page 117, **Fate cards** on page 123, **The scenarios** on page 140 and **More scenarios** on page 165