

WARHAMMER

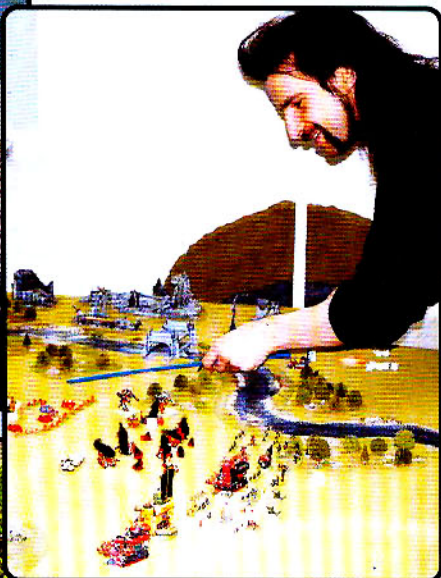
EPIC 40,000

BATTLES BOOK





Left: Andy Kettlewell, who has helped develop Epic 40,000, enjoys a game against Games Workshop artist Toby Hynes.



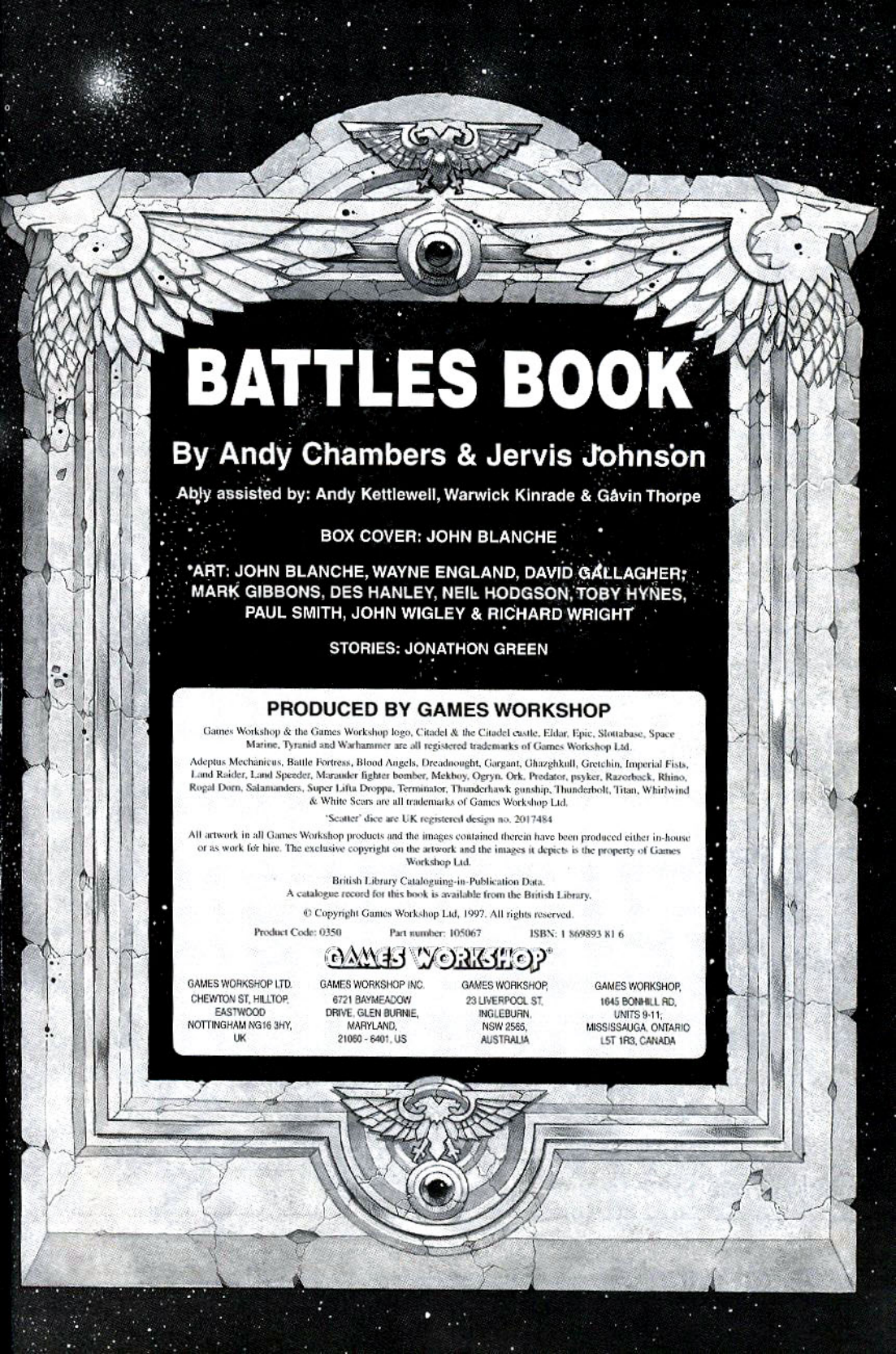
Above: Epic 40,000 game designer Andy Chambers.



Left: A squad of Imperial Fists Space Marines disembark from an Imperial Fists Thunderhawk ready to engage the Ork forces.



Above: Eldar Wild Riders of Saim-Hann storm an Ork stronghold.



BATTLES BOOK

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THE EPIC 40,000 BATTLES BOOK

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.



FIGHTING AN EPIC 40,000 BATTLE

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

There are a number of scenarios included with Epic 40,000, the details for which are listed later. *Gogard's Last Stand* and *The Sulphur River* refights are probably the simplest scenarios and so are a good starting point.

The scenarios are split into two broad categories: **Refights** and **Battles**. Refights are based on a situation that occurred in a battle in the Warhammer 40,000 universe and offer you a chance to refight 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 41st 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

Historical Refights. Roll a D6:

1. Gogard's Last Stand
2. Rescue
3. The Hellblade Mountains
4. The Sulphur River
5. Breakout
6. Re-roll or count as Fog of War

2-5

Battles. Roll a D6:

1. Meeting Engagement
2. Escalating Engagement
3. Dawn Assault
4. Blitzkrieg
5. Ambush
6. Planetary Assault

6

The Fog of War

FORCES

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 refights 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

Set up the terrain for the battle in any mutually acceptable manner. A random 'terrain generation system' is included later, 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.

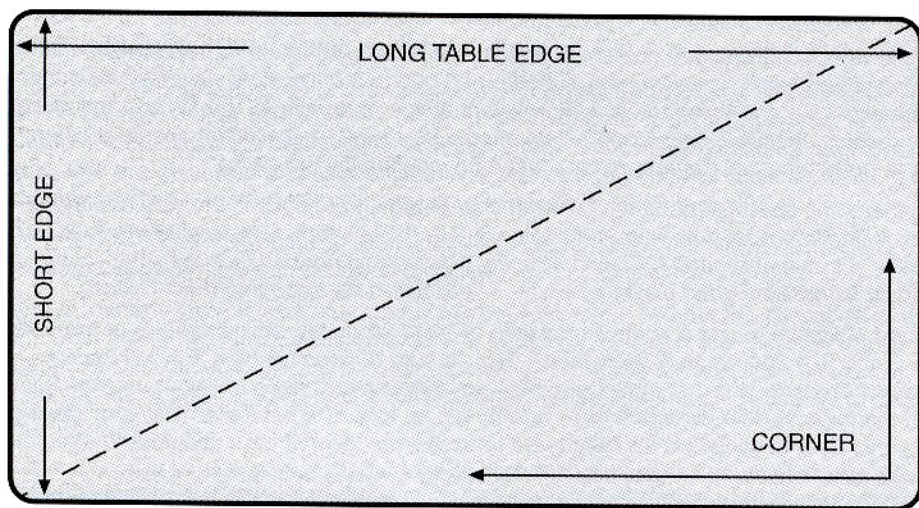
We'll be looking at different sorts of terrain and table set-ups in more depth later.

DEPLOYING THE ARMIES

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 '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

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 in the Scenario Special Rules section that follows.

SCENARIO SPECIAL RULES

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.



SCENARIO SPECIAL RULES

OBJECTIVES

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.

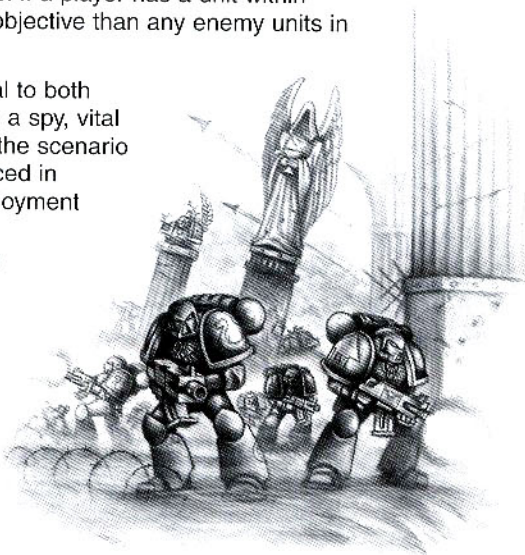
Unless stated otherwise, an objective is only valid for the player who placed it; the opposing player can gain nothing from holding it (apart from denying it to the enemy of course). There are several different kinds of objective. The effect each has when captured is described later.

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.

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.



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.

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.

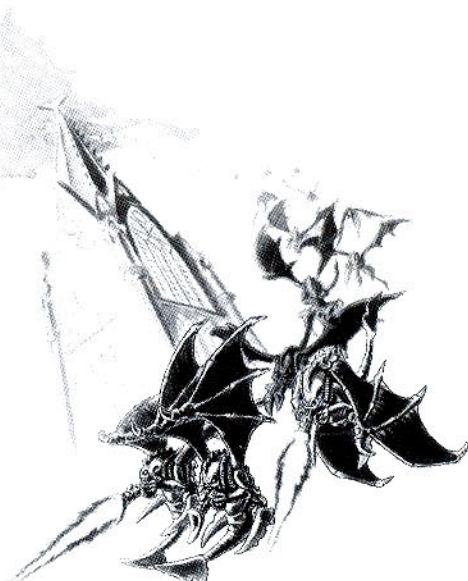
Cleanse: This objective represents an area that you want to keep out of the enemy's hands. Unless the scenario states otherwise the objective must be placed in your own deployment zone. If a player has a unit within 15cm of the objective and closer to the objective than any enemy unit's, then he holds onto it.

ARMY MORALE

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:

$$(\text{Detachment morale value} = \text{points cost} / 50, \text{rounding up})$$

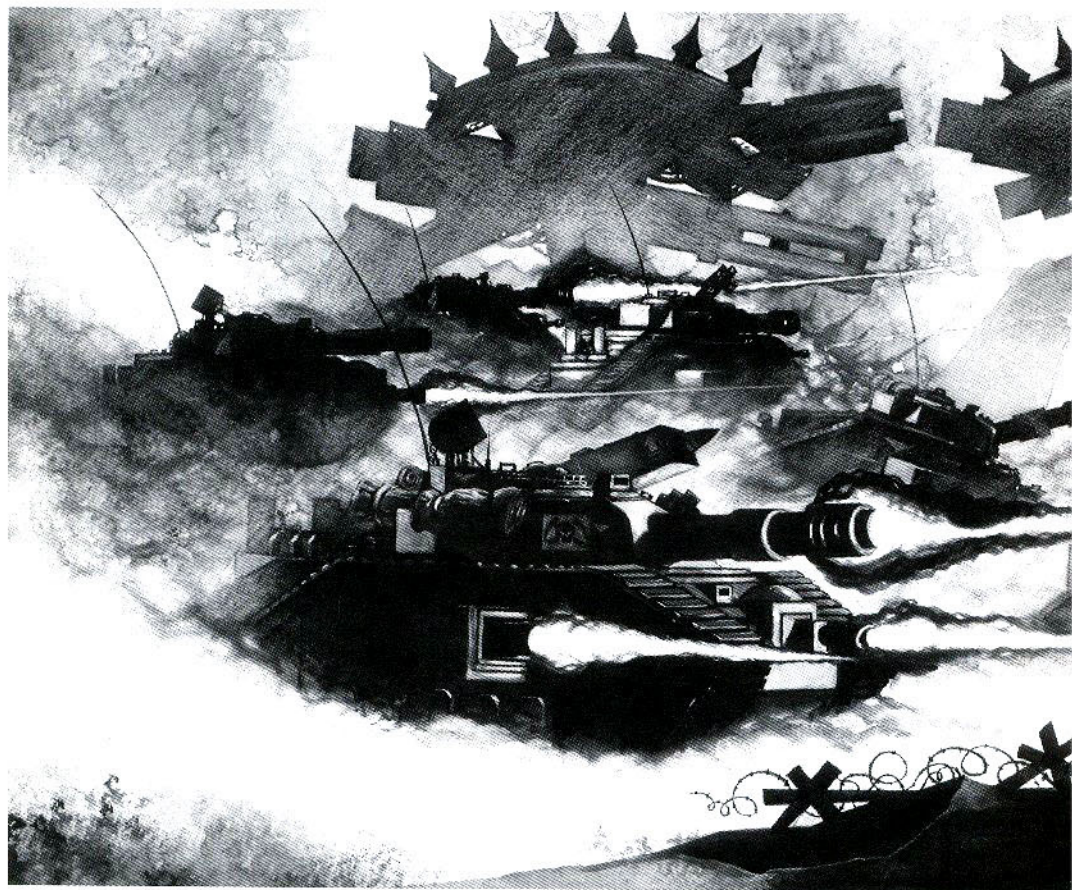
So, for example, a detachment worth 200 points has a morale value of 4, a detachment worth 120 points has a morale value of 3 and so on.

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 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 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 the Objective rules later on).

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 below) could have their morale values increased to represent their special importance and so on.

Objectives

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 5 points.

Capture: 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: As long as you hold this objective you may add 1 point to your army morale value at the end of the turn.

HIDDEN SET-UP

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.

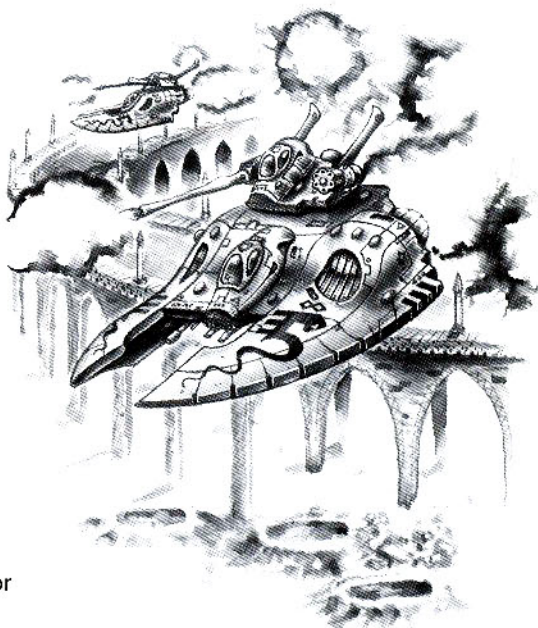
When a hidden detachment is revealed the owning player may place it on special orders if he wants to (eg, Overwatch or Assault), but if there are any Blast markers on the detachment it must pass a Leadership test first.

Mine-fields & 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.

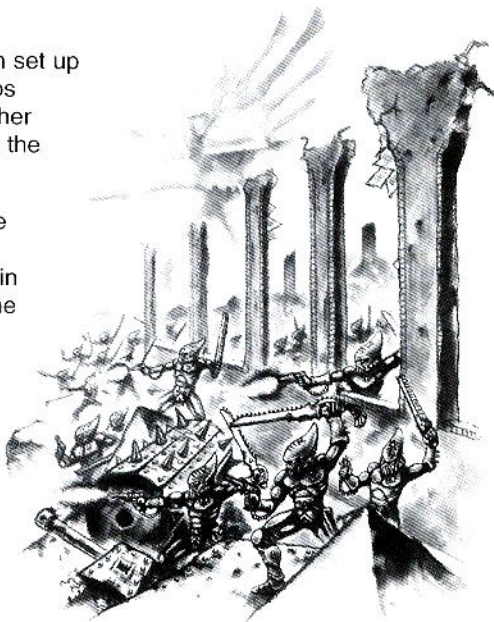


FORTIFICATIONS

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

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 on the 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.

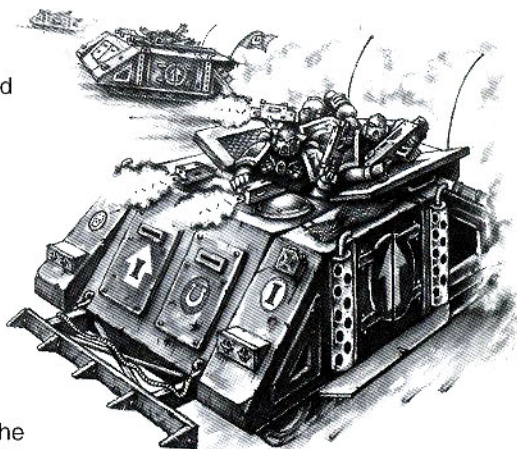
Reserves enter play anywhere on the table edge that runs along the player's deployment zone. Place the detachment's HQ on the table edge. The position where the HQ is placed shows where the units from that detachment will enter play, and is where their move must be measured from on the first turn. If 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.

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+

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.

DROP PODS

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 1cm 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.

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

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.

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 with 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.



COLLECTING, PAINTING AND MODELLING EPIC ARMIES

Epic 40,000 armies and the battlefields they are fought over make a stunning cinematic spectacle of war on your tabletop. Painting your own army and creating alien landscapes to fight over is an absorbing and interesting hobby in its own right.

As its name suggests, Epic 40,000 is set firmly in the Warhammer 40,000 universe. In fact we like to think of playing this game as re-creating gargantuan Warhammer 40,000 battles. This section provides you with an introduction to painting Epic models and making your own battlefield. White Dwarf magazine will be producing Epic 40,000 articles on a regular basis covering Epic armies in much more detail.



A dramatic scene from a typical Epic 40,000 game. Imperial Fists Space Marines clash with Eldar.

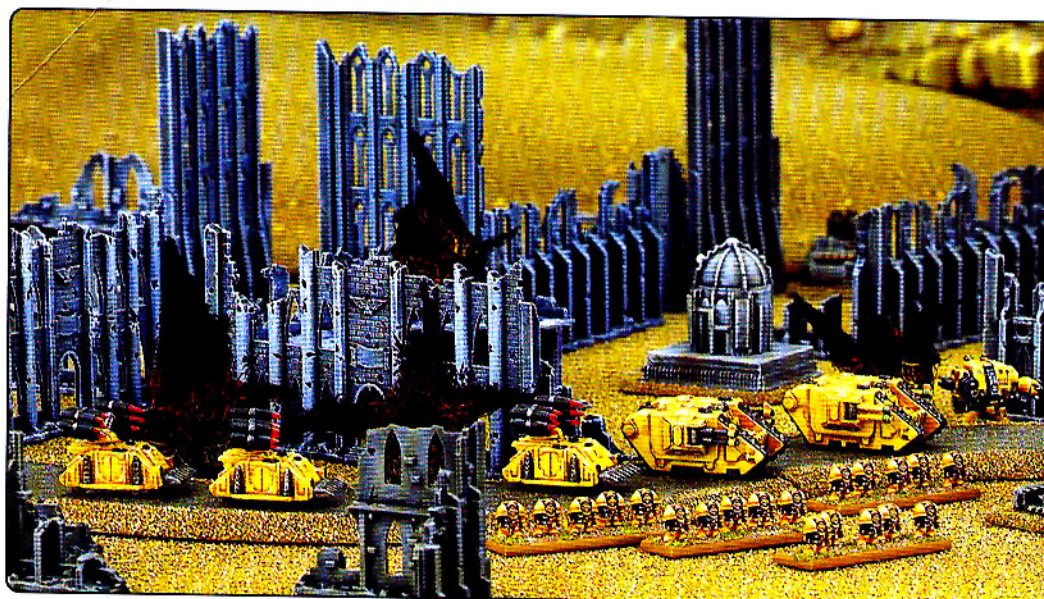
INSPIRATION

Because the game is set in the Warhammer 40,000 universe, many of the images and detailed background information will be familiar to enthusiasts of this game.

Warhammer 40,000 products contain a huge body of reference material to draw inspiration from. You may have access to the game and books already if you have your own Warhammer 40,000 army. Some players have even begun to copy their own Warhammer 40,000 army into Epic scale as the game is flexible, allowing for this type of collecting.



The Warhammer 40,000, Dark Millennium and Codex books are all great reference for Epic 40,000 army collectors.



COLLECT AND PAINT AN ARMY

Collecting and painting an Epic 40,000 army can be an entire hobby in itself so obviously you'll be keen to learn how to play the game before committing yourself. It's fine to start by just assembling the miniatures from this game, leaving them unpainted while you play your first battles. In fact we recommend that you do this. Not only will you get an opportunity to start discovering what kinds of troops appeal to you most, but you can start thinking about how you want to approach colour schemes, markings and so on.

A good place to find out more about painting and modelling techniques is by reading White Dwarf magazine which has articles covering all aspects of the Games Workshop hobby. There are various painting guides produced by Games Workshop and our store staff are always willing to give you advice.

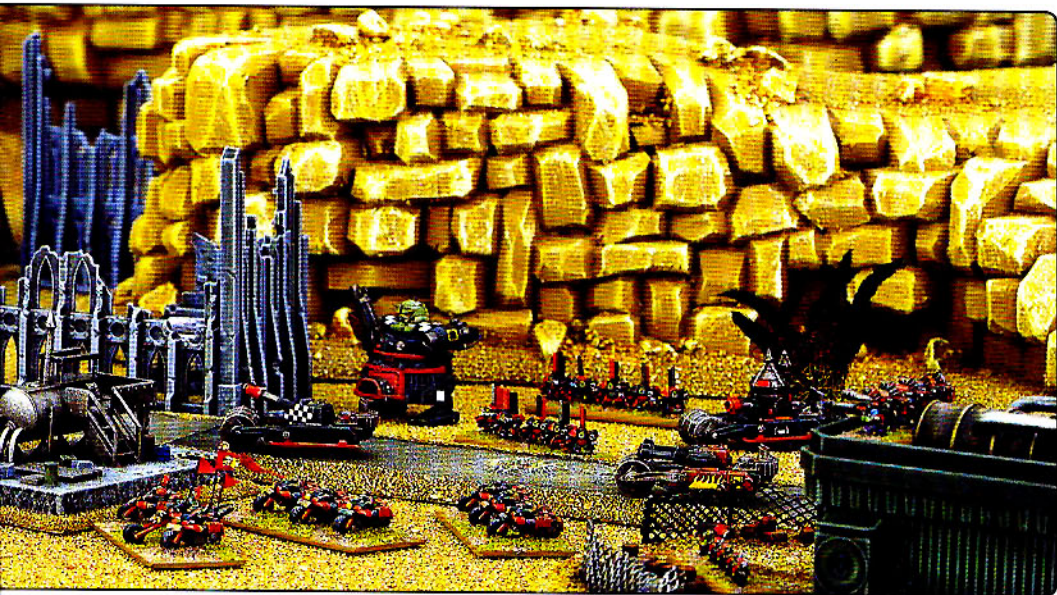


Above: White Dwarf magazine is essential reading for everyone interested in the Games Workshop hobby. It regularly includes gaming tips, battle reports, modelling and painting information about Games Workshop's games and Citadel miniatures



Left: An in-store painting table where you can learn the basics.

Below: The battered remains of a once-great city play host to a violent battle between Space Marines and Orks.



PAINTING



Citadel produces a large range of non-toxic acrylic paints and washes that can be mixed to make a massive range of colours.

Epic 40,000 is not just a game. An Epic battle is a magnificent spectacle of painted Citadel miniatures with the opposing players taking the roles of generals trying to out-manoeuver and out-shoot each other on the table-top. Producing your own painted army is as important as who wins and who loses. Many people in fact collect Citadel miniatures just to paint them, creating impressive display pieces, but the main reason for painting is to prepare your forces for battle.

There are many facets to painting miniatures and we can't possibly describe everything there is to know about the topic in this book. We can, however, give you an introduction to some of the basic skills you'll need to get yourself going and complete your own army. The examples we've shown throughout this book are all painted by experts who work at Games Workshop doing nothing other than painting models all day long! They all have many years' experience and may sometimes spend an entire day painting a single model. Obviously this isn't a practical approach for most of us who have much less time and skill. However, this doesn't mean that you will never be able to reach the sort of standard we've shown because many people can, and do, given the aptitude and the commitment. By far the best way to improve your own painting skills is through practice, but if you're interested in learning more straight away then try reading the various painting guides produced by Games Workshop.

SETTING UP A PAINTING TABLE

Before starting to paint anything you'll require a minimum amount of basic equipment including paints and brushes. There is also the matter of finding somewhere to paint, ideally a table or desk where projects can be left in place from one day to the next. There is nothing more frustrating than having to constantly pack away and set up your work area.

A desk or table by a window is ideal, and if you want to paint during the evening a desk lamp is useful – preferably with a colour corrected

'daylight' bulb which shows the true colours of the paints. Sufficient space is required for paints, brushes and modelling materials as well as for the models themselves.

It is a good idea to put down a good thick layer of newspaper to protect the tabletop beneath the work area. Remember, you will be cutting onto the surface as well as painting, so a layer of thick card or board might be necessary too. Hardboard makes an ideal surface with the added advantage that the whole lot can be picked up and moved if required.



A typical painting table set-up.

TOOLS AND MATERIALS

You don't need much paint and modelling equipment to get started. Many people find that they already have household items or tools which are useful. To begin with you'll need a selection of paints, brushes, a modelling knife, and glue. Obviously the colours you'll need will partly depend on the army you are going to paint!

To paint your miniatures, we recommend you use Citadel Colour paints. These water-soluble paints have been specially formulated for painting metal and plastic miniatures, and come in a wide range of colours. As well as a selection of paints, you will need the following items.

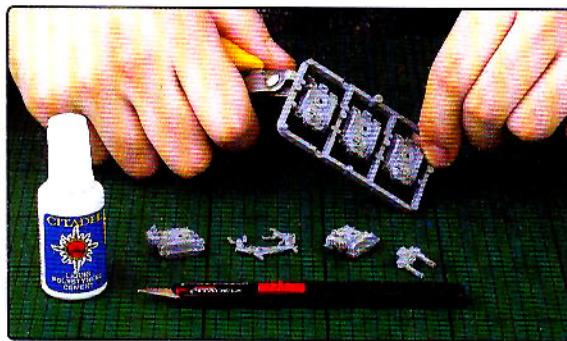
- **A number of different size brushes**
- **Polystyrene cement** (for gluing plastic models)
- **Superglue** (for gluing metal models)
- **A modelling knife or craft knife**
- **Water container** (old mug or plastic cup)
- **A palette for mixing paint**
(an old plate or ceramic tile)
- **Tissues** (for cleaning brushes and wiping up any spillages)
- **A can of white undercoat spray**
(to prime your models)



ASSEMBLING YOUR MODELS

Models in the Epic 40,000 box are made from plastic and must be removed carefully from their sprues using a sharp modelling knife or a pair of clippers. Because the models are small and delicate, it's important to treat them gently otherwise they will break. More detailed instructions on how to assemble these models are given on a separate leaflet.

Models may need some cleaning up with a small file or an emery board to remove any unwanted bits of plastic. When you've done this you can stick the parts together using polystyrene cement.

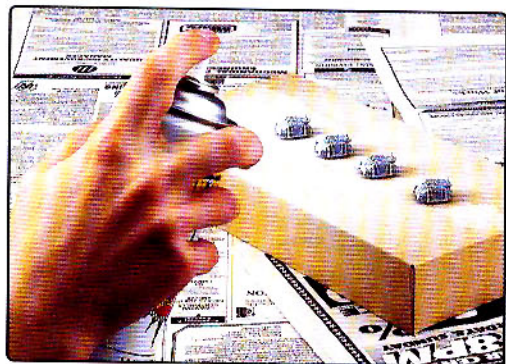


Clippers or a modelling knife are needed to remove models from their sprues.

Polystyrene cement will ensure a strong bond when gluing plastic models.

UNDERCOAT

Once the glue is dry, you'll need to undercoat your models before you paint them. This primes the surface of the miniature so the paint adheres well and the colours look bright. You can apply a layer of white paint with a brush instead but a much smoother finish will be achieved if you use a spray undercoat. This comes in both black or white. White is used more often as it makes the colours of your models brighter. Black is sometimes used to undercoat models that will be painted predominately black anyway, saving time. Always use aerosol sprays in a well ventilated area or preferably outside, never use them in an enclosed, unventilated place. Once the undercoat is dry, it's time to get stuck in to the painting.



Spray your models on an upturned box so you can rotate them and spray the other side without having to touch them.

PAINTING

Make sure you wait until the undercoat is dry before you move onto adding more paint to your models. It is better to mix a little water with your paint before you apply it to the model. This helps the paint run into the cracks and crevices of the miniature and prevents thick paint obscuring the fine detail. Always transfer your paint to a palette before you add it to the model. This will help you get the right consistency of paint and allows you to mix colours without contaminating the pots themselves.

Shading

Shading is the process of adding darker colours to the recesses of the model to represent shadows. It creates a sense of depth, emphasising the natural detail of the miniature. Citadel washes are designed for shading over Citadel paints. They are semi-transparent tints of colour rather like inks. It's also possible to shade using Citadel paint, as long as you add plenty of water to get the consistency and effect of the washes. All Citadel's paints and washes can be intermixed to produce any colour.

Highlighting

Highlights are raised areas where light catches and brightens a colour. They can be produced by using a lighter shade of the original colour or, if you're using a very pale colour, with white. Mix up a lighter colour using the original base colour and some white. Carefully pick out the raised details with the highlight colour using a fine brush.

Varnish

Once you've finished painting your models it's a good idea to protect them from the knocks they'll undoubtedly get when you're gaming with them by adding a coat of varnish. There's nothing more frustrating than seeing your carefully painted models get chipped and scratched as you play. Most gamers use matt spray varnish because it doesn't affect the look of the models. Gloss varnish provides a tougher finish but has a very shiny look to it. Some painters apply gloss first, wait for it to dry and then add a coat of matt to get the best of both worlds.

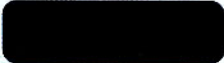


Citadel matt varnish

This chart provides a handy reference for shading and highlighting. The base colours are those from the Citadel Colour Paint Set.

Options are suggested for the shades and highlights based upon the shading and highlighting methods described above. As all the colours can be intermixed it is certainly worth experimenting to find the colour which works best.



COLOUR	SHADE	HIGHLIGHT
Chaos Black 	Not required	Mix Chaos Black and Skull White or use Elf Grey
Skull White 	Mix Chaos Black and Skull White or use Elf Grey	Not required
Blood Red 	Mix Red Wash and Chestnut Wash or use Crimson Gore	Mix Blood Red and Sunburst Yellow or use Blazing Orange
Sunburst Yellow 	Mix Yellow Wash and Chestnut Wash or use Leprous Brown or Snakebite Leather	Mix Sunburst Yellow and Skull White
Enchanted Blue 	Blue Wash or Regal Blue	Mix Enchanted Blue and Skull White
Snakebite Leather 	Chestnut Wash or Vermin Fur	Mix Snakebite Leather and Skull White or use Vornit Brown
Goblin Green 	Green Wash or Dark Angels Green	Mix Goblin Green and Sunburst Yellow or mix Goblin Green and Skull White
Bronzed Flesh 	Flesh Wash	Mix Bronzed Flesh and Skull White or mix Snakebite Leather and Skull White
Mithril Silver	Mix Mithril Silver and Chaos Black or use Armour Wash or Boltgun Metal	Not required

PAINTING GUIDE

This painting guide shows you in easy-to-follow steps how to paint your models. Bear in mind that each example shows only one tank or troop stand and obviously you'll have lots to paint. It's far easier to paint several of each type at once, completing every step on all the models before painting the next colour.

PAINTING INFANTRY

Goff Ork Boyz and Space Marines from the Imperial Fists Chapter



- ① *White undercoat is the normal way to paint infantry stands but because these Goffs are predominately black we decided to use black undercoat. If your Orks are from a different clan a white undercoat may be more appropriate.*



- ② *The Ork skin was painted green.*



- ③ *Next the red paint was added for the guns and armour. At this stage the models are almost finished. The base has been painted brown, ready for the flock to be glued on.*



- ④ *The final details have been added. The guns have been tipped with silver and a mixture of coloured flock has been added to the base.*



- ① *To begin with, the Space Marines were undercoated with white and left to dry. Next they were given a coat of yellow and again set aside to dry.*



- ② *A watered-down wash of light brown was applied all over the models. It's also important at this stage to leave the models to dry thoroughly.*



- ③ *The shoulder pad rims were painted in red and the guns painted black.*



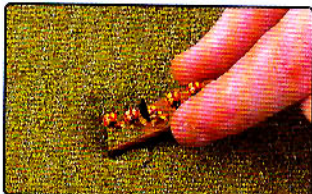
- ④ *The final details were applied by adding a little silver to the guns and some flock to the base.*

BASING

Flock or sand are both good materials with which to base your models. Flock is fine coloured sawdust chippings that you glue straight onto your model and comes in several different colours. Sand gives a different texture but needs to be painted to finish off the base.



Carefully apply some watered-down PVA glue to the base of the model.



Dip the model into a container of flock then shake off the excess.



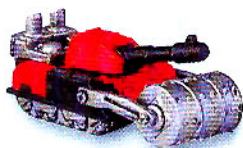
Alternatively, sand can be used for basing your models.

PAINTING TANKS

The distinctive black and red of the Goffs clan was used for the Ork Battlewagon tank. The Imperial Fists Land Raider below has a simple but striking yellow and black colour scheme.



1 This Goff Ork Battlewagon was first undercoated with white spray. Then the basic red and black colour scheme was applied and left to dry.



2 Next the silver areas were added. The silver was painted over black instead of straight onto white as it produces a smoother, more even finish.



3 For the shading a dark brown wash was applied all over the tank. This colour wash also gives the tank a slightly rusty look that's great for Ork tanks. Finally the flames and the glyph were painted on.



1 This Imperial Fists Land Raider was first undercoated with white spray. Then the entire tank was painted yellow and left to dry. The tracks and guns etc. were later painted over in black.



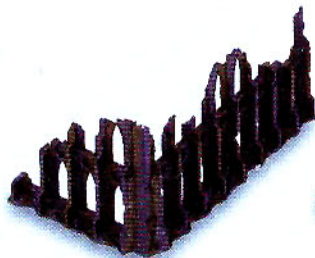
2 Next the silver areas were added. The silver was painted over black instead of straight onto white as on the Battlewagon. When the tank was dry, a watered down wash of light brown was applied to all of the yellow areas to provide deep shading.



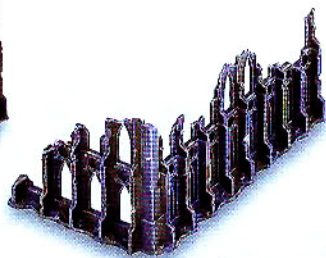
3 To highlight the tank, the original base colour and some white were mixed together and 'drybrushed' on. Simply mix the desired colour, then wipe most of the pigment onto a tissue until your brush is dry. Alternatively, check the amount of pigment on the brush by wiping it on your hand. Slowly draw the bristles across the model and the raised areas of detail will pick up the colour creating an instant highlight. It may take you a couple of goes to get the hang of but it's a great way to highlight your models.

PAINTING THE RUINED BUILDINGS

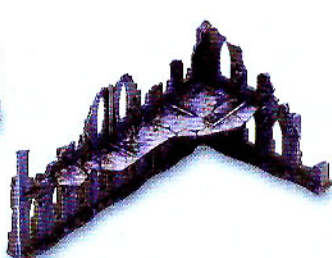
The Getting Started leaflet shows you how to assemble your ruined buildings. Once the glue is dry, you can go on to paint them.



1 Paint the buildings in black. The best way to do this is to use black undercoat spray. You can of course paint the black on by hand but this is time consuming.



2 Next, highlight the buildings using the drybrushing technique described above. You'll need a lighter colour for the highlights. We've used light grey.



3 Finally, glue the floors into position. You can if you wish create your own floors of different shapes and sizes using thin card and painted a suitable colour.

INFANTRY UNITS

Infantry units form the core of any Epic 40,000 army. Individual models are glued onto infantry bases in order to make up units but with a bit of ingenuity (not to mention glue and paint) it's easy to give your army its own unique look.



Ork Shokk Attack Gun



Chaos Space Marines from the Night Lords Legion



Tyranid Warriors



The arms of these Ogryns were cut off and re-glued in different positions to create different poses



Two units of Eldar Howling Banshee Aspect Warriors. The unit on the left includes an Exarch.



Tyranid Termagants



Imperial Fists Assault Squad. Using some wire and modelling putty these Space Marines were made to look as if they're using their jump packs.



THE TABLE-TOP BATTLEFIELD

Epic 40,000 benefits perhaps more than any other Games Workshop game from having armies that match the terrain or battlefield over which they fight. From toxic ash wastes, dense jungles and forests to the scorched sands of huge deserts, the choices are many and varied. All you have to do is decide on the ones that spark off your imagination.

The game can be played on any reasonably large, flat surface. Even the floor will suffice, but this is usually a recipe for aching backs and sore knees. Playing on a table-top is far better in the long term, preferably in a place where you can leave your games set up permanently. There are many different ways to create your own battlefield to fight over. All of the examples that we have given are equally valid and perform essentially the same function. Choosing a suitable style of terrain for yourself depends on basic considerations such as how much space you have to play your games in and how much time you want to invest in making the battlefield.

Gamers find all sorts of interesting ways to represent different kinds of terrain, and what you decide is limited only by your imagination.





Gretchin



This Space Ork Splatta Kannon was stuck onto a cardboard base and Gretchin crew were added to complete the model



Imperial Guard Ratling Snipers



Genestealers



Eldar Wraithguard led by a Farseer



Space Ork Nobz of the Goff clan



Tyranid Lictor



Eldar Striking Scorpions



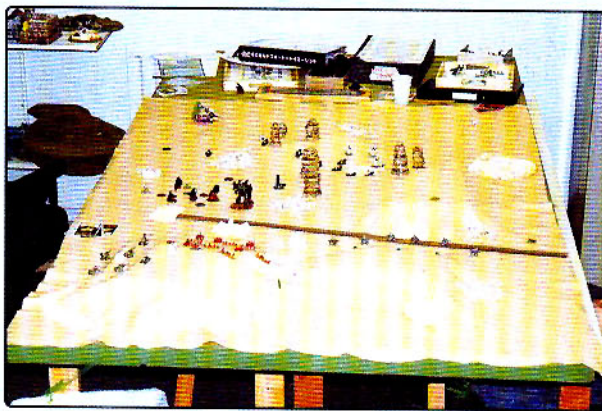
Two units of Space Ork Goff Boyz



Goff Ork Weirdboy

USING CLOTH AS A GAMING SURFACE

Using a piece of coloured cloth is a quick and convenient way to represent the basic terrain for your games. It can be draped over books to make hills or you can model your own terrain features to place on top of the cloth. You can choose different colours depending on which type of planet surface you'd like to have. For example, the beige cloth we've used looks like a desert world. Alternatively, you could use green cloth for jungle terrain or a white cloth for an ice world.



We used a cloth battlefield to represent a desert planet in many of the battles we've been fighting at the Games Workshop Studio

GAMING BOARDS

Many gamers use an all-purpose flat-surfaced gaming board made from a piece of chipboard, fibre board or polystyrene. All these types of material can be obtained from DIY superstores. Painted the colour of your choice or even flocked to give them texture, they make excellent gaming tables. As long as you don't buy a piece that's too big, they're easy to store. You can lean them up against a wall or slide them under a bed when not in use. A 4'x4' piece is about the right size to begin with. If you find you need a bigger area for gaming you can buy another piece and place them side by side to make an area 8'x4'. If this is too big, two 3'x4' sheets might suit you better, producing a 6'x4' table.



Blood Axe Kommandos

Swooping Hawks
Eldar Aspect Warriors

Tyranid Hormogaunts



Death Skull Shooty Boyz

Space Marine Terminators from the
Imperial Fists Chapter

Space Ork Goff Warboss stand



Space Ork Stormboyz

Two units of Eldar Dark Reaper Aspect Warriors
The unit on the left includes an Exarch.

If you're using chipboard or fibre board, a coat or two of emulsion paint is all it will need to begin with. You can always stir some sand into the paint as well to give the surface a bit more texture. If you're using polystyrene for your battlefield, you'll need a piece about 1.5" thick, any thinner and it will more than likely break. Polystyrene doesn't take paint very well so it's best to prime it with a layer of watered-down all-purpose filler before you paint it. This will also give the surface a more textured appearance.

You can always add a layer of flock to your gaming surface. Flock is very fine, coloured wood chippings

that can be glued to gaming tables, bits of scenery and model bases. To flock your gaming table, first paint a watered-down layer of PVA glue onto it. Sprinkle it liberally with flock and leave it to dry overnight. Then tip off any excess flock onto some sheets of newspaper to be used again later. To avoid any patchy areas, make sure you paint your table the required colour before you add the flock.



All-purpose filler

If you're feeling really ambitious, you can make your own purpose built gaming table. Such a table might measure 6'x4', 8'x4' or even bigger. You will need to strengthen the board by screwing wooden battens underneath the outside edges. A couple of battens across the middle will help make it more stable. When the supporting framework is finished, the table can be painted a suitable colour.



Polystyrene and chipboard gaming tables



Green flock



Brown flock



Space Marine Devastator squad from the Imperial Fists Chapter



Space Marine Librarian unit



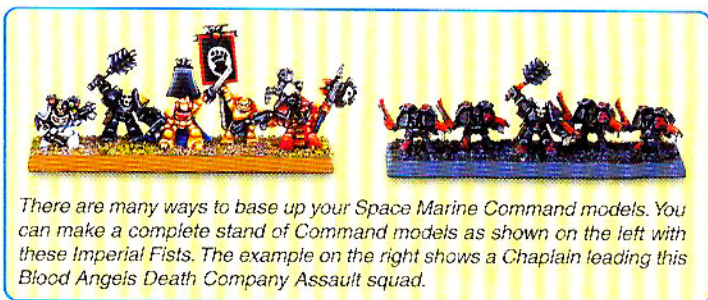
Chaos Beastmen



Space Marine Scouts from the Imperial Fists Chapter



This Ork Traktor Kannon has had lots of conversion work done to it. We've added a card base, an Ork Runtherd and a Gretchin crew.

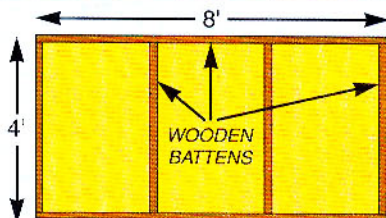


There are many ways to base up your Space Marine Command models. You can make a complete stand of Command models as shown on the left with these Imperial Fists. The example on the right shows a Chaplain leading this Blood Angels Death Company Assault squad.

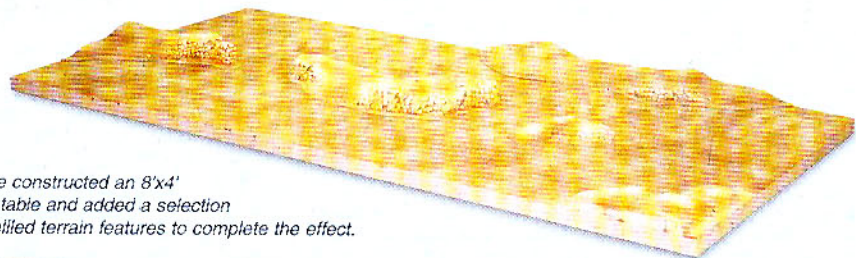
When in use it can be supported on a couple of smaller tables, or any suitable piece of spare furniture.

BATTLEFIELD FEATURES

Now you have your gaming table you'll need some battlefield features to add excitement to your games. Of course, battlefields are rarely flat, featureless plains and this is especially true in Epic 40,000. High ground creates an ideal firing position or serves to conceal troops from the enemy. Rivers cut through the line of advance and can only be crossed at vital bridges. Buildings provide strongholds which must be held or captured at all costs. Battlefield features are all these things and more, and they add tremendous diversity, inspiration and excitement to your games. We've provided some ruined buildings in the box to get you going. However, it's easy to improvise and create more terrain without too much effort. For a start there are many types of terrain features available commercially. Model trees and lichen are great for areas of forest and scrub. Other features such as rivers, roads and hills need slightly more creative solutions.



Construction Plan for an 8'x4' Wargames Table



We have constructed an 8'x4' gaming table and added a selection of modelled terrain features to complete the effect.

CAVALRY AND BIKE UNITS

Cavalry and bike units are fast attack troops that strike straight at the heart of the enemy. They comprise three models mounted on a single base. Like infantry, cavalry and bike units provide many exciting modelling opportunities.



Imperial Fists bikes with Librarian



Imperial Guard Rough Riders



Dark Angels Ravenwing bikes



*Ork Snakebite
Boarboyz*



*Evil Sun
Ork Warbikes*

Some models and stands benefit from the addition of small pennants, flags or other details such as whip aerials.

Pennants and flags can be made quite simply by cutting out small paper shapes and gluing them to the vehicle.



A bits box made up of discarded household items is useful to any terrain builder.

Rivers and roads can be represented by coloured cloth or card cut out and placed on your table. Hills can be made by gluing thick layers of card or polystyrene together and then painting them the desired colour. Rocks and rubble can be represented by real stones, pebbles or gravel. Plasticine has many uses for improvising terrain such as trenches, mine fields, craters etc. With a little modelling, all sorts of ordinary household items that are normally thrown away can become interesting terrain features.



This razor wire was made out of car body mesh cut into strips and twisted into the correct shape.



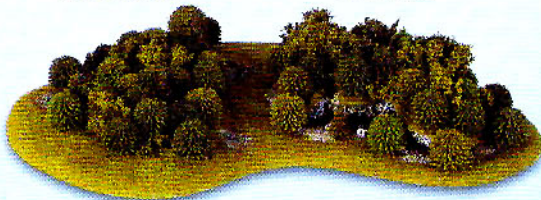
Small Pebbles



Coral Sand



Hills can be made quite easily using polystyrene cut into hill shapes.



Woods can be made from commercially available model trees.



Eldar Wild Riders of Saim-Hann

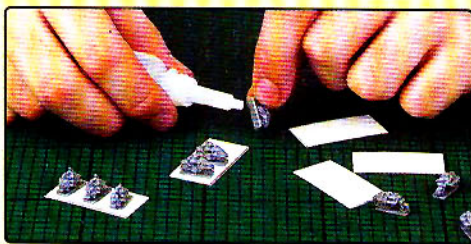
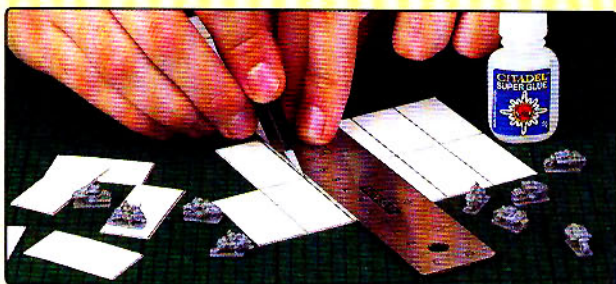


Eldar Jet bikes from Ulthwé Craftworld

Both of these jet bike stands have been converted by raising them up on small pieces of wire to give the impression they are flying above ground.

BASING BIKES AND CAVALRY

Cavalry and bike units are not supplied with their own bases but making your own is quick and easy. All you need is some sturdy card, a knife and some glue.



Simply cut card strips 40mm x 20mm and stick your models to them. When dry, you can add some sand as texture before you undercoat them.

MODELLING AND CONVERTING YOUR MINIATURES

Epic 40,000 provides you with endless opportunities for modelling and converting. Every gamer is a modeller as many of the miniatures you play with are multi-part, or require some sort of assembly. Beyond the need to assemble all of your models to play games with, there's something extremely satisfying about personalising a model to create that special piece for your army. Simply adding an aerial will convert an ordinary model into a command vehicle. Although none of this converting and modelling is necessary to play the game, it's a challenge that rewards time and effort taken over it.

Citadel Designer Aly Morrison's simple Rhino conversions show how a communications aerial can make all the difference to the look of a vehicle. To make them, simply drill a small hole into the tank and insert a piece of wire cut to the desired length.



Aerials can also be used for unit identification, eg. placing aerials on HQ units so you can see them easily on the battlefield.



Ork and Gretchin models have been glued to the turret and body of this Ork Battlewagon.

Aly has added a Commander with field glasses to the turret and whip aerials to the back of this Baneblade.



TANKS AND OTHER VEHICLES

Tanks form the mainstay of most Epic 40,000 armies. They provide the raw firepower, troop-carrying capacity, speed and mobility required on the battlefields of the 41st Millennium.



Evil Sunz Ork Battlewagon



Trygon – Tyranid Assault Spawn



Evil Sunz Ork War Buggies



Elder War Walker



Imperial Fists Land Raider



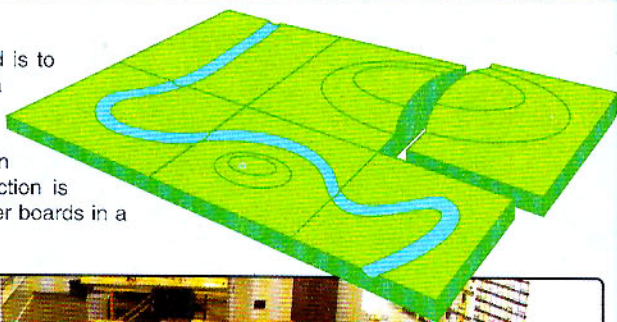
Imperial Guard Griffons



Imperial Fists Rhino

MODULAR TERRAIN

Another way of creating your own battlefield is to construct terrain and gaming boards as a number of individual pieces that can be placed together to make modular terrain. Each board has similar types of terrain features such as roads and hills. Each section is cleverly designed to fit together with the other boards in a number of different ways.



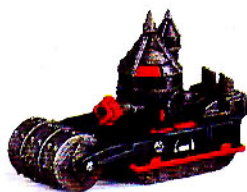
Robin Dews of the Games Workshop Studio has constructed his own impressive modular terrain boards.



Chaos Daemon Engine of Slaanesh



Eldar Dreadnought painted in the colours of the Saim-Hann Craftworld.



Goff Ork Battlewagon



Chaos Contagion of Nurgle

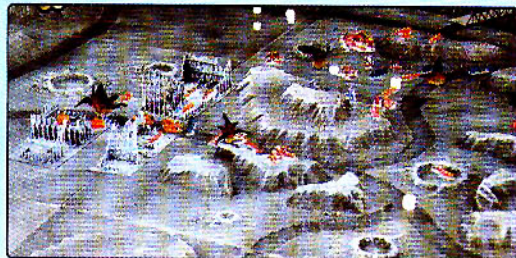
Right: Imperial Fists Predator. This example has had a plastic model added to the turret as a Commander.



Imperial Guard Heilhounds. The tank on the left has been painted to look as if it's from a jungle death world while the tank on the right is from a desert world



Haruspex – Tyranid Assault Spawn



Robin has also created extra moveable terrain features (such as the ruined buildings in the Epic 40,000 box) to create more variety in his set-up.



OBJECTIVES We've provided objective counters in the game but you can substitute these with terrain features you have created yourself.



A fuel dump



An open missile silo



A communications bunker



Chaos Daemon Engine of Slaanesh



Evil Sunz Ork Battlewagon



Eldar Dreadnought bearing the colours of the Ullthwé Craftworld



Goff Ork Battlewagon



Imperial Guard Chimera



Malefactor - Tyranid Assault Spawn



Three variant Imperial Guard Basilisks sculpted by Tim Adcock of the Citadel team. The model on the left has also had two Imperial Guard crewmen added to the gun platform.



Space Marine Whirlwind of the Imperial Fists Chapter

BLAST MARKERS

The card Blast markers in the game are fine, but making your own is surprisingly easy and they look more like real explosions.



1. Cut small bases out of card, or use small coins or washers.
2. Glue cotton wool or wire wool to the base. Wire wool works better than cotton wool because it keeps its shape better when you spray it. Twist the wool into the shape of a plume of smoke.



3. Spray Blast markers black.
4. For that really professional look apply white paint around the base of the Blast Marker when it's dry and then paint it red or yellow to represent the flash of an explosion.
5. Ta Da! You've made a Blast marker!

CRATERS

Craters are handy for placing in areas where Blast markers have been, leaving a trail of destruction behind detachments that have been taking a lot of fire. If you like you can rule that craters count as areas of cover for infantry and/or that they block roads and bridges. An interesting variant on this is to incorporate a crater as the base of a Blast marker, which gives the Blast marker more weight and gives you the opportunity to incorporate some debris into the explosion.



Bad Moon
Splatta Kannon



Three variant Leman Russ Tanks of the Imperial Guard



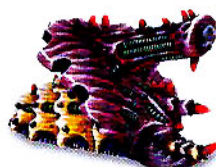
Bad Moon
Ork Stompa



Blood Angels Space
Marine Vindicator



Eldar Falcon Grav Tank



Tyranid Exocrine

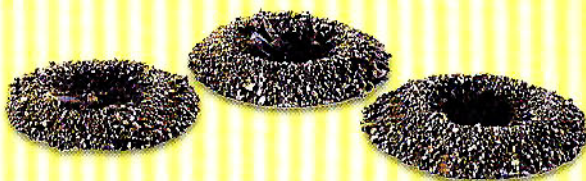


Imperial Guard Chimeras showing differing colour schemes (from left to right):
jungle death world, ice world and desert camouflage schemes.



Imperial Fists
Dreadnought

1. Cut/find small bases using a piece of card or small coin.
2. Make a 'doughnut' of plasticine and smooth the edges down to the base.
3. Carefully coat the plasticine with gloss varnish to harden it.
4. Spray and paint.



WRECKS

While you can just take models off when they are destroyed it's far more appealing to leave some wrecks in their place. Simply carve up some tanks and stick clouds of smoke belching out of them. These can be made in the same way as Blast markers. This looks great but is rather wasteful in terms of miniatures.

A simple alternative is to make some smoke clouds (in the same way as Blast markers) and attach them onto a 'J' shaped piece of wire instead of a base. When a vehicle is destroyed simply hook the bottom of the 'J' underneath the model and you have an instant burning wreck! When we made some wreck markers we painted them in the same way as Blast markers but this confused some people, so be warned. When we're gaming we roll a dice to see if destroyed vehicles burn or are blown to smithereens (sometimes being replaced with a crater instead): 1-3 they burn, 4-6 they're blown away. Burning wrecks block roads until they're shunted out of the way by a larger vehicle.



FLYERS

Screaming down from the sky, flyers are able to shatter enemy formations with their devastating firepower, launch intercepts against enemy flyers or transport friendly troops into the heat of battle.



Tyranid Harriidan



A Thunderhawk Gunship from the Imperial Fists Chapter.



Imperial Thunderbolt Fighter by Dave Andrews showing 'ace' markings and a distinctive white colour scheme.



Ork Fighter Bomber. These are highly individualised craft, each one uniquely built and painted by the Ork Mekboyz.



Note how these Gargoyles have had their wings cut off and glued back on in different positions to make them look more active.



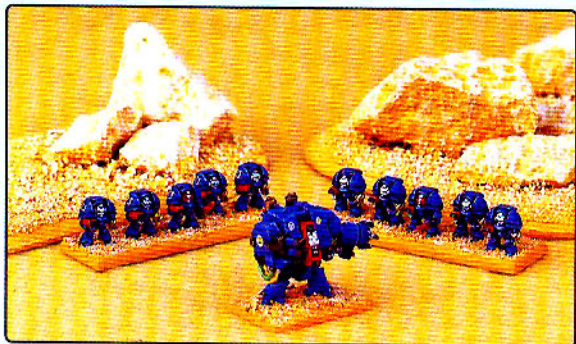
Imperial Thunderbolt Fighter



Imperial Marauder

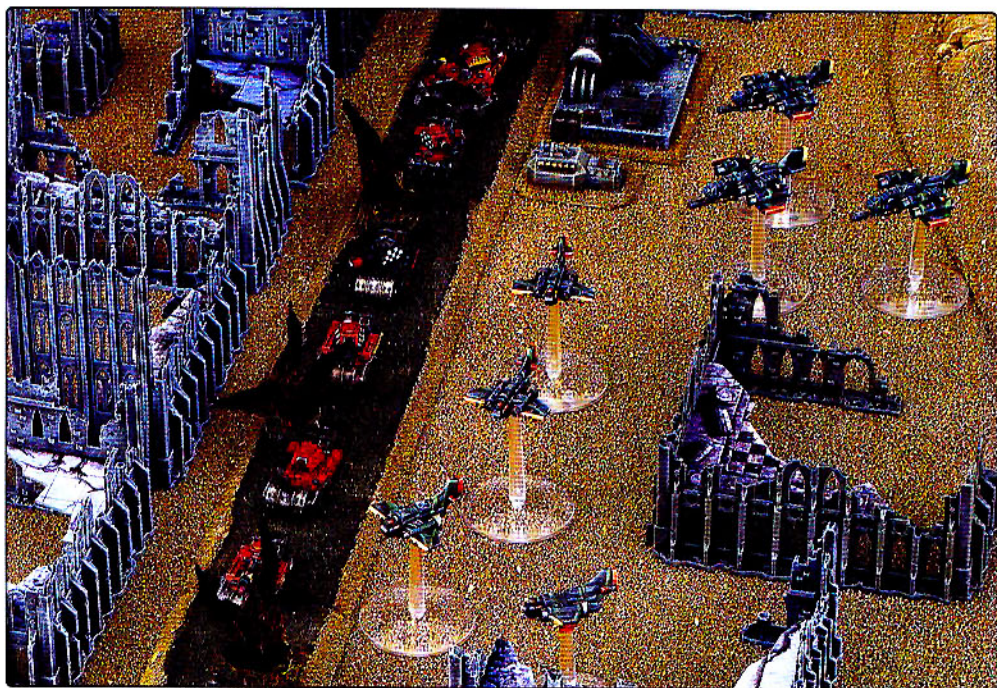
WORLDS OF THE IMPERIUM

In the 41st millennium the Imperium of Man extends across a million worlds, scattered throughout the far corners of the galaxy. The age of human expansion lies in the distant past, separated from the present by untold millennia of ignorance and barbarism. The galaxy-spanning Imperium of Man is a huge place. It is larger than a single mind can comprehend, and encompasses a dizzying variety of worlds. From massive gas giants to barren, lifeless planetoids, forest moons to frozen ice worlds, jungle death worlds, teeming hive worlds with their polluted ash wastes, industrialised forge worlds and waterless desert worlds.



This sun-baked death world was created simply with a beige cloth for the surface and some simple rock formations made from stones and pebbles, stuck onto card and painted.

Many worlds do not consist of a single climate or terrain type, they can encompass polar ice caps, temperate zones, equatorial jungles and deserts. Most worlds have a unique character of their own, perhaps a desert climate with thin temperate zones around small seas, or especially dense jungles or endless miles of rolling savannah plains. They might also have unique weather patterns: rainy seasons, tornadoes, ammonium dust storms or poisonous volcanic ash clouds. The combinations are endless. Just a few of the diverse worlds found across the galaxy are listed below.



Imperial Guard Thunderbolt Fighters and Marauders strafe an Ork convoy with a hail of fire.

DEATH WORLDS

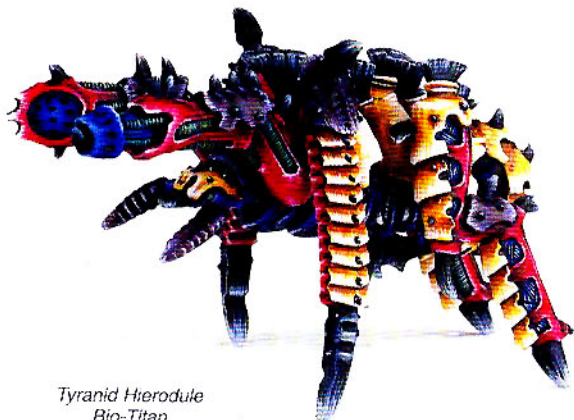
Some planets are so inhospitable to life that they are called death worlds. On such worlds the environment itself becomes the enemy. The terrain of death worlds can vary widely. There are voracious jungle death worlds like Catachan and Canak, baking desert worlds like McIntyre IX, or the barren rocky worlds of the galactic core. These are grey, lifeless places, a tortured landscape of soaring crags and pinnacles with sheer glass sided crevasses carved by the raging winds and dust storms. There are vast chromium drifts, dust seas and shale deserts where life never survives for long.



There are numerous types of death world terrain you can model or represent on your tabletop battlefield. The example above shows a dense jungle world filled with weird alien cacti and strange trees. These were mostly hand built with the occasional commercially available trees mixed in.

WAR ENGINES

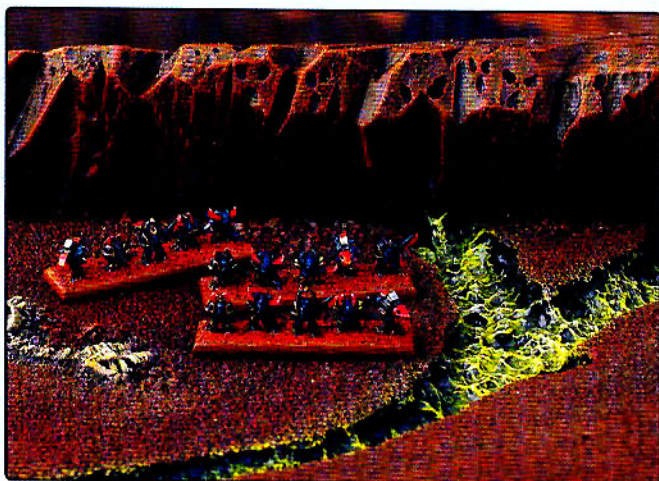
The most terrifying sight on the battlefields of the 41st millennium are the monstrous war machines and gigantic Titans that stride ahead of the great armies. These are amongst the most challenging of Epic 40,000 miniatures to paint as they are often the centrepiece of your army, towering above the rest of the models on the table-top.



*Tyranid Hierodule
Bio-Titan*



Imperial Warlord Titan



This table-top example shows a daemon world battlefield. The towering black cliffs and river of toxic slime were both cut out from polystyrene sheets. You can buy these from DIY superstores and are great for making all kinds of terrain.

DAEMON WORLDS

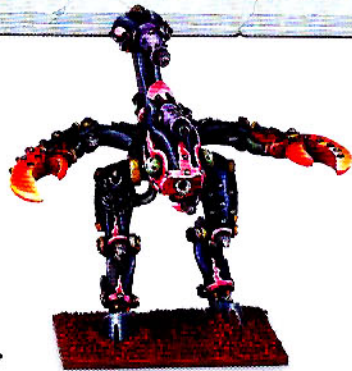
At the dark heart of the Eye of Terror lie the daemon worlds, where warp space and the material universe overlap. These hellish planets are where daemons and insanity rule. The laws of physics do not apply here. The surreal landscapes are formed and reformed by the whim of their evil rulers.

Few have seen these terrible places and survived, but those who have, report such terrors as boiling lakes, rivers of blood and plains of skulls and bones where the bodies of the dead have lain unburied for centuries. Strange twisted towers of black stone scar the horizons. Great monuments to the Chaos Gods, menhirs,

stone circles, altars, unholy temples and shrines lie beneath skies burning with fire. Daemon worlds are the play grounds of the Gods of Chaos, where their most favoured servants fight endless bloody wars for the amusement of their masters.



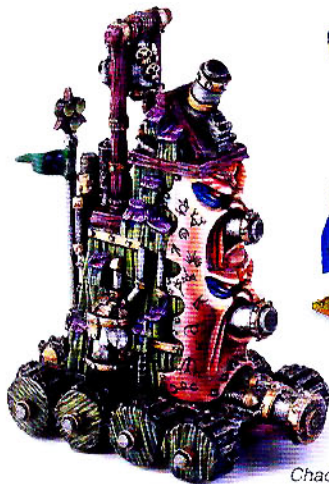
*Imperial Baneblade
Super-heavy tank*



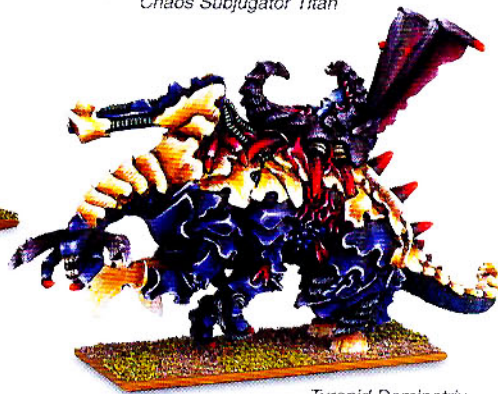
Chaos Subjugator Titan



*Eldar Revenant
Scout Titan*



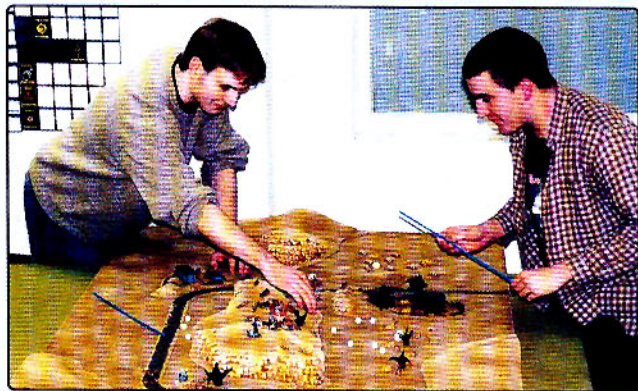
Chaos Plague Tower



Tyrannid Dominatrix

DESERT WORLDS

Not all deserts are like those on Earth. Many display the same characteristics of rolling sand dunes, outcrops of rock, tall spires and plunging canyons; but alien worlds have alien terrain. Across the galaxy many more exotic deserts exist, such as the pale blue cobalt and ammonium salt plains of Galen V, the deep red iron oxide deserts of Bassus Prime or the smooth atomic plains of sand fused into glass on Tarrissus Majoris. Most deserts are barren places with only a few scattered rocks for shelter, but many are exploited for their abundant natural resources. Mining stations, moisture farms and oil rigs, with their attendant pipelines, landing strips, roads and colony buildings dot the landscape. There are also oases of drinkable water or breathable air, often surrounded by the camps of native tribesmen.



One of our Epic 40,000 gaming tables is a desert world. Here you can see the type of surface terrain we've created for it.



IMPERIAL GUARD

Each Imperial Guard regiment is raised for a particular campaign and at the time of its founding is assigned specific uniforms and colour schemes. Camouflage techniques have long been studied by the military leaders of the Imperium and their wisdom is collected in whole sections of the Tactica Imperium. When a regiment goes to war, all of its tanks and uniforms will be coloured with appropriate schemes to reflect the terrain the campaign will be fought over. They are also assigned unit designations, regimental insignia and army and campaign badges.



NECROMUNDAN 12th HELLHAMMERS - An Imperial Guard detachment of tanks and artillery.



Ice worlds are easy to represent by using a white cloth or painting your gaming board white. Our example has been modelled using sheets of polystyrene textured with all-purpose filler.

ICE WORLDS

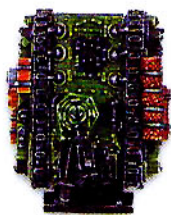
At the opposite end of the scale to desert worlds are the frozen ice worlds, orbiting a distant sun. The topography of ice worlds is much like that of a desert world, with snow drifts, glaciers, ice shelves, glittering pinnacles, deep crevasses crossed by ice bridges and frozen lakes or seas.

On some planets the only habitable places are giant icebergs which drift through seas of pack ice. In more temperate areas on ice worlds the blanket of snow gives way to tundra, where scrub bushes and pine forests grow. Due to the sub-zero temperatures the inhabitants of ice worlds often live below ground, taking refuge in subterranean cities. Surface installations do still exist, like research and exploration stations, or armoured bunkers defending the entrances to the cities below.

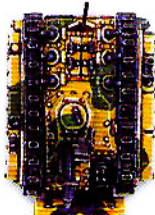
Imperial Guard regiments are often involved in long conflicts and their tanks and equipment reflect this. Scarred from many battles, Imperial Guard crews often augment their vehicles with scavenged armour plates, fuel cans, backpacks, picks and shovels, sand bags and other spoils of war. Command vehicles may have individual upgrades such as heat-dispersing ceramite armour or electro hulls, and their extra high powered comm-net aerials often display individual banners or the trophies of war – a few heads of the enemy, kill markings and so on.

CAMOUFLAGE

To survive in the hostile environments found in the 41st millennium, terrain camouflage is essential. In the cruel sub-zero temperatures of ice planets, winter camouflage is used. Planets covered with dense jungles containing many weird plant species require a whole host of differing camouflage designs. Specially adapted patterns are created for arid desert conditions and volcanic primaeval worlds. All of these terrain types offer Imperial Guard collectors with many options when designing camouflage schemes. Plenty of reference for camouflage can be found in the *Warhammer 40,000 Imperial Guard Codex* or in books on historic military vehicles. The examples below show just a few of the ways in which we painted our Imperial Guard tanks.



Jungle Death World



Desert World



Ice World



Agri-World

AGRI-WORLDS

As the forge worlds are to the Imperium's industries so the agri-worlds are to its food supply. They are lush, green fertile planets, terraformed to provide the temperate climate in which crops grow best. Agri-worlds tend not to be as highly populated as hive or forge worlds, although they still support many cities and towns.

FORGE WORLDS

The forge worlds are the ever-grinding heart of the Imperium's industrial might. Each is ruled and maintained by the mysterious and arcane Adeptus Mechanicus, in the name of their Machine God. They are very heavily industrialised, with massive foundries, smelting works, weapons factories, power stations and refineries; all with tall chimneys belching smoke and centred around the Machine Cult's temples. From their vast factories and unnumbered workshops roll the Imperium's tools of war. From las pistols to defence lasers, tanks to Titans, the factories of the forge worlds produce them all.



The rocky areas of this agri-world have been textured using coarse sand and pebbles. The grassy areas have simply been flocked.



TYRANIDS

Tyranid attack waves flow forward in a huge, homogeneous mass. Beneath a tide of bone-coloured chitinous armour, purple and red flesh pulsates with life. The Tyranids advance in an unstoppable expanse of fanged maws and ichor-encrusted spikes and horns. Huge bio-cannon drip with venomous bile, while the swarms of infantry are covered with glistening scales, their bloodstained claws outstretched, their rippling muscles driving them across the battlefield in their eternal quest for prey. The Tyranids appear to have no formal organisation, but it has been suggested that the hive mind creatures may be assigned specific roles and tasks. When the swarms of the hive fleet scuttle and slither forwards in an unending horde of malevolence there are no visual markings to betray the existence of any organisation, just wave after wave of clawed monstrosities intent on the utter annihilation of everything that stands before them.



TYRANID ASSAULT SWARM

Foundries are connected by railway lines, canals and road networks. There are cargo ports for the arrival of imported resources, storage warehouses for the completed weapons and sprawling scrap yards which can cover hundreds of square miles. On many forge worlds thousands of years of scrap metal and machinery has become so compressed that it has created a metres-thick artificial surface of compacted waste.

PRIMAEVAL WORLDS

Many young worlds are still in the violent throes of their formation. These planets are dangerous places where massive volcanoes spew forth flames and lava to create a landscape of fire and rock. Strange basalt formations of twisted spires, or crystal forests created by the cooling lava dominate the sky lines. Rivers of burning magma cut through the bare rock and there are lakes of boiling mud and geysers. Huge boulders thrown out by volcanic explosions litter the surface and the skies are black with ash clouds.



The volcanic plain of this primaeval world was made in much the same way as the desert terrain using sand glued onto the gaming surface and painted the appropriate colour.



CHAOS

When the dark forces of Chaos approach it is like a storm, a brooding darkness that explodes into violent energy. Like their sworn enemies the Space Marines, each Chaos Space Marine Legion has its own colour scheme, though their armour and vehicles are warped from their original forms. Each of the Chaos Powers favours different aesthetics according to its divine whims. The followers of Khorne reflect the bloody temperament of their master by wearing red while their weapons are brass coloured in deference to their bloodthirsty god's skull-studded throne. In contrast the followers of Slaanesh, the Prince of Pleasure, favour obscene and pastel colours such as saffron, puce and magenta. The daemons of Chaos are incarnations of their dark gods; and equally reflect its character and temperament, each of them a testament to their master's power in the unending conflict between the Gods of Chaos. The followers of Chaos boldly display their loyalties, with the runes of their master and the eight-pointed Chaos star displayed on all their equipment and arms.



STORM KNIGHTS - A Detachment of Chaos Engines of Slaanesh

Other primeval worlds are covered with thick swamps. Steaming jungles of massive trees and ferns, heavily draped with vines, grow out of the primordial soup. Gasses released by decaying plant life bubble to the surface. A carpet of thick vegetation clings to everything.

In the area of the galaxy near the Eye of Terror there are many such worlds which were seeded by the Eldar to form potential colonies thousands of years before the fall of their civilisation. The Eldar call these places Maiden Worlds and view themselves as their guardians. Many wars have been fought between the Eldar and other races over the fate of the Maiden Worlds.

HIVE WORLDS

Hive Worlds teem with uncounted billions of inhabitants. They live in hives, great mountain-like cities, tower upon tower rising through the layers of poisonous smog to pierce the planet's atmosphere. These man-made mountains are hundreds of miles across their base, rising ever more steeply to their glittering summit. Conditions inside are crowded beyond belief, insane and insanitary. Hive worlds are vital to the Imperium, forming major recruiting grounds for the untold millions of the Imperial Guard and the vast manufacturing base the Imperium needs to fight its incessant wars.

On most hive worlds the land outside becomes a polluted desert, an area of ash wastes. Thousands of years of industrial dumping turns the surface into a grey, toxic wasteland of thick ash. Rivers, canals and seas of poisonous sludge flow across the land. The shifting ash, miles deep in places can swallow entire convoys. Acid rain, laden with toxins can kill a man and strip him to the bone in a matter of minutes. Few survive in the ash waste, it is an eerie place of half-buried ruins, weird mutants and renegades and outcasts from the towering hives.



SPACE MARINES

The Space Marines are supreme fighters, genetically enhanced to be the ultimate warriors, far stronger and tougher than an ordinary human being. They are organised into Chapters, each numbering approximately a thousand fighting warriors divided into ten companies of a hundred troops. Every Space Marine Chapter is proud of its history and achievements and each one has its own uniform and heraldic markings. These are established at the Chapter's founding and are forever displayed with resplendent pride on all their vehicles and armour. All of the equipment of the Space Marines is painstakingly maintained, repainted after each campaign with appropriate battle honours and badges of distinction.



IMPERIAL FISTS

Proud of their courage and sure in the protection of the Emperor, the Imperial Fists' deep yellow armour boldly declares their presence on the battlefield. Their reputation precedes these deadly warriors and many foes have fled the field rather than face their awesome Devastator squads and highly-skilled tank crews.



Left: Land Raider



Right: Predator

*Far Right:
Dreadnought*



*Below from left to
right: Librarian,
Devastator and
Assault stands*



IMPERIAL FISTS FORCE AURORA - A Recon Detachment of Space Marine bikes.



BLOOD ANGELS

The sanguine red of the Blood Angels uniform is a sight that has terrified many enemies of the Imperium. It reflects their bloodthirsty nature and renowned savagery. The only break in the unending tide of blood are the black uniforms of the Death Company, marked with symbolic wounds mirroring those of the Blood Angels' Primarch, Sanguinius.

Left: Predator
Below: Captain stand



Left: Dreadnought, Below: Blood Angels Assault Squad

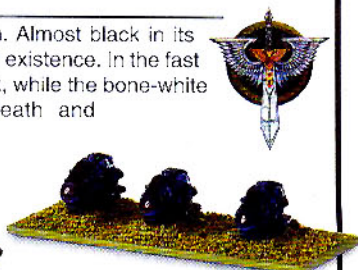


DARK ANGELS

The green armour of the Dark Angels reflects their sinister reputation. Almost black in its brooding intensity, the Dark Angels' uniform reflects their grim, monastic existence. In the fast attack Ravenwing, the Dark Angels' armour and vehicles are pure black, while the bone-white armour of the elite Deathwing is the Dark Angel colour of death and condemnation.



Left: Predator
Above: Deathwing Terminators



Above: Ravenwing Bikes
Left: Razorback.

SPACE WOLVES

The most ferocious of the Space Marine Chapters, the Space Wolves do not heed the words of the Codex Astartes. They prefer their own organisation of Great Companies. Their pack markings contrast strongly with their wolf grey armour, easily identifying the warriors where they are most often found – in the thickest of the fighting.

Left: Vindicator, Below: Assault Squad
Right: Dreadnought



Below: Space Wolves Grey Hunters



ULTRAMARINES

Strictly following the Codex Astartes written by their Primarch, the Ultramarines rigidly adhere to the book's instructions on colours and markings. Their noble blue uniforms proudly display the correct squad and Company badges, while battle honours and other awards adorn the uniforms of many of the Chapter's warriors.

Left: Dreadnought



Left: Whirlwind, Below: Terminators
Right: Land Raider





ORK CLANS

Ork armies are basically Ork societies on the move. Their brash, no nonsense philosophy is reflected in their brightly coloured battlewagons, bikes, and buggies. Each clan favours a particular predominant colour scheme overladen with Ork glyphs, checks, flame details and other stark patterns. As each Mekboy constructs a vehicle

to his Boss' orders he embellishes it with details such as extra spikes, red paint to make it go faster and a myriad of other small adjustments. However, beneath the bright patterns and bold proclamations of wealth and power, the vehicle's engine spews forth oil and smoke, stained with rust with only the shiny heads of new nails showing through the grime and filth. The Ork Gargants are equally colourful, moving, fighting idols to the gods Gork and Mork. Massive banners hang from their hulls and weapons, each displaying the Warboss' or Warlord's achievements. To Orks, a Dreadnought or a Warbike is far more than a simple war machine, it is a status symbol and reflects their own prosperity and skill in battle. Each Ork goes to great lengths to ensure his tank or buggy is the biggest, brightest, hardest-looking vehicle on the battlefield in an attempt to outdo all his fellow Orks in the quest for recognition and respect.

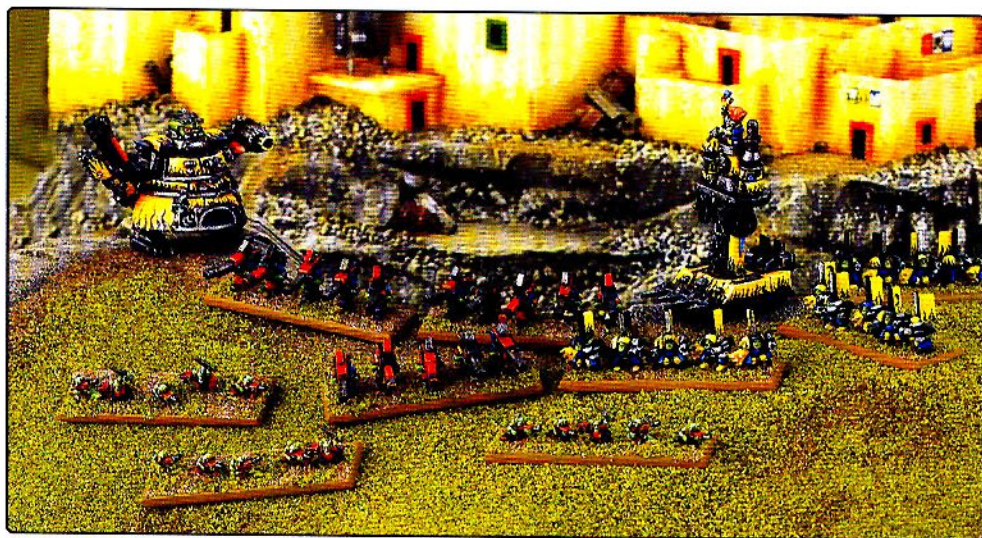


GOFFS

Goffs are the most brutal Orks who regard themselves as the toughest of all the Clans. They favour stark patterns and black, red and white colours for their uniforms and vehicles.



From left to right: Battlewagon, Boyz Mob, Stompa



WAA-NARSIK - An Ork Warlord Detachment.



SNAKEBITES

Snakebite Orks are savage traditionalists who shun recently developed technology. They dress in simple clothing of leather and furs and are known for riding into battle mounted upon ferocious warboars.

Left and centre:
Boarboyz

Right: Snakebite
Nob on Warboar

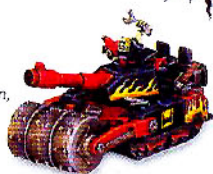


EVIL SUNZ

The Evil Sunz are irresistibly attracted towards fast war bikes, buggies and loud noise. The totem of the clan is a grinning blood red face, and they wear red clothes and paint their machines red. As every Ork knows "Da red wunz go faster!"



From left
to right:
Bikeboyz,
Shokka Attack Gun,
Battlewagon



BLOOD AXES

Blood Axes were the first Ork clan to encounter the armies of the Imperium and have had the longest contact with Imperial culture. This has led to them adopting some aspects of "Da humies" including driving captured tanks and other vehicles.

From left to right: Blood Axe Kommandos and Battlewagon. Blood Axe Orks often "fix" captured Imperial tanks to make them more Orky.



BAD MOONS

Bad Moons are rich. Filthy rich! They want everybody to know it, and these massive show-offs just can't resist having the brightest and most extravagant clothes and biggest gunz around.



From left to right: Splatta Kannon, Bad Moon Nobz, Bad Moon Warboss



DEATHSKULLS

DeathSkulls collect their uniforms and gunz from the dead of the battlefield, and their mismatched clothing and erratic colour schemes are a warning to any other Orks to nail down anything they want to keep.

From left to right:
Warboss, Shooty
Boyz, Battlewagon.



ELDAR

The Eldar are an ancient and aesthetic race, taking pleasure in the construction and decoration of everything in their culture, including their machines of war. Craftsmen work closely with the Bonesingers to create perfect fighting vehicles. War is an art to the Eldar, and the sophisticated, intricate designs they ornament their vehicles with try to capture their spirit in a physical way. Each Craftworld has its own colours and styles which can contrast strongly with those of other Craftworlds.



ULTHWÉ

The Black Guardians of Ulthwé are a sight known throughout the Imperium. Their distinctive golden yellow helmets often bear markings indicating the position of the warrior within the military organisation of the Craftworld. It is believed that strange designs on the vehicles may also fulfil this purpose.

ALAITOC

The blue and yellow colours of the Alaitoc Craftworld are a familiar sight on the battlefields of the Eastern Fringe. Out in the depths of the frontier, Alaitoc warriors are taught to be self-reliant and are experts at surviving in the wild. Their huge number of Scouts gives them immense strategic advantages over lesser foes.



IYANDEN

Iyanden has suffered greatly over the millennia. This once great Craftworld fields large numbers of Wraithguard and Dreadnoughts, relying on the spirits of the dead to help the depleted ranks of the living. They wear yellow armour and individual squads are marked out by helmets in contrasting patterns and colours.

SAIM-HANN

The wild, almost barbaric warriors of the Saim-Hann Craftworld favour the stark, violent contrast of their red and black armour. Their savage Wild Riders and other vehicle crews paint symbols of the ancient Eldar pantheon of gods onto their swift tanks and Jet Bikes, in the hope that the deity depicted will watch over them in battle.



BIEL-TAN

The lightly coloured armour of the Biel-Tan Guardians provides subtle distinctions between members of different squads, varying in shade from pure white to very pale greens and blues. The armour is believed to signify the former achievements of the Guardian: which paths he has trodden and what foes he has faced.



The Doom Singers - An Eldar infantry Detachment.

PLACING TERRAIN ON THE TABLETOP

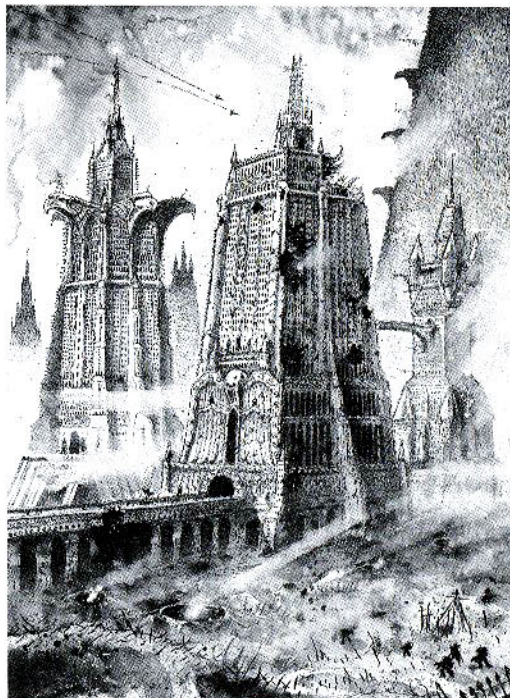
Of course, having lots of terrain is one thing – placing it on the tabletop to make an exciting battlefield is quite another. Having a good terrain set-up to play over really makes an incredible difference to the game by adding a whole wealth of background and visual excitement to your miniature armies 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.

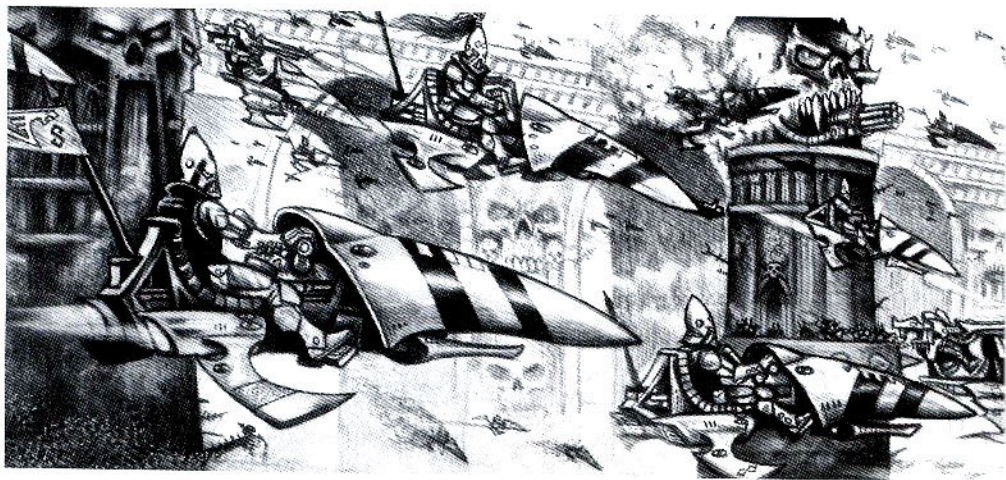
Buildings = Anything with four (or more) walls and a roof, but see *Rubble*, below.

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.

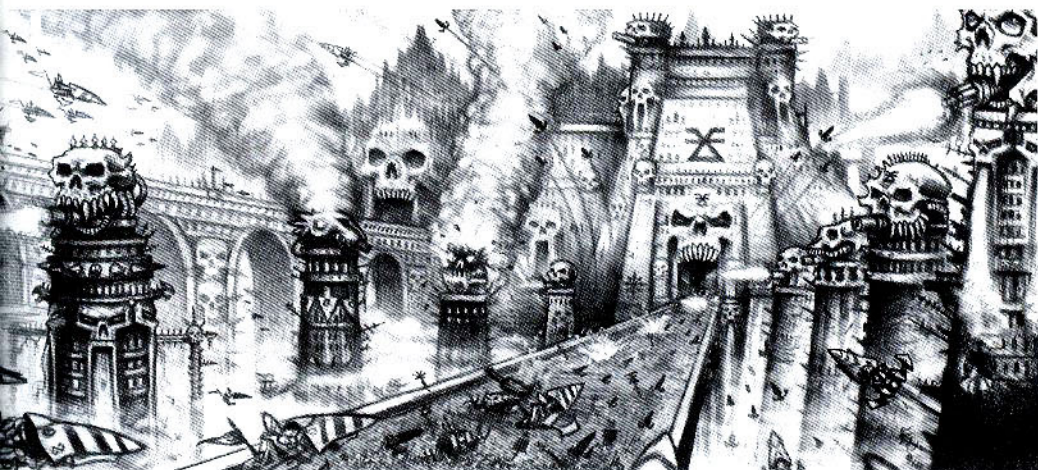
On top of all this you can just make individual rulings about terrain areas. For example we rule that some of our cliffs can be climbed by infantry, counting as dangerous terrain, even though cliffs are normally impassable by definition. Likewise we rule that all the slopes in the ash wastes are dangerous 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

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.

The Grav Tank glided over the swamp, sending ripples dashing across the surface of the muddy pools. In a retina-searing flash of blue-white light the Cobra's turret exploded. The proud craft nosedived into the swamp, the thick green ooze enveloping and containing the subsequent fireball.

The Daemon Knights of the Prince of Chaos leapt between the trees dotting Memnoch's fenlands with bounding strides from their elegantly powerful legs. Brilliant bolts of incandescent energy flashed from the Hell-Striders' cannons, mercilessly picking off the Eldar warriors. Surrounded by a glittering wall of energy a Hell-Scourge advanced on a squadron of Eldar Wave Serpents, screeching its deafening hunting cries as the daemon inside the living machine revelled in its perverse enjoyment of the battle.

With graceful agility the two Revenant Scout Titans landed in front of the Hell-Scourge, their powerful jump jets having brought them into direct contact with their enemy. The sleek, seductive lines of the Daemon Knight complemented the form of its attackers rather than contrasting with them. The Eldar were closer to the Lord of Pleasure than any of their race would like to admit. The Wraithbone war machines let fire with their charged pulse lasers. The crippled Chaos construct collapsed into the mud and slime, the daemon trapped inside howling in rage.

A perversion of pink and blue hurtled out of the forest, felling several trees with its massive claws. In an instant the Subjugator had the first of the Revenants in its grasp, crushing one pulse laser with cruel ease. Its other claw tore a hole in the psycho-organic body, critically rupturing the Eldar Titan's reactor. The gloom of the swamp was suddenly illuminated by a rapidly expanding circle of pure energy that engulfed the entire area in its vaporising blast.

HIVE WORLDS

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 (Roll a D6)

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 Ruin

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.

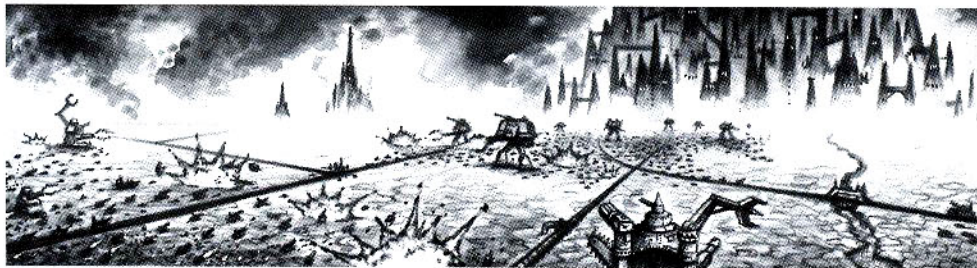
SLUDGE: This is either a sludge river or canal, a sludge pit or the edge of a sludge sea. Although foul smelling it is not lethal. Sludge terrain is treated just like *ivers*. Alternatively, it could be a Sulphur river. These are highly corrosive and so impassable to everything except via bridges.

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

AGRI-WORLD TERRAIN TABLE (Roll a D6)

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.

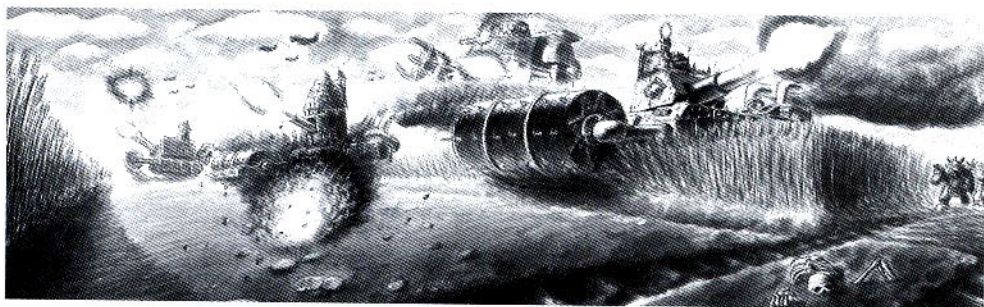
RESERVOIR: For the storage of irrigation waters, reservoirs are very deep and impassable to everything. May have attendant pumping stations and are connected by canals.

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

DESERT WORLD TERRAIN TABLE (Roll a D6)

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*.

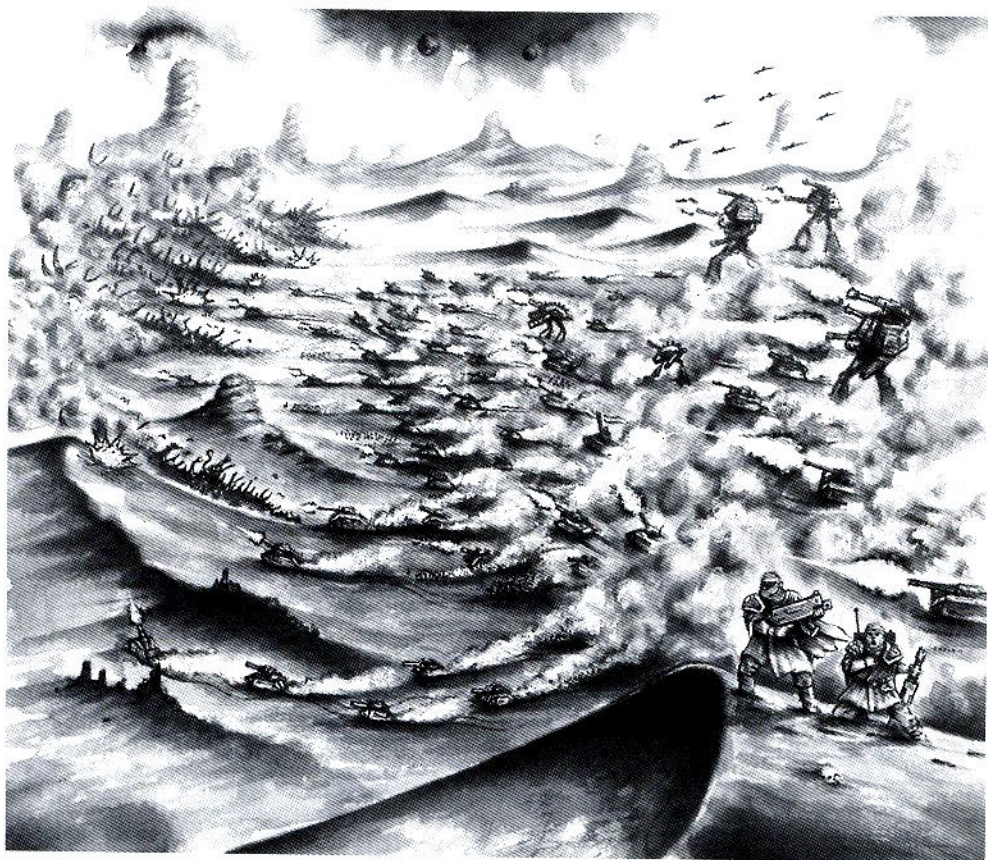
ROAD: A road runs through this part of the desert, connecting some installation to its base. Roads in the desert may be hard, concrete and tarmac affairs raised slightly off the surface, with portions swept with debris that negates its benefits along certain sections. Alternatively, it may be no more 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

ICE WORLD TERRAIN TABLE (Roll a D6)

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.

THIN AND THICK 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 CREVASSE: 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

FORGE WORLD TERRAIN TABLE (Roll a D6)

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) criss-cross 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 send 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: whirling 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

PRIMAEVAL WORLD TERRAIN TABLE (Roll a D6)

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

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 WORLD TERRAIN TABLE (Roll a D6)

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

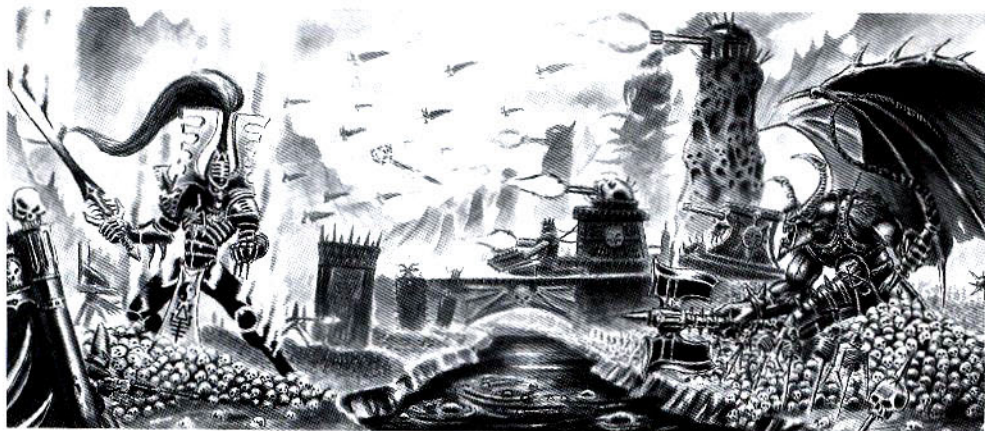
DAEMON WORLD TERRAIN TABLE (Roll a D6)

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.

DO IT YOURSELF RANDOM TERRAIN GENERATOR (Roll a D6)

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 C's and so on.

THE SCENARIOS

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 Gogard's Last Stand (the first of the historical refights) 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 SCENARIOS

REFIGHT 1: GOGARD'S LAST STAND!

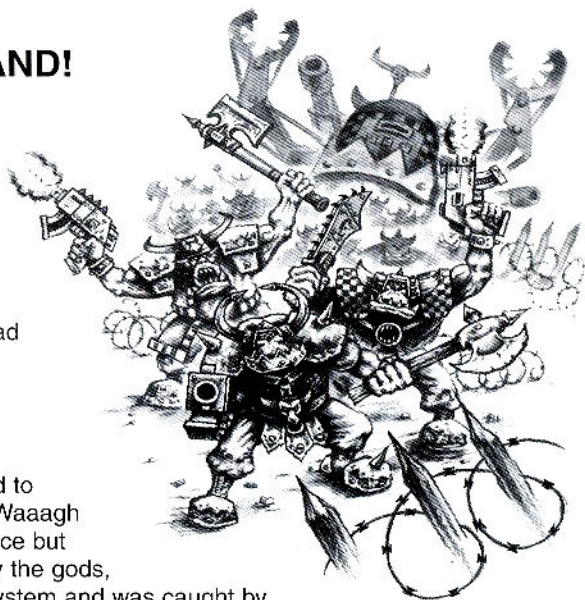
Waaa-Gogard started on Guilus II, an inhospitable planet on the very edge of Imperial space. The Orks who inhabited the planet constantly battled with each other for territory and teeth. From the anarchy one Ork rose to power. Gork and Mork had found a new champion and Waaa-Gogard had begun.

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 re-boarded 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.

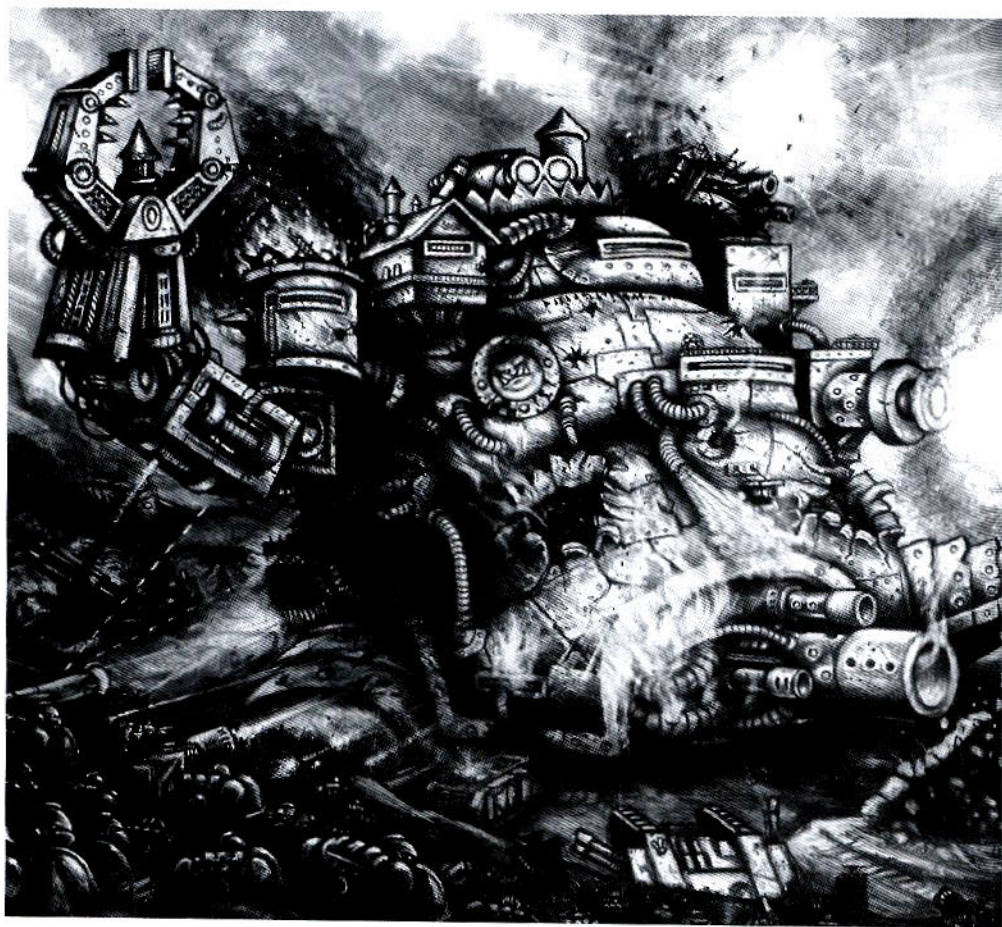
FORCES

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!

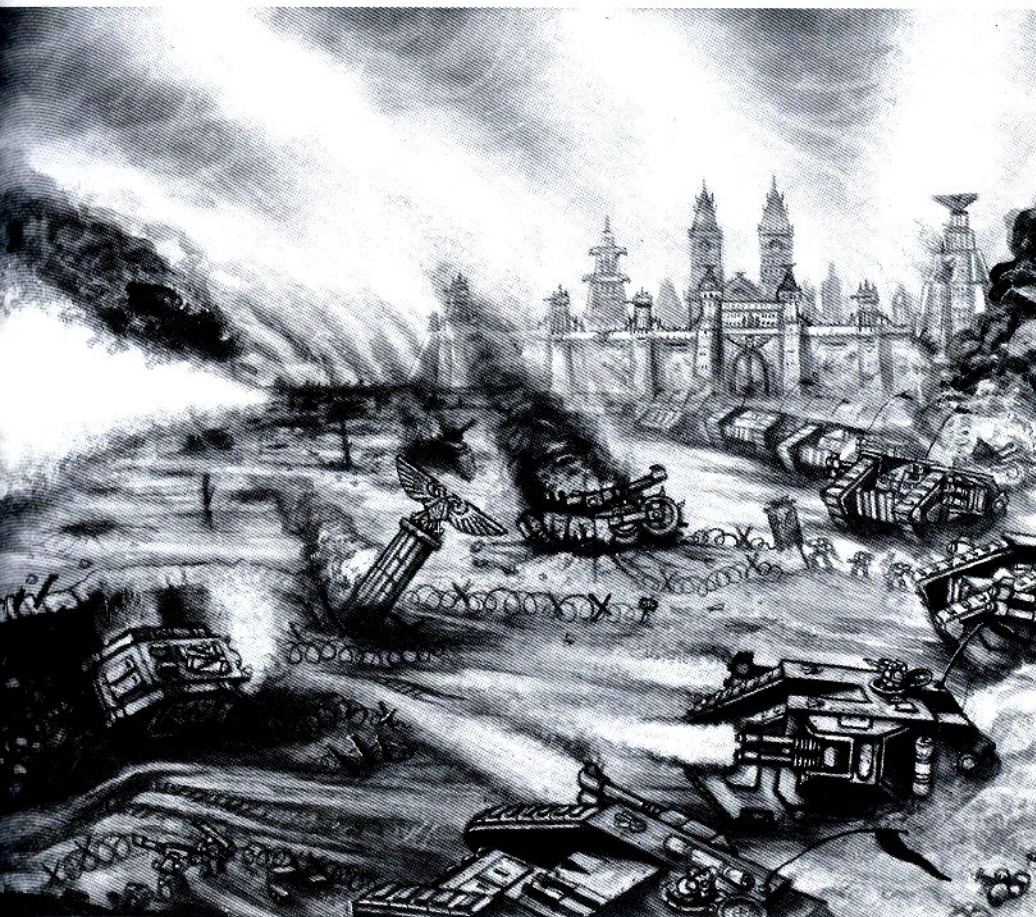
Space Marines: The Space Marines have the following detachments:

- 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*.
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.

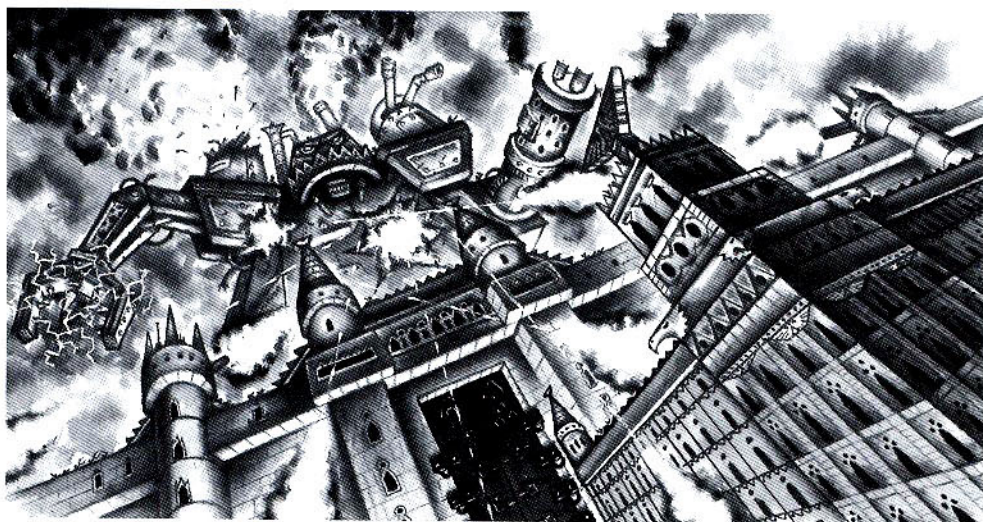
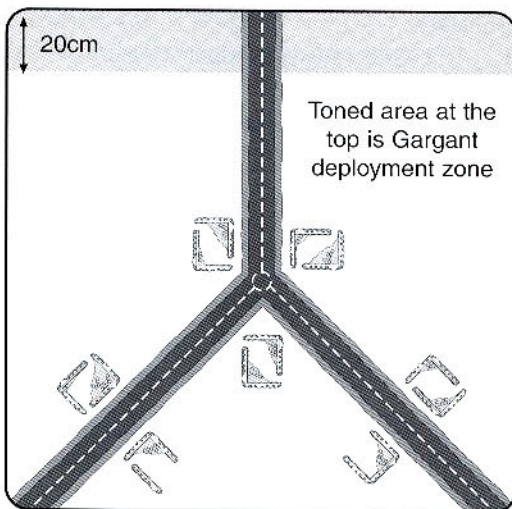
Each bunker is treated as an immobilised war engine if shot at, with an Armour value of 6 and a Damage Capacity of 3. The bunkers have an Assault value of 2 if attacked.

GAME LENGTH & 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 the Imperial defence was far better prepared and raked the Gargant with heavy weapon 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.

DETACHMENT NAME		DETACHMENT TYPE		POINT COST	
FORCE CITUS		ARMOUR			
PSYKER					
COMMANDER		LAND RAIDER HQ		60	
COMMANDER					
COMMANDER					

EPIC 40,000
 RESERVE SPEED 20
 HALF STRENGTH 2
 MORALE VALUE 4
 TOTAL POINT COST 105

DETACHMENT MAIN FORCE					POINT COST
1	LAND RAIDER SQUADRON 3 LAND RAIDERS				105
2					
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
LAND RAIDER	20	45	1/2/5/10	2	6	TRANSPORT 12, 2 MTD TANK

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

DETACHMENT NAME <i>FORCE ADONIS</i>		POINT COST 50	EPIC 40,000									
DETACHMENT TYPE <i>INFANTRY</i>			<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>RESERVE SPEED</td> <td style="text-align: center;">10</td> </tr> <tr> <td>HALF STRENGTH</td> <td style="text-align: center;">3</td> </tr> <tr> <td>MORALE VALUE</td> <td style="text-align: center;">3</td> </tr> <tr> <td>TOTAL POINT COST</td> <td style="text-align: center;">130</td> </tr> </table>		RESERVE SPEED	10	HALF STRENGTH	3	MORALE VALUE	3	TOTAL POINT COST	130
RESERVE SPEED	10											
HALF STRENGTH	3											
MORALE VALUE	3											
TOTAL POINT COST	130											
PSYKER												
COMMANDER <i>SPACE MARINE CAPTAIN</i>												
COMMANDER												

DETACHMENT MAIN FORCE					POINT COST
1	<i>SPACE MARINE DEVASTATOR SQUAD 2 SPACE MARINE UNITS</i>				40
2	<i>SPACE MARINE DEVASTATOR SQUAD 2 SPACE MARINE UNITS</i>				40
3					
4					
5					
6					
7					
8					
9					
10					

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
<i>DEVASTATOR UNIT</i>	10	30	1	3	5	<i>STRENGTH HEAVY WEAPONS</i>
<i>CAPTAIN</i>	10	30	1	3	5	<i>HEAVY STRENGTH</i>

DETACHMENT NAME <i>FORCE LENTUS</i>		POINT COST 57	EPIC 40,000									
DETACHMENT TYPE <i>INFANTRY</i>			<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>RESERVE SPEED</td> <td style="text-align: center;">30</td> </tr> <tr> <td>HALF STRENGTH</td> <td style="text-align: center;">6</td> </tr> <tr> <td>MORALE VALUE</td> <td style="text-align: center;">4</td> </tr> <tr> <td>TOTAL POINT COST</td> <td style="text-align: center;">158</td> </tr> </table>		RESERVE SPEED	30	HALF STRENGTH	6	MORALE VALUE	4	TOTAL POINT COST	158
RESERVE SPEED	30											
HALF STRENGTH	6											
MORALE VALUE	4											
TOTAL POINT COST	158											
PSYKER												
COMMANDER <i>SPACE MARINE CAPTAIN IN RHINO</i>												
COMMANDER												

DETACHMENT MAIN FORCE					POINT COST
1	<i>SPACE MARINE TACTICAL SQUAD 2 SPACE MARINE UNITS IN RHINO</i>				37
2	<i>SPACE MARINE TACTICAL SQUAD 2 SPACE MARINE UNITS IN RHINO</i>				37
3	<i>SPACE MARINE TACTICAL SQUAD 2 SPACE MARINE UNITS IN RHINO</i>				37
4					
5					
6					
7					
8					
9					
10					

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
<i>SPACE MARINE</i>	10	30	1	3	5	<i>RAND FIRE STRENGTH</i>
<i>SPACE MARINE CAPTAIN</i>	10	30	1	3	5	<i>RAND FIRE STRENGTH HERE</i>
<i>RHINO</i>	30	-	0	0	5	<i>TRANSPORT (2)</i>

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	—

HEAD/SHOULDER WEAPONS		WEAPON TABLE			NOTES
	FIRE ARC	RANGE	FIREPOWER		
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.	

2D6 ROLL	RESULT	CRITICAL DAMAGE TABLE	
		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
3-4	Inferno	Burning
5	Magazine Explosion	Destroyed
6	Massive Explosion	Destroyed

A series of internal explosions destroys Korps Grinda and its crew.

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.

Korps Grinda's magazine explodes. As debris scatters all around, roll a D6 to hit any unit within 5cm.

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

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, Vanguard, 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.

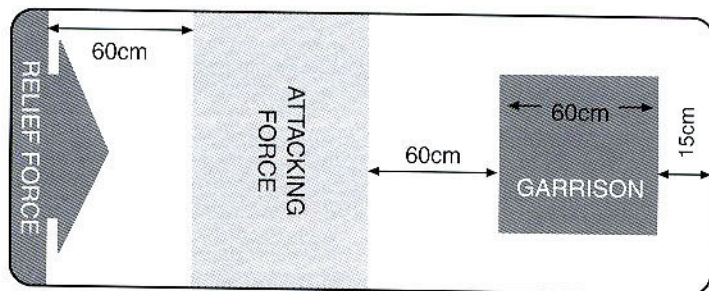
The cry for aid was received by the White Scars Space Marines, who dispatched a fast attack warship carrying two companies of their finest assault troops. As the Thunderhawks of the White Scars screamed down from orbit, a message was received over the comm-link. The assassin had managed to determine 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*.

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 on page 75.



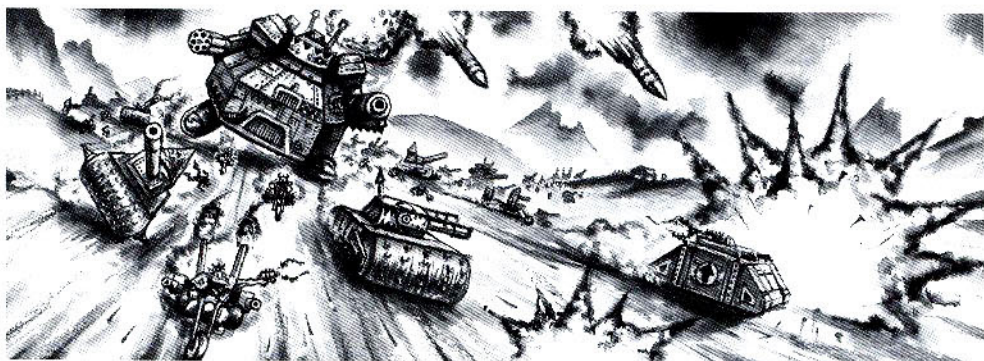
SET-UP

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 Kharira 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 with Force Hachiman and the assassin. However, Force Hachiman was in bad shape after an assault from Grizzard da 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 between the threat of the Assault squads and the need to stop the Space Marines escaping, Badruk's Speedas 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

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.

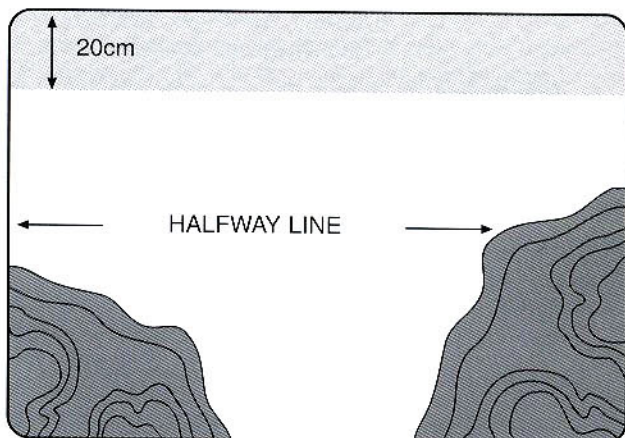
The following special rules are used in this scenario: *Army Morale*, *Objectives*, *Fortifications*.

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 the Objectives rules for information on how the objectives are placed on the table.

GAME LENGTH & 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:

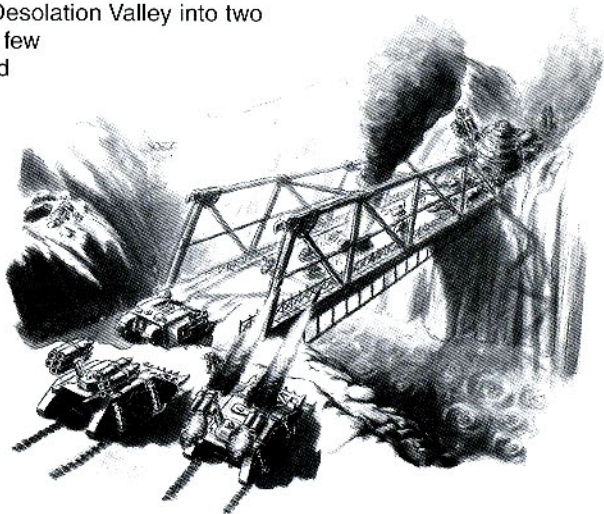
- Detachment 1 Force Subodai, comprising one Space Marine Captain, two Terminator units and two Scout units. Historically it was Force Subodai that was used as the flanking force.
- Detachment 2 Force Kuantu, comprising six Land Raiders.
- Detachment 3 Force Susanowo, comprising one Space Marine Captain in a Rhino, three Tactical squads in Rhinos, and one Whirlwind.

Aftermath

As the Space Marines engaged, Captain Subodai 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

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.

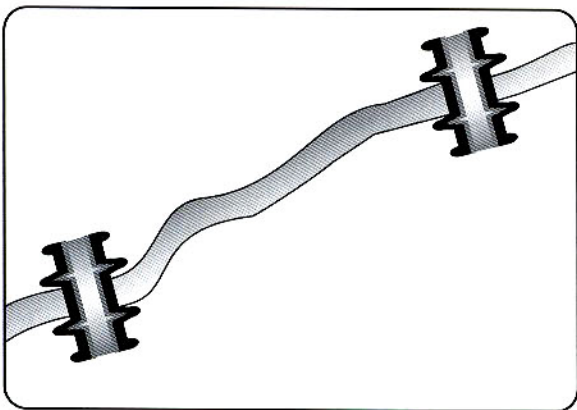
FORCES

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 refight 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.

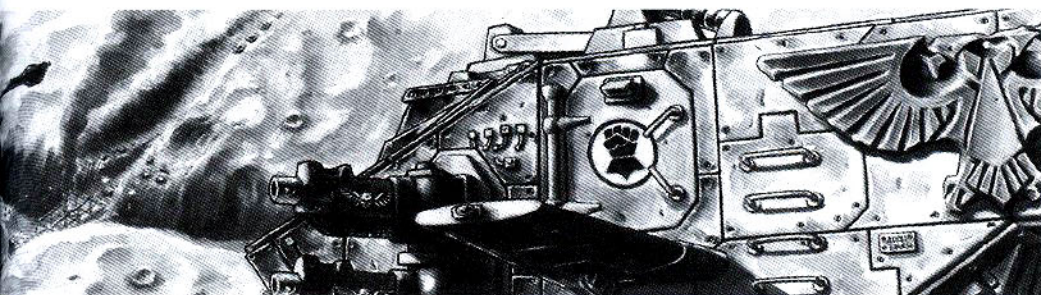
Space Marines: The Space Marines have the following detachments:

- 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 Waaa-Dreg's Boyz took both bridges unopposed.

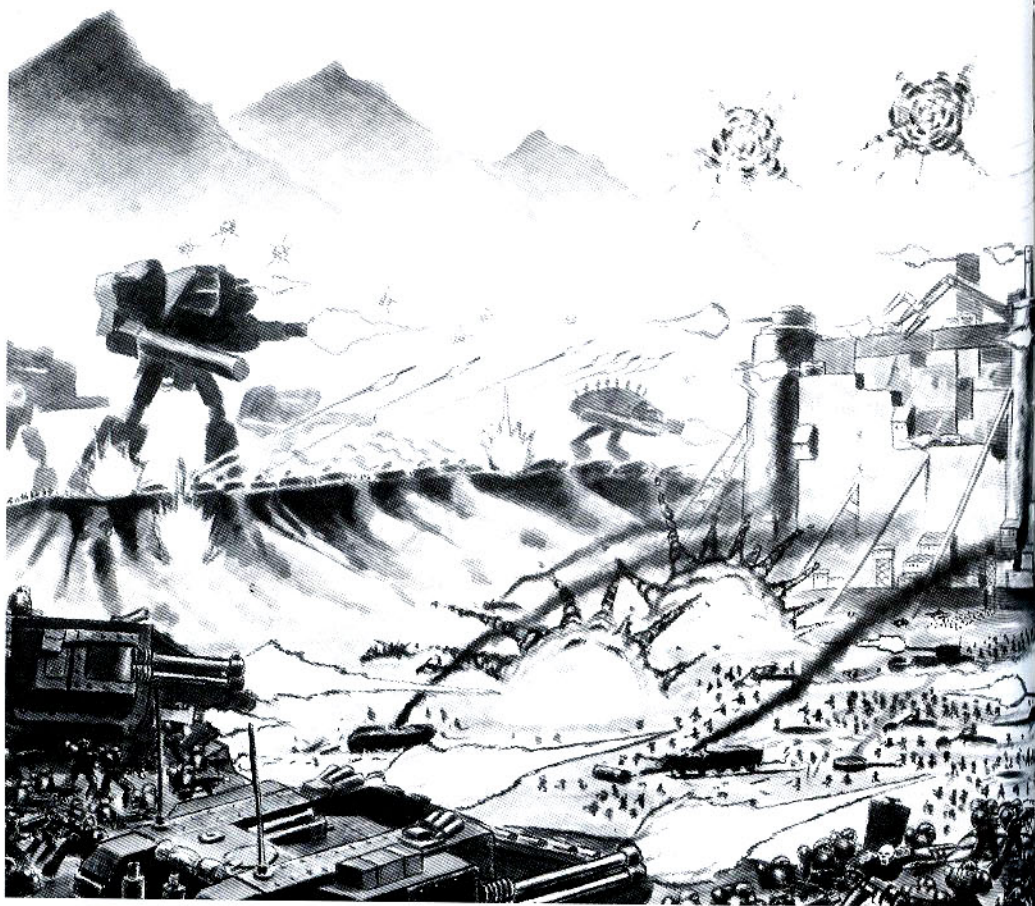


REFIGHT 5: BREAKOUT

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.

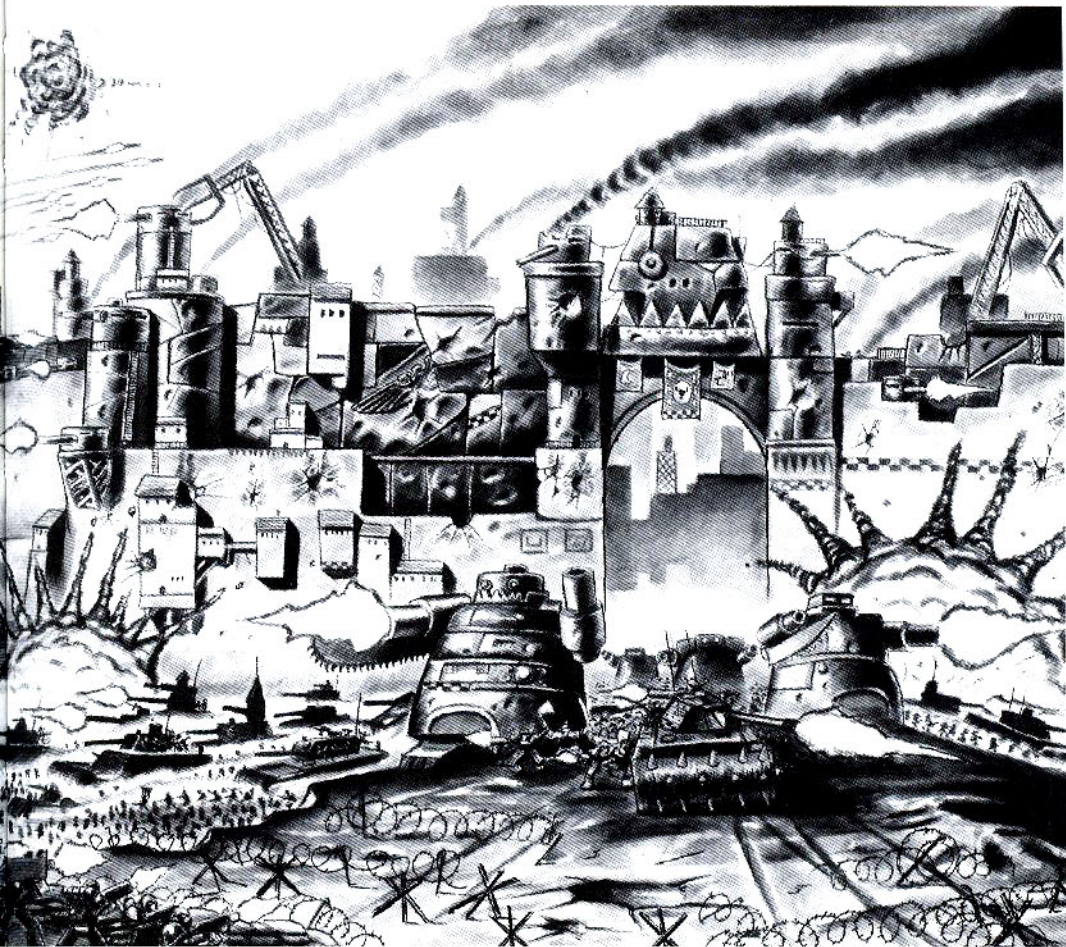


To crack a hole in the Ork line the Imperial commanders decided to surround one of the fortresses and besiege it, thus cutting off its contact with the rest of the Ork army. Reserves would then be added to take the fortress and strike a decisive blow against the Orks.

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, Fortifications.*

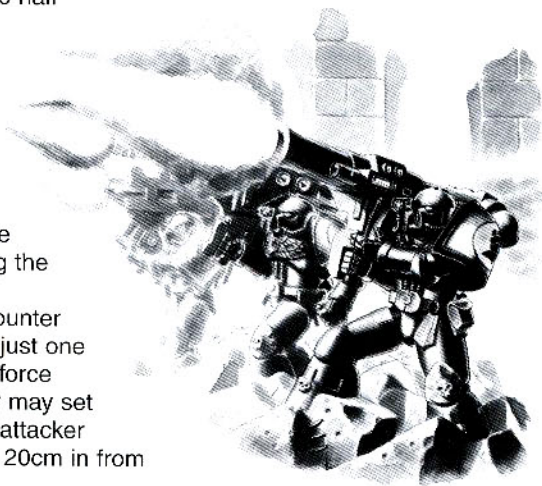


FORCES

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

The Warlord strode purposefully towards his personal battlewagon, sending Gretchin assistants scattering before him. The battlewagon's crew saw his approach and quickly snapped to attention. "All is present and correct, Boss." Warlord Nah Badun glowered at the crew, a look that signalled his suspicion of the workshy bunch. He clambered on board. The crew found a new urgency and dashed into position. The Boss was in a bad mood, best look lively!

For over a month now the Warlord and his Boyz had been cooped up inside this fortress. The humies had them besieged, his messengers never seemed to come back and none of the other Warlords ever showed signs of coming to help him. Nah Badun had become thoroughly fed up with this state of affairs. You'd have thought the ladz would be up for a scrap, but no, not a squeak, not a sausage, not a single Snotling! He had resolved to sort the situation out himself. Between him and the ladz they had come up with a master plan. They would break out. With this in mind he had gathered all his Boyz, the entire warband was here, da Chargerz and good ole Naffgul's Shooty Boyz. They would punch out through the humie lines and just keep on goin' – there had to be some Orks out there somewhere.

Engines roared into life, battlewagons began to jostle for position, black smoke spouting into the air as they revved hard. The fortress gate swung open on Badun's command, and as one, with an almighty squealing of tracks, the battlewagons raced forward. Badun hung onto his hair squig as the wind threatened to tear it off, the battlewagon accelerating at break neck speed. "Waahooo!" he screamed. Bikes zig-zagged between the battlewagons as the head-long charge began. Naffgul's Stompa waded forward leading his boyz at a run. Badun ordered his battlewagon to make for a gap in the razorwire. Swerving wildly, the others followed his lead.

Thwump! Thwump! The battlecannons opened fire, shrapnel raining down on the bunkers ahead. The defenders scurried for cover. Return fire began to impact around the charging mobs, missiles split the air, turning battlewagons into expanding balls of flame. Naffgul's Stompa spat a stream of shells into a bunker before a lascannon beam tore its arm clean off. Shooty Boyz returned heavy weapons fire as the attack began to bog down. Badun leapt from his turret to continue the assault on foot. Gretchin scurried forwards, dodging under the razorwire. "Charge!" he roared, and the Boyz sprinted headlong after him, bolter fire exploding all around them.

Suddenly through the smoke and flames came the whine of turbofans, chainswords whirring, bolt pistols blazing, as the Space Marines began landing, their jump packs propelling them into the heart of the Ork horde. Ferocious hand-to-hand combat ensued, Orks fell amidst the screams of the dying, axes and chainswords clashed, but too late, the charge had been halted by the surprise counter attack. Badun turned and roared for his Boyz to fall back.

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.

FORCES

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 Warhead 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. He sent a detachment of battlewagons to one flank to hold up any Imperial reinforcements and covered the other 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.

BATTLES

BATTLE 1: MEETING ENGAGEMENT

Two opposing forces dispatched to secure a strategically vital area scramble to deploy from their column of march to smash their opponents.

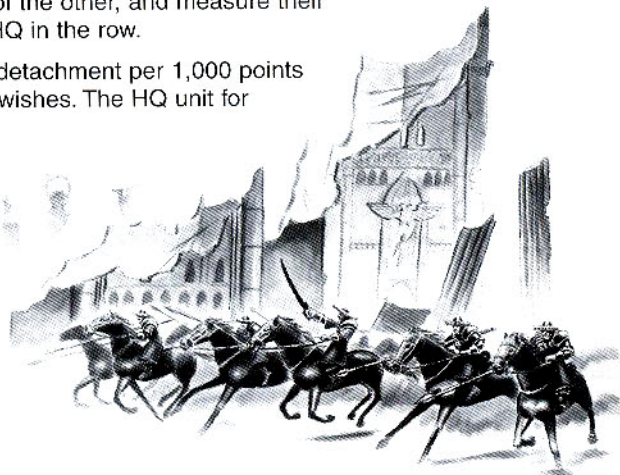
The following special rules are used in this scenario: *Objectives, Army Morale.*

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 described below.
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 the Objectives rules for information on how the objectives are placed on the table.

GAME LENGTH & 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

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, Objectives, Army Morale*.

FORCES

Both players pick armies to an agreed number of points.

SET-UP

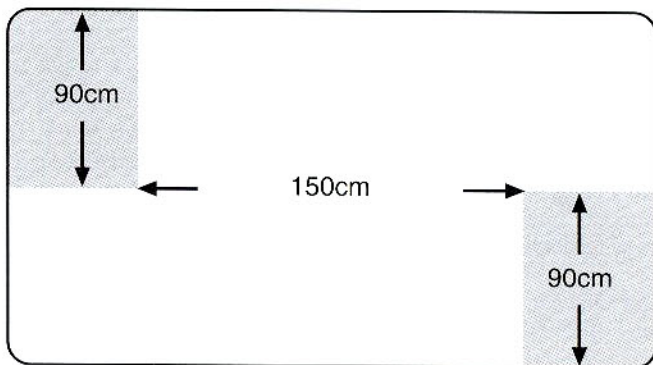
1. If one player sets up the terrain, then his opponent is allowed to choose which table corner he wishes to deploy on. If both players helped set up the terrain, or it was set up randomly, then roll a dice to see who gets the choice of table edge. Each army has a deployment zone 90cm deep, set up in 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 below.
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 the rules for *Reserves* in the Scenario Special Rules section).

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 & 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

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*, *Objectives*, *Army Morale*, *Hidden Set-up*, *Fortifications*.

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 the rules for *Hidden Set-up* and *Fortifications* in the Scenario Special Rules section).
5. All remaining defending detachments are in reserve at the start of the battle (see the rules for *Reserves* in the Scenario Special Rules section). 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 the Objectives rules 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 & 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.

With an earth-shattering crash that rocked the Desert Raiders in their bunkers another hail of mycetic spores plummeted to the planet's arid surface. Hitting the burning sands at speed, the spores ruptured, splattering the entire area with a foul, stinking jelly, and disgorging the flesh-reaping broods carried within them. Lieutenant Sallin threw himself down behind the wall of the bunker parapet as a spore mine, vomited from the gullet of a cannon-like Biovore, exploded nearby. Coming into contact with an enemy life-form, the pod had detonated, showering the Tallarn troops holed up inside the bunker with a combination of virulent venom and bone-hard shell splinters. The screams of his agonised companions twisted in Sallin's stomach as he took up his post on the battlements again.

The blood-soaked dunes and the oasis which the bunker protected were swarming with the hordes released by the latest barrage of mycetic spores. Hormagaunts bounded over the bodies of slain Guardsmen to eviscerate those behind them with their scything claws. Agile Termagants, Fleshborers in their taloned grasp, dealt out agonising death at close-range, while the elongated mantis forms of Lictors could be seen hacking their bloody way towards the bunker.

But beyond these towering monstrosities, themselves twice as tall as a man, even greater Hive Tyrants strode over the plain, impelling their creatures onwards. Massive beasts the size of tanks slithered across the sands to engage the Guardsmen's own Leman Russ tanks, pyro-acid sprays and psychic electrical discharges proving equally effective against both the Tallarn troopers and their armoured support. A brood of Assault Spawn had swept aside a pair of Hellhounds with deadly salvos of venom-coated, missile-sized spines. Beyond them the brood-mother of the swarm channelled the awesome psychic powers of the hive mind to her offspring. The gargantuan Dominatrix challenged the might of an Ordinatus. The actinic pulses of white hot plasma met the warp field projected by the Tyranid horror in an immovable stalemate.

And beyond that, straddling the dunes completely and dwarfing the creatures beneath it, a living nightmare of tentacles, snapping claws, chitinous plates, each as big as a flattened Chimera, and tower-high insectoid legs, stalked over the desert sands with twenty yard strides like some warp-twisted star-spider. A squadron of Thunderbolt fighters swept out of the sky, strafing the bio-Titan with rattling autocannon fire but making little impact on the horny carapace of the abomination's exoskeleton.

From where Sallin stood, over-looking the mile-long battlelines, it appeared that the alien invaders were winning. For a moment a vast shadow passed over the Imperial forces. Taking his eyes from the carnage before him, the lieutenant looked up and saw brood after brood of Gargoyles dropping from the belly of an even greater flying horror. Turning the sky black with their bat-winged silhouettes, the Harridan's spawn rained flaming bile on the Guardsmen's defensive positions.

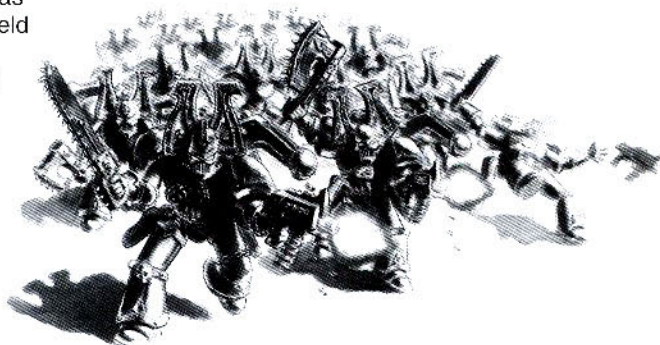
The bellowing roars of the Tyranids that had torn their way through the Imperial lines to the walls of the bunker dragged Sallin's attention back to the battle at hand. Tossing frag grenades into the pack howling at the gates of the bunker Sallin and his soldiers watched as the devices exploded, ripping a bloody swathe through the marauding aliens. The Tyranids might be about to breach the bunker compound but the battle for the parched desert world of Zarazan was not yet over. As long as the Tallarn Desert Raiders still stood all was not yet lost!

BATTLE 4: BLITZKRIEG!

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, Objectives, Army Morale, Hidden Set-up, Fortifications.



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 the rules for *Hidden Set-up* and *Fortifications* in the Scenario Special Rules section).
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 the rules for *Reserves* in the Scenario Special Rules section). 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 & 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.

Van Heldegaard scratched his bearded chin and watched the Chaos Space Marines approaching through the woods. He could see their shining red armour as they moved between the dark trunks and knew them to be the dreaded World Eaters, the psychopathic followers of Khorne, Lord of Battles.

His platoon had moved into the best firing positions, their lasguns pointing out of the blasted windows and gaping loopholes dotting the thick exterior wall of the watch post. The Berzerkers were almost within range; another minute and they would fall to the well-prepared volley that was awaiting them. The seconds ticked by slowly and van Heldegaard looked again at the brave soldiers of Red Platoon, Mackan 75th Regiment. Content that everything was ready the Imperial Guard Captain looked back at the approaching Chaos Space Marines.

Without warning daemonic aircraft plummeted from the sky, unleashing a salvo of plasma bombs and flames that rocked the tower and set the surrounding grounds ablaze. The sonic shockwave of the Firelords' passage then hit, a piercing and terrifying roar that sent the Guardsmen reeling.

The tower lit up with a reddish glow and men came stumbling down the ancient stone steps, coughing and choking. The floor above started to creak and shake, and a timber stretching across the ceiling dropped to the ground with a startling thud. Smoke was everywhere now and van Heldegaard led his men out of the tower before they roasted alive. As they stumbled and spluttered out of the old tower into the wild mess of bushes and grass outside, the Mackanians drew in deep breaths of comparatively fresh air.

Their respite was short lived. With a howling war cry, the red armoured forms of the Khorne Berzerkers charged through the smoke and flames, crashing into the Imperial Guardsmen to cut a bloody swathe of destruction.

BATTLE 5: AMBUSH

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.

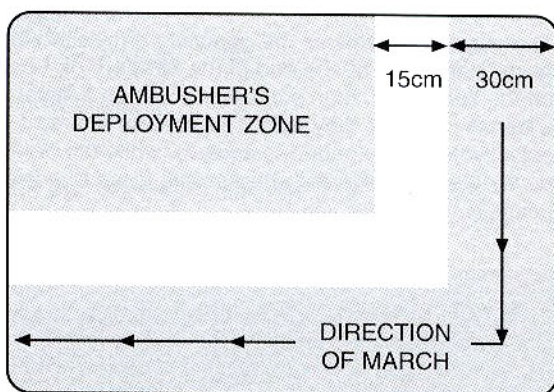
The following special rules are used in this scenario: *Reserves, Hidden Set-up, Army Morale.*

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 the rules for *Reserves* and *Hidden Set-up* in the Scenario Special Rules section).



GAME LENGTH & 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.



BATTLE 6: PLANETARY ASSAULT

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*, *Objectives*, *Army Morale*, *Hidden Set-up*, *Fortifications*, *Drop Pods*.

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 Set-up* rules and the defender may set up in fortifications if he wishes (see the rules for *Hidden Set-up* and *Fortifications* in the Scenario Special Rules section).
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 the Scenario Special rules for more on drop pods).

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 & 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

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*, *Reserves*. 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 below.
3. Each player draws a playing card to determine their mission and available forces (see the Missions rule, below). 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.



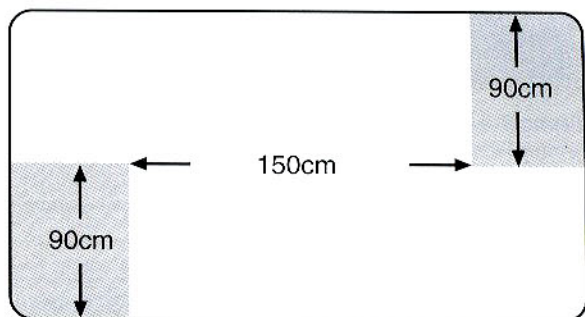
MISSIONS

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 the Fog of War Mission Table over the 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. 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.

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 the 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!).



Number of Off Table Detachments

Number that May Enter each Turn

1-5 detachments

One per turn

6-10 detachments

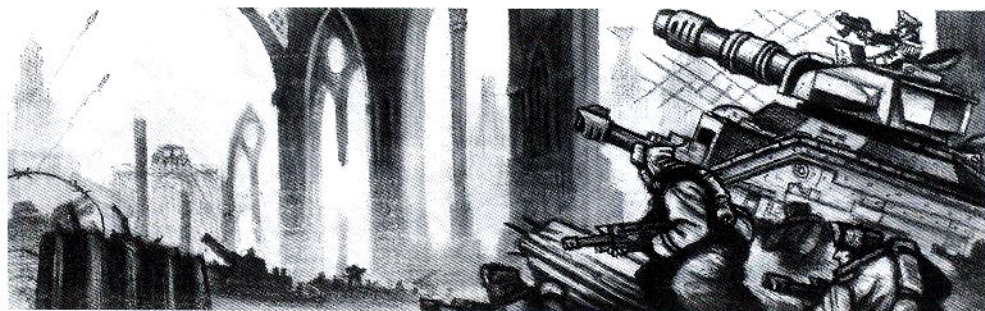
Up to two per turn

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.

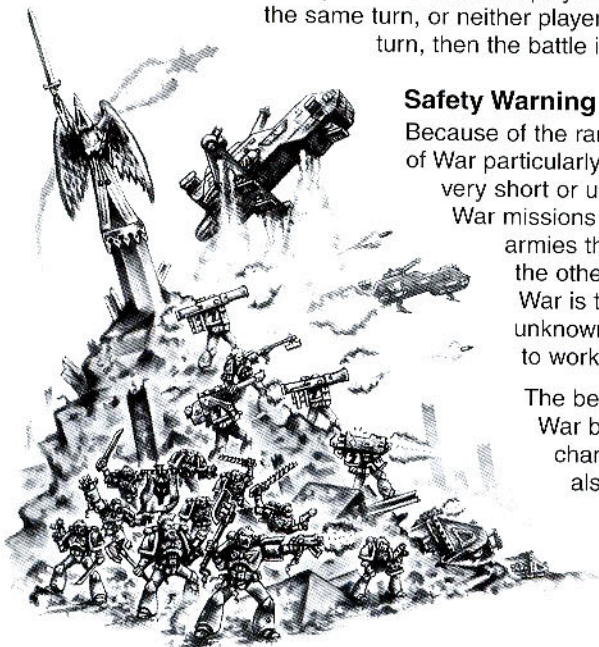
	Turn				
	1	2	3	4	5
D6 roll	6+	5+	4+	3+	2+

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.



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.

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 counter-attack 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.
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.

HOUSE RULES, FREQUENTLY ASKED QUESTIONS AND OTHER NONSENSE

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

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.





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.

CORE RULES

3. UNITS & CHARACTERISTICS

Infantry Basing, Old vs. New. 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.

4. DETACHMENTS & HQS

Out of Command Units. 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.

Marking HQ Units. Picking out HQ units within a detachment is discussed in some detail in the section of this book on painting and modelling, 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.

6. THE MOVEMENT PHASE

Walkers. 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.

Big Fella's. 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.

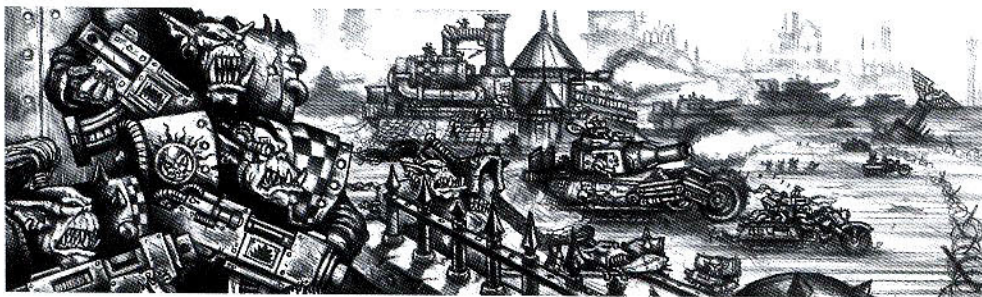
Snap-Fire. Note that you don't need to have a line of fire to snap-fire at something, we assume that the snap-firing unit has positioned itself to sneak in a shot or lay a booby-trap for when the enemy blunders into range. A unit can potentially snap-fire at a lot of enemy models in the movement phase, 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 firefight 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.

Orks Hitching a Lift. 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.



7. THE SHOOTING PHASE

Line of Fire. 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!

Over the roar of machinery and explosions, the comm-link crackled with a flurry of orders.

"Target quadrant down-load, commence firing sequence in 15 seconds. Fifty rounds, dispers minus. Acknowledge."

Massid struck the acknowledge rune and turned on the internal speakers.

"Commence firing on my mark, 50 rounds, dispers minus, target grid..." he checked the display "...Alpha-five-Alpha."

Looking out through the view port, Massid saw the landscape slowly panning in front of him. The shattered buildings swung past, lit by a thousand fires. The target slowly scrolled into sight: a huge cathedral whose massive steeples climbed several hundred feet into the dark sky.

The gun crew scurried to and fro, and the whirring drone of massive servos vibrated the hull as the multi-barrelled cannon tilted downwards, bringing the cathedral into view of the Moderati. The loaders slammed shells into the auto-loader mechanism. Behind them the Tech-priest swung his incense burner as he chanted the Litany of Accuracy over the targeting scanners. The gun room filled with a red glow as the emergency lights came on, dimming the bastion so that the explosions from outside sent blazes of white and yellow light through the vision slits.

With a shudder the turret stopped moving and rocked gently for a moment. The Moderati, each of them plugged into his weapon console and interfacing with their guns' control systems, stared at the action runes. It seemed as if an eternity passed, the roar of the battle raging outside subdued by the thick armoured walls. Then a klaxon sounded. Lines of runes lit every console. The Moderati opened fire, sending a torrent of shells impacting against the temple with a blossoming explosion. The loaders sprinted back and forth, shunting immense shells into the auto-loader, ejecting the spent cases into the darkness of the recycling pit.

The thundering cannonade shook the walls, making each crewman grateful for the sound mufflers stopping their eardrums from bursting. For almost a minute shell after shell pounded into the gloom-shrouded temple, setting it ablaze like the rest of the city. With the 50 rounds fired, the flurry of activity finished. The crew for the Warlord Titan's starboard heavy battery returned to their usual routine of maintenance. The comm-net crackled again and Princeps Hekate's voice channelled through the open line.

"Attention all crews, the rebels are pulling back, we will hold while the Guard pursues. Concasteo Deus Irae."

Outside, a hundred feet below in the cold, smoke-filled night, the Imperial Guardsmen could just hear a distant cheering over the wailing wind and the crackle of a thousand fires.

Cover. 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 be 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.

Measuring Ranges. 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!

Blast Markers. 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.



Finished at last! Now the rules are all written, the Epic designers try to decide who'll be paying for the celebratory round of drinks.

What is a 'miss' on Overwatch?

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.

Destroying Buildings. 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.

8. THE ASSAULT PHASE

Moving past in the Assault Phase. 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.

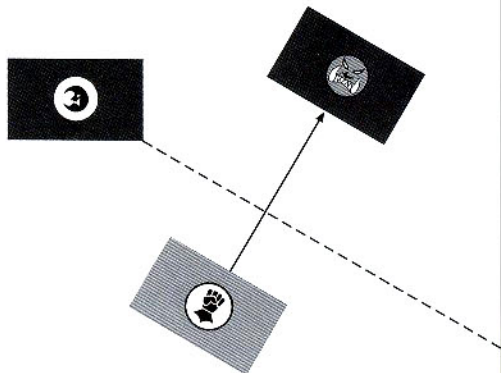
The exception to this ('cause there's always exceptions) is when enemy units have been engaged in close combat already by other units. Then you can move past them, which is just as well because you could never move to engage other opponents otherwise.

Why the Obsession with 15cm

Engagement Ranges? 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.

Can Units with Zero Firepower lend Support in Close Combats? 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.

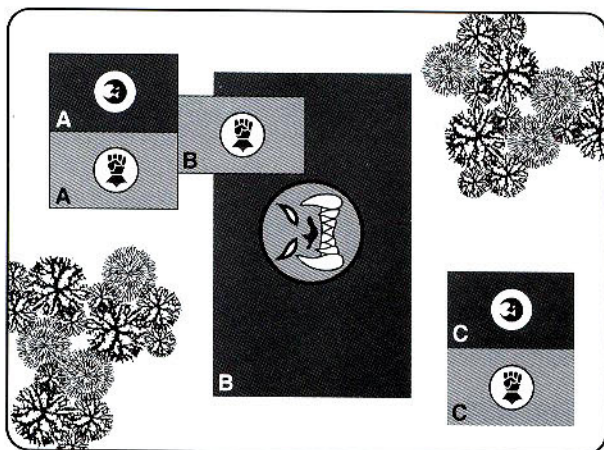
The Space Marines can move towards the Kult of Speed, even though the Orks are closer, because the Space Marines are still moving closer to the enemy. However, once the Space Marines reach the dotted line they cannot move further towards the Kult because they will be moving away from the Orks, and assaulting units can't move further away from (ie, past) the enemy.



Multiple Close Combats and Firefights. 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. For example:

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 firefight it would be best to resolve A+B+C vs A+B+C as one big firefight unless the C's were more than 15cm away from A+B.

Retreats. 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.



SPECIAL RULES

FLYERS

Intercepting Interceptors. 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.

Robin's Flyers House Rule (*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!

WAR ENGINES

Starting the Turn in Contact with the Enemy. 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).

Classifying War Engine Weapons. 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 bolters, Death Storms, Cluster Busters, Gatling cannon, Magnum mega-cannon, Deth Kannon, 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, Hellstrike 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

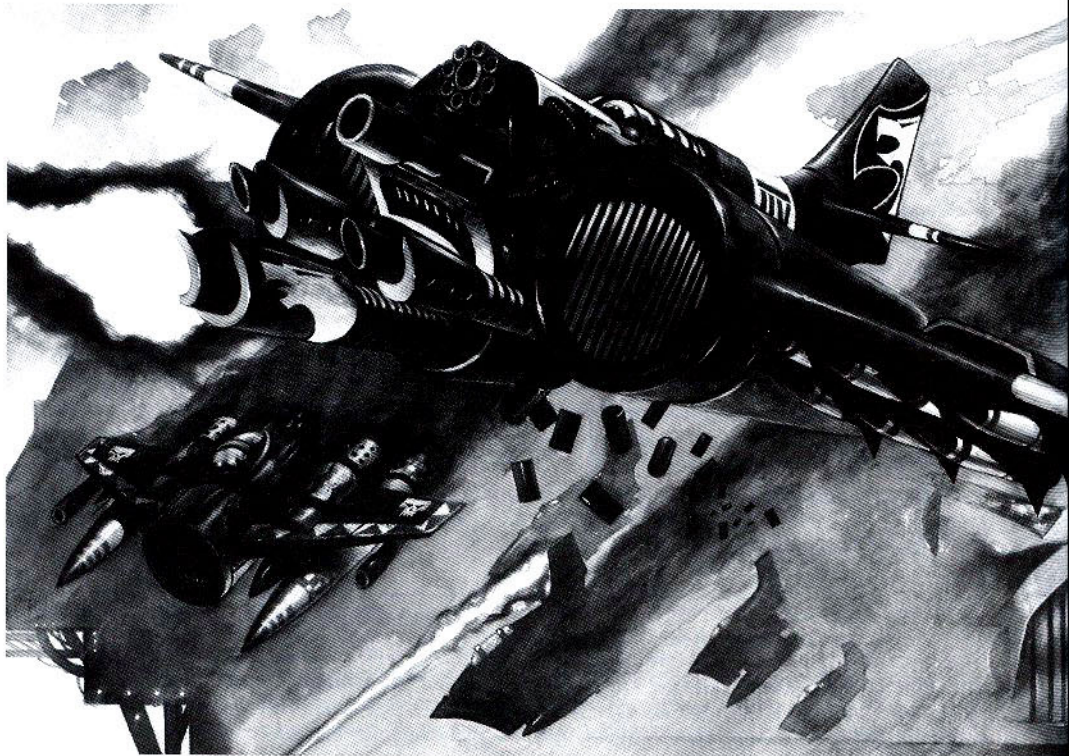
Gargant even though the datacard doesn't include that as an option – the actual difference in points value between the various weapons is minuscule in relation to the total values of the war engines themselves. The only problem you veterans will run into is with war engines armed with two close combat 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.

SUPER HEAVY WEAPONS

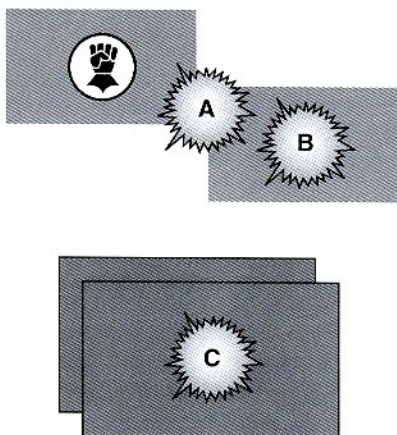
Barrages. Barrages seem to provoke more questions than any other kind of weapon for some reason. Perhaps this is because barrages have changed radically from the last edition of the game, the old method being more akin to the way mega-cannon work now.

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.

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.



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).

SPECIAL ABILITIES

Re-rolls. 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!

Stubborn. 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.

Skimmer Pop-ups. 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-tacking them onto flying bases. The cotton wool trick can also work as a good way of marking marching units too.

MISCELLANEOUS

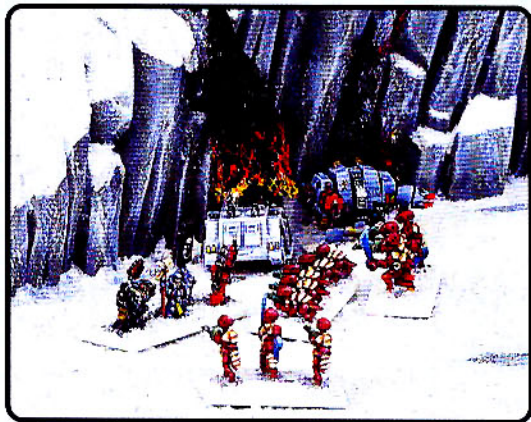
Fate Cards. Two questions come up regularly in relation to Fate cards. The first is: Why do you get an extra Fate card for having 1 point less than your opponent? We did this because we wanted to encourage people to use their Detachment cards to choose an army rather than re-choosing their entire army 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).

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!



Above: Imperial Space Marines of the Space Wolves chapter defend themselves from an ambush by Tyrannid forces.

Below: Robin Dews enjoys a game of Epic 40,000



Above: A Tyrannid force swarms over the Imperial Guard defending a missile silo

