ARMAGEDDON COMETH!
Demo Rules for the next edition
Training scenarios
Rules for the Kroot in Epic 40K

TACTICS: DETACHMENT COMPOSITIONS

Infantry Screen: *Although poorly armoured, Imperial Guard infantry are cheap and expendable. A few infantry stands in each detachment will be able to absorb hits, and take casualties in the event a vulnerable detachment, (like the one shown) is assaulted by fast moving enemy units. Two infantry squads will not win you the game, but they give a detachment balance, giving you the ability to better cope with unexpected enemy moves.*

Combined Arms Flexibility: *This Space Marine Armoured detachment is a balanced unit. The Land Raiders provide enough AT firepower to dispatch the Ork Battlewagons and Stompas. The Whirlwinds provide the firepower to deal with enemy infantry. Because Whirlwinds use the blast template they will deter the Orks from bunching too close together, and thus massing for overwhelming assaults. The Terminators defend the detachment in assaults and firefights, their save means they absorb casualties better than any other infantry. The transport capacity means no units slow down the detachments overall movement. It can react fast to enemy moves, grab objectives and is as useful defending on Overwatch or attacking with Assault orders.*

EPIC 40,000 MAGAZINE

EDITORIAL

Hello again all Epic fans.

Well we don't have the Epic Armageddon battle report we promised in issue 9, but I think we have gone one better – we have the complete rules for the game! These are our current play-test set of rules and they are published here (and also available as a download from our website), for all you Epic fans to try out. If you have been following Jervis' Epic Evolution series of articles you will know that the game has changed a lot from it's original conception, and just because these rules are published here doesn't mean they will not change in the future. That is the point of publishing them, so we can draw upon the experiences of the all Epic players out there to refine the game into something great.

One quick point, whilst the rules are up for debate and changing, the setting is not, the game will be set against the backdrop of the Third War for Armageddon, that is none negotiable. The work that has already been done on Armageddon means we can concentrate on getting the system write and not worry about creating a wholly new background and conflict.

Veteran players be warned; these rules play differently from the last edition, and to this end we have include three training scenarios to teach new players the basics. The first scenario teaches you the basics of infantry movement and shooting, the second teaches the basics of vehicles movement and shooting and third combines the two (call it combined arms training). Each scenario pits Space Marine against Space Marines – even Space Marines have to train sometimes, and shouldn't take very long to play. Once you get the hang of it you'll be able to run through all three in an evening.

I've played through these scenarios many times now and found them to be an excellent way of involving new players, many of whom were put off and daunted by Epic 40,000's perceived complexity.

With Epic Armageddon (EpicA) taking up most of the magazine we haven't got much room, but we have squeezed in the second part of the Tau rules for Epic 40K. This is mostly to do with the Kroot and their Kindreds. Sorry, but we don't have the Manta rules just yet. We are still awaiting the model, and I'm sure we'll cover the rules for it when we get one.

Until then, remember to let us know your thoughts and ideas on EpicA, via the usual email address – fanatic@games-workshop.co.uk, happy gaming

Until next time, happy gaming!

– *Warwick Kinrade*

CONTENTS

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EPIC ARMAGEDDON
GAME RULES

ON THE FOLLOWING PAGES YOU WILL FIND THE DEMO RULES FOR EPIC ARMAGEDDON, THE NEXT EDITION OF THE EPIC 40,000 GAME SYSTEM. PLEASE FEEL FREE TO PLAY-TEST THESE RULES & LET US KNOW YOUR FEEDBACK.
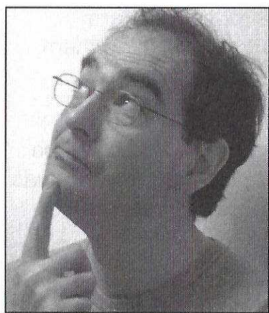
The demo rules cover the core of the Epic Armageddon game. Once you've read through them you'll be ready to fight battles using Epic scale vehicles and infantry. The demo rules are concerned only with how units (that's to say any kind of troops, tanks, and so on) move and fire on each other and participate in assaults.

When the full rules are published they will include special rules sections covering all sorts of stuff to do with using massive war engines, swift fliers, artillery, and also about playing tournament games, scenarios, campaigns,etc. For the moment, though, this set of demo rules will give you a good idea of the 'feel' of the new game.

IMPORTANT WARNING: The following rules are very concise and to the point, and do not include any diagrams or examples of play. This is because they are based on the 'working document' that the final version of the rules will be based on, and which does not, as yet, include any such fripperies. If you have any questions about the rules then we will be happy to try and answer them, but PLEASE word your questions so they can be answered with a simple yes or no answer.

WHAT YOU WILL NEED TO PLAY

In order to play you will need to get hold of a dozen stands of Epic scale Space Marines. It will help if you can track down some Land Raiders too, but these are not vital. The models you need are described in the 'Basic Training Scenario' you will find at the end of these rules. In addition to models, a suitable battlefield, and playersl you'll need a few more essential items to begin play.

Blast Markers: An army in battle tends to get worse at fighting as it is subjected to enemy fire and loses close combats. In Epic Armageddon, Blast markers represent this. You can either, make your own, or use the Blast markers from Epic 40,000 or BFG, or keep track of things with paper and pencil, or some other method if you prefer. As long as you know how many Blast markers a formation has accumulated during the game then whatever method you use is fine with us!

Measuring instrument: You will find a retractable measuring tape most useful for measuring move and shooting distances. You are allowed to measure distances at any time during a game of Epic Armageddon. For example, you could measure to make sure a unit is within range of the enemy before deciding who it will shoot at, etc.

Paper and Pens or Pencils: You may need to record details of casualties and damage to those gigantic war engines occasionally during a game so it's useful to have some paper and a writing implement handy.

Dice: In Epic Armageddon you'll need buckets full of ordinary six-sided dice to resolve shooting and fighting in an assault. A dice is referred to as a D6. If you need to roll more than one dice and add the totals together, this is written as 2D6 (for two dice added together, giving a score between 2 and 12) or 4D6 (the total of four dice rolled together, for a score between 4 and 24) and so on. If you have to add something to the total of the roll, this is added afterwards. For example, D6+6 means roll one dice and add 6 to the score to get a total between 7 and 12.

Barrage Templates: These are circular templates with a diameter of 6cm. They are mainly used to work out who is affected by weapons that fire explosive projectiles which can harm troops over a wide area. You will need to make your own Barrage templates from thin card or clear plastic acetate.

UNITS

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

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

Unit Types

All units are sub-divided into five broad categories: Infantry, Armoured Vehicles, Light Vehicles, War Engines and Fliers.

Infantry (INF) includes all personnel not mounted inside a vehicle. Infantry are represented by up to five Epic infantry models mounted on a single base. Field artillery (Thud Guns, Mole Mortars, etc) also fall into this category, as do infantry that ride on bikes or horses.

Armoured vehicles (AV), as their name implies, are covered with thick armour plate. The category includes tanks such as Leman Russ and Land Raiders, as well as armoured troop carriers like the Rhino. Armoured vehicles are represented by a single Epic model.

Light vehicles (LV) include any un-armoured vehicles where the crew is exposed to enemy fire, such as buggies and Land Speeders. Light vehicles are represented by a single Epic model.

War Engines (WE) include all very large machines. Titans, Gargants & super-heavy tanks, to name but three, all fall in this category. war engines are represented by a single Epic model. The main difference between a war engine and a normal vehicle is that the war engine can absorb several 'hits' before it is destroyed, and has several batteries of weapons each of which may be fired at a different target.

Fliers (FLY) include all vehicles that are capable of flying at very high speed. Thunderhawk Gunships and Marauder fighter-bombers fall in this category. Note that fliers do not include slow-moving skimmers such as Land Speeders or Falcon grav-tanks, which are instead treated as vehicles with special movement capabilities.

IMPORTANT: The demo rules on the following pages only cover vehicles and infantry.
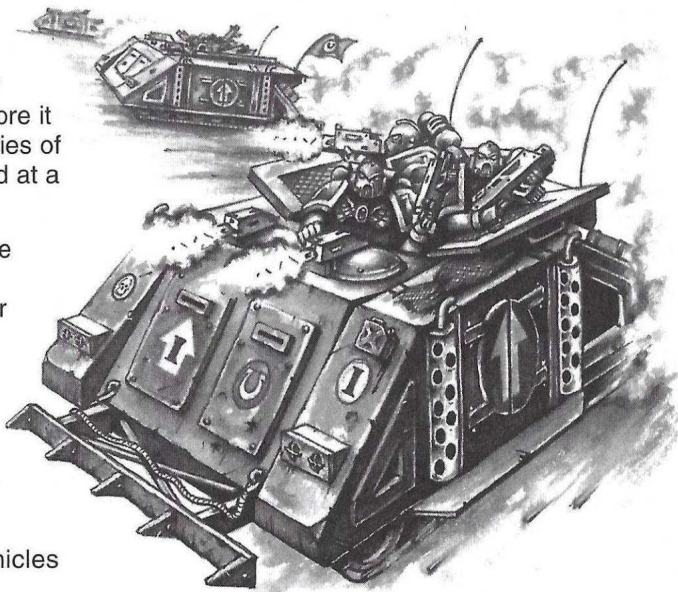
DATA SHEETS

All units in Epic Armageddon have a data sheet that tells you how fast, shooty and tough the unit is. The data sheets provide the following information:

SPACE MARINE TACTICAL

Type/Hits	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+

Weapons: Small arms (included in Close Combat & Firefight value above) plus 1 heavy weapon

Weapon	Range	Firepower
Heavy Weapon	45cm	AP5+/AT6+

Notes: None

LAND RAIDER

Type/Hits	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+

Weapons: 2 sponson mounted twin lascannon, plus 1 hull mounted twin heavy bolter

Weapon	Range	Firepower
Twin Lascannon	45cm	AT4+
Twin Heavy Bolter	30cm	AP4+

Notes: Ignore -1 armour save when crossfired. May carry two stands.

Type: What target type the unit belongs to.

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

Armour: This number shows how well protected and/or difficult to damage the unit is. If a hit is scored on the unit then you must roll this number or higher on a D6 to 'save' the unit from the damage.

Close Combat: This number shows how effective the unit is at close combat. It is used when the unit charges an enemy unit, or is charged itself.

Firefight: This number shows how effective the unit is when involved in a short-ranged firefight. You can see that a Leman Russ is much better in a firefight than it is when directly assaulted, while the Space Marines are pretty good at both.

Weapons: This section of the data sheet lists what heavy weapons the unit carries. Note that short-ranged weapons and small arms like bolters, lasguns and pistols are included in the unit's Assault and Firefight values, and not listed separately here. This section also includes any additional 'weapon options' the vehicle may take.

Range: The range of the weapon in centimetres.

Firepower: The numbers here represent how effective the weapon is when it shoots. Firepower comes in three 'flavours': Anti-personnel (abbreviated to AP), anti-tank (abbreviated to AT), and macro-weapons (abbreviated MW). AP fire is used against infantry targets; AT fire against armoured vehicles, fliers and war engines; and MW fire can affect any sort of target. Any type of weapon can fire at light vehicles. A weapon that has both an AP and an AT value may choose to

use either when it attacks, but may not use both in the same turn. The value listed for a weapon is the score required on a single D6 to score a hit. Sometimes the Firepower section for a weapon will also include the word 'barrage'. These weapons use a Barrage template.

Notes: If any special rules apply to the unit, they will be noted here. An explanation of what effect these rules have can be found on the back of the reference sheet.

SEQUENCE OF PLAY

An Epic Armageddon battle is fought over a number of turns. How many turns a battle will last is determined by the players themselves or the scenario being fought.

Epic Armageddon uses the following sequence of play. As you can see, each turn in Epic Armageddon is split into three phases. However, the bulk of the action occurs, appropriately enough, in the Action phase. During this phase the players take it in turns to move, shoot and assault with their formations. After both players have taken one action with each of their formations, they move onto the End phase. The End phase is basically a 'tidy-up' phase, where things that are not carried out during the Action phase are sorted out. Note that both players do things in each phase, so both carry out actions in the Action phase, rally broken formations in the End phase, and so on.

SEQUENCE OF PLAY

1 - Strategy Phase

Both players roll a D6 and add their army's Strategy rating to the score. Whoever scores highest goes first in the Action phase.

2 - Action Phase

The players take it in turn to carry out actions with their units.

3 - End Phase

Both players carry out the following end game actions:

1. Check the scenario's victory conditions to see if either side has won.

2. Remove one Blast marker from each formation that has one or more.

3. Attempt to rally any broken formations.

FORMATIONS & BLAST MARKERS

On the battlefield, vehicles and troops don't just mill around individually, instead they are organised so they fight as a unified whole. In Epic Armageddon, a body of troops and war machines that fights together on the battlefield is referred to as a formation.

All units must be organised into formations at the start of the game. The Army List section shows what types of formations you may field, and what type of unit can be used in them.

Formations

Every unit in a formation must be no further than 5cm from at least one other unit in the same formation. In addition, all units must form a 'chain' without any gaps of more than 5cm. Sometimes, the units in a formation will become separated due to enemy fire or assault. When this happens the formation MUST close back up again into a legal formation when it next takes an action. Any units that are out of formation for any reason after the formation has taken the movement part of its action are destroyed.

Blast Markers

Blast markers represent a whole range of personal disasters occurring to the units in a formation: things being damaged, squads being scattered or breaking or fleeing, etc.

They are a vital part of Epic Armageddon so don't overlook their importance. The rules for Blast markers reflects the fact that most troops will tend to grind to a halt and seek cover when they come under even quite a small amount of fire (that's why a single sniper can slow down many times his own number of enemy troops), but will only withdraw when a combination of casualties and sustained enemy pressure convinces them that their position is untenable and they should withdraw (which is why a single sniper will rarely drive the enemy off).

During a game of Epic Armageddon the formations under your command will receive Blast markers when they come under fire, take casualties, fight in assaults, or fail Initiative tests. Blast markers can be removed when a formation regroups (see the rules for regrouping and rallying later on). The effects of Blast markers will make more sense when you have read the rest of the rules, but in summary:

• A formation receives one Blast marker every time it is attacked (even if no casualties are caused), and one extra Blast marker every time a unit is destroyed.

• A formation is under fire if it has one or more Blast markers. A formation that is under fire suffers a -1 modifier to Initiative rolls.

• In addition to the above, each Blast marker pins down one unit in the formation and stops it shooting. You may choose which units are pinned down each time the formation shoots, it does not have to be the same ones every time.

• A formation is broken when the number of Blast markers equals the number of units in the formation. A broken formation has to withdraw, and is not allowed to take actions in the Action phase (which basically means it can't move or shoot). It must try to rally in the End phase. It suffers a -2 modifier to its Initiative rolls.

BLAST MARKER TABLE

Number of BM	Result	Effect
At least one BM	Under Fire	-1 initiative
Each Blast Marker	One unit Pinned Down	Unit may not shoot
One BM per unit	Broken	Withdraw. No actions. -2 initiative

1.5 THE STRATEGY PHASE

All armies have a Strategy rating in their army list. In the Strategy phase at the start of each turn, both players should roll a D6 and add their Strategy rating to the score. The player whose army scores higher can choose to go first or second in the Action phase. In the case of a tie, roll again, but don't add any modifiers to the score.

Re-rolls

Each player is allowed to choose to re-roll a certain number of dice rolls during a battle. You may never make more than one such re-roll per turn, and can't therefore choose to re-roll a re-roll. You can only re-roll a single dice per re-roll. The maximum number of re-rolls you may make in total during a battle is equal to your side's Strategy rating.

THE ACTION PHASE

In the Action phase, players take it in turn to carry out actions with their formations. Each formation can take one action per turn. The player with the higher Strategy rating roll can choose whether to go first or second. He carries out an action with a formation, and then the opponent does likewise, and so on until all formations have taken an action. If one player runs out of formations to activate, then the opposing player may keep on activating formations one after the other until all of his formations have taken an action.

Actions

To carry out an action, first nominate a formation and then choose an action for it to carry out. The actions that can be chosen are shown on the list below. Note that you must activate a formation if you can, you can't 'pass'. Also note that a formation may only be activated once per Action phase.

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

Double: The formation may make two moves, and then shoot with a -1 modifier.

March: The formation may make three moves.

Overwatch: The formation may enter overwatch.

Charge: The formation may make one move, and then make an assault.

Hold: This action is the only one allowed to a formation that fails an Initiative test (see the rules for Initiative tests below). The formation may make one move OR shoot OR regroup.

Special Actions: Some formations are allowed to carry out special actions. Some of these are described in the Special Rules section of the Rulebook, and some in the Army Lists sections of the Armies book.

The Initiative Test

Before a formation can carry out an action it must pass an Initiative test. To pass an Initiative test you must roll equal to or over the formation's Initiative value, as shown on the chart below. If the formation passes the test it may carry out the stated action, and in addition the player may choose to try to retain the initiative if he wishes, but he doesn't have to. If the formation fails the test it can still carry out a Hold action (even if the player nominated something else), but the player may not try to retain the initiative, and the formation receives a Blast marker. This is summarised on the chart below.

Important Exception: Broken formations may NOT take an action. Instead they must pass an Initiative test in the End phase in order to rally. See the rules for broken formations later on.

Formation	Initiative Values
Space Marine	1+
Imperial Guard	2+
Ork	3+
Modifiers	
Formation is trying to retain the initiative	-1
Formation is under fire (has at least one Blast marker)	-1
Formation is broken	-2

Initiative Test Result	Actions Allowed	May Retain Initiative?	Receives a Blast Marker?
Pass Initiative Test	Any	Yes	No
Fail Initiative Test	Hold	No	Yes

Retaining the Initiative

Once you have carried out an action with a formation, you have a choice, you can either 'retain the initiative', or you can hand it to your opponent. If you decide to hand over the initiative, then the opposing player must nominate a formation to carry out an action as

described previously. If you decide to retain the initiative then you must nominate a new formation and declare the action it will carry out, but the formation will suffer a -1 modifier to its Initiative test.

You must hand over the initiative after you have completed the action for a formation that retained the initiative (ie, you can't retain the initiative twice in a row). The only exception to this is if one player has no formations left to activate. In this case, their opponent keeps the initiative for the rest of the Action phase, and may keep on activating formations without suffering the -1 modifier for retaining the initiative.

Communications Failures

As noted above, you must declare both the formation and the action it will carry out BEFORE making the Initiative roll. If you fail to do these things then the formation chosen automatically has to take a hold action. If you failed to nominate the formation, then your opponent may pick the formation for you.

MOVEMENT

Most actions allow all the units in a formation to move. Units move a distance in centimetres equal to the Speed value, doubled if the unit is taking a Double action, and tripled if it is marching. They may turn freely as they move. A unit is never forced to move, but sometimes failing to do so can result in its destruction. Once a player has moved a unit and removed his hand from the model, the move may not be changed.

Multiple Moves

Some actions allow units to make multiple moves (the double action allows you to make two moves, for example). Take each move one after the other, following the rules below for each move (ie, don't simply add the movement distances together).

Terrain

The Terrain table below details some common types of terrain and the effects they have on different types of unit.

TERRAIN TABLE			
Terrain	Infantry	Vehicle	War Engine
Fortifications	See Rules	Impassable	Impassable
Buildings	4+ Cover Save	Impassable	Impassable
Ruins, Rubble	4+ Cover Save	Dangerous	Dangerous
Woods	5+ Cover Save	Dangerous	Dangerous
Scrub	5+ Cover Save	No Effect	No Effect
Marsh, Swamp	Dangerous	Dangerous	Dangerous
River	Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Open Ground	See Rules	No Effect	No Effect

Terrain Effects

Terrain affects units in Epic Armageddon in one of three ways:

i) The terrain has no effect on the unit when it moves through it.

ii) The terrain is impassable to the unit so it cannot move through it under any circumstances.

iii) The terrain is dangerous to the unit, so the unit can enter the terrain but it might get bogged down and stop moving or even take damage.

Dangerous Terrain Test

Roll D6 when you enter, or when you start to move if already in the terrain. On a roll of 1, the unit takes a hit with no save allowed. If the unit is destroyed then the formation it is part of receives a Blast marker. .

Infantry Cover Saves

Infantry are allowed to enter fortifications, buildings and rubble freely. While in such terrain, as well as counting as being in cover, they can also choose to use the 'cover save' listed on the Terrain table instead of their normal armour save. Note that they can use one or the other of these saves against a hit, not both.

Special Terrain Rules

Roads: Vehicles that spend a whole move on a road may add 5cm to their move. In addition, if all of the units in a formation are on a road, you may declare they will make a 'road march'. The formation takes a march action, and automatically passes the Initiative test. However, all of its unit must remain on the road for the entire three moves.

Fortifications: Infantry in fortifications receive a 4+ cover. In addition, they may ignore the -1 save modifier for being caught in a crossfire (they still receive the extra Blast marker though.)

Open Ground: Infantry on open ground receive a 5+ cover save if they are on overwatch. This represents the fact that infantry that are not moving or shooting are very hard to see. Note that the save will be lost after the infantry shoot and overwatch is removed.

Transport

Many formations include transport vehicles that can be used to carry infantry units which belong to the same formation. The number of infantry units that can be carried will be listed on the transport unit's data sheet.

Transport vehicles can pick up and carry infantry units as part of the transport vehicle's move. The vehicle simply moves 'over' the infantry unit to pick it up, and then carries on with its move as normal. Note that the infantry are not allowed to move themselves on the same turn they are picked up.

Transported units may dismount after the formation has finished moving. This happens after any overwatch shots (see overwatch on page 12) but before the formation shoots or assaults. Disembarking units may be placed within 5cm of the transport vehicle. If the formation has charge orders then they may be placed in base contact with an enemy unit. Otherwise, they may not. Note that units do not have to dismount, and may remain in their transport if they prefer.

Roll a D6 for each unit on board if a transport vehicle is destroyed while still carrying passengers. On a roll of 4, 5 or 6 the unit survives and is deployed in contact with the destroyed transport, on a 1, 2 or 3 the unit perishes with the transport.

ZONES OF CONTROL

All units in Epic have a zone of control that extends 5cm in every direction from the model and/or its base.

Units may not enter an enemy zone of control while they move, unless they are undertaking a

charge action and use the move to get into base contact with the nearest enemy unit whose zone of control they have entered. Once a unit has been contacted by a charging enemy unit, it loses its zone of control for the rest of that charge action. This will allow other units to move round it. Units are never allowed to cross directly over an enemy unit, even if it has lost its zone of control.

SHOOTING

Many actions allow a formation to shoot. The shooting takes place in the Action phase.

Picking A Target

When a player picks one of his formations to fire he also picks an enemy formation as its target. Formations may NOT split fire; any units unable to shoot at the nominated target formation lose the chance to shoot altogether.

Who May Shoot

In order to shoot a unit must not be pinned down, and must be in range and have a line of fire to at least one unit in the target formation.

Pinned Down Units: If the formation has any Blast markers then one unit is pinned down and may not shoot for each Blast marker. The attacker picks the units that are pinned down, but must pick units that are closest to the enemy before units that are further away. You may pick different units to be pinned down each time you shoot.

Line Of Fire: The line of fire is a straight line drawn from the unit to one unit in the target formation. The line of fire is blocked by terrain features such buildings, hills, woods, etc. Models higher up can see over any terrain that is lower down. Buildings don't block the line of fire to or from units that are in the building itself.

Range: Measure the range. We play the house rule that if any bit of the attacking weapon is within range of the body/hull of the defending model, or at least half the individual models on a stand, then you're in range. If you prefer an alternative convention, then by all means use it!

Shooting Procedure

This is a summery of the shooting procedure. We'll work through it step by step in the rules that follow.

1) Place one Blast marker on the target formation.

2) Roll to hit with anti-personnel fire.

3) Allocate hits, make saving throws and remove casualties.

4) Roll to hit with anti-tank fire.

5) Allocate hits, make saving throws and remove casualties.

6) Roll to hit with macro-weapon fire.

7) Allocate hits, make saving throws and remove casualties.

Place Blast Marker

The target formation automatically receives a Blast marker as long as at least one unit can shoot at the formation. An additional Blast marker is received for each unit that is destroyed.
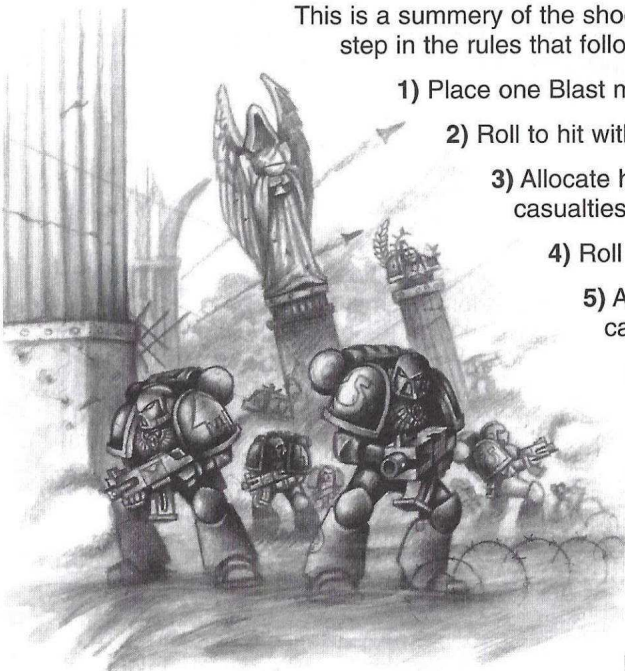
Roll To Hit With AP Fire

The player must decide at this stage whether weapons will fire with their AP or AT values if they have both. Then roll a D6 for each AP shot being directed at the target formation. You must roll equal to or higher than the weapon's AP value to score a hit. The dice roll is modified for the following things. All modifiers are cumulative.

IMPORTANT NOTE: *The attacker can choose to ignore the cover modifier if it applies to some units in the target formation but not to others. However you can't score hits on units in cover unless you take the -1 to hit modifier.*

To Hit Modifiers	
Target is in cover	-1
Attacker is carrying out a double action	-1

Allocate Hits & Make Save Throws

The defender allocates the hits inflicted on their formation as they choose against eligible units that are in range and the line of fire of the enemy. Hits must be allocated to the closest potential target first. You may not allocate a second hit to a unit until one hit has been allocated to every potential target, or allocate a third hit until all targets have been allocated two hits, etc.

Once all hits have been allocated make saving throws for each unit that has been hit, using the unit's Armour value from its data sheet. Roll a D6. If the score is lower than the Armour value, the unit fails its save, is destroyed and removed from play. If it is equal to or greater than the Armour value, then the armour saves the unit and it remains in play. Make an separate armour save for each hit the unit suffers. Remember that the target formation receives a Blast marker for each unit that is destroyed.

AT Fire

This works in exactly the same manner as anti-personnel fire, except that hits can only affect light vehicles and armoured vehicles.

Macro-Weapon Fire

Some of the weapons used in Epic Armageddon are absolutely huge. These weapons are collectively known as macro-weapons in the rules. Macro-weapons do not have AP or AT Firepower values. Instead they have a 'macro-weapon' value (abbreviated to MW). For example, the Volcano Cannon that can mounted on a Warlord Titan has a Fire value of MW (2+).

You should roll to hit normally when firing a macro-weapon. These can affect any type of target, so the Volcano Cannon mentioned above would hit any type of target on a roll of 2+. However, only war engines receive a saving throw against hits from a macro-weapon (see the rules for war engines in the Special Rules section). Any other type of target that is hit does not get a saving throw. This change aside, roll to hit and allocate hits in the same way as you would for AP fire.

Needing To Roll 7+ To Hit

If to hit modifiers result in a required score of 7 or more to hit then it is still possible to score a hit, though very unlikely. As it is impossible to roll a 7 on a D6(!), you will first need to roll a 6, and then, for each dice rolling a 6, you will need to roll a further score as shown on the chart below. So, for example, to roll an 8 you must roll a 6 followed by a 5 or 6.

7	6 followed by 4, 5 or 6
8	6 followed by 5 or 6
9	6 followed by 6
10	May not be hit

Barrage Templates

Some weapons include the word 'barrage' in the Firepower section of their data sheet. These weapons cause huge explosions that cover a wide area, and are especially effective against units closely packed together. When you fire a blast weapon, you need to use the 6cm diameter Barrage template to determine who is hit.

Simply place the template anywhere you like on the table so that the whole template lies within range of the unit making the attack, and at least one unit from the target formation is under the template.

Any unit (friend or foe) underneath the template is attacked with the barraging weapon's AP or AT value, as appropriate. Hits caused by a barrage weapon must be allocated to units of the appropriate type that are under the template. If formations other than the main target formation suffer any casualties, then they receive one Blast marker for each unit lost.

Multiple Barrages

If an attacking formation includes more than one unit armed with a barrage weapon, then each Barrage template placed after the first must be laid down so that it is touching a template that has already been placed. Barrage templates may not be stacked on top of each other.

OVERWATCH

A formation that takes an overwatch action enters overwatch rather than moving, shooting or regrouping. We mark formations in overwatch using the special Epic Order dice, but you can use other methods if you prefer.

A formation that is in overwatch may choose to shoot immediately after an enemy formation completes its movement, and before it either shoots or attacks in close combat. The overwatching formation must shoot at the moving formation; it can't pick a different target. Resolve the shooting attacks using the normal rules. Once it has fired, the formation is no longer considered to be in overwatch.

Formations remain in overwatch until they either shoot, or undertake a new action in the following turn. Note that this means that a unit can go into overwatch on one turn, and not shoot until the following turn. Shooting in the following turn counts as your action for that turn, and will stop the formation taking an action later on. If the formation does not shoot in the following turn then it may take an action instead of shooting.

Note: If a formation has units more than 5cm from another unit in the formation (ie, it is not in a legal formation), then the formation may NOT take an overwatch action, as it HAS to move back into a legal formation if it can.

CROSSFIRE

Formations that take fire from two different directions are caught in a deadly crossfire, and will quickly be thrown into confusion by the flanking fire, suffering additional casualties as troops struggle to find cover from attacks coming from two different directions at once. To represent this, formations are allowed to use the following rules to claim a crossfire bonus when they shoot.

You can claim this bonus if you can draw a straight line from any of the units in the shooting formation, to any unit in another friendly formation, AND this line crosses a unit from the
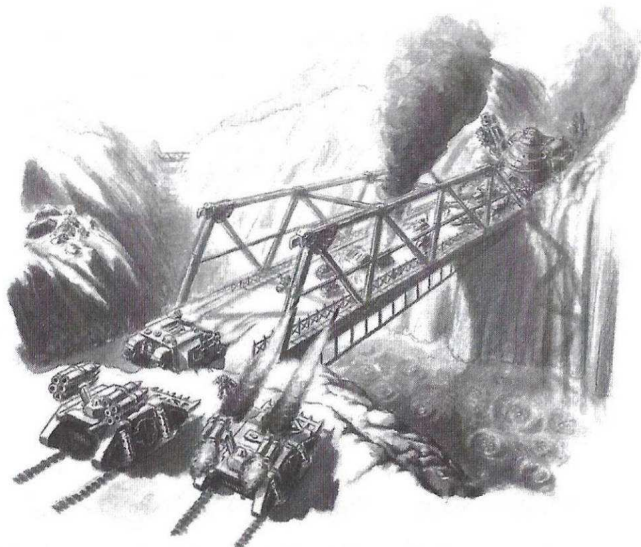
target formation or the gap between two units from the target formation. The friendly unit that the crossfire line is drawn to must both be in range and have a line of fire to a unit from the target formation. You may not use units that are in broken or marching formations to claim the crossfire bonus.

Crossfire Effects

Crossfire has the following effects:

- A formation that claims a crossfire bonus places two Blast markers instead of one Blast marker in step 1.9.4 of the shooting procedure.
- All units in the target formation suffer a -1 save modifier.

ASSAULTS

A formation taking a charge action can choose to assault the enemy. This happens after the formation has finished moving. Once the move is complete the formation will fight an assault against any and ALL enemy formations that have units within 15cm of a unit from the charging formation.

Charging the Enemy

Units from a charging formation are allowed to move into base contact with an enemy unit. This is called 'charging the enemy', and is the only time a unit may enter an enemy, zone of control. See the rules for zones of control above. Moving into base contact allows the unit to fight with its Close Combat value rather than its Firefight value, as described below. A maximum of two units may charge each defender. Remember that a charging unit that enters a zone of control must charge the nearest enemy whose zone of control has been entered. Also note that once a unit has been charged it loses its zone of control for the rest of the assault, allowing other units to move past it.

Reserve Moves

An assault represents a brutal short-range battle involving movement, shooting and close combat. Although the assaulting formation will have initiated the combat, any defending formations will have time to react to the enemy assault and make limited moves of their own. To represent this defending units belonging to a formation involved in an assault are allowed to make a special reserve move. Defending units with a speed of 20cm or more may make a reserve move of 10cm. Units with a speed of 15cm or less may make a reserve move of 5cm.

Reserve moves happen after the attacking formation has finished moving and any overwatch shots have been taken, but before the combat is resolved. All the normal movement rules apply, and defending formations must still be in a legal formation after the reserve moves have been made (ie, all units must be within 5cm of another unit from their formation). A unit can use a reserve move to move directly towards the closest enemy unit. It may move into base contact if close enough, and as long as the enemy is not already in contact with two defending units.

Assault Procedure

The following procedure is used to resolve an assault.

1) Both sides roll Kill dice.

2) Both sides allocate hits, make saving throws and remove casualties

3) Resolve combat

4) Apply result & place Blast markers.
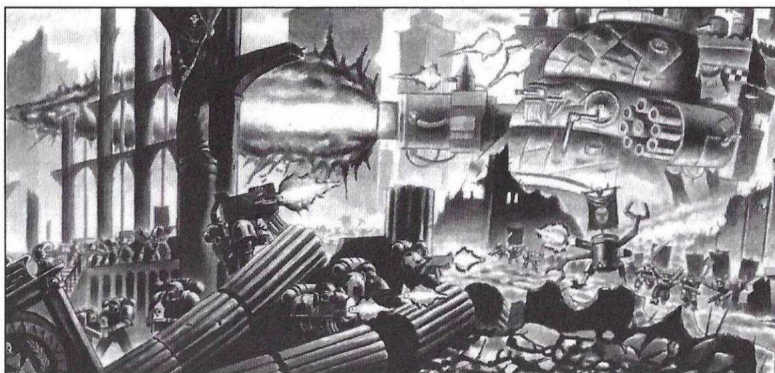
Roll Kill Dice

All units have two assault values: a Close Combat value and a Firefight value. Units that are in base-to-base contact with the enemy use the Close Combat value, while units that are within 15cm of the enemy but not in base contact use their Firefight value.

Roll a D6 for each unit involved in the combat. Compare the dice roll to the unit's Close Combat value if it's in contact with the enemy, or its Firefight value if it's within 15cm of the enemy but not in base contact. If the dice roll is equal to or greater than the relevant value, then a kill is scored on the enemy. No modifiers ever apply to these dice rolls.

Allocate Hits & Make Saving Throws

Each player allocates the hits inflicted on their formation as they choose against units that are within 15cm of the enemy. Hits must be allocated to units in base contact with the enemy first, and then to units that are the closest to the enemy. You may not allocate a second hit to a unit until one hit has been allocated to every potential target, or allocate a third hit until all targets have been allocated two hits, etc. Once all kills have been allocated, make saving throws as you would for shooting attacks.

Resolve Combat

After both players have removed casualties, the outcome of the combat must be decided. Each player rolls 2D6, and then adds any modifiers that apply from the chart below to the single D6 that rolled highest. Note that you don't add your dice rolls together, but use the single dice with the highest score.

Whoever has the higher score after any modifiers have been added wins the close combat. In the case of a tie, fight a second assault using any surviving units (ie, roll Kill dice, allocate hits, make saves and resolve the combat all over again with any survivors).

Assault Modifiers	
You have more units than the opposing formations	+1
None of your formations have any Blast markers	+1*
The opposing formations have more Blast markers	+1*
At least one opposing formation is broken	+2
You inflicted 1-2 more kills than the enemy inflicted	+1
You inflicted 3-4 more kills than the enemy inflicted	+2
You inflicted 5-8 more kills than the enemy inflicted	+3
You inflicted 9 or more kills than the enemy inflicted	+4

* Count broken enemy formations as having as many Blast markers as units.

Apply Result & Allocate Blast Markers

All formations on the losing side are broken, and all formations on the winning side receive a number of Blast markers equal to the number of units that were killed by the enemy.

As already noted, the loser of the combat is broken and must make an immediate withdrawal move. Broken formations must retreat as explained in the rules for broken formations later on. If

the loser was already broken then they are routed instead, and all units in the formation are removed from play as casualties.

Important Note: Kills inflicted in an assault do not count for placing Blast markers or for breaking the formation until AFTER the result of the combat has been worked out. If the winner of the combat was already broken at the start of the combat, they do not receive any additional Blast markers. Sometimes, this will mean that the winner of an assault will receive enough Blast markers to break them also (ie, they will end up with more than one per unit in the formation). In this case the winning formation is broken, but does not have to make a withdrawal move.

Special Results

If a player rolls a double on the dice when rolling to resolve an assault (before applying any modifiers), then there will be a special effect as described below. It is possible for both sides to get a special effect, possibly the same one! Note that the score of one of the dice is still used to resolve the result of the combat.

SPECIAL RESULTS TABLE	
Double	**Effect**
1	*Debacle:* Such gross ineptitude can only be the result of poor leadership at the highest levels. Reduce your side's Strategy rating by 1 for the rest of the battle.
2	*Keep Down:* Your men make the maximum use of cover as they attack. You may 'save' one unit that was killed in the combat and return it to play.
3	*Infiltrators:* Your men infiltrate the enemy position and cause widespread confusion. You receive a +1 assault modifier.
4	*Get 'Em Lads:* Your men hurl themselves at the foe with unbounded ferocity. You kill one extra enemy unit that is in base contact with your troops. Ignore the result if no unit is in base contact with your troops.
5	*Deadly Shooting:* Your men bring the enemy under a hail of deadly accurate fire. You kill one extra enemy unit that is within 15cm but NOT in base contact with your troops. Ignore the result if no unit is within 15cm but not in base contact with your troops.
6	*Sweeping Advance!* If you win the combat and destroy all of the units in the enemy formation(s) you have engaged, then you may make a sweeping advance. This is a special bonus move of 15cm. A sweeping advance may be used to initiate a new assault against any enemy formations within 15cm, including the opponent you have just defeated.

REGROUPING

Formations that take a move action are allowed to regroup after they have moved and shot. Roll a D6 when a formation regroups, and remove a number of Blast markers equal to the dice roll.
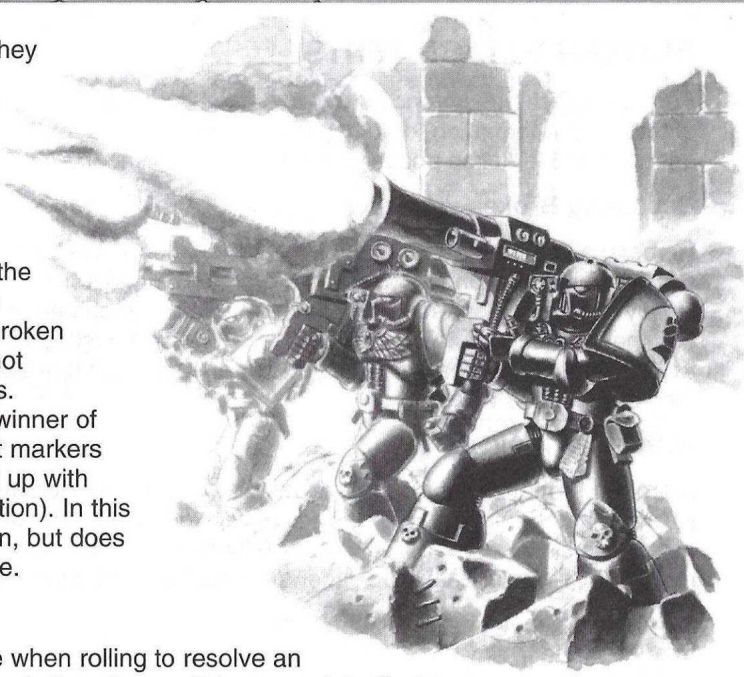
BROKEN DETACHMENTS

Formations are broken once they have received a number of Blast markers equal to the number of units in the formation, or if they lose an assault. Broken formations may not be selected to take an action in the Action phase. It is not allowed to shoot, and suffers a -2 modifier if it is assaulted.

Becoming Broken

Remove all of the Blast markers from a formation when it breaks, and mark it in some way to show that it is broken. You can mark a broken formation in any suitable manner; some players simply remember, others turn units in a broken detachment away from the enemy, or you can use the special Order dice produced by Games Workshop for Epic 40,000 and Battlefleet Gothic. At the end of the day as long as you remember which formations are broken and which are not, then any method will do.

Withdrawal Moves

A broken formation must make a withdrawal move immediately after the action that caused it to break has been resolved. If a formation is broken part way through an action that it is taking (ie, by the Blast marker received for failing an Initiative test, or as a result of Blast markers received from overwatch fire), then it makes a withdrawal move and loses the rest of its action.

A withdrawal move may be up to 20cm, regardless of a unit's actual speed. Withdrawal moves may be made in any direction, but if a unit ends a withdrawal move within 15cm of the enemy, it is destroyed (it is 'killed while trying to escape'!) Units may ignore enemy zones of control while making a withdrawal move.

Blast Markers and Broken Formations

Broken formations do not receive Blast markers. Instead, if any of the enemy units that just fired are within 15cm of a unit from the broken formation, then one extra unit from the broken formation is destroyed. Note that the broken formation only ever loses one extra unit, no matter how many enemy units may be nearby. The unit chosen must be the closest unit to the enemy formation that just fired. Although the unit which is removed from play as if it were destroyed, the unit is actually assumed to have either surrendered or escaped, so the broken formation does not receive yet another Blast marker for its loss (it has suffered quite enough already!).
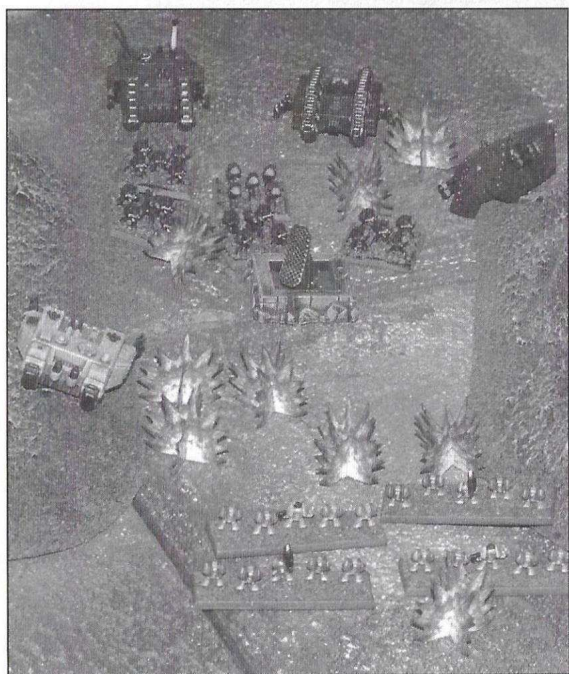
THE END PHASE

The End phase takes place, unsurprisingly, at the end of the turn, once both players have taken an action with each of their unbroken formations. In the End phase, both players first check the scenario victory conditions to see if either side has won, then they are allowed to remove one Blast marker from each formation in their army that has one, and finally they are allowed to rally broken formations.

Check Victory Conditions

Most games of Epic Armageddon are played using a scenario that will have a set of victory conditions that a player needs to achieve in order to win. See the special rules for scenarios in the Special Rules section for more details on how this works.

Remove Blast Markers

Each player is allowed to remove one Blast marker from each formation that has one or

more in the End phase. Note that this takes place before formations are rallied, and so you may not use this rule to remove a Blast marker from a formation that rallies in the End phase.

Rallying Broken Formations

A formation stops being broken if it manages to rally. Broken formations MUST attempt to rally in the End phase of the turn.

Take an Initiative test for the formation when it attempts to rally. Don't forget the -2 initiative modifier that applies to broken formations. If the test is failed, the formation remains broken and must make an immediate withdrawal move (see above). If the test is passed then the formation is no longer broken. Remove the Broken Formation marker from a formation that rallies and replace it with a number of Blast markers equal to half the units in the formation, rounding fractions up. Note that this means that a formation consisting of one unit won't be able to rally, because if it passes the Initiative test then it receives one Blast marker, which breaks it again!

YOU HAVE NOW READ ALL THE RULES YOU NEED TO KNOW IN ORDER TO PLAY THE BASIC TRAINING SCENARIOS BELOW!

A scenario is basically a set of notes, telling you all you need to know about the battle you are going to fight. It will tell you what forces are involved, what vehicles each player has, what each side's objectives are, and so on.

In order to play the scenarios that follow you will need a small amount of gaming terrain. You can use Warhammer or hills and trees if you don't have any in Epic scale, or just lay a cloth over some books to create rolling, hilly terrain. You will also need a number of other Epic scale units. We've included a separate file with a set of counters for the tactical stands and Land Raiders used in the scenarios, so you can try out the first two scenarios even if you don't have the correct models.

The details of the units used in the scenarios can be found on the reference charts below. Space Marine armies have a Strategy rating of 5.

SPACE MARINE UNITS

Name	Type	Speed	Armour	CC	FF	Weapons & Special
Assault Stand	INF	30cm	4+	3+	5+	No heavy weapons. May move over (not into) dangerous or impassable terrain
Devastator Stand	INF	10cm	4+	5+	3+	2 x heavy weapon
Tactical Stand	INF	15cm	4+	4+	4+	1 x heavy weapon
Land Raider	AV	25cm	4+	6+	5+	2 x twin lascannon, 1 x heavy bolter. Transport (2). Ignore -1 save modifier if caught in crossfire

SPACE MARINE WEAPONS

Name	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	None
Heavy weapon	45cm	AP5+/AT6+	None
Twin lascannon	45cm	AT4+	None

BASIC TRAINING

Even Space Marines need to practise their tactics and strategy. The Basic Training scenario is based on one of these exercises and pits Space Marines from the same Chapter against each other in a simple training exercise. The object is to take and hold an objective.

Force Alpha: Two formations, each with six Space Marine tactical stands.

Force Beta: Two formations, each with six Space Marine tactical stands.

Gaming Area: Set up a playing area approximately 90cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an 'Objective counter' in the very centre of the battlefield (a coin will do just fine).

Deployment: If one player sets up the scenery, then his opponent can choose which table edge to deploy on. If you set up the scenery together then dice to see who gets the choice of edge. The other player sets up on the opposite table edge. You must deploy all of your units within 15cm of your table edge.

Victory Conditions: You capture the objective if you have a unit within 15cm of it in the end phase and your opponent does not. To win the game you must capture the objective and hold it for one full game turn.

ARMOURED TRAINING

The most famous armoured fighting vehicle in the Imperium is the deadly Space Marine Land Raider. This scenario is based on the training exercises used to teach all Space Marines the skill needed to crew a Land Raider.

Force Alpha: Two formations, each with three Space Marine Land Raiders.
Force Beta: Two formations, each with three Space Marine Land Raiders.
Gaming Area: As Basic Training
Deployment: As Basic Training.
Victory Conditions: As Basic Training.

ADVANCED TRAINING

Space Marine armies include a number of specialised formations. This scenario shows how the presence of these formations affect the tactics used in the Basic Training scenario.

Force Alpha: As Basic Training, plus one formation of four Space Marine Assault stands.
Force Beta: As Basic Training, plus one formation of four Space Marine Devastator stands.
Gaming Area: As Basic Training.
Deployment: As Basic Training.
Victory Conditions: As Basic Training.

COMBINED ARMS TRAINING

This scenario teaches the vital skills needed to combine infantry and vehicle formations into a single force.

Force Alpha: As Basic Training, plus one formation of four Space Marine Assault stands, and one formation of three Space Marine Land Raiders.
Force Beta: As Basic Training, plus one formation of four Space Marine Devastator stands, and one formation of three Space Marine Land Raiders.
Gaming Area: As Basic Training.
Deployment: As Basic Training.
Victory Conditions: As Basic Training.

*Now that you've played Epic Armageddon, we need your feedback! Please contact us at **fanatic@games-workshop.co.uk** and let us know what you thought of the rules.*

While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

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TAU PART II

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

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

THE KROOT

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

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

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

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

KROOT FORCES

Kroot Carnivore Squads

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

Shapers

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

Stalkers

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

Vultures

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

Kroot Hounds

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

Krootox

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

KROOT SPECIAL RULES

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

	Speed	Range	Firepower	Assault	Armour	Special
Kroot	10 cm	30 cm	1	2	3+	
Shaper			As Kroot			+ Hero
Master Shaper			As Kroot			+ Commander, Hero
Stalker			As Kroot			+ Infiltrate
Vulture			As Kroot			+ Jump Packs
Kroot Hounds	20 cm	n/a	0	3	3+	Cavalry
Krootox	10 cm	45 cm	2	3	4+	

KROOT KINDRED

Command

You must choose a Commander.

0-1 Master Shaper . . . . **50 points**
Consists of 1 Master Shaper unit (Supreme Commander)

Main Force

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

Kroot Carnivore Squad . . . . **7 points per unit**
Consists of 1 to 4 Kroot units

Extra cost to:
 Upgrade 1 unit to include Shaper (Hero) . . . . . . +5 pts

Kroot Hounds Pack . . . . **6 points per unit**
Consists of 1 to 2 Kroot Hound units

> *Chain of Command:*
> *Master Shaper> Stalker> Carnivore Squad > any other unit*

Support

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

Stalkers . . . . **12 points per unit**
Consists of 1 Stalker unit

Extra cost to:
 Upgrade unit to include Shaper (Hero) . . . . . . +5 pts

Vultures . . . . **12 points per unit**
Consists of 1 Vulture unit

Extra cost to:
 Upgrade unit to include Shaper (Hero) . . . . . . +5 pts

Krootox . . . . **13 points**
Consists of 1 Krootox

TAU AIR CADRE

Command

You must choose a Commander.

1 Detachment HQ (see notes) . . **+25 points**

Main Force

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

Barracuda . . . . **35 points per unit**
Tiger Shark . . . . **50 points per unit**

Notes: Any unit that is part of the detachment can be designated as the detachment HQ. If the original HQ is eliminated, the next unit below on the chain of command becomes the new HQ.

> *Chain of Command:*
> *HQ > any other unit*

FANATIC CONTACTS PAGE

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99060305004	Basilisks (2)
99060305009L	Griffon
99060305011L	Manticore
99060305014L	Marauder Bomber
99060305015	Thunderbolt Fighter

Back catalogue

76078/26	Rapier
76078/25	Tarantula
845	Storm Blade super heavy tank

TITAN LEGIONS
Current Range

Feck001	Warmonger Titan
	Imperator Titan
60110307001L	Warlord Titan

Back Catalogue

76015A	Warhound Titan
76015	Reaver Titan
00490	Warlord Titan
76015/7	Vulcan mega bolter
76015/6	Plasma blast gun
76015/5	Inferno gun
76015/4	Turbo laser destroyer
76027/39	Power saw
76027/25	Warp missile
76027/26	Power ram
76027/43	Harpoon missile
7602722/33	Carapace landing pad
76027/34	Fire control platform
76027/28	Fire control tower
76027/38	Trident
76027/35	Barrage missile launcher
76027/31	Corvus assault pod
76027/30	Wrecker
76027/36	Carapace multi lasers
76027/32	Deathstrike cannon head
76027/37	Rubble claw
76027/27	Devotional bell
76027/23-24	Banner Poles
76027/6/15/8/3/17/5	Titan heads (6 variants)
76027/14/12	Weapon heads (2 variants)
76027/19	Corvus assault head
76027/13	Custodian head
76027/11/1	Command heads (2 variants)
76027/2/18	Close combat heads (2 variants)
76011	Knight Paladin
76010	Knight Lancer

ELDAR
Current Range

Eldar War Host plastic sprue

99060304001L	Falcon Grav Tanks (3)
99060304002L	Wave Serpents (2)
99060304006L	War Walker
99060304008L	Vyper
9906030400pL	Heavy Weapons Platform
99060304007L	Dreadnought
99060304012L	Night Spinner
99060304013L	Fire Prism
99060304011	Scorpion
99060304010L	Cobra super heavy tank
99060304014L	Vampire Raider
99060304015L	Phoenix Bomber
99060304016L	Nightwing Interceptor
99060304004L	Revenant Titan
60110304003	Phantom Titan
9947030400508	Avatar
990603040509	Farseer Falcon
990603040510	Farseer Vyper

Back Catalogue

76404b	Phantom Titan
76404A	Warlock Titan
00491	Revenant Scout Titan
76470/8&5	Bright Stallion Knight
76470/3&9	Towering Destroyer Knight

ORKS
Current Range

Ork Mob plastic sprue
Ork Battlewagons plastic sprues

99060303003&12	Battle Fortress
99470303301001-4	Dreadnought
99060303013	Flak wagon (3)
99060303009	Speedstas (2)
99060303006	Scorchers (3)
99060303008	Pulsa Rokkits (5)

99060303005	War Trak
99060303014	Weirdboy Tower (2)
99060303011	Squiggoths (2)
99060303001	War Buggies (4)
99060303002L	Big Gunz
60110303004L	Gargant
60110303003L	Great Gargant
	NEW Mega Gargant
99060303007	Fighta Bommerz (3)

Back catalogue

00827	Great Gargant
00497	Slasher Gargant
00495	Mekboy Gargant

CHAOS
Current Range
Chaos plastic sprue

76501/3	Beast of Nurgle
76501/6	Bloodletter
76501/12	Daemonette
76501/6	Daemon Fiend
76501/6	Daemon Flamer
76501/6	Flesh Hound
76501/6	Daemon Horror
76501/2	Plague Bearer
99060302002	Chaos Predator
99060302001	Chaos Rhino
99060302003	Chaos Land Raider

Back Catalogue

76501/5&17	Blood Thirster
76501/11&15	Keeper of Secrets
76501/1&2	Great Unclean One
76501/8&14	Lord of Change
76501/4	Nurglings
76501/21	Angron
76501/20	Mortarion
76501/18	Magnus the Red
76501/19	Fulgrim
76543	Deathdealer
76545	Doom Blaster
76541	Tower of Skulls
76542	Cauldron of Blood
76546	Blood Reaper
76544	Brass Scorpion
76526/10	Cannon of Khorne
76549	Contagion of Nurgle
76532	Silver Tower of Tzeentch
76533/1	Doom Wing
76564	Slaanesh Hell Knight
76565	Slaanesh Hell Strider
76562	Slaanesh Hell Scourge
76560	Slaanesh Questor
76561	Slaanesh Subjugator
76514	Khorne Lord of Battle
76548	Plague Tower of Nurgle
76531	Tzeentch Fire Lord
76027/45/41/40/42	Titan Tails (4 variants)
76027/29	Energy Whip
76027/9	Slaanesh Head
76027/21	Khorne Skull Head
76027/7	Khorne Hound head
76027/16	Nurgle Head
76027/10	Tzeentch Head
76027/20	Horned Helm Head

TYRANIDS
Current Range
Tyranid Swarm plastic sprue

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99060306013L	Haruspex (3)
99060306012L	Malefactor (3)
99060306011L	Trygon (3)
99060306005L	Harridan
99060306010L	Dactylis (3)
99470306009L	Exocrines (3)
99060306006L	Biovores (5)
99060306008L	Carnifex
99060306007L	Zoanthropes (5)
99060306001L	Dominatrix
00488	Hierophant Bio-Titan
00489	Hierodule Bio-Titan

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Current Range

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