

THE OFFICIAL

WARHAMMER

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EPIC 40,000

MAGAZINE

Issue 3



ELDAR ATTACK

Eldar Titans in Adeptus Titanicus II

Updated Adeptus Titanicus II rules

Eldar Tactics



Above: Eldar Phantom Titans stalk through abandoned industrial buildings of Yavan's moon. Their blue colour scheme indicates they are from either Aliatoc or Iyanden craftworld, but this remains unconfirmed.



Left: The craftworld of origin of this Titan remains a mystery. The banner runes and pink/purple colour scheme have not been seen before. The Titan may be from a previously unidentified craftworld. It also sports a rarely encountered weapons fit of two Pulsars.

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 - The complete back list of all available Epic miniatures.

Welcome to the first of our new format Epic Magazines. We've been busy putting together our future plans for Epic and Adeptus Titanicus II, which you can find out more about in this issue.

First of all you cannot fail to have noticed we've cut the number of pages in each issue of Epic magazine in half! No, don't worry, we aren't reducing the amount of stuff we're doing for Epic, far from it. Many of you have said that waiting four months for a fix of hard-core Epic material was just too long to wait, which is why we have gone over to the new format. It means we can bring out an Epic Magazine once every two months, rather than once every four months as was the case with the 48 page version of the magazine. This won't effect subscriptions to the magazine; we'll simply send you two of the new 24 page magazines for every one of the old 48 page magazines left on your subscriptions.

Secondly, this issue sees the continuation of our series of articles detailing the rules for all the alien race's Titans and War Machines. This month is something of an Eldar special, with rules for their Titans and Eldar tactics for building and using Eldar Epic 40,000 detachments. To support this we've managed, due to popular demand, to get the old Eldar Phantom and Warlock Titans back into stock and available again.

Thirdly, if you think that is good news, then we can top it. Epic Player's Edition is here. This new edition contains all the rulebooks and card counters from the box set version, all you need to get started playing the game. Hopefully this means that we can start to build the Epic hobby back up again, as new players can actually get hold of the game rules. We think this is a big step forwards.

As ever, please let us know what you think about all of these things. You can reach us by email at fanatic@games-workshop.co.uk or by ordinary mail at Epic Magazine, Fanatic, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS.

– Jervis Johnson

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EPIC 40,000 & ADEPTUS TITANICUS II

by Jervis Johnson

You live and learn – at no time has this been truer for me than during this last year down in the Fanatic bunker. It has been a really exciting time, and I've relished the opportunity to become involved once again with some of my favourite game systems. With hindsight, though, I probably got a bit carried away at the start, and tried to do too much, too soon.

No where has this been truer than with Epic. Of all the games I've worked on, it is Epic that I am most proud of, so I was really looking forward to sorting out the problems the game has suffered from since its launch and make it into the successful game I know it can be. As part of that process I decided that one thing the game needed was for Titans, Gargants and the other war machines to once again take a more central role in the game, and that the way to go about this was to add more detailed rules for their use into the Epic system. Thus was Adeptus Titanicus II born. However, over the intervening months I've changed my mind about the relationship between Epic and Adeptus Titanicus, and now feel that the two should be treated as separate, though related, games.

STRATEGY VS TACTICS

First of all, don't get me wrong, I still really like the Adeptus Titanicus rules, and we are going to continue to support them in the pages of Epic magazine (as you can see with the Eldar rules in this very issue). However, over the course of playtesting the Adeptus Titanicus rules, I came to realise that while it used the same models as Epic, its appeal to me as a player was completely different.

In a nutshell, these differences are that Epic is a game of *strategy* while Adeptus Titanicus is a game of *tactics*. In Epic you are cast in the role of a general who is in charge of a large army. The decisions you make are to do with the strategy of battle: where will I launch my major assault? Where shall I position my reserves? When will I counter-attack? The nitty-gritty detail of battle are glossed over to allow you to concentrate on important strategic decisions rather than the minutia of combat. In Adeptus Titanicus, you are cast firmly in the role of the commander of a single mighty war machine, and the decisions you make are essentially tactical; which weapon fit will work best? Will moving through that piece of terrain slow me down too much and allow my opponent an advantage? Which target should I engage? Is this the right time to fire my Warp Missile? So with Adeptus Titanicus the nitty-gritty details of battle are all important, and it is the majestic sweep and large numbers of troops involved in a strategic battle which need to be down-played.

The other thing I discovered was that I liked each game equally, although for the different reasons outlined above. In particular the games of Adeptus Titanicus reminded me of the joy of those games that pitch just a handful of models against each other in a fight to the death. Problems with the game only really arose with integrating Adeptus Titanicus into Epic. When you do this the two systems start fighting against each other; the Epic rules interrupt the quick-fire tactical decision making of Adeptus Titanicus, while the detailed Adeptus Titanicus combat rules distract the Epic general from his strategic decision making. It was not that either game was flawed, rather it was the idea that you should join both together which was a mistake. In my hubris and desire to address what I thought of as being a problem with Epic, I had ended up making things worse. You live and learn indeed...

TWO GAMES, NOT ONE

Anyway, much chagrined, I have done something of a U-turn, and am now going to recommend that you do NOT normally use the Adeptus Titanicus II rules to replace the rules for war machines in Epic. Instead we are going to develop Epic and Adeptus Titanicus side by side, as two separate game systems. There will still be some cross-over of course. They will use the same range of models for a start, and we'll keep the rules for combining Epic and ATII so that players can include infantry and tanks in games of Adeptus Titanicus if they desire, or use the more detailed ATII rules in Epic if they do not mind the extra complexity it involves. However, 'cross-overs' like this will be optional and upon agreement of both players.

To tie in with this we'll be putting up a 'gold' edition of the Adeptus Titanicus rules on the Epic website, which will be written with this new philosophy in mind – and with all of the mistakes and typos from the first version taken out too. As already noted, Epic magazine will support both game systems equally, or as equally as we can depending on the submissions we receive, so get writing!

We've also been speaking to Tony Cottrell over at Forge World, and he has agreed to start making new Epic scale war machines in resin, which are specifically designed for use in Adeptus Titanicus, though they will work in Epic too. This will leave Fanatic free to concentrate on making new armies and units for Epic. Top of my wish list for Epic models at the moment is a Dark Eldar army, though I may be swayed from this view by reasoned argument, so get writing if you feel strongly on the matter (alternatively a hefty bribe will probably work too...). However, don't get your hopes up too soon, as it is likely to be 2002 before Fanatic is able to get any new Epic models out. Until then we'll be concentrating on getting Epic magazine out on a regular basis, making sure that it is easy to get hold of the already existing range of Epic models, and on improving the Epic website so that it becomes a vital resource for Epic players.

ADEPTUS TITANICUS II UPDATE

So how does this effect the ATII rules? Up to now we've said that the ATII rules should be used to replace the rules for Titans and other war machines in Epic 40,000. Play-testing has revealed that this probably isn't all that good an idea, so instead from now on we will be treating Adeptus Titanicus and Epic 40,000 as two separate game systems. However, you will be able to 'cross-over' elements from one game to the other if you wish and your opponent agrees to it.

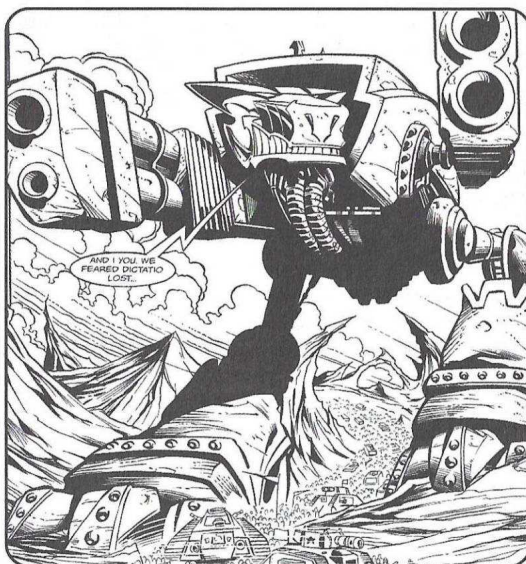
These changes and a number of 'tweaks' are presented below. To keep things as painless as possible I've written the changes in the same order that the rules originally appeared, and have included the page number where the rule originally appeared. In addition we are putting together an updated version of the original article which incorporates these changes, and which will be available as a free downloadable pdf file from the Epic website. Hopefully by the time you read this article the updated file will be available – just go to <http://www.games-workshop.com/40kuniverse/epic40k> to find out!

RESOLVING DAMAGE (page 10 Epicmag 1)

Playtesting has shown that the decision to aim high or low is pretty much a no-brainer, as 99.9% of the time it is always better to aim low, as that way you are more likely to hit the target's vulnerable legs. Because of this we've decided to delete this rule. So now, when you score a hit, simply roll on the target's hit location table without applying any modifiers.

VOID SHIELDS (page 11 Epicmag 1)

Adeptus Titanicus is meant to be a fast paced and exciting game, where things change from turn to turn and phase to phase. In our games, though, we found that Titans and other war machines were so well protected that unless a lot of firepower could



be brought to bear, then they simply were not getting damaged at all. This was particularly true of large Titans, where it was hard enough work stripping off the shields in a turn, let alone damaging the Titan once this had happened. In an attempt to mitigate this we ruled that any hit would strip off a shield, and the effect of this was immediately to make the games we were playing far more dangerous and exciting. So from now on, any hit on a Titan knocks down one shield; no damage roll is required. Ork power fields are also destroyed by any hit.

RALLY PHASE (REPAIRS) (page 12 Epicmag 1)

One other thing that came up during playtesting was that the repair rules meant that damaged shields and other systems were quickly repaired, and that it was rare indeed for damage to last much beyond the turn on which it occurred. This didn't seem right to us, so we modified the repair rules so that you simply rolled once to repair each damaged system or shield, with the number of repair rolls you had counting as a 'cap' on the total number of dice you could roll in one turn. This worked well and meant that once Titans started taking damage it stayed around for a turn or two.

From now on you may only roll once in the repair phase for each damaged shield or system on the Titan, and the total number of dice you roll may not exceed the number of repair rolls for your Titan. For example, a Warlord with three downed shields would roll three repair dice, one for each shield.

INTERGRATING ADEPTUS TITANICUS INTO EPIC 40,000 (page 14 Epicmag 1)

As noted in the introduction, Adeptus Titanicus is now a 'stand alone' game. However, you can, if you wish, intergrade elements from Epic 40,000 into games of Adeptus Titanicus and vice versa. Doing this allows you to incorporate detachments of tanks, infantry or fliers into game of Adeptus Titanicus, or use the more detailed ATII rules in games of Epic 40,000. However, the decision to do this is strictly optional and **MUST** be agreed with your opponent before the game starts.

THE SHOOTING PHASE – VEHICLES & INFANTRY (page 15 Epicmag 1)

The changes to the rules for shields and repairs can make Titans very vulnerable to tanks and infantry being used to 'strip off' the Titans shields, leaving it vulnerable to a killing blow from another unit. To stop this happening, all non-Titan detachments now count as having a gunnery value of 6+. Note that this represents the difficulty they have of damaging a Titan rather than an inability to hit the target per se!

POINTS VALUES (page 15 Epicmag 1)

This isn't a change as such, more an apology. Unfortunately we still haven't got round to working out points values specifically for the units in Adeptus Titanicus. This means that you will need to continue using the points values from Epic for units in Adeptus Titanicus, at least for the time being.

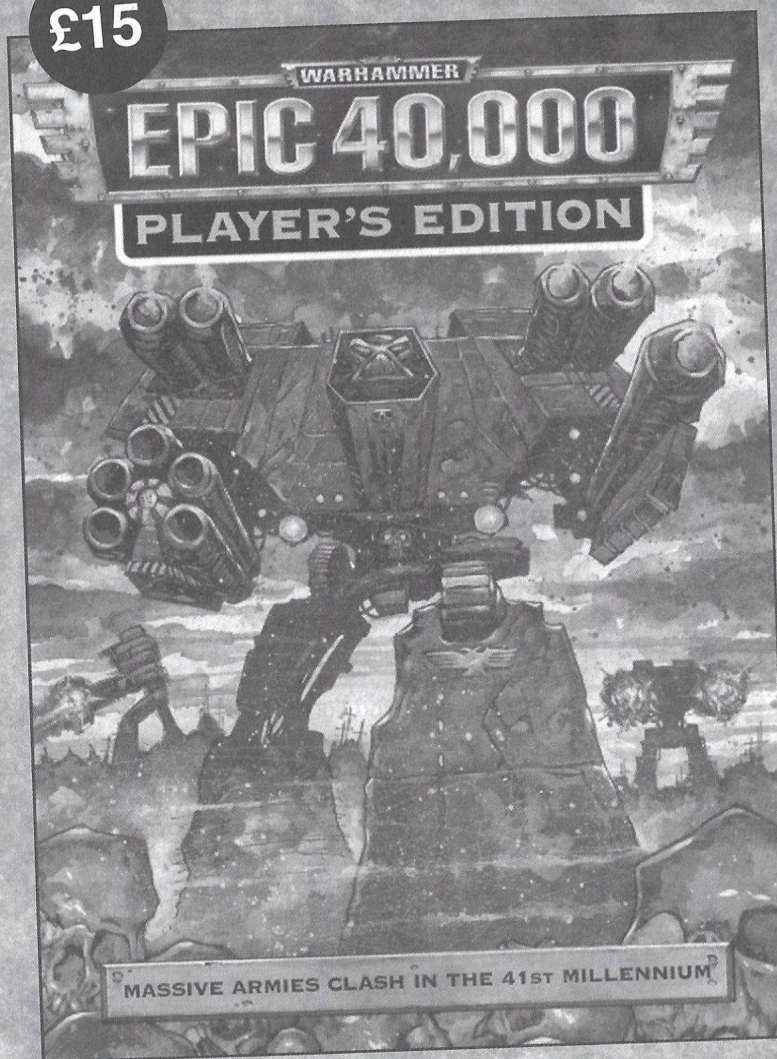
CONCLUSION

And that's about all for this issue. Thanks to one and all of you who has written in with your own thoughts, comments and suggestions about ATII and Epic 40,000. Keep those letters and emails coming with feedback on the latest 'evolution' of the rules.



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THE PHANTOM'S MENACE

Eldar War Machines in Adeptus Titanicus II

by **CARL WOODROW**

Unlike their bulky and lumbering human counterparts, Eldar Titans are by comparison things of great beauty and gracefulness. Although both races field huge Titan sized war engines for more or less the same purpose battlefield dominance they achieve it through very different means. Where the Warlord Titan uses brute force and sheer firepower to crush its enemies, the Eldar Phantom uses speed, agility and guile to out-flank its opponent before delivering the crippling shot.

The bond between Titan and crew is very intimate for the Eldar race, and is for life. Each crew member forms part of a single collective consciousness, which also includes the Titan's spirit stone and the ghosts of past Eldar crews. Couple this with the wraithbone core, which runs through and permeates every part of the war engine and the Titan almost takes on a consciousness of its own.

ELDAR WAR MACHINES IN ADEPTUS TITANICUS II

The following rules will allow you to use Eldar war machines with the new Adeptus Titanicus II rules from Epic Mag's 1,2 and elsewhere in this issue. All of the rules that apply to Imperial Titans and Super-Heavy Vehicles also apply to Eldar war machines, unless the rules below note otherwise. Eldar Titans follow the rules for Titans, while Super heavy Grav Tanks follow the rules for super-heavy tanks.

ELDAR HOLO FIELDS

The Eldar do not make use of crude void shield technology to protect them from enemy fire. Instead they employ a system of holographic projectors, which disrupt and scatter the Titan's image into a million shards of multi-coloured light. The faster that the Titan moves, the more the image becomes scattered making it very hard for enemy sensors to lock onto it. This suits the Eldar approach to war, which is predominately hit and run by nature. The only weakness in this system is as soon as the Titan becomes stationary its image coalesces into a solid form offering the Titan little or no protection.

A Titan that has a fully operating Holo-Projector is very difficult to target indeed when on the move. To represent this, when shooting at an Eldar Titan add +1 to the gunnery value if the Titan has moved at all that turn. Note: this is in addition to any other modifiers that may apply.

For example: A Reaver Titan is shooting at an Eldar Revenant, which has moved 25cm. The Reaver would be subject to the following modifiers to its hit roll, +1 target moved over



ELDAR TITAN DAMAGE EFFECTS

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

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

Catastrophic

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

HEAD

Superficial

Titan cannot shoot until damage repaired.

Major

Titan cannot move or shoot. If repaired, becomes superficial

Catastrophic

Titan crashes and is destroyed!

WRAITHBONE CORE

Superficial

Control of the Titan is temporarily lost. Weapons may only fire at the closest enemy target in range. May be repaired.

Major

The link is severed; the Titan may not move or shoot. If repaired becomes superficial.

Catastrophic

The Titan is completely immobilised. May not move or shoot for the rest of the game. Note, does not count towards victory unless destroyed.

REACTOR

Superficial

Roll D6 for each weapon at start of every turn. On a 4+ it can be used, on a 1-3 it cannot be used that turn. May be repaired

Major

As superficial, plus the Titan can only move on a D6 roll of 4+ (roll at start of movement phase and again in assault phase). If repaired, becomes superficial.

Catastrophic

The Titan explodes and is destroyed, inflicting D6 Str7 hits on any other Titan within 4D6cm!

LEGS

Superficial

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

Major

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

Catastrophic

Titan crashes and is destroyed!

HOLO GENERATORS

Superficial

No effect.

Major

The projectors flicker in and out. The Titan must move over half its speed to gain any holofield bonus.

Catastrophic

The projectors fail completely revealing the Titan. No bonus is gained anymore for having Holofields.

20cm, +1 target has Man of 3 or greater and +1 for being an Eldar Titan moving with Holofields, a total of +3 to the gunnery modifier. Meaning the Reaver would require a D6 score of 7+

Example 2: A Reaver Titan is shooting at a stationary Phantom. The Reaver would be subject to the following modifiers, +1 to hit for stationary target, +1 to gunnery for Man of 3 or greater, hence the Reaver would need to roll 4+ on a D6 to hit (the two modifiers cancel each other out)

Important Note: In the majority of cases the high agility of Eldar Titans coupled with their Holofields will mean that modifiers often require 7+ or greater to be rolled to hit. Obviously this is not possible; however remember the rule of 1 and 6 (a six will always be a hit regardless of modifier). Simply put, it just means that any moving Eldar Titan is going to be a devil to hit and virtually always require rolling 6's. A stationary Titan, of course, is a different matter entirely.

REPAIR ROLLS

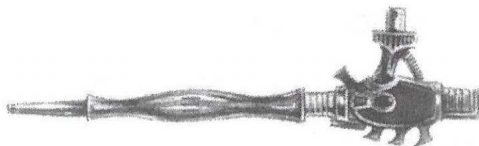
Because the crew share their very thoughts with the Spirit Stone and each other, functions such as repairs are made very efficiently. Eldar crews can identify damage far faster than their human counterparts could ever match. The result of this is that Eldar Titans receive a +1 bonus to all repair rolls.

THE ELDAR ARSENAL

The Eldar have an unrivalled knowledge of warp and beam weapon technology, which is reflected in their armament, whether the lethal Pulsar or the devastating Distortion Cannon.

PULSAR AND STAR PULSAR

The Pulsar and Star Pulsar are the classic example of the expertise Eldar have in beam technology. Sleek and deadly-accurate, the Star Pulsar is flexible enough to deliver a deadly burst of rapid firing pulse shots or the surgical precision of a single sustained beam. The flexibility of this weapon makes it a popular choice with Eldar Titan crews who use the rapid pulse shots to great effect in taking down enemy shields before using the single sustained beam to cut the legs out from underneath their foe.



Special Rules

The Star Pulsar can be fired in one of two ways, 'burst' or 'sustained'.

In burst mode the Star Pulsar fires D6 shots, whereas in sustained mode all of the weapons energy is focused into a single lethal shot. At the start of each shooting phase the Eldar player must declare for each Star Pulsar which mode they are going to fire in.

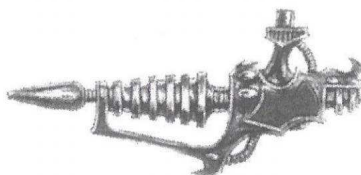
DISTORTION, OR D-CANNON

The Distortion cannon uses the Eldar's knowledge of warp technology to create a rift between real-space and the warp. The focusing of the rift is done within the gun itself, which is in effect just a large warp field generator. Because this is not a projectile or beam weapon, shields offer no protection against it; the warp rift literally opens up within the target itself phasing parts of the target in and out of real-space. Obviously the effect of this is pretty devastating to anyone in the vicinity.



VIBRO, OR V-CANNON

The Vibro cannon functions exactly the same way as its smaller support weapon cousin, only with a greater range and effect. The focused fluctuating magnetic field that the cannon projects induces violent resonant vibrations in the structure of the target, causing it to literally shake itself apart. The weapon has no effect on infantry however.

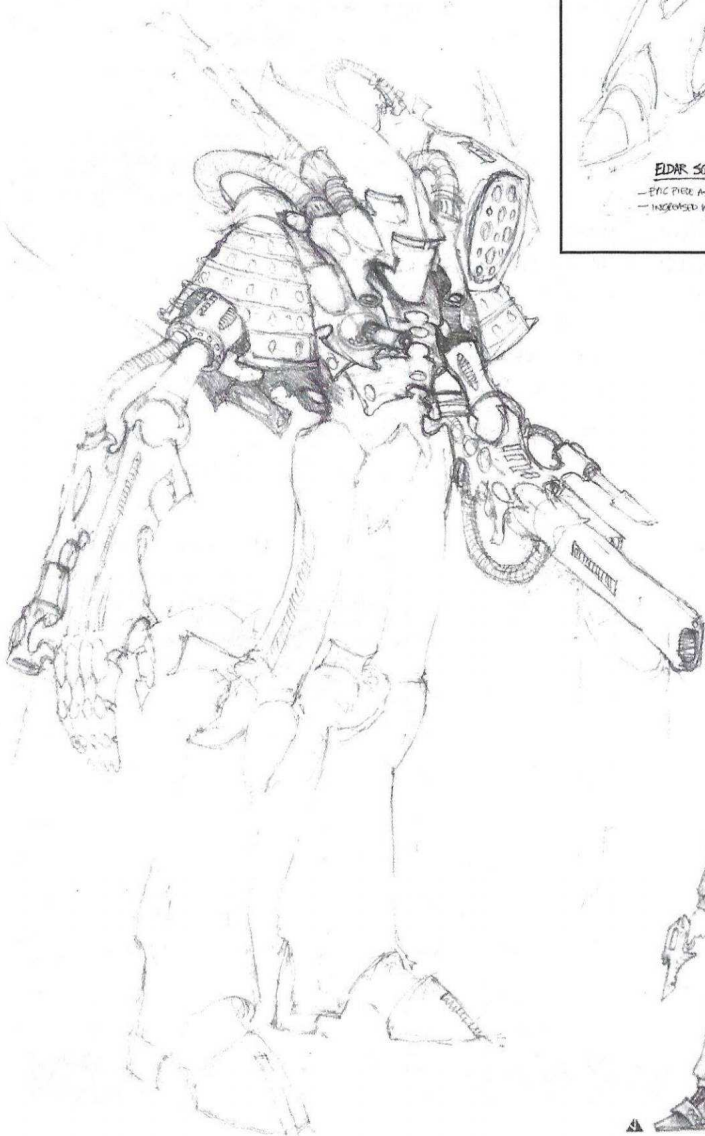


WARLOCK TITAN WITH PSI-LANCE

The Psi-Lance is an unusual weapon in that it is solely found on what has been dubbed by Imperial forces "the Warlock" Titans. Warlocks are also recognisable by their distinct head shape. The Psi-Lance channels and amplifies the crew's latent psychic ability into a devastating pulse of psychic energy that confuses the senses and overwhelms circuitry. Imperial Titans are particularly vulnerable to a hit from a Psi-Lance as the Mind Impulse Unit that links the crew with the Titans systems is overwhelmed by the psychic shockwave stunning the crew and blowing safety cut-outs.

Special Rules

Any Titan hit by a Psi-Lance may not move next turn and may only shoot with half of its weapons, or half of those remaining if it has already taken damage during the game. Shields and damage repairs function as normal. Shields are no defence against psychic attacks; Psi-Lance hits ignore void shields or energy fields. Other than the disruptive effect to the crew and Titan, no other damage is caused.



Top left: Eldar Titan banner designs, feel free to photocopy these and use them on your models (see the Eldar Titans on the inside cover for examples).



REVENANT SCOUT TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	4	4+	4+	None

WEAPONS

Body: Weapons Battery only **Arm:** Pulsar only

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Body	F	Weapons Battery	45cm	-	4	4	4
Left Arm	LF	Pulsar	45cm	+1	D3 AT shots	D3	6
Right Arm	RF	Pulsar	45cm	+1	D3 AT shots	D3	6

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	10	1	Legs	9
2	Wraithbone Core	10	2	Holo Generator	10	2	Reactor	10
3-4	Head	11	3	Head	11	3	Head	10
5	Arm Weapon*	9	4-5	Arm Weapon*	9	4-5	Arm Weapon*	9
6	Body Weapon	8	6	Body Weapon	10	6	Body Weapon	8
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Body Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Wraithbone Core	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	4

PHANTOM TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	3	4+	4+	None

WEAPONS

Wings: Weapons Battery only **Arms:** Star Pulsar, D-cannon, Vibro cannon or Powerfist only.
Psi Lance (Warlock Titan only).

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Left Wing	F	Weapons Battery	45cm	-	4	4	4
Right Wing	LF	Weapons Battery	45cm	-	4	4	4
Left Arm	RF						
Right Arm	AR						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	10	1	Legs	9
2	Wraithbone Core	12	2	Holo Generator	12	2	Reactor	11
3	Head	14	3	Head	14	3	Head	11
4-5	Arm Weapon*	10	4-5	Arm Weapon*	10	4-5	Arm Weapon*	10
6	Wing Weapon*	10	6	Wing Weapon*	10	6	Wing Weapon*	10
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Wing Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Wing Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Wraithbone Core	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
D3	8

ELDAR GUNS					
Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Pulsar	45cm	D3 AT shots	+1	D3	6
Star Pulsar (burst mode)	60cm	D6 AT shots	+1	D6	6
Star Pulsar (sustained fire)	60cm	Death Ray	-	1	9
Distortion Cannon	45cm	1	-	1	7 ¹
Vibro Cannon	45cm	Artillery, Disrupt	-1	D6-1	5 ²
Psi-Lance	45cm	see special rules	-	-	-

ELDAR CLOSE COMBAT WEAPONS				
Weapon	Swiftiness	Accuracy	Attacks	Str
Powerfist	6	+1	1	9 ³

¹ Distortion cannon ignores shields and inflicts damage on the titan itself.

² Vibro cannon ignores shields and inflicts damage on the Titan itself.

³ If you roll a 6 to hit with a powerfist it makes a tear attack and adds +D3 to its strength.

ELDAR SUPER-HEAVY TANKS

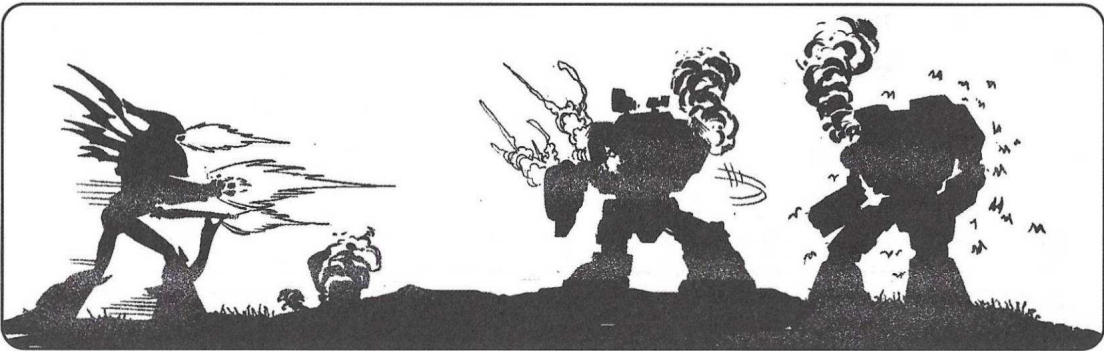
Collectively they are referred to as "Engines of Vaul", however Imperial forces have learned to call them by other names. The Scorpion and Cobra are both fast and deadly. Amongst the largest of vehicles capable of anti-gravitic movement, both the Scorpion and Cobra are highly effective Titan killers as well as siege breakers.

The Scorpion

The Scorpion is a fearsome sight to behold as it glides smoothly across the battlefield, its holo-fields shattering its image into a million shards of coloured light. Frustratingly difficult to lock onto as it pops up to fire, the turret mounted twin Pulsars give the Scorpion an extraordinary punch for a vehicle of its size whilst the addition of a Bright Lance allows it to mop up any survivors. Quite rightly feared by tank commander and Titan Princes alike, the Scorpion epitomises the Eldar style of warfare of strength and elusiveness.

The Cobra

To the untrained eye the Cobra can appear identical to its sister the Scorpion. However in place of the sleek twin Pulsars sits a massive warp-tearing Distortion Cannon. The Cobra is quite capable of literally ripping open holes in enemy lines without any support, the Distortion cannon displacing the enemy into warp-space and back again with predictably catastrophic effects. Its ability to fire straight through an enemy shield or power field is what makes it most feared by Titan crews, and it is against War Engines that the Cobra is most often deployed.



SCORPION SUPER HEAVY GRAV TANK

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	3	4+	4+	None

WEAPONS

Upper Turret: Weapons Battery Turret: Twin Pulsars

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Turret	AR	Pulsar	45cm	+1	D3 AT shots	D3	6
Upper Turret	AR	Weapon Battery	45cm	-	4	4	4

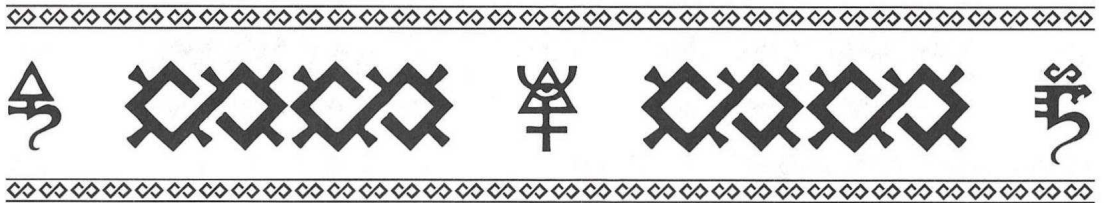
HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Hull	10	1-2	Hull	10	1-2	Hull	9
3	Upper Turret Weapon	9	3	Holo Generator	10	3	Holo Generator	10
4-5	Turret Weapon	10	4-5	Turret Weapon	10	4-5	Turret Weapon	10
6	Crew Compartment	10	6	Engine Compartment	12	6	Engine Compartment	10

DAMAGE

Hull	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Bright Lance	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Turret Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Crew Compartment	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Engine Compartment	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	2



COBRA SUPER HEAVY GRAV TANK

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	3	4+	4+	None

WEAPONS
Turret: D-Cannon only

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Turret	AR	D-Cannon	45cm	-	1	1	7

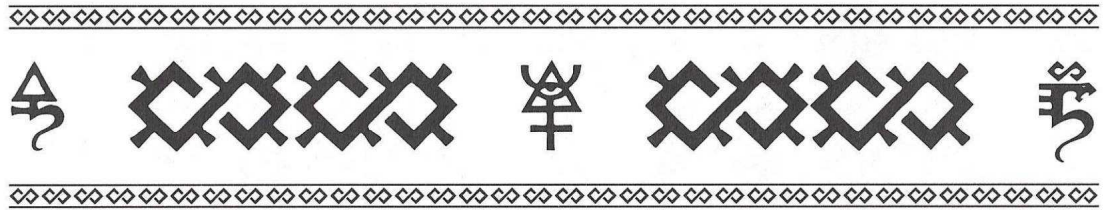
HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Hull	10	1-2	Hull	10	1-2	Hull	9
3-4	Turret Weapon	10	3	Holo Generator	10	3	Holo Generator	10
5-6	Crew Compartment	10	4-5	Turret Weapon	10	4-5	Turret Weapon	10
			6	Engine Compartment	12	6	Engine Compartment	10

DAMAGE

Hull	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Bright Lance	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Turret Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Crew Compartment	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Engine Compartment	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	2



WARHAMMER EPIC 40,000

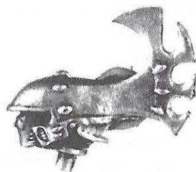
Mail Order

This issue the Eldar Titans stride into the Adeptus Titanicus II system. When ordering a Phantom Titan please state which head variant and which two weapons you require.

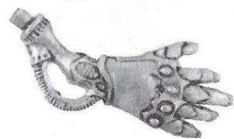
Phantoms



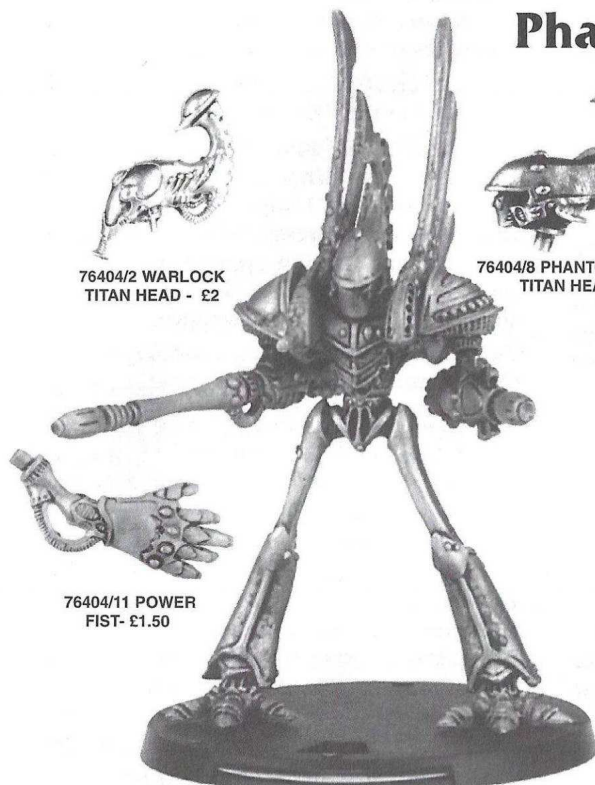
76404/2 WARLOCK
TITAN HEAD - £2



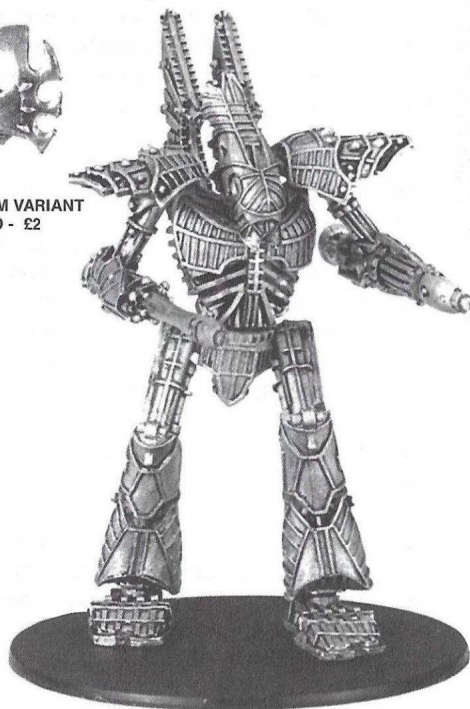
76404/8 PHANTOM VARIANT
TITAN HEAD - £2



76404/11 POWER
FIST - £1.50



76404B COMPLETE PHANTOM TITAN with 2 weapons - £12
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76404A COMPLETE WARLOCK TITAN - £12
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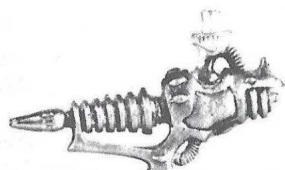
60110304003 COMPLETE PHANTOM TITAN - £10



76404/16 PULSAR - £1.50



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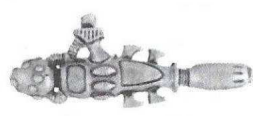
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IN NEED OF TWEAKING...

Dear Jervis & co,

Firstly well done on the latest issue of Epic Magazine. As an avid Ork player I was of course very impressed with the contents, especially the revised army list. It's also good to see that more and more previously unobtainable items, especially the rule books, are available again.

I have a couple of queries and wonder if you'd be kind enough to answer them for me.

I noticed that in the revised Ork army list, the range of Pulsa Rokkits has dropped from 45cm to 30cm, out of line with the rest of the Ork artillery pieces, while the points cost has remained the same. As this change was not highlighted in the text, I was wondering (rather cheekily, my apologies) if it was a typo and, if it was not, what was the reasoning behind it? Personally, I'd always thought they were slightly undercosted for their original capabilities but will miss that extra 15cm of range if they have been changed.

Secondly, as regards the Transport abilities of the various Trukks, Battlewagons and Gunwagons, I assume that these vehicles can still carry/tow Ork Big Gunz as the 'Wagons could do previously (as the 'Gunz count as infantry)?

The Armageddon website had information on Ork Artillery warbands. Are there plans to incorporate this type of detachment into the Fanatic stable or has it been made obsolete by Andy Chambers' revised army list? While the one new vehicle type - the Siege Gunz,

Now I freely admit that as an Ork player I will be biased in their favour.

could be replaced by the various Guntrukks, the actual troop & vehicle choices that the artillery warbands can make are quite different from those of the normal Ork warband. So I feel there's a good case for Fanatic taking this detachment type on board. I appreciate that you must already have a truly endless list of material that you want to publish, but I assume that it would be fairly straightforward to publish the details on your own website or simply list the detachment as 'Experimental rules' in the Firepower section of a future Epic magazine.

Finally, I have one query regarding Adeptus Titanicus II. I'd better admit first that I was one of the people on the Epic mailing list who, while I loved the system for Titan v. Titan conflicts, felt it fell down a bit when dealing with non-War Machines. So, sorry!

And thanks for clearing up those rules in Epic Mag#2, though I'm afraid I do still agree with what Allen McCarley said in his letter about War Machine speed and To Hit modifiers on the letters page.

Anyway, the query is that in my experience - which I admit could well be very different from anyone else's - War Machines' shooting ability has much more of an impact on the game than their close combat ability. So I wonder if the decision to give Ork War Machine crews a 'BS' of 5+ and a CC skill of 3+ means that the points values of the 'Machines now need tweaking?

Now I freely admit that as an Ork player I will be biased in their favour.

To be honest, the above are only very minor queries about what I thought was an excellent product. I hope that my ramblings don't give the impression that the efforts of all at Fanatic are not appreciated, as they most definitely are, and am really pleased that it's undergoing a renaissance.

Many thanks,

James Parry.

O.K. To answer your first question, the range for Pulsa Rokkits is right in Epic Mag 2. Unlucky, but we felt they needed reigning-in.

Secondly, yes, Orks still get to hitch a ride on Battlewagons and, as infantry, Big Gunz can be towed by transport vehicles. To avoid unreasonable players towing 4 Big Gunz behind their Battle Fortress, it might be worth players considering a '1 towed Big Gun' per vehicle House Rule, but we don't feel this actually calls for any rules changes.

Thirdly, we are aware that points cost for Titans is something that need looking at, the current system of using the Epic 40,000 point costs for ATII is just a stand in measure. We will be publishing new points costs in the future.

JUST SOME SUGGESTIONS

Hi,

In response to the new Epic 40,000 Magazine. First I wanted to say that I think the new rules for Titans in Epic 40,000 are awesome. I've been playing this game back when it was Adeptus Titanicus, and I would say this is the best rendition of the game by far. For me, the game's focus should always have been the Titans (I think I have around 30!), so I'm eagerly awaiting rules for Titans for my Orks, Eldar, Tyranid and Squat armies (hey, a guy can dream can't he?). Anyway, here are some suggestions that I'd like to see in Epic.

1) New Rules (and models) for Knights for all races. The previous rules for Knights

made them out to be slightly modified Dreadnoughts (i.e redundant). How about rules similar to the new Titan rules, just simpler?

2) How about Titans for the Squats (hint hint), Necrons and the Dark Eldar?

3) Metal weapons for the Titans so they could have more variety in the game (i.e Plasma Destructor, Melta Cannons, Tyranid Bile launchers etc).

4) Updated versions of the Reaver and Warhound models.

5) Improving the 'blast marker' rules. Right now most of the battles I play result in one side running for it too quickly.

Overall, Keep up the good work! I look forward to issue 2!

Dave Robertson

Knights for ATII is something we are considering, but as for Squat and Necron Titans, I can't see us ever doing these (a man can dream but they won't all come true!). New Warhound and Reavers are in the pipeline, so watch this space. Blast markers work just fine, in fact they are at the heart of Epic 40,000 system, so we won't be changing that either.

STOP THE MASSACRE!

Dear Jervis & company,

I commend you and your work at Fanatic so far. It is a great relief to see something going on for the great games we play that your company has mismanaged because they are not played by millions of teenagers around the globe.

I do, however, write this letter with a purpose regarding the only miniatures game I play.

Please stop the massacre that is Adeptus Titanicus II! You have made a critical decision in regards to the future of the best game your company has produced without consulting the people who actually play it. The Epic40K system is the best set rules there is, simple and effective, which gives the player the feeling that he's a general in command of his army.

The biggest problem with ATII is that it re-introduces micro-management back into the game, which takes away from that feeling. The rules are also greatly unbalanced in regards to non-War Engine units. The ATII rules themselves may not be that bad, and seem great for playing "Titan Wars", however they don't seem to fit in Epic 40K any way I try to visualize it. Your concept of expanding on the amount of available units/weapon options is what we want, and can be easily done within the Epic 40K rules.

An example of such is the Eldar Tremor/Vibro

cannon. Under current Epic 40K, it is just a Pulsar, but in Space Marine/Titan Legions it had a completely different use. So how about d3 Disrupt shots?

The biggest problem with ATII is that it re-introduces micro-management back into the game

I strongly feel that ATII is the wrong road to take is respect to the Epic 40K game and that you consider the opinion of the people who play your games first and foremost.

Please don't take my letter the wrong way. I think Fanatic is the best thing that can happen for Epic and I think you're doing a great job.

Thanks for your time.

Cyril Crocker

Well, you can't say we don't listen to the feedback. I refer you to Jervis' introduction and his theory of ATII and Epic 40K being separate but related games, which can be played together if you like. Epic magazine will continue to cover both.

SIMPLICITY OR DETAIL

Dear all

I just read Epic Magazine 1 (I had to order it from the UK because it sold out so quickly in the US), and saw your discussion of the dilemma between adding detailed rules and keeping the rules elegant.

I have a suggestion for solving the dilemma, but first let me admit my bias. I like Epic because of the elegant rules. Last summer I brought my favourite GW publication to Games Day (Baltimore) hoping to ask you and Andy Chambers to sign it. It was the Epic rulebook (Andy signed it and told my unbelieving ears to be on the lookout for new Titans). I have played all the GW games since Man of War and Talisman 2nd ed, and Epic strikes me as the most elegant game, where you could cover the full diversity of the 40K universe, from Gretchin and Ratlings to Emperor class Titans, with a simple set of rules. Compromises that abstract different weapon fits on certain classes of vehicles seemed entirely appropriate given the grand sweep of the game, and the core abilities that distinguish specialist units are preserved with a handful of shared special rules. It's one very impressive game system.

Locally, everyone who played the game tells me they loved it, usually for two reasons. The rules were simple and they achieved the right results (when disparate detachments engaged, the results were usually what you would expect). I know that others believe the

game lost too much detail; I was on a mailing list where that was the prevalent theme – prevalent in part because anyone who suggested otherwise was harshly criticised. To their credit, these same people put tremendous creative energy into perpetuating the version of the game that they loved.

From my experiences on that mailing list, I don't think that one set of rules can satisfy both sets of fans. One group admires the game's elegance, while the other wants the detail that is possible given the rich diversity of 40K. But I think you can serve both groups by labelling new rules (both experimental and official) as being either for the elegant version or the detailed version. You are already labelling them as official and trial rules, so in terms of publishing mechanics, this would just add an extra label. Epic Magazine could then serve both groups. Both rule sets could be official, and it would be up to the players to select which game variant they wanted to play with before selecting a scenario (the variant would determine which new rules could be used). Hopefully both sets of players would get the form of Epic that they want.

GW did something similar with Warhammer Quest, where the same components could support either an elegant board game or a detailed roleplaying game, and it was up to the players to select the version they wanted to play (which determined which rules they would use).

Thanks

Markus Lesny

I think, Markus, that the game already works very much like this. For example, when I play I generally agree before hand which rules from previous Firepowers and Epic Mags will be used. Over the years the players have come to a standing agreement which they are happy with and which to dump. If the players can't agree, the rule simply isn't used. For instance, I personally use the new Imperial Guard detachments from Firepower 3. Over the course of games we tried them all and decided that the third version was the best. It has become the standard. I'd be surprised to find anybody who used all the rules we publish.

So in effect there aren't one or two versions of the game, but as many versions as there are players willing to experiment a bit.

INTERESTING, BUT...

Hi,

I am writing in response to the experimental rules for shooting in EPIC 40,000 Issue #1, pages 23-25.

At first I thought that they were pretty good.

It stops some of the rules fudging that some people do. But on trying them out I noticed that you can use these rules to bypass closer units and hit units that are being screen. Mark Mullins was trying these modifications to stop players from taking just one low armour unit but what happens to a player (like me) who plays Orks and takes lots of low armour units (Gretchin) that get shot up over time! You can use these rules to bypass tougher units (like Nobs with saves) by putting hits that can't affect them (3 and under) and save the 4+'s for other units.

I can just see complete armies of Land Raiders!

I play Orks and like to play a balanced army. I use Gretchin as screening troops (but not all my units have them!) and that is what Orks use them for, according to the fluff. So if I am being fired at more than once, my Gretchin get shot up and sometimes I am left with just one or two of them. This situation can lead to units being bypassed and hitting my screened units behind.

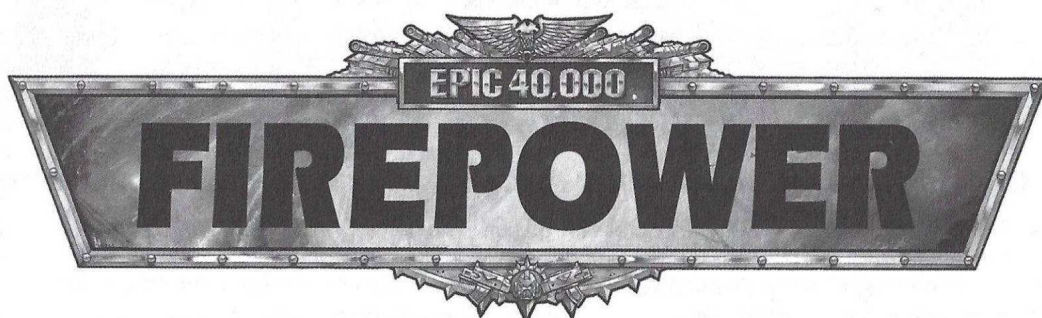
For example if my opponent rolls 12 dice and gets 8 hits with the following values (3,3,3,4,4,5,6,6). Now when he allocates hits to my unit he puts a 3 on my last Gretchin, two 3's on Nobs (they have a save so why waste a 4), a 5 on an Ork, a 6 on an Ork, and finally a 6 on my Stompa. Using this method I take 2 more hits (if both Nobs would have saved) and he has penetrated my defences deeper than he would have normally (and I lost a Stompa I should not have lost).

Another thought though, the situation that Mark mentions about the "sneaky commander" putting in a single stand with a low armour value will only happen once to that detachment as the unit will then be dead. I think that this rule, although interesting, will hurt honest players that end up in this situation or that their army fluff causes them to design detachments with low armour stands and not the highest. I think that this rule may cause players to not take stands with lower armour values and force them to take stand with high armour values which will remove the variety form detachments. I can just see complete armies of Land Raiders!

Just my thoughts,

Phil Taylor

Generally feedback on Mark's alternative rules has been of this nature, that is why it's an experimental rule. I also get the feeling it will benefit armies with access to lots of high armoured units (like the Imperium) far greater than say Orks or Eldar. Armies of Land Raiders is nothing new.



EPIC 40.000 FIREPOWER

The purpose of this section of Epic magazine is to keep you up to date with what is going on with Epic. Basically, what we'll be doing is publishing 'new rules' (NR) and 'experimental rules' (ER) in Epic magazine for Epic. The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to new rules status in future issues of Epic magazine.

So you can keep track of what the state of play is with the various new rules and experimental rules, every issue of Epic magazine will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Epic game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Epic, and when we do this section will refer you to the relevant supplement.

NEW RULES

Adeptus Titanicus II. New Rules for Titans. *Epic Magazine 1*

Adeptus Titanicus II update. *Epic Magazine 3*

Adeptus Mechanicus Army List. *Firepower 1*

From the Battlefield. War Engine orders superseded by Adeptus Titanicus II rules. *Firepower 1*

Air Superiority. *Firepower 1*

Squat Army Lists. *Firepower 1*

Princes of Chaos. Daemonic Legions. *Firepower 1*

Supreme Warriors. Space Marine detachments. *Firepower 2*

On the Wings of Death. Deathwing detachments. *Firepower 2*

Alternative Guard Detachments. Option 3. *Firepower 3*

Genestealer Cults Army List. *Firepower 3*

Green is Meaner. Ork detachments. *Firepower 2*

Imperial Tunneller Detachments. *Firepower 4*

Super Heavy Tanks. Updates for ATII. *Epic Magazine 2*

Third Wave. Updated Ork detachments. *Epic Magazine 2*

Orkimeredes Kustom Gargants. Gargants in ATII. *Epic Magazine 2*

Warriors of Justice. Arbites detachments. *Firepower 1*

Epic 40,000 the Director's Cut. *Firepower 1*

Hand of Fate. New Fate cards. *Firepower 2*

Ordo Malleus detachments. *Firepower 3*

Green Machine. New Ork detachments. *Firepower 3*

Penal Legions detachments. *Firepower 3*

The Phantom's Menace. Eldar in ATII. *Epic Magazine 3*

Medic! Imperial Support Units. *Firepower 4*

Tribal Gathering. Ork detachments. *Firepower 4*

Epic Seige. *Firepower 4*

Fortifications. *Firepower 4*

ERRATTA

Adeptus Titanicus II. Clarifications, Q and A. *Epic Magazine 2*

From the Battlefield. *Firepower 1*

Q and A. *Firepower 2*

Q and A. *Firepower 3*

EXPERIMENTAL RULES

Allocating Hits. An alternative method. *Epic Magazine 1*

Vehicle Variants. New Tank abilities. *Epic Magazine 2*

Leman Russ. New models. *Epic Magazine 2*

PATH OF THE ELDAR

Creating an Epic 40,000 Eldar Army for beginners, by James Manto

The Eldar in Epic 40K look pretty fragile at first glance. The way in which their War Hosts are set up make it very hard to get the reassuring numbers of an Ork horde, or the fear-inspiring firepower and armour of an Imperial Army. The first army I put together for Epic was the Orks from the boxed set. Waagh Rommek has now been heavily reinforced and da boyz have given me a lot of fun, if not many victories! My friends have all gone the Imperial route; seduced by stubborn Space Marines supported by regiments of Basilisks! They scoffed at the Eldar as too whimpy. But supplied with a few of the old Eldar Legion sets found on a local shop's sale shelf, I persevered. I have found that the Eldar are a very versatile and nasty foe when the various arms are combined properly. So I shall look at each of the basic combat arms: infantry, armour, artillery and air, separately; giving my thoughts on each for their best employment.

INFANTRY

The Eldar have an impressive assortment of infantry, from the basic Guardian squads to heavily armoured Wraithguard. The sheer variety of Aspect Warriors available can be a bit of a hazard, because you are tempted to put some of everything into a detachment. I have found that keeping your detachments simple and straightforward is the best approach. Too much variety and your detachment doesn't have enough of any one troop type to achieve the immediate objective.

The big draw-back with the basic Guardian squads is their short range. But their fast movement helps you get in close where they can use their higher firepower to advantage. Mounting them in Wave Serpents is an excellent way to give them armoured protection and help them get around the battlefield. I have found that, unless you have enough transport to move all of your infantry, you are better off keeping your armour and infantry in separate detachments. Most Eldar infantry suffer from this same problem, so the short range means that you have to keep moving fast and get stuck in close to assault and firefight. Once in close the low armour of the Guardians is less of a problem, and Aspect Warriors are deadly.

I have two big infantry detachments, each lead by a Farseer and with 10 Guardian Squads for weight of numbers and close range fire. The Guardians of Falas have 6 Dreadnoughts and 6 support weapons so they can muster some anti-tank fire against Imperial armour. The Ork-Slayers have 10 Dreadnoughts in support so they have lots of long range fire and a high close assault ability. I have also raised some specialized infantry detachments to help in Planetary Assault scenarios: Doombringers and the Guardians of Doriath.

The Doombringers are 10 stands of Warp Spiders led by a Warlock. The 30cm move means they can keep up with the grav-tanks. So far they have done exceedingly well, wiping out an Ork Waagh's core detachment in their first assault.

The Guardians of Doriath are very different. They have 10 stands of Scouts supported by 5 support weapons. Their job is to interdict enemy reinforcements: slow them down, shoot them up a little, while the Doombringers, Ork Slayers and Guardians of Falas drop on top of the objectives. With their wide command radius, they should be able to get in the enemy's way and, with their decent range and anti-tank shots, they can pick off a few units too.

ARMOUR

The Falcon grav-tank is a decent little machine. Not as powerful as a Leman Russ mind you, but the skimmer ability can off-set the weakness in armour and firepower if used right. Staying behind cover is essential for all Eldar fighting vehicles. Most of the time you want to get the initiative in the shooting phase, but with the Eldar you usually want to shoot second! Let your enemy's Leman Russ' and Land Raiders waste their fire on a few stands of Guardians! Once he has fired, then you pop-up over the cover and kill him! The same tactic applies to the excellent Cobra and Scorpion super heavy tanks if they are stalking enemy Titans.

The Wave Serpent is an under-rated armoured fighting vehicle. It's Armour 6 and Transport(2) make it an excellent troop carrier. The Disrupt attack is not as nasty as some firepower, but coupled with their armour and excellent assault factor, they are fantastic for leading an attack by infantry. The important thing is to keep the pressure on and not let up so that your opponent doesn't rally from the accumulated blast markers.

The Fire Prism is a nice vehicle, and about my only hope of ever shooting down one of those drafted Thunderhawk gunships that Imperial commanders love so much. Each of my Eldar armour detachments has one. This way I hope to cover the table with enough flak units so that his Thunderhawks cannot avoid them.

Jetbikes and Vypers are similar to light cavalry in ancient armies and I treat them as such. I like them so much I have assembled two detachments of them. I always take at least one, but the second is there in case I want to replace an infantry unit for something faster. They die very quickly once the enemy gets a sight on them, but their high speed is excellent for scouting, harassing, seizing objectives, firefights (not assaults) and over-running enemy artillery. One of my armour detachments has a squad of jetbikes to act as flank guards and a screen when advancing.

ARTILLERY

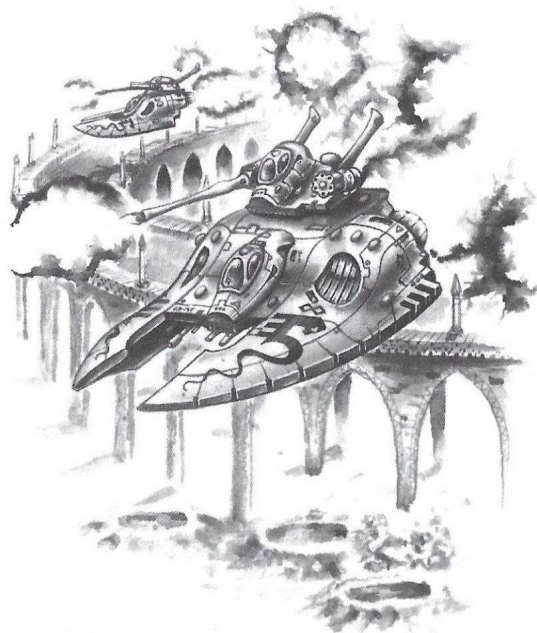
This is the big weakness in the Eldar arsenal. The Nightspinner has the range of a Basilisk, but the Disrupt attack is not as final as a barrage of high explosives. Also, not being able to select them as a Main Force unit means you have to get something else as well. Single units of jetbikes are good for this; they can provide some security for the Nightspinners and still keep up if they have to move out fast. You cannot deliver the same kind of long-range hammer blow that an Imperial opponent can with his incredible assortment of artillery weapons. The Nightspinner can lay down blast-markers, and hopefully distract the enemy guns long enough for your jet bike host or Warp Spiders to overrun them.

AIR POWER

This is the remedy for the Eldar's lack of artillery. With their high dog-fight rating, the Nightwing can shoot first even if it is on a Ground Attack mission and intercepted. I include a couple of Nightwing interceptors in my attack squadrons together with the Vampire and Phoenix bombers, so that if they get bounced, the Nightwings have a chance of driving the enemy flyers off. I also have a squadron entirely of Nightwings for sweeping enemy flyers out of the skies, leaving my attack squadrons free to pound my enemy into small bits. My Eldar airforce is up to 11 units now, divided into 3 detachments, and I need more. Even in a small game, I always take at least one squadron. My opponents and I regularly play larger 2,500 to 3,000 point battles, so I frequently have the luxury of bringing on all three squadrons.

As long as the enemy has air units, I keep one squadron on Intercept orders while the others are on Ground Attack. I also try to use my flyers in waves so that at least one squadron is available each turn.

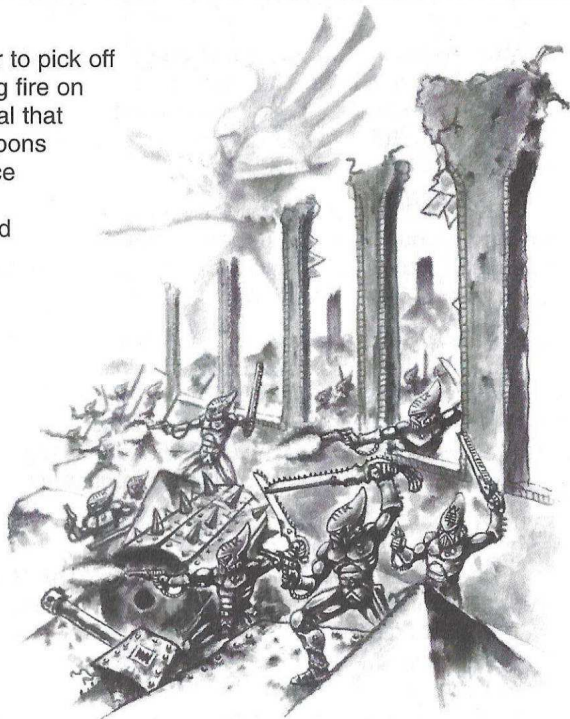
Of course, the Hydra flak tank is evil-incarnate as far as the flyers are concerned. I have found that many Imperial players sit close to their deployment zone. They form a box around their huge artillery detachment, sheltering under the Hydra's flak umbrella, while their Land Raiders and Space Marines go onto Overwatch. This is an incredibly tough nut to crack. The best hope for the Eldar player is to use superior speed to concentrate on one section of the Imperial



square. Utilize pop-up attacks from behind cover to pick off enemy units, while your artillery lays suppressing fire on the enemy artillery from a distance. It is essential that the Super Heavy Tanks and other anti-tank weapons try to knock out the enemy flak and artillery. Once that is achieved he is open to devastating air strikes and close assaults by Wave Serpents and Aspect Warriors.

CONCLUSIONS

The key to the Eldar is staying flexible. Co-ordinate your different arms so that air and armour can help support fast infantry assaults. Use your speed to gang up on isolated detachments and pick them off one at a time. A fatal mistake is to spread yourself evenly across the battlefield and letting each detachment get caught in a stand-up fight with an enemy detachment. Choose a point of attack and concentrate your forces on it.



lyanden was going to war. Grav-tanks sped forward, leading the way for the Titans. Four Phantoms wore the blue and yellow of lyanden, with the rune of Isha on their banners.

Behind the Titans, came an army of Walkers, and above them hovered a swarm of jetbikes, buzzing like angry hornets. Gracefully, the Titans picked their way through the infantry that milled around their feet.

The leading Titan bore the sigil of Lord-Phoenix Leydal, Wall against Evil. In its head, a domed mass of wraithbone held the essence of the Eldar who had borne that name. The living crew – blood relatives of the Lord-Phoenix – reclined on couches around the stone. Each wore a headband of polished metal, set with a smaller brother of the stone on the floor. Their eyes were empty; their minds were one with their Ancestor. They had become Leydal.

The crew's eyes saw nothing; it was the mind of the Titan that beheld the Orks through the sensors that were his eyes and ears. There were many foes: hideous Gargants towered above Buggies and Battlewagons. Here and there among the mass of troops could be seen the squat, brutal Dreadnoughts. Orks covered the ground like a poisonous green mould.

lolavai Leydal! The battle cry came from all places and from nowhere. It flew from the throats of the living, and echoed round the silent stones. Time for the killing.

Grav-tanks leapt forward, spitting bright laser fire. Artillery added many voices to the song of war. Dreadnoughts and Walkers loped forward and behind them, with shorter strides, ran the battle suited Aspect Warriors.

The Phantoms leapt ahead, swift movement and bright laser-bolts weaving a tapestry of death. Leydal led, dancing in a storm of refracted colour as defensive screens broke up his image. Missiles flashed from the Phantom's wing, and his pulse laser traced a line of fire across a

Gargant's shields. Swift Ithilas raced forward, Lady Double-Armed With Swords Of Light, and a Gargant died. One of her pulse lasers destroyed it's shields, and the other broke its oily heart in a gout of fire.

Wartraks and Buggies died in fiery doom. But the Orks were taking their own toll. From a score of positions, big guns picked off Dreadnoughts and Walkers.

Leydal saw Rash Lifieth, Bright Slayer Of Darkness, rush forward through a storm of enemy shells. Before he could fire, his pulse laser was destroyed and bright blue sparks showered from one wing. The crippled Phantom swerved violently and his power fist tore into the head of a Gargant.

Far off to the left, another Gargant died. Caught in a web of fire from the Walkers and grav tanks, it began to pour smoke and settled on it's broad haunches. One of it's turrets rattled briefly, and Dreadnoughts fell like grass in the wind.

Away to the right, a haze of colour solidified into brave Firassian, Opener of the Gates of Doom. The Phantom stood like a statue as a vortex of light swirled out from his D-cannon. The last Gargant toppled and crushed the Orks beneath. Half its right side had simply vanished. The Phantom was lit up with return fire – his pulse laser turned to slag. Before he could seek safety in movement he was destroyed, toppling like a great felled tree. Leydal was saddened; another Spirit-Brother would dance no more.

The Orks were wavering; their charge had been bought to a standstill. Here and there pockets of infantry dug in, and hails of bolter fire greeted the advancing warriors. This was the Fate-time; the moment at which all would be lost or won.

Suddenly, the air was filled with the scream of flight packs. Like a storm of tiny meteorites, the Swooping Hawks plummeted into the heart of the Ork infantry positions. The tide of fate was running with lyanden, the battle would be won.



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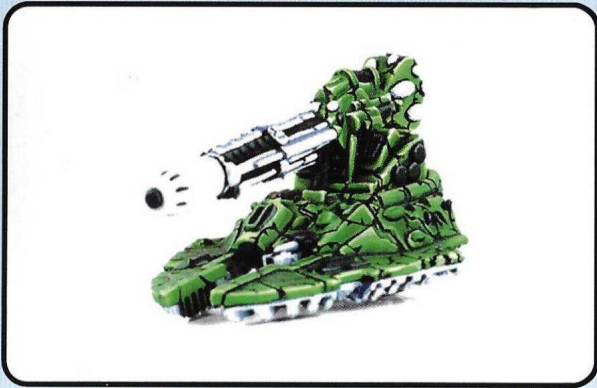
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Beil-Tan Cobra super heavy grav tank



Beil-Tan Scorpion super heavy grav tank

Painting Eldar War Engines.

Eldar war engines will be predominantly the colours of their craftworld. Black for Ulthwe, red for Saim-Hamm, blue for Aliatoc, blue and yellow for Iyanden and white and green for Beil-tan.

Of course many Eldar players will have invented their own craftworld for their army, with it's own distinct colour schemes, and this should be reflected in the Titans as well.

As the centrepieces of your army the Titans deserve some extra detail. We have included some designs for banners to be hung on the underside of guns on page 9. Feel free to photocopy them.



A Biel-Tan craftworld Titan warhost, supported by Nightwings and a Vampire. The Phantom is of a less common design, and is fitted with a Pulsar and Distortion cannon.

WARHAMMER EPIC 40,000

Adeptus Titanicus II update *by Jervis Johnson*

Jervis follows up the new rules for war engines in Epic 40,000 with some new rules and clarifications. He also explains future plans for ATII.

Eldar War Machines *by Carl Woodrow*

Continuing our series of articles detailing the war machines of the alien races for AT II. Here are the Eldar Revenant and Phantom Titans and the Cobra and Scorpion super heavy grav-tanks.

Path of the Eldar *by Pete Manto*

Tactics for designing and using Eldar detachments in Epic 40,000.

Firepower

Find out what is going on in Epic. Which rules are official changes to the game and which rules are just experimental.



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