

Incoming!
Issue 15 2/12/03

Who says the grim future is only war?



Editorial

Merry Christmas to all!!!

Hi,

It's that time of year again and everyone hopefully, is enjoying the festive season!!

So heres another Incoming issue released, so lets not delay.....

There are several points I would like to address as it's the end of the year (nearly!), and also a response to the feedback regarding the poll that was done regarding the way Incoming is put together and its content. So here goes.....

Firstly I would like to thank everyone for the support I have received for Incoming and the positive feedback and new ideas/suggestions as to how Incoming can go forward. I for one really appreciate this considering this is my first attempt at compiling together an ezine for the epic community. So I just wanted to say thank you.

The next point was actually to address the poll itself.

At the time of writing this editorial there has been 19 votes in total, and the survey poll is still open so you can still vote on what you would like to see or even submit comments/ideas that you might have, so please feel free to say something.

Anyway, the results at this time are as follows:

New rules	1 vote
Painting/modeling guides	7 votes
Fiction	0 votes
Battle reports	5 votes
Interviews	1 vote
Galleries like 'eavy metal'	5 votes

In previous issues, articles did revolve around new rules and fiction, but I am hoping to change that to make not only Incoming much better but also to give you all a chance to be involved to determine how Incoming should turn out in the future.

I have some ideas of my own regarding what I would like to present as articles myself but I can only do so much and unfortunately life doesn't always allow you to do only the things you enjoy. So I am writing down ideas so I don't forget and will tackle them when I have finished stuff that I am doing at the moment. I would like to see more articles sent in based on the list above so that the ezine doesn't become reliant on just a few people so please send stuff in. I know its not easy I have the same problem myself but it would be nice to have your stuff in Incoming to share with others.

One of my ideas that helped fill in a gap temporarily was to start the EpicA errata, which was basically summaries of games played, and opinions on what had happened. I was hoping to see more battle reports or more comments on games played but nothing more was sent in and the idea was a complete flop. Does anyone get to play games nowadays?

If so, I would like to hear about it. Any comments/articles etc, etc, please send to incoming@netepic.org and thanks again.

Next point on my list is to mention that the voting of the painting competition finals is in its last stages so don't forget to vote for your favourite entries. Best of luck to everyone in the competition!!

Something that caught my eye was the latest Forgeworld newsletter, it seems the guys there have been busy and have dropped hints regarding releases of the Tau Skyray and Orca, a thunderbolt and a promise of special troops and characters. There is a release date for Thunderbolt but no news as yet for the rest.

This issue of Incoming looks at Paul's guide to painting the new FW harridan that he reviewed last issue, more of Kroozza's amazing creations, , and the next instalment of Toms fiction on the Heresy. Last but not least part 2 of my Tau force that I have been putting together. We also have the introduction of our very own Incoming 'eavy Metal Showcase' which will display pictures submitted from the epic community, I will be doing a theme within each issue and taking pictures either submitted to the gallery or any that are submitted directly to me.

So that's my ramble for this issue, and remember Incoming is a result of the community supporting the epic hobby so we really do have an influence in how well Incoming does in the future, so please send stuff in.

Special thanks go to Tom, the fifth horseman for Kroot Rules, Paul, Kroozza and everyone whose pictures I have used for our own showcase in this edition of incoming.

Enjoy.
Doug

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Incoming's Very Own 'eavy Metal Showcase'

Heresy – Part 3

Chapter One: Portents of Dread

Magnus hurried down the corridor, the telepathic call from Konrad was panicked and had dripped with fear. The halls were empty, a quick mind scan showed no hostiles in the building. Magnus was unarmed, but knew no fear, his weapon was his mind and he had no need for the toys of lesser men. He was closing in on Konrad's quarters now; he could almost smell the psychic emanations of Konrad's terror. With a word he opened up the doors to Konrad's chamber and sprinted through. Seeing the room empty he mind scanned the room, though it was hardly needed Konrad's mind was like a beacon broadcasting over the palace.

“Konrad?” Calling out Magnus burst into the bathroom, Konrad was seated in the corner, bolt pistol outstretched, his face plain, concentrating on the door, as if he had never seen it before. Shivers ran down Magnus's spine, he had never seen Konrad afraid before, ever. With a thought he raised an impenetrable bubble of psychic energy around the two of them.

“Konrad, speak to me, what is it? What have you seen?” Silence filled the room. “Konrad! Talk to me! What is going on here?”. Magnus kept sending out mind scans desperate to find a tangible enemy, something that he could defeat and end the horror. Slowly Konrad turned his head and looked into Magnus's eyes.

A hoarse mutter slowly slipped from his tight lips, “I am leaving tonight.” Magnus gasped in surprise as Konrad struggled to stand, his hands shaking he clenched the bolt pistol tightly as if it were a talisman that would ward off his impending doom.

“Why? Why are you leaving, father will be furious, he will surely forbid it. The great gathering is tomorrow night. You will need to receive your orders for the next stage in the crusade.”

“Because if I don't, my brothers will all die, a storm is coming and I have seen all of us locked in battle. My own father will kill me -” Magnus seized Konrad's arm sick to the stomach.

“No! He loves you, you are his son. Go back to bed, it must be a - ”

“Don't you see Magnus? I STARTED THE WAR! That is why he must kill me, you know he doesn't approve of my military policies, I ignored him. He has to prove a point or else Angron, Russ, Lorgar all those who agree with me will start to slip. He is going to prove a point with my death, I don't know how but I do know that directly or indirectly he will kill me. I have never been wrong with my premonitions.” Magnus saw the insane gleam in Konrad's eye.

“Konrad... don't do this... premonitions have a habit of only coming true because they are expected too. How do you know that this so called war isn't started by you defying father and fleeing him? You will only make things worse, I disagree with your methods and so does father, but they are effective and you are a good man. Whatever happens, he isn't going to kill you, that is crazy talk. He loves you, he loves us all. Please, if you run, he will only send us out to bring you back; perhaps that is what you saw? You were running off and Father chasing you to bring you back, remember a premonition is a warped and twisted interpretation of the future; it isn't black and white even if it is true. Stay here, see out the night and come to the conference tomorrow” Magnus swiftly put up a hand to silence Konrad's protests “it will be ok, I won't let anything happen to you.”

Shaking his head Konrad, stood up, his eyes blood red and bitter. “I will stay, but I know what I saw, a storm is coming and all our lives are in danger”

“Ah Konrad, your sense of melodrama knows no limits, you probably just predicted Russ and Johnson brawling again.” Winking Magnus offered his hand. Konrad looked at the hand and then ignoring it leapt onto his feet.

“I hope for all our sakes you are right, it still doesn’t explain the part where father shot me though. Promise me you won’t tell anyone of our conversation?”

“I promise brother, I will protect you, like I would protect any of my brothers.” Smiling Magnus embraced his brother then backed off. “Time for me to sleep, tomorrow promises to be quite a day... I wonder what our new assignments will be.”

As Magnus left the room, a silence filled the chambers, unnatural it permeated every pore in Konrads body, it took him a long time to get to sleep, and when he finally did, his dreams were of blood, slaughter and fear.

Chapter Two: The Primarchs Emerge

The sky outside the palace was grey as usual, sunlight very rarely managed to penetrate the smog that permeated the gritty texture of Earths polluted atmosphere. Five world wars and constant abuse of the ecosphere had cost the population dear; now nature had given up and just left the humans to it. Trees and plants grew like sickly parodies of the once lush vegetation that had covered the planet in previous millennia, the rain forests that had once been home to millions of species now were overlaid with tarmac and space craft ferried billions all across the planet and to destinations through out the Imperium. Huge cities known as Hives dominated the palaces skyline, filled with the infestation of humanity, the rich living at the top above the dank decay of the turgid haze, the poor hastening to work through the covered walk ways breathing the artificial air and watching the window cleaners at work. Every now and then rain would erupt and the window cleaners would offer up a prayer to the divine might of the Imperium and its figure head the Emperor to protect them from the acid rain that burned flesh and bone alike. Their fragile alkaline umbrellas covering them whilst they ran for shelter to the surrounding buildings. All these people knew that whilst their individual lives were a form of mortal hell, great works were a foot and that within the palaces walls their champions, the Primarchs were slowly conquering the galaxy and providing an avenue of escape from this planet that once was home, and now was a prison for those who either could not afford to live elsewhere, or were eager to find a career in civil service for the largest administration in mankind’s history.

Lorgar awoke, his mind full of the gatherings glory, moving to the window he glanced across the sea of pollution to the glittering peaks which emerged from it. Each peak was full of the leading members of mankind, rich lords, fat merchants, generals, heroes of the Imperium. Today they would discuss the glories of the crusade, the planets they had conquered, the citadels they had erected and the statues they had dedicated to his father, the great and noble Emperor. He only wished that he could savour this moment for longer, the Imperium was on the verge of the greatest victory of its history, the Galaxy would soon be encompassed by the largest empire since time began, alien races had been scattered, demons had been vanquished and there was nothing that could stop the forces of humanity. Dwelling on that thought for a moment, Lorgar twiddled with a lapel on his dress uniform.

‘Why was it that nobody could defeat the masses of humanity? Was it the size of it’s armies? Was it the strength in arms of the genetically altered super humans that filled the space marine legions? Was it the dedication of the masses to the Emperor and there leaders?’

Musing for a moment at the thought, rushing through his head and sparking a euphoric smile, it was the very concept, the whispering dream that floats through the heads of every member, the link that bound them together as brothers.

It was the unity that was the Imperium, the Imperium represents so much more than the geo political structure that it was claimed to be, it WAS humanity. Feverishly jotting down that thought he transmitted it to his flagship, there really ought to be plaques set up with that philosophy throughout his legion, the Word Bearers realm. The Emperor would be pleased at the dedication he had wrought and the commitment of his subjects, perhaps even enough to allow him to commit the other Primarchs to a sermon? They could certainly do with the knowledge he could impart, after all most of them were just barbarians, capable of conquering planets with brute force or guile but without the understanding of the big picture. What is the purpose after all of enslaving billions if you cannot fill their hearts with love? Leave their hearts empty and the poison of heresy will take root. You must fill every crevice with the light of the Imperium's love or the shadows will begin to form and take over.

Angron had already been awake for the last three hours, running through drills with his power sword then moving onto unarmed combat and flexibility, testing his muscles to the maximum. By the time his morning ritual was over he was sweating but refreshed, a quick shower was all he needed as he hastily got dressed. He was addicted to the potential that his body and mind offered him, not in the sense of Fulgrim who squandered and wasted his abilities in the excesses of his notorious parties but in the sense of a dedicated athlete. Every moment not spent training or in battle was a chore to him, he only begrudged that he was forced to sleep four hours a night to refresh his super human body. The Imperium might have forced itself upon a million worlds and soon they would run out of worthy opponents, there would never be a lack of enemies – that wasn't what he was trying to infer, just a lack of a challenge after all with the massive might that was the Imperium, what problems could the odd rebellious world create? In the meantime there was still training. This gathering however which pulled him off the front lines still burned though, he couldn't help but to compare it to when the Emperor had teleported him away from dying comrades to the safety of his command ship when they had first met. A deep burning resentment erupted forth at that memory, forcing it back down within himself he consoled himself with the thought that only the marines had the strength to govern the Imperium and that all the Primarchs were needed for the crusade to protect humanity from its many foes.

Ferrus Manus awoke when his internal alarm clock flooded his system with adrenaline. Eyes flicking open, his bionic arms clicked and whirred as they opened the casket from where he had slept, rapidly dressing and consuming his nutrient slabs he was ready in less than four minutes for the meeting. All hygienic tasks had been performed by the casket whilst he slept; he stepped out the door and rapidly strode down the corridor.

Russ was deep in slumber, the remains of last night's meal was deeply entrenched in his beard. He could remotely tell that something was licking his face but through the intense hangover from last night that really didn't seem important. Grunting he rolled over, the growling behind him didn't even register. Finally just as he was falling back into a deep sleep a heavy weight leapt on top of him, hot breath and a fish like stench rolled across his face. His arm whipped up to knock his assailant off, but with lightning reflexes it flattened itself as the arm flailed past and then its jaws latched itself onto Russ's beard and tugged violently. Russ's eyes erupted open to see through a bleary screen his sister wolf Freya growling at him from the other side of the room. Sitting up slightly too fast, the blood rushing to his head created an explosion of pain that merited a grunt. Then rapidly getting dressed he began frantically filling his stomach with food from platters rapidly replaced by his servants. Eventually with a loud belch he was ready and stumbled towards the council chambers, his companions the wolves Freya and Furga trotting at his side.

Painting the ForgeWorld Harridan

By TuffSkull

Whilst at Gamesday 2003 in the UK, I was lucky enough to get my hands on one of the pre-release Tyranid Harridan's from Forge World. You should be able to find my review of the model elsewhere on Epic40K.com and in the previous issue.

I simply couldn't wait to get started on the painting of this wonderful piece, and decided that it would make a good subject for a painting guide.

This is a mid-level painting guide. This model is painted using simple techniques, and the minimum of mixing and even then in simple quantities. It provides a good standard of model without requiring days of effort (I hope!). I have gone into some detail on all the areas and techniques used. This is not meant to be demeaning to anyone; I simply want the article to be as useful as possible to the widest range of people from beginners up.

All the colours listed below are from the citadel range and should be easy for most people to get from their Local GW retailer. Alternatively, you can of course find the appropriate substitute colours in the many other paints available for miniatures.

I'm painting this piece in a different order to the way I would normally approach a model. My usual system would be to pick an area and paint it completely before moving onto the next section. However, for the purpose of this article, I'm going to do all of the colours in three layers each. That means the painting (should) will break up into three simple stages for you to follow.

Please also note that I kept the rear legs separate from the rest of the model during painting so that I could reach all the details. They were painted in exactly the same way and at the same time as the main model, but are not shown in the step-by step pictures.

Stage 1: Notes on construction: First things first. Clean up the model using some clippers and a sharp knife. If your piece is anything like mine, there should be very little in the way of mould lines on the figure, but use a sharp knife to remove any that are in the way.

Take care in removing the main flash lumps on these models. You need to leave a small amount at the wing, jaw (about 1mm each) and Leg (2 mm) joint so that the model matches up correctly. Alternatively, remove it all and fill the small gaps with modelling putty. That's what I had to do for this piece since I didn't realise that it would leave gaps! Clean up the torso joint until its smooth - its a flat join so no flash needs to be left. If you want to mount your finished model on a citadel flying base, you will also need to drill a small hole in the model's belly for the stand to fit in. I would recommend NOT gluing it to the stand until you've completed painting - it will only get in the way when you try to paint the underside. Instead, use a bit of blu-tac to hold it in place, so you can remove it when needed.

Stage 2: Painting prep. This is a forgeworld model and thus cast in resin. I would advise that any resin model be thoroughly washed in luke warm water with some dishwashing liquid to ensure that it is free of release agents. Once the model is dry, apply a black undercoat spray.

Stage 3: Basic Colours:

Colours:

- Carapace, wing bones & lower jaw: Catachan Green (new colour range)
- Talons, teeth & ribcage: Bubonic brown
- Underside of body, gums & Venom cannon sacs on wings: Scab Red
- Wings: Scorched brown.

Technique:

- Using a medium sized brush (I used a citadel "small Drybrush"), apply a thin even coat over all of the required areas. Try to remain as neat as possible, but at this stage most things can be patched up. Its always useful to work from the inside outwards, starting with the deepest details and ending with those that stand out. In that way you won't find yourself struggling to paint scab red in the recesses of Bubonic brown ribs. Paint the recesses first, and you can paint over the red that will inevitably end up on the ribs when you do them with BB.



Stage 4: First highlights:

Colours:

- Carapace, wing bones & lower jaw: 50/50 mix of catachan green & camo green.
- Talons, teeth & ribcage: Chestnut wash
- Underside of body, gums & Venom cannon sacs on wings: Blood red
- Wings: Bubonic brown

Technique:

- On the ribs, teeth & talon areas, the thin wash was applied using a citadel small drybrush. Paint it on in the same manner as the basecoat, being careful not to go over the required areas but letting the ink run into the cracks to add depth.
- The Wings were drybrushed very carefully using a citadel "small drybrush". Wipe most of the paint off the brush - a good check is if you draw the bristles across your finger, it will only paint the highs of your fingerprint. If you have too much, it will fill in the details. Not enough, you won't paint anything!
- On the carapace, a fine detail brush was used to lightly add striations & highlight the model. To do this, load just the tip of a fine detail brush with paint. VERY lightly draw the brush across the surface, lifting it off as you go. The line will thin as you lift the brush, leaving a thin tall triangle of paint. If the striation you are painting is in the middle of a plate, repeat the process in the opposite direction so both ends are feathered.
- On the underside of the body, a fine detail brush was used to add highlights to the leading edges of all the mass of details. In some areas this was done with a careful drybrush, in others it was done by picking out individual edges which would catch the light, always leaving a line of scab red in the recesses.



Stage 5: Final highlights

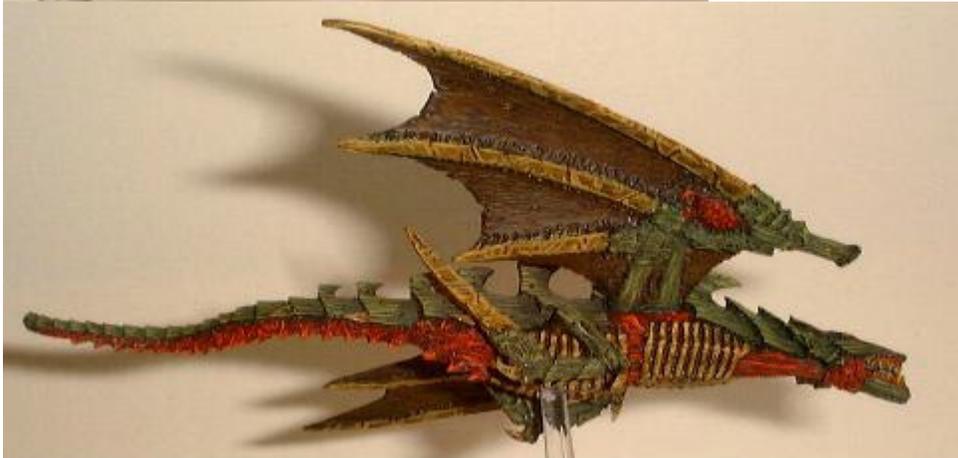
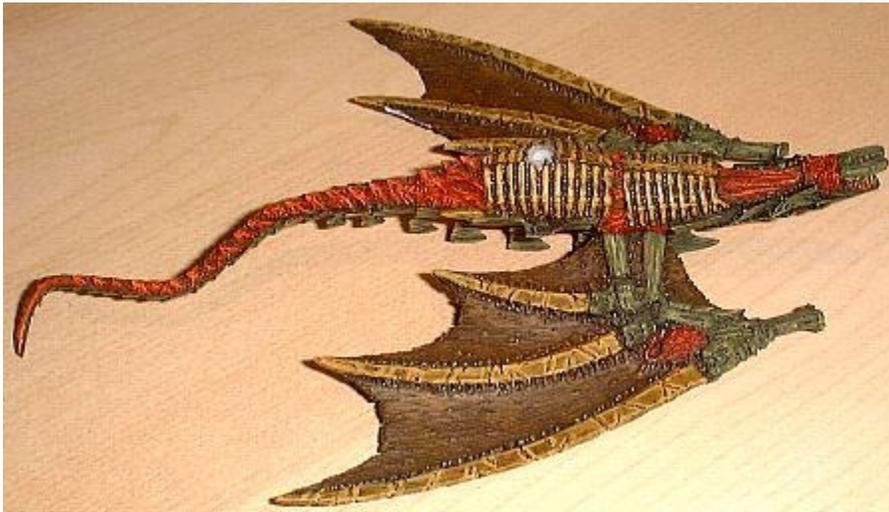
Colours:

- Carapace, wing bones & lower jaw: Camo green.
- Talons, teeth & ribcage: Bubonic brown
- Underside of body, gums & Venom cannon sacs on wings: Fiery Orange
- Wings: Graveyard Earth (new colour range)

Technique:

- On the ribs, each of the joints was picked out using a fine detail brush. Slight highlights were also applied along the length of the bone, leaving an area of shadow in the centre for effect.
- On the talons, again I used a fine detail brush to pick out the leading edges. I also outlined all of the cracks in the bone where the wash had left a darker area.
- The teeth were very lightly drybrushed, again with a fine detail brush, just to pick out the tops of the rows or mean looking blades in the creature's mouth.
- The striations on the carapace were highlighted in the same way as noted above. This time making sure that each highlight was within one of the previous ones, leaving a thin area of mixed colour around the pure camo green to add a slight graduation of colour.
- On the wings, striations were added as noted on the carapace entry in stage 4. Many more of these were in the middle than on the carapace so make sure to feather both ends, or the effect can look rather strange (in fact, my own version isn't too good at all on this model either - time was a little tight!)
- On the Red areas, further highlights were picked out along the leading edges using a 6/0 & fine detail brush. I didn't highlight ALL the leading edges, since the result would have been too glaringly orange, but instead just enough edges to add texture and depth whilst keeping the overall colour obvious as a red. Its best to do less highlights and then go back to add more rather than attempt to paint over some if you do too many. Add a few, step back and look at the model, then go back and add more to any areas that are lacking detail as you wish.
- At this stage I also picked out the eyes with tiny spots of orange.





So that's it really. All that was left to do was base the beast, and I'm calling it done!

So, Basing.....

Just for completion, here are the basic steps I took for basing the model. Once again, I kept it basic because I didn't have much time & it makes for an easier article to follow!

Stage 6: Undercoat the base. I kept the bottom of the base separate from the pole & undercoated it separately so that the pole remained clear. It seems strange to undercoat it and again after adding the flock, but the gravel may prevent the spray from getting to some areas. If a piece of gravel falls off, you would then be left with a very obvious mark. On a dark base, if its undercoated black first, you can loose bits of texture without them being noticeable.

Stage 7: Texturing. Once the undercoat is dry, add a layer of whatever texturing you've got to hand. I used a mixture of fine grain ballast from a railway shop, and what I think was originally cat litter (I've had it in an unmarked bag for YEARS!). Using a variety of sizes of rubble is good and makes a big difference to a base with just an even covering. I have bags full of various grains which I use, but broken cork, sprue, leftover resin - anything to hand that can be glued down & painted can be used.

Make sure to either keep the hole for the stand clear, or re-punch it later.



Stage 8: another spray. Once the glue is dry, spray it black to prime for painting.

Stage 9: first coat. A relatively heavy drybrush of shadow grey was then applied to all areas of the base to add colour. I wanted it to remain dark, so I let a lot of black remain in the recesses. (See stage 4 for notes on Drybrushing)



Stage 10: Highlight. Once the first drybrush was dry (i.e. 30 seconds later...) I added a lighter drybrush of Fortress grey to add some depth & variation (sound professional? thought not...). and "Ta Da!" one basic scenic base. I'll probably go back and add some details at some point, but until then, its good enough to do the job & looks OK.



The base's stand can then be glued in place, a quick coat of matt Varnish and that's another Harridan ready

to terrorize the battlefields of the 41st Millennium!



Please let me know if you couldn't follow this article, any hints of your own or areas that you had problems with.

Thanks for reading,
Paul "TuffSkull" T.

Modelling with Kr00za part 2

Brooza class Gargant

The Brooza Class Gargant is a true heavy weight. Designed as a Close-Combat - Seige Gargant.

Slow moving and with no major range weapons the Brooza Gargant excels in city battles, on an open battlefield its lack of speed and range weapons make it an easy target.

Its slow speed is due to two reasons, firstly the extra armour the Gargant carries. Armour that is well needed, enabling the Gargant to take a few hits as it slowly rolls up to its intended target.

The second being its running gear. Running on huge tank tracks driven by a powerful low gear engine this Gargant can push over anything it may come across.

The massive Power-Claw is from a WH40k model called Klash. As is the engine powering the claw situated on the Gargant's shoulder.

The extra wires and pipes are from a WH40k Ork Dreadnought. The other shoulder holds the Gargant's Siege Towers which is made from a WH40k Ork Dreadnoughts under belly with the front part from an Ork Battle Fortress added.

The spiked hydraulic ram is made mostly from a WH40 Ork Field gun "Can't remember the proper name" The spiked ball is from a WH40k Ork Wrecker Buggy.

I've replaced the belly mounted cannon with a massive hammer. This is from a WH40k Chaos Dreadnought and has had the end modified to make it more Orky.

The head is that of an Mk3 Great Gargant with a new jaw plate added, this was from a WH40k Ork Warlord.

The new engine at the rear is made from the exhaust pipes from a WH40k Chaos Dreadnought and the engine of a WH40k Ork Dreadnought.

The tracks are from a WH40k Ork WarTrack, they have had the middle section cut out to make them shorter.

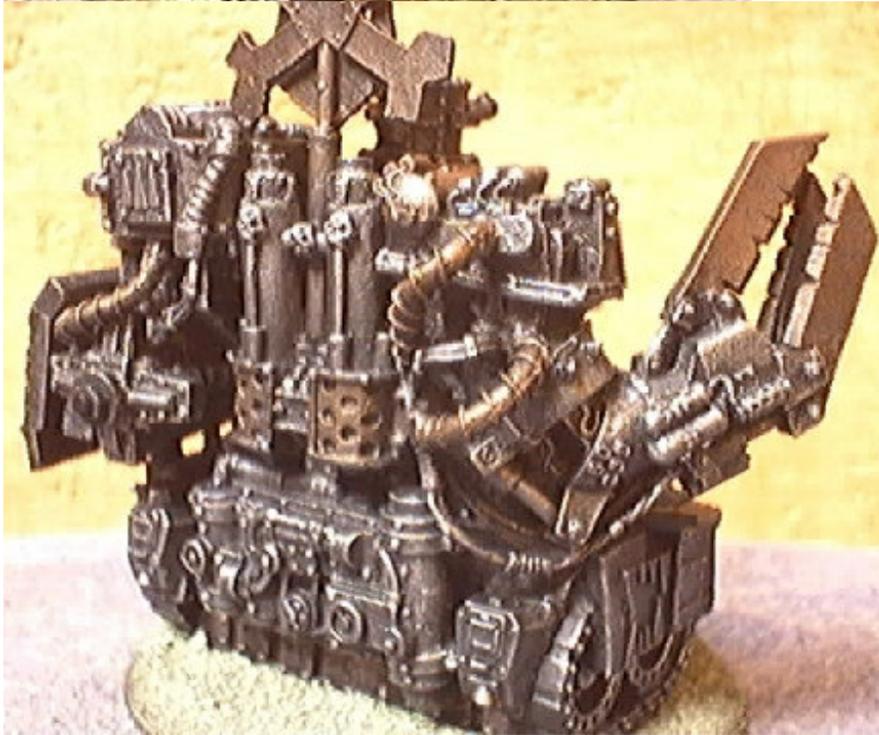
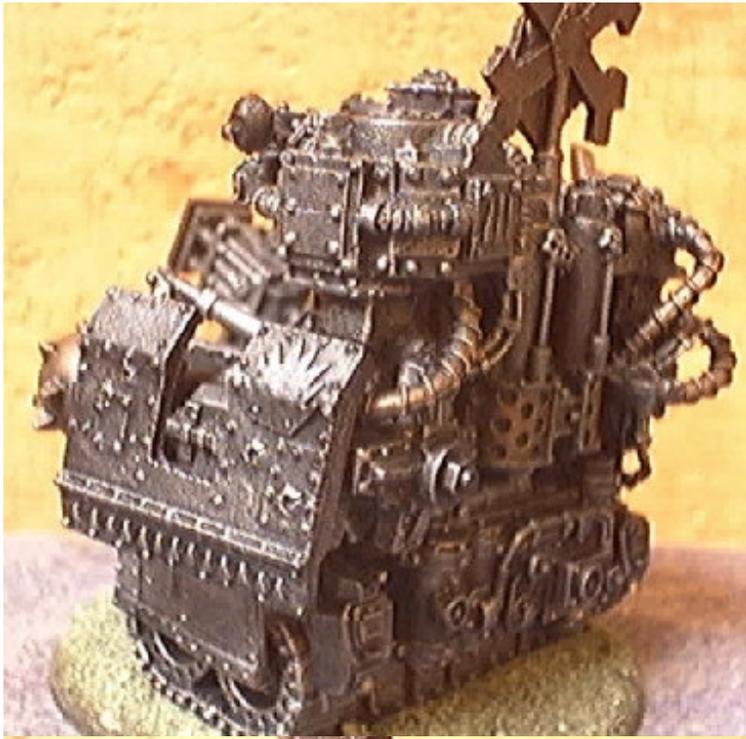
The armoured skirt at the bottom of the Gargant is made from some WH40k armour plates usually used on Leman Russ tanks.

The three ramming spikes are from a WH40k Ork Buggy of some sort.

Other small bitz have been added here and there.







Mekboy Gargant

Its a custom made Mekboy Gargant. Made from an Ork Stomper.

I made this as they have discontinued the Mekboy Gargant model and I couldn't find one.

The Stomper had its legs removed and a section cut away from underneath. I then put an Ork BoneCrusher in the gap. The BoneCrusher roller can be seen at the front and its engine at the rear.

The two arm mounted weapons are from a WH40k Killa Kan.

The huge shoulder mounted Power Claw is from a WH40k model called Klash.



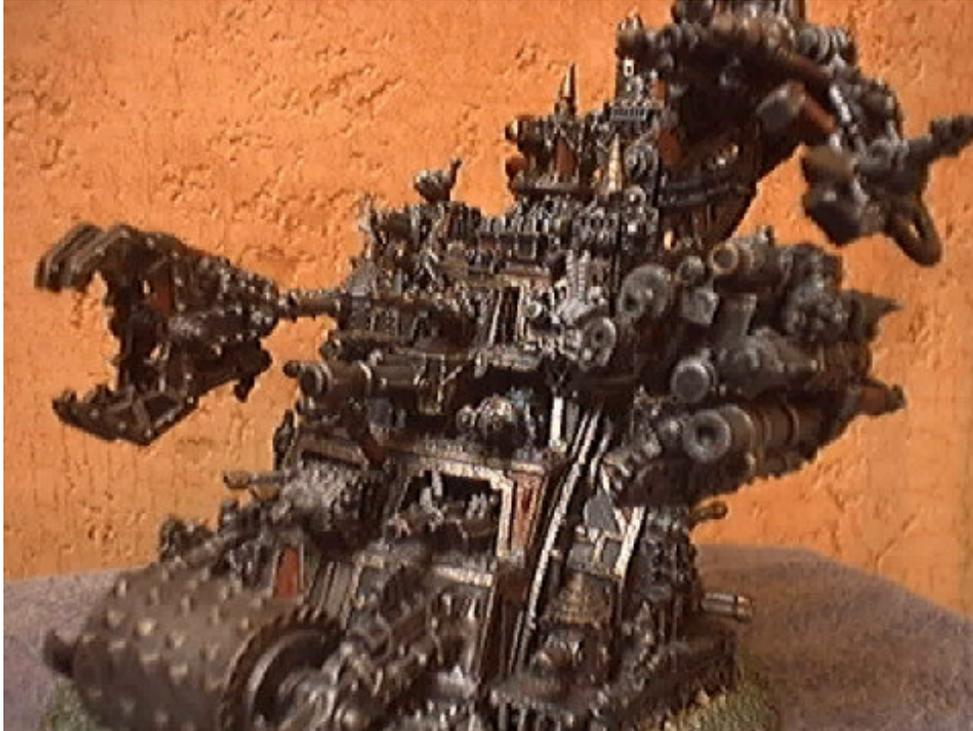
Mega Gargant

This is my center piece and is certainly the most radical conversion I've done.

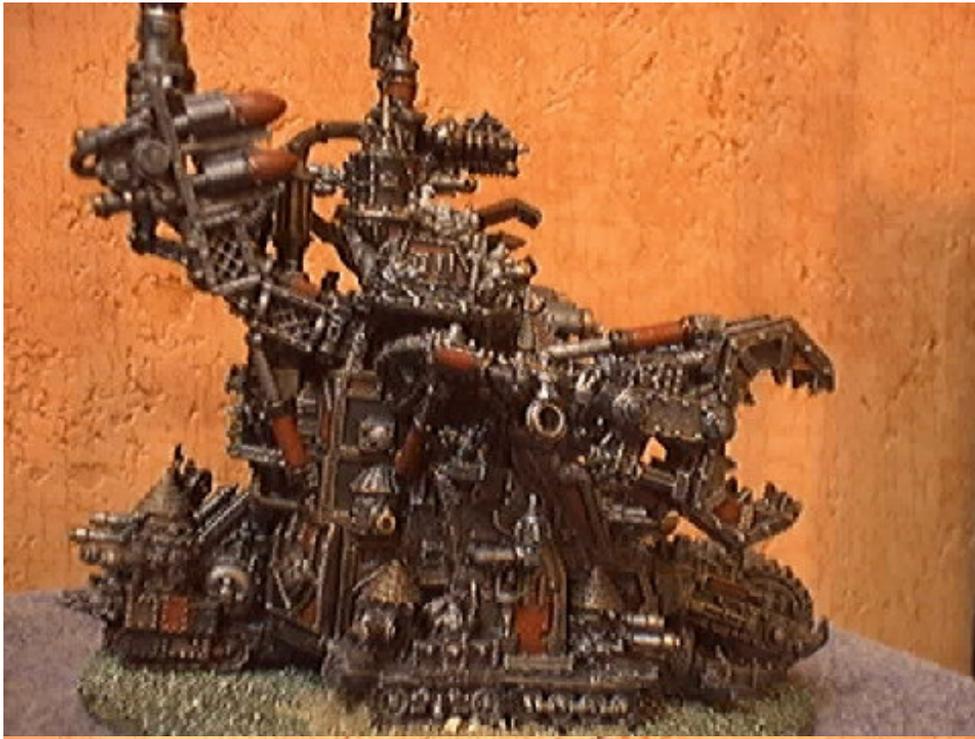
The reason for making this model? Well lets face it... the original Mega Gargant doesn't really look that mega at all. I wanted a Mega Gargant that truly looked mega.

The conversion started off by squaring off the edges of the model with strips of plastic and adding some detail. The conversion then seemed to just grow from there.

I'm not gonna bother listing the parts on this model. There are far too many to remember. The pictures should show the main ones. I'm still painting this model. Hope to have it done soon.









Here are some more pictures of Krooza's orky stuff:
Weirdboy towers



Ork megagun





Stompas





Harpoon



Kroozmissile



KROOT MERCENARIES ARMY LIST

Version 1.2

This list is based upon the Chapter Approved article, dealing with the matter of fielding an all-Kroot army. Here you go: rules for fielding one in Epic: Armageddon!

Thanks to Shmitty, for making the Tau list, and to Vitamins for being the one previously responsible..

If you have any comments on this list, please either post them on the Epic A playtester's forum, or e-mail me at **the_fifth_horseman@interia.pl** . In advance, please accept my thanks for feedback.

Any person whose comments will be useful can have each next version of this list sent on his e-mail.

Signature evolutionary adaptations have not been added, as they would not do much difference on this scale.

Sure, they are not a strong army, they don't have aircraft... but that's just their way.

Besides, when the official BFG rules for the Kroot Warspheres will be available, they'll have their own spacecraft. At least sort of...

Special rules:

Mercenaries: Kroot Mercenaries may be fielded as an additional part of army, or as an army of their own. If fielded alongside another army, you may take any number of Kroot Mercenary units, as long as they do not have higher total points value than 25% of your total army, and they use the Strategy Rating of their allies.

The following armies **MAY NOT** use Kroot Mercenaries:

Space Marines, Necrons, Sisters of Battle, Tyranids.

Eaters of the Dead: Kroot kindreds do not advance after winning an assault, as they stop to feed on the flesh of the dead enemies. This rule does apply to the entire army.

Fieldcraft: Kroot are naturally adept in arboreal environments and gain +1 to their rolls for cover saves in Jungle, Scrub and Woods terrain. This ability does apply to entire army.

Kroot strategy rating: 3

Kroot initiative: 3+

KROOT KINDREDS

Type	Core Units	Points	Extras	Specials
Kroot Carnivore Kindred	12 Kroot Carnivores plus one Shaper upgrade	150	Any number of the following for + 50 points per group: 4x Kroot Carnivores 5x Kroot Hounds	Any of the following for +50 points per group: 1x Kroot Great Knarloc (0-3) 4x Kroot Hunters Any of the following for +100 points per group: 4x Krootox 4x Kroot Headhunters (0-3)
Kroot Vulture Kindred	8 Kroot Vultures plus one Shaper upgrade	150	Any number of the following for +75 points per group: 4x Kroot Vultures	No specials allowed
Kroot Stalker Kindred	8 Kroot Stalkers plus one Shaper upgrade	150	Any number of the following for +50 points per group: 3x Kroot Stalkers	Any of the following for +50 points per group: 5x Kroot Hounds
Kroot Tracker Kindred	8 Kroot Trackers	200	Any number of the following for +50 points per group: 2x Kroot Trackers 5x Kroot Hounds	Any of the following for +50 points per group: 1x Great Knarloc (0-3)
Punji Traps	1 Punji Trap	25	No extras allowed	No specials allowed

Minimum 50 % of points spent on Kroot Kindreds must be allocated in Kroot Carnivore kindreds.

As the Kroot have a lot in common with Orks (not to mention having quite a bit of Orkoid genetic material in their genome), I have decided to say goodbye to the previous system of army selection based on Space Marine armies, and started from Ork army selection method instead. There is one throwback to an old Ork army selection, with the Specials choices, but they are much easier to acquire, as one Special need only 2 Extras to be purchased instead of 3.

The „+X points per group” means, that, for example, for every 50 points paid you can add 4 Kroot Carnivore stands to the Carnivore Kindred, not one stand as is in the Ork case. Thus, when you have a multiplier before the name of the unit, for each time you pay the listed amount of points, you get that number of the stands of given type.

Specials: One Special choice is allowed initially for a Kindred to purchase. For every two Extras choices purchased, an additional Special choice can be purchased. Unlike Extras, Specials can be limited in number allowed in a Kindred. This is indicated by (0-X) note after the cost and name of the troop type, where X can be a number, from 1 to infinity. You can never have more than X of that troop type in a single Kindred, although you can purchase several kindreds, and then each can have up to X of given troop type. For example, one Kroot Carnivore kindred can only have up to 3 Great Knarlocs, but if you purchase 2 Carnivore Kindreds, they can have up to 3 Great Knarlocs each.

Punji Traps: Although they are listed as a unit type, they’re rather a sort of single-shot special attack, that does have almost unlimited range, but to simplify things, they are purchased as a normal Kroot Kindred is.

KROOT DATA SHEETS

KROOT CARNIVORES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	-	4+	5+
Weapons: Kroot Rifles with Blades				
Weapon	Range	Firepower		
Kroot Rifles	15 cm	Small Arms		
Blades	base contact	Assault Weapons, Extra Attacks (+1)		
Notes:				

KROOT SHAPER				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapons: 1 Power Weapon				
Weapon	Range	Firepower		
Power Weapon	base contact	Assault Weapons (MW), Extra Attacks (+1)		
Notes: Leader. One Shaper in the army can be upgraded to a Master Shaper for +50 points. Master Shaper has the Supreme Commander ability.				

KROOT HEADHUNTERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	-	5+	4+
Weapons: Kroot Rifles with Blades, Poison Spit, Frag Grenades				
Weapon	Range	Firepower		
Kroot Rifles	15 cm	Small Arms		
Poison Spit	15 cm	Small Arms, Extra Attacks (+1)		
Blades	base contact	Assault Weapons, Extra Attacks (+1)		
Frag Grenades	base contact	Assault Weapons, Extra Attacks (+1), First Strike		
Notes: Infiltrators				

KROOT STALKERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	-	5+	5+
Weapons: Kroot Rifles with Blades, Frag Grenades				
Weapon	Range	Firepower		
Kroot Rifles	15 cm	Small Arms		
Blades	base contact	Assault Weapons, Extra Attacks (+1)		
Frag Grenades	base contact	Assault Weapons, Extra Attacks (+1), First Strike		
Notes: Scouts				
Ambush: Kroot Stalkers are always set up after opponent has finished setting up his army, and can be deployed anywhere in Woods or Jungle terrain type on the table.				

KROOT VULTURES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30 cm	-	5+	5+
Weapons: Kroot Rifles with Blades, Grenades				
Weapon	Range	Firepower		
Kroot Rifles	15 cm	Small Arms		
Blades	base contact	Assault Weapons, Extra Attacks (+1)		
Grenades	base contact	Assault Weapons, Extra Attacks (+1), First Strike		
Notes: Jump Packs				

KROOT Trackers				
Type	Speed	Armour	Close Combat	Firefight
Infantry	20 cm	-	4+	5+
Weapons: Kroot Hunting Rifles				
Weapon	Range	Firepower		
Kroot Hunting Rifles	15 cm	Small Arms		
Notes: Scouts, Mounted, Sniper, Infiltrators				

KROOT Hounds				
Type	Speed	Armour	Close Combat	Firefight
Infantry	20 cm	-	4+	-
Weapons: Teeth!				
Weapon	Range	Firepower		
Teeth!	base contact	Assault Weapons, Extra Attacks (+1)		
Notes: Infiltrators, Inspiring				

KROOTOX				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	-	4+	3+
Weapons: 3x Kroot Gun				
Weapon	Range	Firepower		
Kroot Gun	45 cm	AP 5+/ AT 6+		
Notes: Mounted				

KROOT HUNTERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	-	5+	5+
Weapons: Kroot Hunting Rifles				
Weapon	Range	Firepower		
Kroot Hunting Rifles	15 cm	Small Arms		
Notes: Sniper				

KROOT GREAT KNARLOC				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15 cm	5+	3+	-
Weapons: Beak and Claws				
Weapon	Range	Firepower		
Beak and Claws	base contact	Assault Weapons, Extra Attacks (+2)		
Notes: Infiltrators				

PUNJI TRAP

Type	Speed	Armour	Close Combat	Firefight
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Weapons: Spikes

Weapon	Range	Firepower
Spikes	Special	3x AP 4+/ AT 6+, Ignore Cover, Single-Shot

Notes: Range: Punji Trap attack can be used against any opponent's formation that has made at least two moves or charged, and at least one move was made through a terrain that was not ruins, fortifications, roads or dangerous terrain. Punji Traps do not need an initiative roll to be used, nor does their use count as an action. If the Kroot player desires to use his Punji Traps at any time, he must declare their usage immediately after the target formation has made its' move.

Multiple Punji Traps can be used in a single attack.

Punji Traps have no effect on aircraft, Skimmers or formations moving *cautiously* (see core rules).

When Punji traps are used against a charging enemy unit, resolve the hits immediately after the charging formation was moved. The kills inflicted this way count towards resolution of this assault.

Tau Battle Force - Part 2

After painting the fliers I was quite motivated to start building my Tau army so that I could start getting some games in. Although I knew the colour scheme I wasn't too sure how they would turn out and just how much detail I was prepared to put on. Still, one thing I will say is that the models when painting them are very delicate and can easily break so if you have any that you will paint then do it with care, otherwise like me you have a few awkward moments trying to glue your fingers and the model together.

My main colours were as follows:-

Scab Red
Chaos Black –undercoat and weapons
Vomit Brown - Main colour
Vermin Brown – Camo
Scab red – secondary colour to break up the main colour
Blood red
Skull white
Codex grey for highlights
Bleached Bone for highlights

Bases

Chaos Black
Codex Grey
Fortress Grey
Scorched Brown
Snake leather

Tau vehicles

Hammerhead with Ion Cannon & Hammerhead with Railgun

After seeing the amazing devilfish painted by Paul Tuffskull, I could see that depth and highlights were not my thing. Not because I don't like them but because I am not so experienced with those techniques and couldn't hope to attain the same level in such a short space of time. Paul's shading and highlights are just amazing and does the model credit but I thought I would stick to the same technique as I had started out when painting the fliers. That worked well with the fliers and I was hoping that it would work out the same for the ground troops otherwise I would have to think of something else.

So first off the colours:-

Chaos Black for the undercoat
Vomit brown for the main colour
Vermin brown for the camo
Scab red as a secondary colour to distinguish the different squads
Chaos black for the weapons and codex grey drybrushed over to give a little highlight.



Devilfish

The same scheme was used for the devilfish. However with the devilfish I made sure that each set of devilfish consisted of 3 units so the secondary colour scab red was made distinct for each set.



Tau Infantry

These are damn hard to paint, I know I try to be a perfectionist but still they deserve no less attention and these are just amazing pieces of work. I thought at first the basic colours would deal with the majority of the models so the minimal detail would be required.... Oh was I wrong, some figures themselves took hours alone let alone a full stand so hence the part by part description.

Firewarriors





These were the first to be painted as they seemed easy at first. Black undercoat with vomit brown for the body armour. White was used for the Squad leaders because I wanted red to be the supreme leaders or team leaders for the battlesuits. The highlights on the armour were bleached bone and just straight lines here and there seemed to do the trick. The black trousers and main guns were drybrushed with codex grey to bring it out a little. The eye piece for the helmet was scab red and the eye itself was blood red. The basing was sand glued on then painted black. Codex grey was applied and fortress grey to highlight the grey. Here and there I used scorched brown to represent mud and highlighted that with snakebite leather. Then the sides of the stand received a coat of scorched brown and the static grass was applied. The badge on the left arm of each firewarrior

I painted the tau insignia and that was the hardest of all. Each one required a really fine brush and steady hand to complete. It wasn't as good as what you see in the Tau codex book but I got it as close as possible. Unfortunately there are few pictures above that show the badge clearly so I will include that next time.

Battlesuits

These were the next I decided to paint as I thought that I would give the firewarriors a break for a while and paint the rest another time, besides the painting competition was nearing its deadline for entries and I needed a decent force to enter with.



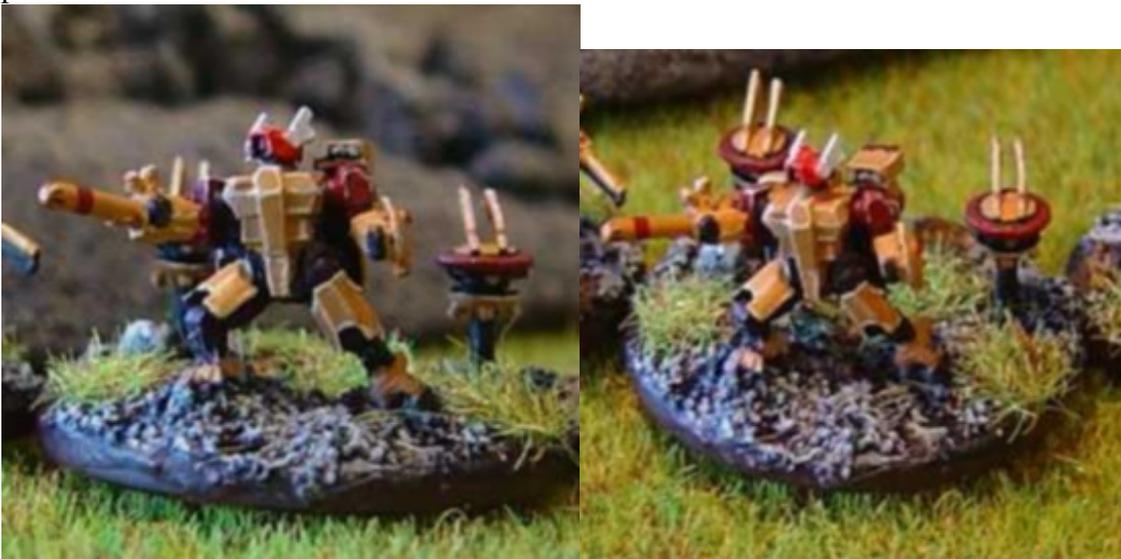




The main colour was vomit brown over a base coat of chaos black. I used vortex blue which is, I think a form of ink, and coat the black parts with it. Then drybrushed it with codex grey. I liked the effect that Paul had on his battlesuits using bleached bone so I used the same idea. Scab red was used to break up the same colour scheme and there wasn't any reason as to why I used them on certain models and not on others. The eye was blood red, so were mine by the time I finished these!! The couple of models that have the blue blasters, I used enchanted blue and while it was still wet I used a lighter shade of blue that I had mixed using enchanted blue and white. Luckily for me there were no badges to paint on!!

Battlesuit commander(Shas'o)

Not really much to say here that I haven't said already regarding the battlesuits. Maybe just that a 2 pence piece is brilliant for a base!



Stealthsuits

These were mainly black with scab red helmets, gloves and the lower part of their trousers. The eye was blood red, and the armour was drybrushed in codex grey. The weapon was also drybrushed in codex grey then the upper part of the barrel was painted scab red with a lighter shade of scab red (mixed using bleached bone and white with scab red) to highlight the top and other red parts of the model. There are 4 badges on this model, 2 on the back pack either side, one on the shoulder and one on the main breastplate. All of which I stubbornly painted until I got it right. In some cases when you do too many mistakes, repainting it will eventually leave you with no detail at all (if you do as many mistakes as me), so what I did was remove the paint with a sharp pointed knife to start again. Be careful though as the figure could break easily with a firm grip.

With stealthsuits you have the choice to either use 3 to a unit or 6. The Tau codex allows 3-6 models and Forgeworld sell them with 6 to a packet. As I wanted a more fuller squad I decided to go for the 6 to a squad but its nice to have the freedom. Again I would recommend a 2 pence piece as a base if you want that many figures on a stand. Unfortunately, the flash on the camera brings out the worst in these photos, as there aren't half the highlights on the models themselves.





So that's all from me for now, I am taking a little rest before I start to paint up the remainder of the Tau army pieces. Part 3 will have the following models on display:-

Ethereal

Commander farsight

Broadside battlesuits

Pathfinders

Gun drones

Manta

Kroot

Kroot Ox and Kroot hounds

And if luck is with me maybe the skyray and orca dropship.

Doug

'eavy Metal' Showcase
Imperial titans











