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Incoming! A Nexus Publication



#### **Editorial**

Welcome to another issue of Incoming.

With Gamesday UK just been and gone we take a look at what went on this year and what gamesworkshop had in store for us. We also have some more submissions sent in by you and unfortunately/fortunately a half E:A battle due to a hall being closed early on Tom and I. We both enjoyed that game although I must confess it wasn't the first time the Tau and Dark Angels met to do battle.

Again please keep those articles coming in! incoming@netepic.org

#### **Epic Releases**

The UK and US white dwarf magazines have already shown us that there is a release due any time soon for the siege units; The Siegfried tanks, the siege artillery battery and siege infantry company. These are now as of Saturday, probably earlier available and on the Online store. I know around lunchtime Saturday that there were siege models still in stock.

Forgeworld have outdone themselves this time and Will Hayes, who ceases to amaze me. Forgeworld have brought out some excellent models for 40k naming the 40k imperial fortress walls and the Eldar Revenant titan as a couple of examples but after the success of the Tau, Will has done the Grey Knights in epic version. I do have some of the old 40k versions of Grey Knights in their terminator armour, and the new models look really cool. With the recent-ish release of the new Grey Knights(40k) in terminator armour and power armour one wondered if they would ever reach epic scale, and Will has made that possible. The FW version of the vulture is also available and looks amazing.

#### **Incoming**

Incoming was supposed to be released on a bi-monthly schedule but that will not happen. Unfortunately submissions are not coming in as much to warrant such a schedule and I wont bring incomings quality down just to get something out. Each issue is improving on what we have done so far and I wouldn't want to change that. So I promise to release Incoming as regular as possible and keep you informed via the following forums/sites www.epic40k.co.uk and www.netepic.org/INCOMING/html/index.php

#### This Issue

For this issue we have from Tom the next instalment of Horus Heresy, Gamesday review on



#### **Editorial**

#### **This issue Continued**

what went on in Birmingham. The Fifth Horseman has sent in updated rules for Index Astartes.

I report on how the Tau got on with their first decent battle and we have another fiction submission from Norman Meredith.

#### **Epicomms Competition**

The epic site epic40k.co.uk has started its annual painting competition for the following categories; Battleforce, Single Unit, Open, Single Titan and Terrain. The competition runs until 23:59 GMT 30 November 2004, so get painting! Best of luck to all!

Thanks again for all the contributions! Enjoy.

Doug

#### Credits:

Articles: Horus Heresy Tom Webb

Gamesday UK review Douglas

Index Astartes The Fifth Horseman

Tau's First Outing Douglas

Debt of Honour Norman Meredith

Incoming Gallery Marko

Douglas

Éditer: Douglas

Front cover picture: Douglas

Issue Layout: Douglas

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# Incoming Horus Heresy

# Hours Heresy: The First Blow Lands

In perfect darkness a small wrist computer vibrated, from within the cramped conditions a figure unfolded, unclipping his portable toilet he felt along the interior. Carefully unlocking his Trojan horse he gently lowered the side of the crate. Checking that there were no guards he rolled out of his self imposed prison and quickly ran through a sequence of stretches.

His joints cracking, Konrad stood up, surveying the area he saw with approval that he was in the centre of the communications star base, reassembling his crate he listened carefully. Flicking out his wrists plascrete blades lanced out, he clicked them neatly back into their concealed holsters. He uncoiled and then rewound his rope; it fastened neatly around his belt. He had been unable to risk carrying anything more complex, in the event that scanners managed to detect it, in his mind he had memorised the layout of the goliath space station. He knew the locations of the Ultramarine garrison and he knew their shift rotations, his photographic mind already told him that in five minutes a squad of marines would be making its way through the cargo hold. Not wanting to be caught vulnerable by five of humanities most elite and well equipped warriors he moved off at a loping run, he sought easier prey. An Imperial guard regiment was based on the station and they were responsible for the lower security areas such as the hab ring and hydroponics facilities.

\* \* \* \* \*

Abi stretched out her mind, the roiling mass of chaos flowed around her, the raking talons of daemons clawed against her psychic wall. Desperate for her flesh they battered against her barriers but her will was indomitable, pushing back the daemons she focused her power on her true target, a wilting plant on the window sill. Breathing life into the flower she gazed with wonder as the brown, dry plant stood tall, leaves long shed began to grow, first as green buds before sprouting and reaching for the twin suns of Prospero. A single bloom burst like a miniature fireball, crinkled leaves strengthening and stretching out into a solid ball of flaming colour. All of these visual details were lost on Abi, but sitting in the corner Magnus watched in awe, a single tear rolled down his cheek as she toiled with beauty that she would never see.

Her witch sight showed her vibrant life now existed where there had been none, a pool of green light glowed from the room's corner and she smiled. Her study had been so dark, no life except for the blood running through her veins, she had despaired and clung to Magnus until she had seen it, a faint glimmer in the corner, the slightest hint of life. Arms dropping from Magnus's waist she had rushed over to the plant and using her powers in a way none of the male warlocks had ever mastered she had rejuvenated it. Turning with pride she saw the golden form that was her interpretation of Magnus and smiled, his happiness radiated from his glowing form and he walked to, gently accepting her outstretched hand. Guiding her to her desk,

# Incoming! Horus Heresy

he placed her hand onto the bookshelf; she stroked the leather bound volumes feeling the bumps that labelled each book. Some were literary tomes on the nature of sorcery, some spoke of life in the galaxy and the history of the Imperium, but one made her pause, a faint smile etched across her porcelain face as she found her favourite book, an ancient poetry book by Sappho. The brail was in the original Greek, but she had no difficulty in deciphering script of any form. She could read the traces of the authors mind in the book, which is why she refused read machine printed books; her books were transcribed by a team of scribes. The scribe who had copied this book had understood the archaic Greek tongue and had enjoyed copying the text across and translating it to brail, his joy echoed in her mind as she read the scintillating and powerful poems. Some were just fragments, the rest of the poem lost to obscurity, but the fragments spoke of power, a power that she had never had. Not the power that Magnus wielded, not a destructive power, but a gentle power, a whisper that could move mountains.

\* \* \* \* \*

Konrad heard the approaching guardsmen; their chatter could be heard even through the shut doors. He flicked out his knives and waited lurking beside a food dispenser, the doors smoothly swung open and time slowed, a knife flew through the air to embed itself in the nearest guard's throat. A heartbeat later Konrad's foot erupted from the air and his heel smashed into his companion's skull, the sound of splintering bone echoed across the room. Konrad swiftly changed into the subdued guards clothing before loading the corpses into the back of the food dispenser. It would be days before the machine was reloaded, the smell would alert them long before maintenance found them and by then he would be long gone.

A smile crossed his face; it had been years since he had fought the private war, just him against the enemy, no legion to support him, no power armour to protect him. His father had finally made his move, there was a star ship from the Inquisition reported to be moving towards his position. There was no doubt in his mind that they intended to escort him to where his father would mete out judgement. He had deliberately kept his troop movement's low key, digging in would only alarm his father and cause him to send in the marine legions. No... he played the behaving son, but secretly he was scaling back his attacks in the crusade, nursing his strength and preparing his forces for a bitter rearguard action. He had sent envoys out to the Eldar requesting a safe haven and now he was undertaking the most crucial part of his plan

Slipping down the corridor, his soft soled shoes not making a sound. Flickering electric lights hummed, whilst bundles of wires pulsed with a myriad of data connections. Dropping to one knee he tapped the access code into a small terminal, a floor grate unclicked and he gently lowered himself into the maintenance shaft.

# In Horus Heresy

The stale air in the shaft clogged his throat with dust; he fought down the urge to cough as he pulled himself along the dull steel flooring. Cobwebs had formed in the corners and watched warily for the spiders, there was no way of knowing whether or not they were poisonous. Even his enhanced constitution would be pushed to protect him from the toxins in some spider venoms. He shuddered as the webs tickled the back of his neck, imaginary creatures climbing across his skin.

Ten torturous minutes were spent navigating through the twisting shafts, and then he reached his goal. He could hear nothing at first, but when he tapped in the hatch code and pushed it open slightly the sound of conversation drifted into his ears. A buzzing echoed from the computers, and fingers could be heard tapping away next to hatchway. Taking a deep breath he slid round, kicking out at the hatch door he slid out next to a terminal, leaping to his feet his finger stiffened and jabbed out crushing the larynx of a shocked operator. In the dim light he could see the armoured space marines from the door powering towards him, even as their pistols were drawn he had seen his target, the nine Astropaths, throwing the dying man to one side he grabbed a computer monitor and hurled it at the warp matrix in the centre of the room. As the monitor exploded it shattered the fragile device and the Astropaths mouths opened in silent terror as their defence against the warp broke down and daemons entered their minds and devoured their souls. With their minds open to receive messages they had no chance of defending themselves.

Konrad threw himself back behind the adamantium desk as a pair of bolt rounds zipped past his arms. Grabbing the bottom of the desk he lifted it up only to have a power armoured fist smash into it hurling him back against the wall. His leg lashed out, but glanced off the armoured marine. The pistol came up against with supernatural speed, for once he wasn't facing a mere man, he was facing the spawn of one of his immortal brothers. The blue armour flashed and the symbol of Ultramar flashed in front of his eyes as he moved to avoid the pistol barrel only to look straight into the barrel of the marine's partner's gun. The partner squeezed the trigger.

\* \* \* \* \*

Horus sat on his throne, his flagship smoothly moving into orbit of the forest world of Davin. He tapped his fingers impatiently, representatives had requested his presence, chaos worshippers had taken control of the moon and we launching raids to steal slaves and sacrifices from the planet below.

# In Horus Heresy

They had built up a sizeable complex. A mighty fortress sat like a ice berg on the moons desert soil, below it, in the rocky crust of the planet scanners showed tunnels burrowing deep into the rock, not only would they have to take the fortress but they would need to be able to storm the tunnel systems. He couldn't use the teleporters because the chaos spawned magic had turned the warp into a maelstrom in the surrounding area and he had no idea of the numbers.

His ships had moved at full speed for over a week now unable to risk warp travel. This hive of decay had to be eradicated though; swarms of fighters had crept from hidden carriers and raided his supply convoys. He couldn't advance any further without winning this small victory. He would have assigned a different legion to take it, but his pride was hurt by the raids. Their temerity was unheard of, most enemies had more sense and fled at the sight of Imperial warships, even the mighty Eldar offered no resistance, when sighted they fled instantly. For all the galaxies power, with the exception of the Orks it dared not face the Imperium's destiny, and they were nothing more than an annoyance that soaked up resources. Even now, the Ork empires and numbers dwindled to a manageable level.

\* \* \* \* \*

Konrad's palm smacked the pistol to one side as bolt shells erupted past both sides of his face, the missiles exploded in the wall behind him knocking him into the second marine. Ducking down he nipped between the two marines then reaching down he ripped the pin out of one of the first marines krak grenades, spinning he ran and leapt over the inert forms of the dead Astropaths, using them to shield him from the blast.

The explosion tore the unfortunate marine apart and smashed the second marine into the dead technician. Even as he fell the marine's training kicked in and he fired twice his rounds exploding into the corpse, whose bed was sheltering Konrad, the specially designed bolt rounds pierced the body and exploding shattering the dead bodies skull like a ripe melon and the stomach exploded sending acid and the remains of a partially digested meal over the room.

Konrad vaulted another bed and slid across the floor to a lasgun rack in the far corner, tipping over a desk he sheltered for a moment before trading shots with the marine who was charging, bolt rounds sent the adamantium desk crashing into Konrad disturbing his aim. Laser shell after shell crashed into the marines armour; finally the sixth shell penetrated the weak eye piece and killed the marine.

# In Horus Heresy

Running to retrieve the marine's pistols, Konrad took off at a run, alarms were blaring now, and he left the shattered Andii chamber at full speed. Every now and then he would find a surprised tech and then the pistols would spit forth death. He was nearing the hanger now; the supernatural speed common to all Primarch's got him there in record time. The doors were clamped shut, four guardsmen stood rifles levelled, two didn't have time to fire before dying to explosive head shots, the other two fired in haste and missed the leaping Primarch, not even having time to see their comrades bodies hit the ground before they too were toppling dead.

Konrad keyed in the access code and ran through the hanger, blasting the bay operator he keyed in the doors opening sequence and then leapt into a waiting fighter. He blasted off into the unknown at full throttle before anyone could react, the turrets started firing too late and he was easily clear of them. Four hours later, low on fuel his fighter slowed and began to drift, two hours later he was picked up by a tug from the Night Lords 'Claw of Reason'.

Inquisitor Gartner saw the Night Lords vessels drop out of the asteroid belt, the six Night Lord escorts fired at once, crippling his ship, as they turned for another pass he bellowed at the Astropath to warn the Emperor of Konrads treachery, but the Astropath shook his head in horror.

"It's gone... the station, I can't get a signal."

The Inquisitor growled at the news and his knuckles turned white and he clenched the arms of his command chair, he never saw the escorts lances fire the second time as he was spread over the cosmos.



# - Gamesday UK Gamesday UK 2004

Gamesday has been and gone and although the rain was rather unforgiving outside, no one inside really cared. As usual the place was absolutely packed! Here are some ofthe gaming tables around the hall.



























### Gamesday UK

40k and Lord of the Rings seemed to have the most game tables although there was a few warhammer games and 1 BFG game. Epic also seemed to have a table that was swarming with people so I hope thats a good sign. The tanks were painted really good and unfortunately I couldnt get close enough to picture them well. I also seemed to suffer from the shakes when I havent eaten anything for over 12 hours so I was not so happy with some of the very shaky pictures that I was taking.

#### Forgeworld Epic

Future projects/releases will include:

Space Marine Vehicles

Ork battle wagons and Battle fortresses

Character models

**Knarlocs** 

Manta Missile Destroyer.

<u>Fanatic Epic</u> has Swordwind and the heavier siege tanks to be released later in November. Here are some of the pics I managed to get from the epic ranges as well as pictures from the Forgeworld designer stand. I will apologise for the lack of Ork pictures from Fanatic. I did take 6 which all suffered from the shakes so I am sure Jimbo will doing the honours as he was with me snapping away. I am sure he got some great pictures as well.























### Gamesday UK





The show was good and I was very pleased to see that Epic was involved a lot more and that the up and coming releases were looking promising indeed. I really liked the models in the showcases and cant wait to have them in my collection.

### Incomingl

# Gamesday UK

I did get a couple of pictures of the crew, so now you can put names to faces:



Stormseer and Chris





Tom Paul Tuffskull

It was great seeing the guys again and this time being able to go to the seminars. The models were great and I look forward to the coming years projects from both Forgeworld and Fanatic. 2005 Should turn out to be a great year for new Epic models.

Til next time





The Fifth Horseman presents...

# The Epic Index Astartes Version 1.1

As you all know, many are now chapters of the Adeptus Astartes, the Space Marines. Yet it was not always so. Millenia ago, before the God-Emperor of Mankind ascended to the Golden Throne, there were twenty Primarchs created and twenty Space Marine Legions were raised to aid the Emperor in the re-conquest of the galaxy. Thus was the First Founding and the Great Crusade.

Then was the Heresy, a time when Warmaster Horus has been lured by Chaos and nine of the Legions followed him. After the defeat of the Traitors at Terra, the loyalist Legions were split into smaller Chapters. As the Legion had no maximum size, contrary to the current Chapters numbering up to 1000 warriors, many were the Chapters created in Second Founding. But it is not their tale.

This is the tale of the First Founding Legions of Adeptus Astartes, the Space Marines.

# The First Founding Legions

Legion	Primarch	World	Second Founding Chapters
Dark Angels	Lion El' Johnson	[Caliban]	Angels of Absolution, Angels of Redemption, Angels of Vengeance
			y - order origination unknown
Emperor's Children	Fulgrim	[Chemos]	Excommunicate Traitoris
Iron Warriors	Perturabo	[Olympia]	Excommunicate Traitoris
White Scars	Jagatai Khan	Mundus Planis	Marauders, Rampagers, Destroyers, Storm Lords
Space Wolves	Leman Russ	Fenris	Wolf Brothers
Imperial Fists	Rogal Dorn	Terra	Black Templars, Crimson Fists
Night Lords	Konrad Curze	[Nostramo]	Excommunicate Traitoris
Blood Angels	Sanguinius	Baal	Angels Encarmine, Angels Sanguine, Angels Vermilion, Blood Drinkers, Flesh Tearers
Iron Hands	Ferrus Manus	Medusa	Red Talons, Brazen Claws
GAS SV AI	l records expung	ged from librar	y - order origination unknown
World Eaters	Angron	No Record	Excommunicate Traitoris
Ultramarines	Roboute Guilliman	Macragge	Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Inceptors, Praetors of Orpheus, Genesis Chapter



### -Index Astartes

Legion	Primarch	World	Second Founding Chapters
Death Guard	Mortarion	[Barbarus]	Excommunicate Traitoris
Thousand Sons	Magnus the Red	[Prospero]	Excommunicate Traitoris
Lunar Wolves	Horus	[Cthonia]	Excommunicate Traitoris
Word Bearers	Lorgar	[Colchis]	Excommunicate Traitoris
Salamanders	Vulkan	Nocturne	None known
Raven Guard	Corax	Deliverance	Black Guard, Revilers, Raptors
Alpha Legion	Alpharius	No Record	Excommunicate Traitoris

Legion : Name of legion when founded.

: Name of Primarch from which Legion allegedly drew its geneseed.
: Where Legion is based. Worlds in parentheses subsequently destroyed.

Second Jounding Chapters : Chapters named in Apocrypha of Davio [M.33]

Excommunicate Traitoris : Those Legions who turned during the Great Heresy as reported in the

Grimoire Hereticus [M.35]

#### INTRODUCTION

OK. So you know what is this all about. Now you'll learn more about the contents.

The document is divided into two broad parts, Book One: Loyalists and Book Two: Traitors, and each of them has sub-sections of its' own. After the beginning of each book, there is a summary of the basic rules applying to all armies of given type.

The format of each army list is as follows:

Title

New Units

Strategy & Initiative ratings

Special Rules

Army selection chart

Each section is bookmarked, to spare you from scrolling through 30+ pages in search of one army list. If you don't know how to use bookmarks: press Ctrl + G, this will display the Goto window. Select Bookmarks from the left menu and then the name of bookmark from the middle menu (the bookmarks are sorted by name). Then just press enter and \*POOF\* you're there! (Ed Note; this applies to the rules downloaded from netepic not this article)

IMPORTANT: If you want to use the Loyalist Space Marine army lists, you should check out the Codex Astartes Army List Amendments. I'm sure you'll find this a good reading, as it does both make the Space Marine army selection more logical and adds the Techmarines and Apothecaries to the array of upgrades they already enjoy.

For updates of this army list, as well as my other fan lists, you can check on the Realm of the Horseman site or it's mirror site at URL's the\_fifth\_horseman.w.interia.pl and realmofthehorseman.w.interia.pl

If you like to comment on the list, you can do so by the Epic Playtest Forums, EpiComms, EpicA and Epica\_lists groups on Yahoo or directly, by e-mailing me (my e-mail is **the\_fifth\_horseman.w.interia.pl**)





### -Index Astartes

IMPORTANT: The Inquisition symbol ( ) appearing before the name of the army list means that there is an officially sanctioned list in the Epic Playtester's Vault, and you should use the E:A army list only if you really prefer it over the official one.

#### **BOOK ONE: THE LOYALISTS**

Some special stuff I don't want to repeat in each and every part, as this would be a waste of space that can be used better: Codex armies have Strategy rating of 5 and Initiative rating of 1+. However, as some Chapters differ in one or another aspect from Codex Astartes, this is not always true. Because of this fact, each Chapter has its' Strategy and Initiative ratings listed specifically under its' assigned section.

Titans and Imperial Navy have Initiative rating of 2+.

Unless noted otherwise, the datasheets are same as the ones in the rulebook section 5.3.1.

Note, that if a special rule does affect the detachments belonging to the Chapter, it DOES NOT apply to the Imperial Navy and/or Titan Legion units that are attached to the Chapter's army.

And They Shall Know no Fear: All loyalist Chapters are subject of this rule. To save you from piling through the rulebook to find section 5.3.1:

It takes 2 BM's to suppress a Space Marine unit or kill a unit in the broken formation (ignore any left over BM's).

Space Marine formations are only broken if they have two blast markers per unit in the formation.

Halve the number of BM's (rounding fractions up) on any Space Marine formations when working out which side has the most blast markers in an assault.

If a broken Space Marine formation rallies then it receives a number of Blast Markers equal to the number of units in the formations

The Space Marines are a highly mobile army. Because of this the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. The number of Rhino's will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted to have "plus transport" in the units section of the detachment list below. Also note that you don't have to take the Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition you may choose to replace a detachments' Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for Ballistic Entry Vehicles. Note that you will require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Whenever some new rules are used, they are written in italic, *just like this text*. Sometimes already existing special rules are also written in italic, to distinguish them from the surrounding text.

Special Weapons: Some "Heavy" Weapons can be used also in firefights, for example the Flamethrowers. It is easy to imagine some squad storming a bunker, when in addition to riddling the defenders with Bolter shells, they also set it on fire with the good old Flamer.

These weapons have a (Special weapon) ability. They can be used when the formation is ordered to shoot with its' heavy weapons, AND can as well be used when the stand uses it's FF value.

All the hits affected by these weapons are ADDITIONAL to the hits inflicted by the stands' FF value, and they still use the same type of fire and to-hit as when used as a heavy weapon.

Important: All Special Weapon attacks are resolved AFTER the standard FF hit allocation.

As some of these use large selection of unit choices different from the Codex Space Marine Chapter, which retain the same names, but differ in their equipment and abilities, several new datasheets have been provided, and when the troop type is using a datasheet different than the one provided in the section 5.1.2 it's name is bold, **just like this text.** 

The army selection has been slightly modified, as I don't quite agree with some things Jervis made to it. Fox example, the Assault Marines are not going to stay and shoot on their enemies, so they should not get the Vindicators. On other hand, stand and shoot" approach is exactly what Devastators do, so they get the Vindicators as an upgrade.

x Chapters can spend up to 33% of their total points on the Titan Legions and Imperial Navy. This is not always the case, and so if there is any change to this aspect, it will be specifically mentioned in the army list.





### **CODEX ASTARTES ARMY LIST AMENDMENTS**

*Technician*: The Techmarines are skilled at performing field repairs. This is represented by adding +1 to armor saves of each armoured vehicle in the detachment as long as the unit with this ability is alive. The bonus does also apply to Light Vehicles if they are taking their save versus AT hit. Units with *Reinforced Armor* ability receive the bonus only to the first save and not the re-roll. They also cannot receive this bonus to their special save versus MW attacks.

*Medic*: The Apothecaries are skilled at healing the wounds of their brethren. This is represented by adding +1 to armor saves of each infantry stand in the detachment as long as the unit with this ability is alive. The bonus does also apply to Light Vehicles if they are taking their save versus AP hit. Units with *Reinforced Armor* ability receive the bonus only to the first save and not the re-roll. They also cannot receive this bonus to their special save versus MW attacks.

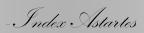
SPACE MARINE SPECIALISTS								
Type	Spee	peed		Armour Close Con		ıbat	Firefight	
Character	na		na	a na			na	
Weapon		Range		Firepo	Firepower N		es	
Power Weapon	Power Weapon base conta		tact	Assaul	t Weapons	Mac	ro-Weapon, Extra Attacks (+1)	

**Notes:** Space Marine Specialists can be one of two types: Techmarines or Apothecaries. Both are *Characters* and have a *Power Weapon*. Each of them has also an additional ability, representing their specific qualities. These are as follows:

Techmarines have the *Technician* ability. They cannot be added to stands with *Jump Packs* ability. Apothecaries have the *Medic* ability.

Space Marine Detachr	ments		
Detachment type	Units	Upgrades allowed	Cost
Assault	Four Assault units	Commander, Specialists	175
Bike	Five Bike units	Commander, Attack Bike, Specialists	200
Devastator	Four Devastator units plus transport	Commander, Razorbacks, Dreadnought, Hunter, Vindicator, Specialists	250
Landing Craft	One Landing Craft	NONE ALLOWED	350
Land Raider	Four Land Raiders	Commander, Specialists	400
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Hunter, Vindicator, Specialists	300
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150
Strike Cruiser	One Strike Cruiser	Battle Barge	200
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator, Specialists	300
Terminators	Four Terminator units	Commander, Land Raiders, Dreadnought	325





Space Marine Detachments									
Detachment type	Units	Upgrades allowed	Cost						
Thunderhawk	One Thunderhawk Gunship.	NONE ALLOWED	200						
Vindicator	Four Vindicators	Commander, Hunter, Specialists	300						
Whirlwind	Four Whirlwinds	Commander, Hunter, Specialists	300						

Space Marine Upgrades							
Upgrade	Units	Cost					
Attack Bike	Replace any number of Bikes with 1 Attack Bike each	25 points each					
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points					
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain.  One Space Marine Commander in the army may be a Supreme Commander.	Supreme Commander)					
Dreadnought	Add one or two Dreadnoughts	50 points each					
Hunter	Add one Hunter	75 points					
Land Raiders	Add four Land Raiders	400 points					
Razorbacks	Replace any number of Rhinos with 2 Razorbacks each	+50 points per Rhino replaced					
Sniper	One Scout unit may be given the Sniper ability	+25 points					
Specialists	If there is no Space Marine Commander added to the detachment, then up to one <b>Specialist</b> , Techmarine or Apothecary.  If a Space Marine Commander is added to the detachment, then both Techmarine and Apothecary can be added, but if any joins the detachment, he must be added to the same stand as the Commander.	50 points each					
Typhoon/Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 points per Typhoon +10 points per Tornado					
Vindicator	Add one or two Vindicators	75 points each					

Imperial Navy Aircraft							
Formation	Cost						
Three Thunderbolt Fighters	150						
	points						
Two Marauder Bombers	300						
	points						

Titan Legion Battlegroups								
Formation type	Units	Cost						
Warlord Titan Battlegroup	One Warlord Class Titan	850 points						
Reaver Titan Battlegroup	One Reaver Class Titan	650 points						
Warhound titan Battlegroup	One to Two Warhound Class Titans	250 points each						





#### PART 1: THE DARK ANGELS

A moment of laxity spawns a lifetime of heresy. Never forget, never forgive."

#### DA 1. Dark Angels units.

The Dark Angels are allowed to use the following new units. All other units that may be used in a Dark Angels army are covered in section 5.3.1 of the Epic:Armageddon rulebook.

DARK ANGELS COMMANDER								
Spee	Speed A		nour Close Com		ıbat	Firefight		
na		na 1		na		na		
	Range	Range Firepowe		wer	Note	es		
	base con	tact	ct Assault Weapons		Veapons Macro-Weapon, Extra Attacks (+1)			
e e	15 cm		Small Arms		Disr	upt, Extra Attacks (+1)		
	Spee	Speed na Range base con	Speed Arm na na Range base contact	Speed Armour  na na  Range Firepo  base contact Assault	Speed Armour Close Con  na na na  Range Firepower  base contact Assault Weapons	Speed     Armour     Close Combat       na     na     na       Range     Firepower     Note       base contact     Assault Weapons     Mac		

**Notes:** Dark Angels Commanders can be one of four types: Masters, Librarians, Interrogator-Chaplains or Grand Masters. All are *Characters* and have *Invulnerable Save*, *Leader* and *Stubborn* abilities. Each of them has also another ability, representing their specific qualities. These are as follows:

Masters have the *Commander* ability.

Librarians have a Weaken Resolve attack (listed in the weapon section above).

Interrogator-Chaplains are Inspiring.

Grand Masters have the Supreme Commander ability.

DEATHWING TERMINATOR SQUAD								
Туре	Spee	Speed		mour Close Com		ıbat	Firefight	
Infantry	15 cr	n 4+		3+			3+	
Weapon		Range		Firepower		Notes		
Storm Bolters	15 cm			Small Arms		-		
Power Weapon	IS	base con	base contact   Assault		ault Weapons   Ma		Macro-Weapon, Extra Attacks (+1)	
2x Assault Can	non	30 cm		AP 5+ / AT5+		-		
Assault Termir	ator	base con	tact	Assault Weapons		Mac	ro-Weapon, Extra Attacks (+1)	
Notes: Thick R	Notes: Thick Rear Armour, Reinforced Armour, Teleport, Fearless, Stubborn							



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RAVENWING BIKERS									
Туре	Spee	Speed A		nour	Close Combat		Firefight		
Infantry	35 cr	n 4+			3+		4+		
Weapon		Range		Firepower		Note	es		
Bolters		15 cm		Small Arms		-			
Chainswords		base con	tact	Assault Weapons		-			
Notes: Mounted, Walker, Invulnerable Save									

RAVENWING ATTACK BIKE								
Туре	Speed		Armour Close Co.		Close Con	bat	Firefight	
Light Vehicle	30 cr	n	4+		5+		4+	
Weapon		Range	Firepo		ower Not		es	
Heavy Bolter		30 cm		AP 5+	-			
Notes: Walker, Invulnerable Save								

RAVENWING LAND SPEEDER							
Туре	Speed		Armour		Close Combat		Firefight
Light Vehicle	35 cr	n	4+		6+		5+
Weapon		Range		Firepo	wer	Note	tes
Assault Cannor	n	30 cm		AP 5+	/ AT 5+	-	
Heavy Bolter 30 cm			AP 5+ -		-		
Notes: Skimmer, Invulnerable Save							

GRAND MASTER OF RAVENWING (LAND SPEEDER)							
Type Speed		Armour		Close Combat		Firefight	
Light Vehicle	35 cı	n	4+	4+			5+
Weapon Range			Firepower		Notes		
TL Assault Cannon 30 cm			AP 4+ / AT 4+		-		
TL Heavy Bolter 30 cm			AP 4+		-		
Raven Sword base conta		tact	Assault Weapons		Mac	ro-Weapon, Extra Attacks (+1)	
Notes: Skimmer Reinforced Armor Commander Leader							

Notes: Skimmer, Reinforced Armor, Commander, Leader

If all detachments in the army are Ravenwing Biker and Ravenwing Land Speeder detachments, then his Commander ability can be upgraded to Supreme Commander for +25 points. Remember the 0-1 Supreme Commander per army limitation.

DESIGNER'S NOTE: Reinforced Armor represents the Wh40k "Shield of the Night" special ability. Remember that GMoR is NOT Intractable.



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THE ROCK (TOWER OF ANGELS IN HIGH GOTHIC)							
Type	Speed		Armour		Close Comba	Firefight	
Spacecraft	na		na		na	na	
Weapon		Rai	nge	Fin	repower	Notes	
2x Orbital Bombardment   n		na 14		14	BP	Macro-Weapon	
5x Pin-Point Attack na				M	W 2+	Titan Killer (D3)	

**Notes:** Transport (may carry 225 of the following units: Dark Angels Tactical, Assault, Devastator, Scout, Bike, Ravenwing Bike, Deathwing Terminator or Dreadnought units; <u>plus</u> 200 of the following units: Rhinos, Land Raiders, Razorbacks, Hunteers, Whirlwinds, Predators or Vindicators; <u>plus</u> 60 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board). Slow and stead - may not be used on first two turns of a battle unless the scenario specifically says otherwise.

DESIGNER'S NOTE: The current stats for The Rock are translation of Ramilies Star Fort into Epic system and scaling up the transport capabilities of the Strike Cruiser, as I could not come up with anything better. But it's positively fearsome.

#### DA 2 Dark Angels army list

Dark Angels Space Marine armies have a strategy rating of 5. All Dark Angels formations have an Initiative rating of 1+.

#### **DA 2.1 Special Rules**

*Intractable*: All Dark Angels units, with the exception of Ravenwing and Deathwing units, are Intractable. It is noted on the new units' datasheets when correct, but remember that all other units, including non-Ravenwing Land Speeders and non-Ravenwing Bikes are subject to this rule.

When an Intractable unit becomes Broken, it withdraws differently to the rules presented in the main rulebook section 1.13.3 "Withdrawals": it can withdraw only when it would be otherwise destroyed, for example by the advancing enemy overrunning them or being 15 cm of an enemy detachment, and it can withdraw only to the point, where the danger of being automatically destroyed no longer applies.

In addition to this, all Intractable units carrying out Marshal action must shoot at enemy units if possible instead of moving.

Note, that all Land Raiders and Dreadnoughts attached to Deathwing detachments cease to be Intractable and automatically gain the *Stubborn* and *Fearless* abilities instead.

Designer's notes: I know it is not exactly Intractable rule as we know it, but better then nothing, I guess.

*Stubborn*: Stubborn resistance against impossible odds by members of Deathwing is legendary. A member of Deathwing would rather die fighting to the last moment then allow himself to be captured or show cowardice by escaping.

To represent this, if a Stubborn detachment loses an assault, it becomes an automatic draw. Proceed as per normal rules for tied assaults. If the re-fighted assault ends again in the Stubborn detachment's loss, then proceed as per normal rules for losing an assault.

If several detachments are fighting in an assault, and at least one unit among them has the *Stubborn* ability, all of them are subject to it.

Note: Land Raiders and Dreadnoughts added to Deathwing detachments become *Stubborn* AND *Fearless* automatically.



Although this is a very potent ability, the counterbalance for it is the fact, that the cost of Stubborn units rockets up accordingly.

Hunting the Fallen: When playing a game, roll a D3 on the beginning, unless playing against Tyranids or Necrons. On a 3, one character (or a logical equivalent, like IG Supreme Commander) is randomly selected from the opponents' army. This character has information that may lead the Unforgiven to some of the Fallen. If the Dark Angels player manages to kill this character in an assault, it counts for him as completing an objective. If the character does remain on the table until the end of the game, an objective is scored to the Dark Angels' opponent. When playing against Chaos armies, the same procedure is applied, altough it is rather some Fallen himself who is the objective character. Daemons or Daemon Princes of any sort are not considered characters for this purpose.

#### DA 2.2 Using the Army list

The following army list allows you to field an army based on a Dark Angels Chapter army. It can also be used as a "stand in" army list for any of the Dark Angels' succesor chapters.

Note, that it is not possible to just take out your regular Land Speeders and Bikes and say these are Ravenwing. You need to paint them properly, as in contrast to the regular DA dark green color scheme, the Ravenwing are jet black. All Bikes / Land Speeders in Ravenwing detachments <u>must</u> be painted black, no matter what. Same should be noted with Deathwing, though their colour is bone-white.

The Dark Angels are organised into small formations called detachments. Each detachment is made up of several units, and may also include a number of extra units called upgrades. The detachments that may be taken are shown on the chart below. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.

Dark Angels Adeptus Astartes armies can spend only up to 20 % of the points available to them on Imperial Navy and Titan Legions.

In fact, it would be more correct according with the background to prevent them completely from taking Titans and Imperial Navy, as they don't like outsiders poking their noses to the businesses of Dark Angels, but in the <u>most</u> dire circumstances they might accept support from other Imperial organisations, and I mean it!

This list is supposed to represent Dark Angels or one of their successor Chapters (Angels of Absolution, Angels of Redemption, Angels of Vengeance etc) army, and it won't easily happen that Unforgiven will combine their forces with any other Marine chapter.

There was a list concerning size of a Chapter previously, but it was removed to save space. Contact me, if you want this to be re-introduced.



### -Index Astartes

#### So summary tables are:

Detachment type	Units	Upgrades allowed	Cost
Assault	Four Assault units	Dark Angels Commander, Specialists	175
Bike	Five Bike units	Dark Angels Commander, Attack Bike, Specialists	200
Ravenwing Bikers	Five Ravenwing Biker units	Commander, Ravenwing Attack Bike, Specialists	250
Devastator	Four Devastator units plus transport	Dark Angels Commander, Razorbacks, Dreadnought, Hunter, Vindicator, Specialists	250
Land Raider	Four Land Raiders	Dark Angels Commander, Specialists	400
Land Speeder	Five Land Speeders	Dark Angels Commander, Typhoon/ Tornado	200
Ravenwing Land Speeders	Five Ravenwing Land Speeders	Grand Master of Ravenwing	250
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Dark Angels Commander, Hunter, Vindicator, Specialists	300
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150
Strike Cruiser	One Strike Cruiser	Battle Barge, Call the Rock	200
Dark Angels	Six <b>Dark Angels Tactical</b> units plus transport	Dark Angels Commander, Dreadnought, Razorbacks, Hunter, Vindicator, Specialists	300
Deathwing	Four <b>Deathwing Terminator</b> units	Commander, Land Raiders, Dreadnought, <b>Specialists</b>	425
Thunderhawk	One Thunderhawk Gunship.	NONE ALLOWED	200
Vindicator	Four Vindicators	Dark Angels Commander, Hunter, Specialists	300
Whirlwind	Four Whirlwinds	Dark Angels Commander, Hunter, Specialists	300

DESIGNER'S NOTES: No, it is not an error, the Ravenwing Biker detachment can be upgraded only with the regular Space Marine Commander and not the Dark Angels Commander. This is also intentional in case of





Dark Angel Upg	rades		
Upgrade	Units	Cost	
Attack Bike	Replace any number of Bikes with 1 Attack Bike each	25 points each	
Ravenwing Attacks Bike	Replace any number of <b>Ravenwing Bikes</b> with <b>1 Ravenwing Attack Bike</b> each.	25 points each	
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points	
Call the Rock	Roll a D6 before the battle: 1-5: No result. Use the Strike Cruiser or Battle Barge you have paid for. 6: Replace your Spacecraft with The Rock.	300 points	
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian* or Chaplain.	50 points (+50 if Supreme Commander)	
	One Space Marine Commander in the army may be a Supreme Commander.**		
Dark Angels Commander	Add one <b>Dark Angels Commander</b> character to a unit in the formation. The Commander may be a Master, Librarian or Interrogator Chaplain.	75 points (+50 if Grand Master)	
	One <b>Dark Angels Commander</b> in the army may be a Grand Master.**		
Dreadnought	Add one or two Dreadnoughts	50 points each	
Hunter	Add one Hunter	75 points	
Land Raiders	Add four Land Raiders	600 points	
Razorbacks	Replace any number of Rhinos with 2 Razorbacks each	+50 points per Rhino replaced	
Sniper	One Scout unit may be given the Sniper ability	+25 points	
Specialists	If there is no Space Marine Commander added to the detachment, then up to one <b>Specialist</b> , Techmarine or Apothecary. If a Space Marine Commander is added to the detachment, then both Techmarine and Apothecary can be added, but if any joins the detachment, he must be added to the same stand as the Commander.	50 points each	
Typhoon/ Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 points per Typhoon +10 points per Tornado	
Grand Master of Ravenwing	Add one <b>Grand Master of Ravenwing</b> Land Speeder to the detachment. If all detachments are Ravenwing detachments, then he can be upgraded to Supreme Commander for +25 points. **	125 points (+25 if Supreme Commander)	
Vindicator	Add one or two Vindicators	75 points each	

<sup>\*</sup> The Smite power is replaced by Weaken Resolve, as per Dark Angels Librarian.

\*\* There can be only one character with *Supreme Commander* special ability in an army, no matter how clever your logic.



### -Index Astartes

Imperial Navy Aircraft				
Formation	Cost			
Three Thunderbolt Fighters	150 points			
Two Marauder Bombers	300 points			

Titan Legion Battlegroups						
Formation type	Units	Cost				
Warlord Titan Battlegroup	One Warlord Class Titan	850 points				
Reaver Titan Battlegroup	One Reaver Class Titan	650 points				
Warhound titan Battlegroup	One to Two Warhound Class Titans	250 points each				

Next issue: we look at Part 2 of Index Astartes from Fifth Horseman with includes the White Scars and Space Wolves to name but a few.



# - Tau's first Outing 7au' First Outing

I must confess that this isnt the first outing I have had with the Tau. It was back in May when Tom and I had met up that I had my first taste of how the Tau play on the battlefield. I had a force made up of the following:

- 1 Hunter Cadres consisting of:
- 1 commander unit and 3 crisis suits
- 4 stands of pathfinders and 2 devilfish
- 8 stands of firewarriors which had the upgrade of 4 devilfish

#### Support Cadres:

- 4 Broadside units
- 4 stands of Drones
- 4 hammerheads which I had 2 of railguns and 2 with ion cannon which had AA

#### Air Caste:

- 3 Barracudas
- 3 tiger sharks

Back in May I was short of 3 stands of firewarriors because I only had time to paint up 4 stands of pathfinders. Seen as the pathfinders were wiped out early on I had used them as substitute for the firewarriors until stands were wiped so I could exchange them.

In that game I was not only introduced to my first ever E:A game but the task of working out what I could and could not do with the Tau. Top that with a player who rushes at you and I had no chance to get my feet firmly on the ground. Unfortunately the notes we took were lost but suffice to say I managed by the skin of my teeth to claim a draw much to Tom's frustration.

This time round I wasnt going to fall for the same trick twice! I had managed to paint up the remaining firewarriors required and the skyrays were nearly completed as I thought Tom would also have learnt from the demolition the Air Caste had wreaked the last time, until I had learned all my skyrays were missing the missile turrets. They didnt see action that time but they will do. Here are a few pictures of the Tau so far.



# Tau's first Outing







# - Tau's first Outing











I had taken a look at the notes I had taken on my evaluation of how my first battle went which was something on the lines of:

#### Battle 1 (May) Plans

I was mainly concerned about troops taken up in close combat fights. I had no kroot what so ever and I knew there was a possible gunship. So my main goal was to push forward and take the flak while the air raids wore down the space marine numbers. Keep the marines at a range and work on air raiding the good units.

#### Conclusion.

After playing the army for the first time I must say I was happy with the draw although it swung to and fro and anyone could have won the game. I had a few problems with units because the marines got in there first and bogged them down with blast markers. The hammerheads who were suppose to dent the terminators were hit first and I kept forgetting that ion cannons had AA stats when taking a hit model away. The terminators lasted a lot longer than I had thought would happen and took constant punishment only for their saves to shrug of the hits. Apart from being pinned down I think that my main problem was being pinned in my own half, my troops were too slow to get out and give 'em hell. I had luck that there were no AA guns to shot me down and I think thats what allowed me to pull off a draw. Although few in number the marines are very good, and Tom knows how to play them. I did allow Tom's actions to change my plans somewhat because I started to take on the units that affected me the most. I would say that if not for the air support I would have been wiped out completely. The Barracudas did their job well taking out many units. The tiger sharks were useless and I was forever rolling 1s or 2s. The broadsides were great and did some serious damage. I know tht they took a lot of pounding and still didnt break until at the end when there were too many blast markers! Still I do hope that I fair better next time. My saves were fine but I need to sort out my attacks which seemed very empty.

#### Main fav units so far

Barracudas hammerhead with railgun broadsides

After remembering how I pulled a fluke of a draw I was hoping that irrelevant of Tom's charging I would take the units down.

My army never changed as I was originally short of firewarriors and needed to paint them up this time round. Nothing was painted up as time was rather short for me to do some kroot.

My army did have a bit of luck surviving the airport security check where the whole bag was turned on its side for scanning! Only 2 broadsides took damage which was easily repaired by glue. I was livid to find that all the minis were bunched to one side and I was very surprised at the limited damged they took!



### Tau's first Outing

So this was the force so far that I could use.



This consisted of the main Tau hunter Cadre:

Crisis Battlesuits: 1 Commander unit and 3 Crisis battlesuits(the picture is wrong and I really used 3 suits honest!)

Pathfinders : 4 pathfinders & 2 Devilfish

Firewarriors : 8 firewarriors

Support Cadres:

Gun Drones : 4 Gun drones Broadside Battlesuits : 4 Broadside units

Hammerheads : 4 Hammerheads (2 with Ion cannon and 2 with Railgun)

Upgrades:

Firewarriors : 4 Devilfish

Tau Air Caste:

Barracuda : 3 Barracudas Tigershark : 3 Tiger Sharks

I assume that from what I understood this is a feasible army but if not I am sure someone can correct me for next time. I am sure Tom would love to see less of the flyers in the next game or at least have the chance to field AA of some sort. Luckily for me Tom was only interested in fielding painted formations so I was lucky.

Tom decided that he would use a devastator and tactical detachments with land speeders for fast hitting power and his main formation of Land Raiders. He also had a gunship with assault marines and terminators which in the end he thought were no allowed due to a points miscalculation. Unfortunately that wasnt the case and again there was a lot to learn from a rushed setup and limited planning.

### Incomingl

# Tau's first Outing







As you can see, from Tom's side of the board, on the right the Tacticals, middle was the Land Speeders with the Land Raiders just left of the center. Devastators where left of the Raiders and the gunship and assault detachment were off the board. From my side, the pathfinders were to my right with their devilfish transports. Beside them were drones which gave cover for the Hammerheads. Middle, protecting an objective was the Broadsides and battlesuits with their Force commander. Left opposite the tacticals was the firwarriors. For the size of the board I think we should have had more minis but thats something we can remember for the next time.

#### Battle plans(Tau)

This time I knew that the main most expensive formation had tobe the Land Raiders, so with that I wanted to hit them hard and fast using the Hammerheads and failing that an airstrike. Anything else could be taken out by the broadsides and any remaining air force. I was hoping to take potshots right from the start and see what happened from there. The long range of the railguns would help in the first turn with the multiple fire from the Barracudas and Tigersharks I as hoping to take out the most dangerous units first, while the firewarriors if possible were to just hold up play against the tacticals and the pathfinders and drones with maybe firepower from the Broadsides to slow and harrass the Devastator detachment. That way the subsequent turns would allow the air force to mop up with Hammerheads and Broadsides finishing any unit that survived the barrages of fire.

#### **Battle plans(Marines)**

Although I dont know much of the plan, in hindsight I think Tom wanted to just mob me and get in close as fast as possible for close combat. I know that the Terminators were saved to take out the command and Broadsides along with assaults from the assault detachment with the use of the gunship.

#### Turn 1

The pathfinders are the first to take fire but only collected a blast marker, the Devastators move forward to fire again at the pathfinders which causes another blast marker. The Hammerheads move forward to take shots at the Land Raiders. The LRs make one armour save and collect only a blast marker for their trouble. The Tau retain their initiative and the Barracudas fly in and strike at the LRs. One goes up in smoke and the LRs collect 2 more blast markers.

### Incomingl

### Tau's first Outing



The Land Speeders attack the Hammerheads and destroy 2 with Ion cannons. —>



The LRs retaliate and attack the Hammerheads causing 1 blast marker and 2 armour saves.

Tigersharks fly in after the Barracudas to harass the LRs yet again. The missile attack forced an armour save although the Ion Cannon took another LR breaking the formation.



The gunship goes in on the firewarriors killing a firewarrior stand. The Assault marines disembark and kill a furthe 3 stands. The Tau fight back to no loss for the Space marines. On firefight the Tau cause 5 hits and 3 Assault standsare lost leaving one stand to fend for itself.



### - Tau's first Outing

The Thunderhawk misses out on the firefight and the Tau firewarriors lose by 1 on dice roll and retreat.

The Broadsides open up on the threat of the Landspeeders killing on in the process. The Drones missed out on their move after the Tau failed to keep the initiative. The Tactical marines move double and kill one of the fleeing firewarriors stands. The Terminators teleport in but do collect a blast markerfor a dice roll of 1.

#### **Rallying Phase**

LRs rally

Hammerheads remain broken

Assault marines rally

Firewarriors carry on running

Pathfinders do and remove one blast marker

Speeders also Rally.

**Turn 2 Although rather short!** 



The Thunderhawk moves in to attack the Broadsides causing only a blast marker. The Broadsides wipeout the Landspeeders completely. The LRs show their marksmanship at wipeout the Pathfinders. Barracudas can only take out 1 LR and the other retreats broken. Assault Marines assaults and loses and retreats. At this point everyone has packed up and we decide that we cannot finish this and would have to leave it. As it stands Tom seemed to be closer to objectives in general and I hadnt completely wiped him out as hoped by turn 2, although we hadnt completed all the moves. We decided that much to my frustration the marines were in a better position regarding objectives and took the win.

### Incomingl

# Tau's first Outing



#### **Tau Debriefing:**

I think it was a real shame not to have finished the game. Overall the Tau were in a good position to wipe the Marines out completely. It really depended on the dice rolls for the airstrikes and also how the Broadsides did with their attacks. The Hammerheads had broken early and I was really disappointed that I couldnt do any more with them. This game had proved via the Broadsides that the railguns were a great asset to the Tau attacks. The airstrikes were brilliant and it was only the good save rolls on Tom's part that stopped the Land Raiders from being trashed early on. The firewarriors are still very edgy with close

combat and definately need support by way of the Kroot. Thats the second time that they have been hounded by assaults although they didnt go down without some sort of fight. In general I think I succeeded in following my plan which seemed to affect what Tom wanted to do. I dont think he managed to get into the flow of things in the same way as the previous game. It would be nice to try again with some alterations to the army and possibly a larger force fighting on such a large gaming board. I really enjoyed this short encounter and even though the Tau lost, I am sure that turn 3 and 4 would have told a totally different story.

#### **Dark Angel Debriefing**

Well, the marine infantry proved it's worth - the pure hardiness of the marines core infantry was only thing that let me survive against the massed firepower that pelted me every turn. The basic infantry has a 4+ save, which to be honest just rocks. The land raiders were woefully overpriced, it is possible that I misused them. They were my most expensive formation meaning they were a target from the start, but they just constantly broke, a tactical formation would have been so much more durable and cheaper.



Lack of hunters was a serious issue, Tau aircraft ran riot making a mockery of my units. I didn't have a chance to shoot them down. Complaining about my tools aside, the game although it was a win, was a shallow win, had it progressed any more turns I am almost certain Doug would have won, I was just lucky that we ran out of time. My assault had lost it's momentum, the devastators were bogged down in a fire fight they couldn't win and the tacticals just weren't enough to win the day.

I make a stupid mistake during the game, packing a unit of terminators in the three mins it took me to get together my list, unfortunately as they beamed in and I went to check my army builder list, I was horrified to find I never paid any points for them. So with tears they went back in the box... just goes to show you should never rush army construction. (Although had we had the time I do think we would have noticed the points error and used them! ..Doug)

Overall the plan was solid, I played the refused flank. I deployed with devastators on one flank, tacticals on the other and the vehicles in the centre. I then surged forwards in an all or nothing assault. I refused the flank with the devastators, concentrating on my right flank hoping to crush it and storm the centre (this never happened as the right flank just wasn't powerful enough and the rest of the army was decimated...) the assault marines were unleashed a turn early, had I have waited and co-ordinated with the tacticals then I could have assaulted all the Firewarriors and not had to suffer their awesome FF value of 3+ which shredded my poor marines.

The thunderhawk performed well as always, thankfully it wasn't intercepted by enemy fighters - it just got to bombard away to it's hearts content, unfortunately the enemy fighters seemed even better at strafing my troops.

All in all it was a good game, although would have been better if the wargames club hadn't shut early.



Debt of Honour

Debt of Honor

"Gunner, target at 1 o'clock, fire!!" I shouted into the microphone to my gunner. The tank rocked back on its broken suspension as the shell left the barrel. Our Vanquisher's mobility was shot due to a lucky hit on the right side, damaging the bogey wheels and losing the track. It was just too dangerous for the crew to even fix it while under intense fire. I was unsure if we could even hold back the Orks much longer, the Commissar, my friend and wingman was dead. His tank was a blaze from the promethium fuel that ignited from the Orks battlewagon. But, I chuckled to myself, it was now burning from one of our shells.

"Captain, we are down to three shells, and there are at least five more battlewagons coming at us sir" spoke Gibbs, my loader. Peering through my scope, I see the approaching battlewagons through the haze of smoke. Quickly figuring it out I gave the order. "Gunner, target, the 1<sup>st</sup> battlewagon, then go according to whose next, then pray for a miracle". Moving faster than they ever had, I thought to myself, my men will die with honor. They were firing faster and working better than I have seen them work before.

Watching through the scope, I seen the third Battlewagon go up in flames, then the fourth and fifth did as well. "Gibbs" I shouted, "How did you get those last two battlewagons"? "Sir?" was his puzzled response. I looked again through the scope, only now to see Leman Russ tanks and Chimera's passing us. They were counter attacking the Orks. I cracked the hatch open to see a mechanized and armour force pass us by. Their Chimeras and Leman Russ's were well used, but proudly taken care of.

Turning around in the hatch I saw a headquarters Chimera pulled up next to my disabled Vanquisher flying a regimental banner that I was not aware of. The hatch on the other Chimera popped open. A distinguished man with a cybernetic skull plate and a piercing eye greeted me. "Hello, there, is your crew ok". There was no rank emblem I could see on his crewman's coveralls, he seemed like a nice fella. I responded to his address, "We are doing fine, glad you came through as you did, whom do I owe the Debt of Honor too".

"We are the 442<sup>nd</sup> Artillery, Mordian Home Guard and I am General Cory Somavia". With that, he spoke into his microphone and his Chimera sped off into battle. To myself, I had to remember him for his help.

# In Debt of Honour

Thirty years later, another battlefield on the planet Dellwood V the Imperial Guard is fighting another battle. "Frank, man why do you not know which unit that is on my flank? You're supposed to be my Legions Intelligence Officer" I said to Major Chambers. Stomping off, I worked my way to the commo room, mumbling something to the effect of Imperial Intelligence.

One good thing of being the General that I am, my commo people don't get nervous when I come stomping into their domain when I want something done. "Private, do you by chance have contact with the new unit on our flank?" I asked one of the commo techs. "Yes sir, I have made sporadic contact with the commo tech there, he identified themselves as the 442<sup>nd</sup> Artillery, Mordian Home Guard". With those words I remembered the promise I made years ago to their General then. I had read up on them and found them to be a proud unit. One that did not ask for help when needed, but would fight to the last. "Well son, what else did they have to say" I glared at him. "Uh, the commo tech said they were busy and he had to go, sir". I knew then what was happening.

Looking at the private again "Call the QRF, tell them we roll in 5 and that I am leading, tell Jaxx to get *Anna* ready to go. Also call Sr. Flight Officer Kay and have her orbit her squadron at these coordinates until I give orders." With that I turned and headed out to *Anna*. Climbing aboard my beloved Stormsword, the QRF was assembling behind my tank. Giving the pumping arm signal, the MBT's and Chimeras started up their engines.

"General Somavia, the rebels are almost breaching our position sir, shouldn't we call for help?" asked the commo tech. "Sir, I was in contact with the 1<sup>st</sup> Demi Legion". Looking at the young commo tech, General Somavia replied "I believe we will be ok, you must have faith in the Emperor, for he shall deliver".

The rebels and their Khorne Berserker Space Marine allies repeatedly attempted to breach the line of the 442<sup>nd</sup> Artillery. But valiantly they held on from the withering assaults. The General standing firm and giving his men faith. As long as he stood the unit would survive.

Finding a weak point in the Mordian line, the Khorne Berserkers broke through, however as they tried the Mordians could not hold, they did not rout but died in place. Looking grim, General Somavia held firm as the first wave of Valkaries and Vultures crested behind them.



The Vulture gunships began firing runs into the rebel and Chaos lines. Valkaries began to make combat landings and Arcadian airmobile troops joined the fray. Further behind, the throaty rumble of armor could be heard. General Somavia chanced a glance back to see the promethium smoke of armor coming. Through his boots he could feel the heavy armor, Baneblade's if he wasnt mistaken were also coming. Smiling, the General knew they had one. Seeing the General smile, the Mordians renewed their counter assault with the Arcadians as Baneblade's, Leman Russ's and Chimera came to their aid. With the reinforcements the rebel line began to break.

I see where the 442<sup>nd</sup> Artillery commander was standing and gave the order for *Anna* pull up to him. As the great tank came to a stop, I hopped down from my position and walked to the commanding officer. The peaked hat hid from me something that was familiar, the face was the same and yet different. Their CO fully turned toward me. "General Somavia at your service" he said. I was momentarily shocked and he saw it. Smiling at me, "Have we met before General?" he asked.

I looked him in his real eye and the cybernetic one and replied as I put out my hand, "General Ian Danko, commander of the 1<sup>st</sup> Demi Legion, and yes it was 30 years ago. I am glad we could met again, I wanted to say thanks for saving my crews life back then but you left". "I am glad to have met you."

Somavia smiled again, "Well I am glad we have met again today, I am indebted to you". My turn to smile, "No, we are even, the Debt of Honor has been paid.

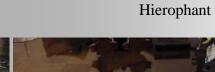


### Incoming's own ,eavy Metal , showcase





Hierodule







Tau Manta

Submissions:

All submissions should either be sent to the gallery address provided on the netepic site or to incoming <u>incoming@netepic.org</u> We are in need of more pictures to show off as many models as possible that have been so far released in epic's history. Old or new models, it doesnt matter, send them in !!

Next issue we start by looking at the tanks of each race we have in our galleries.