



EPIC 40,000 HAS WELL AND TRULY ARRIVED. THIS MONTH SEES THE RELEASE OF THE BOXED GAME AND A LARGE SELECTION OF NEW METAL AND PLASTIC MODELS SO YOU CAN START YOUR EPIC ARMIES. INSIDE THE BOX YOU'LL FIND EVERYTHING YOU NEED TO START PLAYING STRAIGHT AWAY INCLUDING FULL GAME RULES, SCENARIOS, ARMY LISTS AND TWO RIVAL ARMIES OF PLASTIC CITADEL MINIATURES. THERE'S A WHOLE BATTLE COMPANY OF SPACE MARINES AND THREE TIMES AS MANY ORKS TO GET YOU GOING!

What's inside

After the satisfying feeling of tearing away that shrink-wrap and pulling the lid off, you can start poking around inside. The first thing you see is loads of plastic sprues full of new tanks and infantry. A selection of what you get is shown below, but if you turn the page you'll see the whole lot. Then you notice the small (but perfectly formed) rulebooks, a simple but strangely satisfying idea from Andy Chambers (oer – Ed). You get a Rulebook, an Armies Book and a Battles Book, a heap of dice, range rulers, army roster pad, playsheets and card components such as blast markers, barrage templates and even two fully illustrated airstrips!

The Game

This completely new game system has been developed by Andy Chambers and Jervis Johnson over the course of several months, and they've come up with a real cracker. Surprisingly, all the rules are contained within a single 48 page book, and remember these books are small!

The aim all along was to for Epic 40,000 to have close links with Warhammer 40,000, after all the two games are set in the same universe! This plan has come off brilliantly as Epic 40,000 allows you to fight what feels like a mass of Warhammer 40,000 battles all on the same tabletop. The fast and furious gameplay creates loads of action all over the battlefield every turn with lots of shooting, firefights, and vicious close combats to resolve.

The army lists allow you to custom-build your own fighting force from a wide choice of armies: The Forces of the Imperium (Space Marines, Imperial Guard and Titan Legions), Orks, Tyranids, Eldar and Chaos.

You can even re-create your existing Warhammer 40,000 army as part of your Epic 40,000 force.

The Miniatures

Much of the great feel to the new game comes from the exciting new miniatures. In fact, our first experimental battle scene photos had some of the veteran gamers we showed convinced they were looking at Warhammer 40,000 tanks!

Inside the box there are three books that provide the rules, army lists and a hobby guide to Epic battles in the war-torn galaxy of the 41st Millennium.

- The **Rulebook** shows you how to move and fight with armies on the tabletop.
- The **Armies Book** details all the races in the Epic 40,000 universe and explains how to collect and organise an army.
- The **Battles Book** helps you get the most from the Epic 40,000 hobby including scenarios to play, a detailed colour section on collecting and painting your army, and making your own tabletop battlefields and scenery.

The new models are extremely exciting, with the Citadel designers creating lots of very collectable stuff. For example, the great thing about the way the many of the new tanks have been designed is that you get the option to mix and match different hull types with different tracks and turrets, allowing you to create your own combinations. Many have been detailed with a mind-blasting selection of battlefield paraphernalia such as camo-netting, storm bolters, tank commanders, equipment packs, extra armour, searchlights and too many others to list.

The Battlefield

Epic battles are fought across a vast galaxy, so we wanted the Epic 40,000 battlefields to provide plenty of ideas to represent this diversity. To start you off, Epic 40,000 contains brilliant plastic buildings designed by Owen Branham. These allow you to recreate a blasted cityscape on your tabletop. Not only this, but every set of infantry bases includes a spare bit of ruined wall you can use to model up these buildings further. Owen's buildings come as individual wall sections of different shapes and sizes that can be assembled in many different ways. The Battles Book also contains a host of ideas for your battlefields like forge worlds, ash wastes, desert worlds, primordial jungles and many others.

FORCES OF THE IMPERIUM

In Epic 40,000, the forces of the Imperium are considered to be a single large army. This means that Imperial Commanders can include detachments of Space Marines, Imperial Guard and Titans in the same force.

IMPERIAL GUARD

The mainstay of Imperial Guard detachments are their superb tanks and artillery. The Baneblade super heavy tank is the most ferocious of these, their heavy firepower and thick armour making them mobile bastions which reinforce the Guard lines or break through the enemies'. Leman Russ battle tanks also tote lots of guns, enabling them to form detachments which will shatter opponents with their massed battle cannons. Hellhound firethrowers support the tanks against assaults, their only real nemesis, while Basilisk artillery pieces pour long range fire into the foe, shattering their attacks and destroying their reserves before they can even enter the fray.

SPACE MARINES – Blood Angels

Space Marines are the elite forces of the Emperor's armies. Their infantry are unsurpassed as deadly attackers or stalwart defenders. Assault squads use jump packs to rapidly close in to close quarters with the foe, backed up by the heavy guns of Vindicator tanks. Space Marine Captains often lead detachments of the Emperor's finest into the fray, where their heroism can tip the scales in favour of the Space Marines even against outrageous odds.

Ultramarines

Space Marine Terminators are blessed with the revered tactical dreadnought armour of ages past. They can survive attacks which would obliterate even Space Marines and are often mounted in Land Raiders to form a combined group of virtually unstoppable warriors and war machines. The Whirlwind is variant of the Space Marine's standard transport vehicle, the Rhino. The Whirlwind carries missiles instead of Space Marines, which it uses to barrage the foe with fire wherever they might hide.

Imperial Fists

Space Marines have two highly specialised machines to ensure they dominate the battlefield. The first is the huge Thunderhawk Gunship, an awesome flier which combines deadly firepower with the transport capacity to drop thirty fully equipped Space Marines onto the most vital objectives. The Land Raider is a heavy battle tank which mounts quad lascannon capable of blasting enemy tanks and war engines into oblivion. Space Marine Devastator troops trade off flexibility for extra firepower to cover their brethren's advance, whilst the task of Space Marine Librarians is to destroy particularly dangerous foes with their lethal psychic powers.

ORKS

Orks live for war. If they aren't fighting then they're not really happy. So much so that they spend most of their time fighting between themselves. However, occasionally an Ork Warlord will rise above this squabbling and weld together a vast army to rampage across the galaxy. This unstoppable war-frenzy of mass destruction is known as a Waaagh!

ORKS – Goffs

Orks use massed hordes of Boyz, Battlewagons and other machines to pound the foe into oblivion. The Imperium may have quality in their favour, but the Orks most certainly have quantity and specialise in swamping the foe in crushing assaults or longer ranged firefights.

Snakebites

Ork Boarboyz are tough cavalry mounted on bad tempered, vicious boars. Their speed makes them highly dangerous as they come hurtling into combat with little warning. Boarboyz are easily capable of breaking through the enemies lines and causing untold damage to an unprepared foe.

Evil Sunz

Buggies and Bikeboyz are the most mobile elements of an Ork horde and are employed to sweep around the enemies' flanks and exploit gaps in the battle lines. Though lightly armed and armoured, Bikes and Buggies can encircle the victims of the Ork's assaults, cutting off their retreat and totally wiping them out. Big Gunz balance the fast units by pounding the enemy with long range fire.

Blood Axes

Ork infantry is extremely diverse. Blood Axe Kommandos, for example, are infiltrators who move ahead of the main horde to cut off roads and bridges, secure objectives and ambush the enemy.

Bad Moons

Ork Nobz are heavily armoured and equipped Ork infantry which are always in the vanguard of a warband. Like Terminators, the Nobz armour and force fields enable them to survive punishing fire before they rip into the foe. Each Ork warband is led by a Warboss, who is usually equipped like his stalwart Nobz, though some Warbosses ride into battle on their own kustomised war machines.

Deathskulls

Ork Shooty Boyz carry longer ranged gunz than ordinary Boyz, allowing Ork warbands to outshoot almost any Imperial detachment which gets in their way. Ork Battlewagons are dangerous machines in assaults because of their assorted claws, rollers, spikes and other modifications, so the Boyz often hitch a ride into battle on the back of them!

THE TITAN LEGIONS

War engines, like the aptly named Warlord Titan, are undisputed rulers of the Epic 40,000 battlefield. Their monstrous firepower and super heavy weapons are able to shatter enemy forces at a distance and then flatten them at close quarters. Their shields and multiple hits mean they are also capable of shrugging off the mass of enemy shooting they attract, making them ideal spearheads for attacks by tanks and troops.

Every race has its own war engines of different types and sizes, but the Imperium has by far the widest selection in the form of the Titan Legions. There are many Titan Legions which have served the Imperium since its very inception. Titans often display bright heraldic colours to terrorise their enemies and declare their illustrious heritage. However, they are also sometimes camouflaged, as in the example here from Legio Ignatum's battle in the Octarius campaign.

ELDAR

Eldar use mobility and firepower to offset their lack of numbers. Their excellent selection of grav tanks and skimmers means their armies fight with agility unthinkable for other races. The Falcon grav tank is a classic example of Eldar technology, combining high speed, firepower and reasonable armour together with troop carrying capacity, so that it can deposit squads of deadly Eldar Aspect Warriors anywhere on the battlefield. The Aspect Warriors themselves are ferocious opponents, every bit as skilled as Space Marines and far quicker. In battle the Eldar are masters at shifting their troops about the field, concentrating their forces against just part of the enemy, overwhelming them while the rest of the enemy force clutches vainly after them.

TYRANIDS

The Tyranids make terrifying foes. While the Tyranids can do battle at a range with various bio-engineered weapons their true advantages lie in bringing their lethal infantry, such as Genestealers and Hormagaunts, into close quarters. Their speed and strength are dangerous enough, but the unshakeable power of the Hive Mind means they can pour forward through a hail of enemy fire and come to grips with their shocked opponents before they have a chance to escape. The power of the Hive Mind is channelled through synapse creatures like Tyranid Warriors and the awesome Dominatrix. While these creatures are present to urge their broods onwards the Tyranids are literally unstoppable.

The great range of Epic models has been made by a small team of Citadel designers, namely Tim Adcock, Norman Swales and Dave Andrews. When we went to look, Norman was putting the finishing touches to the Ork tanks, making hundreds of tiny rivets to give each of them a really Orky feel. Dave, on the other hand, was dealing with the largest of the Epic models: Titans and Gargants. He's already done the Warlord Titan and Great Gargant featured in this issue, but there are plenty more for him to make. They both looked too busy to talk, but we did manage to bushwhack Tim as he relaxed with a cup of tea, and we dragged him back to the White Dwarf bunker to be interviewed.

It's Tim's first big project since he joined the Citadel team, so we thought we'd ask him a little bit about himself before we got onto the real stuff about his tanks.

Tim: I was brought up with tanks, watching my old man making models of them, getting dragged along to Bovington Tank Museum every year, I was surrounded by them. A Panzer IV was my first model, made when I was ooooo, about seven. My teenage years were spent building 1/35th models, and in the end I actually went to model making college: three years of drinking beer and making models! I thoroughly enjoyed myself. That was where I really got into Games Workshop stuff, though my older brother had been into it before me so I already knew a bit. Most of the things we made at college were architectural, but there were a few guys who were into special effects and stuff which was fun.

At college I ended up fighting lots of Warhammer battles with my Dwarf army. After college I worked as a model maker for six years, building props for beer adverts, architectural models, all sorts of stuff. The Dwarfs were forgotten for a bit, and then brought out again some months later. The last time I fought with them I got absolutely trashed by the Undead. I was creamed, well and truly! Obviously they didn't have enough tanks...

I came to work for Games Workshop by applying for a job in Mail Order, but I brought some models and photos too and ended up in the mould room, making the moulds for everyone else's miniatures (unsung heroes!). I worked there during the day, but my spare time was spent making the Warhammer 40,000 Thunderhawk Gunship for the 1995 Games Day Ultramarines display. That took lots of time, 3 or 4 hours a night every night. Weekends too. But I learned a lot, and I've been able to apply all that to the new tanks. The biggest thing I learned was how to make things that can be cast, rather than the limited run or one-off models I'd been doing before.

Now I think about it, I've actually got one of the Thunderhawks at home. I suppose I ought to paint it up. One day...

It was the Thunderhawk that got me noticed, and with the new Epic 40,000 on the way I was given the opportunity to have a go. I supposed they liked what I did!

I've always loved tanks and the intricacy and detail which everyone wanted to see in the new models was exactly what I wanted to do. Rather than being like playing pieces, we wanted to make them as individual as a tank can be, which is (surprisingly) quite a lot. Extra stowage, baggage, track links, crew, turret bustles, boxes, ammo crates, fridge-freezer, bicycle... the list is endless. This makes it much more fun for me to make the originals, and hopefully for you to build up your armies too. With so many of the pieces being interchangeable, you could make quite a sizeable army without ever having to duplicate a single model! This makes it look much more exciting. Paul Robins, our factory manager and another treadhead, reckoned that with all the different hatches, turrets, tracks and hulls, there were several thousand different combinations you could make before you'd have to duplicate one. And that's without any conversion work on your part at all! This gives you the choice to make a regimented army if you want, by collecting clean, "factory finish" tanks fresh from the production line, or a rag-tag bunch of battle-hardened veterans with all manner of battlefield modifications, extra weapons, armour and equipment all over them. The choice is yours. My army is a straight off the battle-barges army, with only a couple of variants. Nearly everything is clean and smart. On the other hand, I know that Gary Morley's army is a veteran Imperial army and no two tanks are the same.

I've just about finished all of the Space Marine variants, and the last of those is going off to be cast up today. Next are the Eldar. These are going to be a bit more of a challenge, but that's an interesting opportunity rather than a problem. Perhaps I'll see if I can pick Jes' brains again on this one. I think that if they come out as well as the new Falcons and Wave Serpents did then that'll be great.