INCOMING!

NETEPIC

INCOMING!

Issue 22

Contents

Editors' note

by Douglas Woodcock and Warmaster Nice

Hi All,

Welcome to another edition of Incoming. A little later than expected but with a couple of trips made by Christian and I it was delayed. As it is we were even more lucky because we could have lost the whole lot! Christian managed to recover most of it and managed to put something together with some files missing which we hope shouldn't affect the issue as a whole.

Epic from the Specialist group has grown a little quiet, we do have the epic articles from Fanatic but it seems to have gone quiet regarding the Feral Orks. I still hope that it remains a late summer release but as no one really knows we can only hope.

Forgeworld has been busy and the long awaited Taros campaign book will be available for August 15th. This has all rules for the Epic Tau and BFG models, so that should be interesting to read.

I was hoping to start showing off what Christian and I do regarding our painting and what latest models we have been concentrating on. As it happens, neither of us have been overly busy painting but I thought I would start things off by taking a pic of an epic piranha which will be part of a five model group. By the next issue we should have a few

pics to show that our forces are forever increasing. Enjoy for now

Doug

Hello again everybody and welcome to the issue of Incoming which almost didn't make it! First of all we've had summer holidays etc. which has delayed the release date a bit. That was all good but then two days before our set deadline things got dramatic as the Hard disks which contained all the finished files for the mag broke down! After a few hours of panic, cursing and swearing in the name of the most holy Machine God we've managed to rescue most of the stuff. However this does mean that some areas of this issue will look a bit weird as these pages has been salvaged form finished PDF's etc. These pages contain various graphic errors and haven't been spell checked. If you have an old computer with poor graphic preformance we recommend that you don't view this mag in anything less than 90% of the original size in your Adobe Reader (also you should probably download the file to your own HD and open it outside the browser window.). It also means that the file size for this issue is a bit bigger than normal. We hope that you will forgive us and enjoy what is available after all.
What we *can* promise is that everything will be

fixed in time for issue 23! (and *somebody* is getting himself a proper backup HD for Christmas *cough, cough*...)

Well two months (and a bit) has passed since our last issue of Incoming.
It's been a busy time where I've finished my final exams and moved to a new apartment. I must confess that I have not had anywhere near enough spare time to work on anything Epic related. However I do have a bunch of plans for the near future. First of all some you you may have noticed that my site the "Epic Lounge" has been offline for a while.

While I'm pleased to announce that the site itself is more or less completed I still have a bunch of work to do as I plan to snap a lot of new pictures for the site.
Other projects include finishing some cityfight terrain which might be turned into an article for Incoming!
I also plan to get some serious work done on my much neglected Eldar forces, most of which has been sitting in boxes with little more than a quick undercoat.
Untill the next time: Have fun and keep wargaming!

W/N

SWORDWIND pt 2

by Darkone26

Although not the last set of models for Swordwind, I thought I would list the models we have so far since the last issue. The Feral Orks should be around late summer though that is not concrete. I for one would be really happy if they are released around that time. At first I wasn't certain anything was going to be seen but at least so far that hasn't been the case. First up:
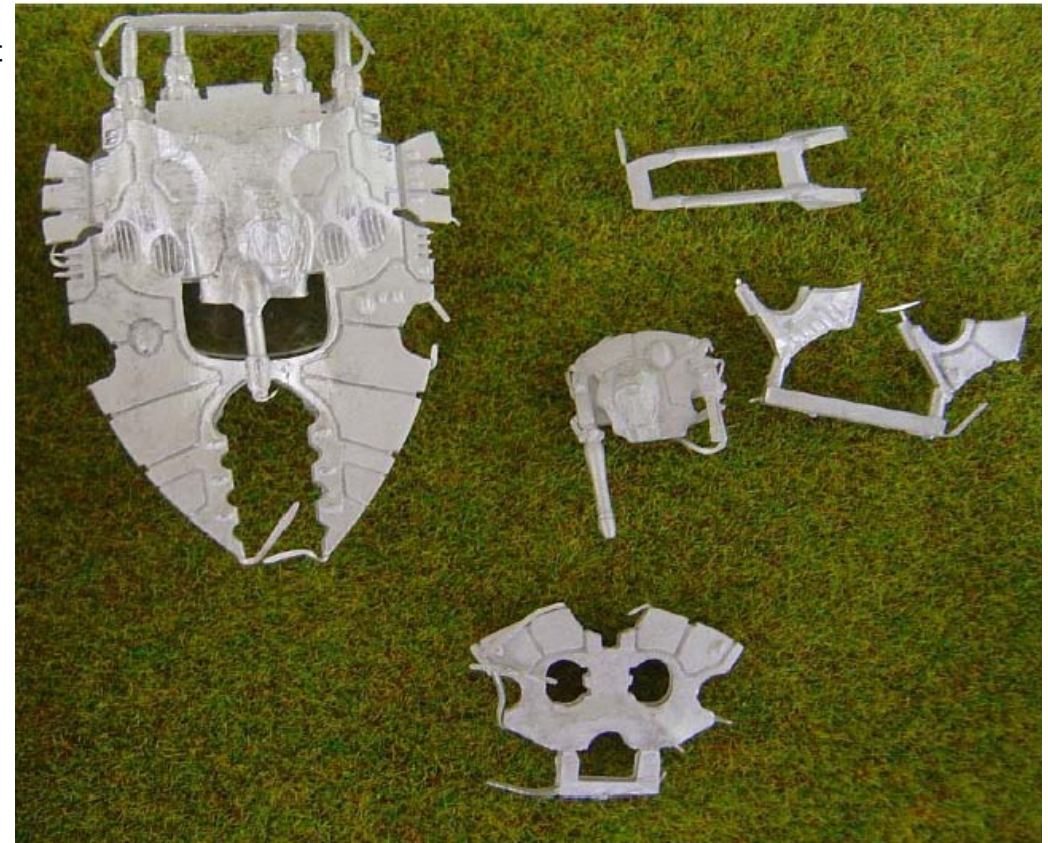
Void Spinner Super Heavy
One model per blister at 8 pounds . As with the other super heavies this one is huge. Quite pricey for a set of three but nice nevertheless.

Storm Serpent super heavy.
Also 8 pounds for one model.

Firestorms: I cant remember what the previous AA units were called, maybe they were firestorms? I cant remember and unfortunately I don't have the catalogues to hand. These are 8 pounds for a set of three and are more in line with the Eldar design itself.

Warlock Titan. 18 Pounds for the unit. I haven't seen whether the weapons are the only ones supplied or like before we had many weapons we

could choose from. I assume that the weapons you see are the only ones available. Ask your Mail Order troll just to be sure.

Phantom Titan. Again 18 pounds for the unit and the same applies here with the weapons. I would ask to find out if you have a random selection when its sent. Just a quick note: On the UK online site I noticed the Shin-

ing spears are no longer on the site. US has them and I would say call when ordering them. They were there but it seems a little strange for them to disappear again. This seems to be the last for now. We are mainly waiting for the Ork units to be released. Timetable is not certain but apparently we may have something late summer.

Interview with Maksim Smelchack

By Darkone26

How are you doing considering you do quite a bit on the E-A forum?

I'm fine. Earlier this year, 2005, I was very much overstressed with my playtest list, the E-A Tyranids, not planned for many years and a number of negative fans pressuring me to put out material before I was ready to do so, but now I've got the E-A 'Nid playtest program back on schedule and am happy with the direct the list is taking.

Mostly I'm very happy with the way Epic-Armageddon has been shaping up even with the shake-up of Jervis and the support staff. It's easily the best official incarnation of Epic to hit the shelves and the support, while a bit tenuous, has been very good with models, rules and online support being plentifully available. I miss the retail store support, but I can understand the corporate decision to not push E-A on store owners. As much as I love Epic, I have to admit that Epic has become a niche game and its fan base has shrunk considerably over the years with all the failures associated with earlier editions of the game.

How has GW and Fanatic moved forward or backward in your opinion?

It's tough to say... relegating the official Epic Magazine to an exclusively online publication takes away some of the clout that an actual physical publication holds, but, on the other hand, Net Epic has had a successful online magazine, "Incoming," for many years. It's hard to argue with the success of the Net Epic project and perhaps going online is the way to go.

I like the format of the "living rulebook" being online and changeable, but I think that the finished product should be available as a physical rulebook rather than an exclusively electronic one. I am an avid gamer and I am seeing many companies do well with the sale of electronic rulebooks, but the majority of gamers still seem to prefer a physcial book than can be held in my opinion.

Mostly, I look at the current evelution of Epic-Armageddon and Epic in general as a positive step so I'd have to say Fanatic has moved forward in my opinion. I remember just a year or two ago when Epic had little to no official support and older Epic fans like myself were increasingly withdrawn from the Epic hobby.

That's no longer the case. Just last year, 2004, I ran an Epic-Armageddon game at a California gaming convention and expected to have a hard time making four players... instead I was very pleasantly surprised to have close to twelve players arrive and had many more inquiries of interest.

Epic's future may be in question but there is no question in my mind about there being a viable fan base for Fanatic / Specialist Games to draw from if they want to promote the game and see it be successful.

How do you look at the restructuring of Fanatic / Specialist Games?

As long as Jervis heads Fanatic / Specialist Games then I will have faith in it. Having met him in person as well as exchange large numbers of E-mails with him over some time, I have to say that he is a stand-up kind of guy and I trust him to do everything he can to keep us older Epic fans in the fold.

I hear a lot of negativism at the Epicomms forum and many Yahoo Epic E-groups, but I think that the game will succeed if the fans rally to it and be supportive of it. Jervis certainly hasn't given up on the game and I see no reason for the fans to give up on it either.

I felt badly about not being around for much of the time when Epic-40k was released (I was in the military at the time) and I'm determined to see Epic-Armageddon be a success and not suffer a similar fate as Epic-40k. To that end, I've organized a Yahoo E-group for players in my area:
(URL: http://games.groups.yahoo.com/group/CA-EA-Gamers/)
I also volunteered early on to head one of the playtest lists for the newer Epic-Armageddon armies. I thought I'd be heading up the Necron list, but I was chosen for the Tyranid list instead. At first the job of being a list "champion" was poorly defined, but, with a little time, the job has become second-nature to me and I enjoy the process now. Once the Tyranid list finalizes (I think it is close at this point), I hope to become a bigger part of the E-A Necron playtest team.

In a few ords, I have a lot of faith and hope in Jervis and the Fanatic / Specialist Games and I've seen that optimism met many times, especially from Jervis. I can't sing his praises enough.

Has the restructuring of Fanatic / Specialist Games affected you? Or just motivated you more?

Mostly, I'm very motivated to see Epic-Armageddon be a success and, mind you, this is as a fan who is very attached to Epic as a game, but not very fond of Games Workshop as a company.

How do you think the news of Fanatic has affected people and in turn how did the reactions affect you?

Well... tough question! Of course, the constant shake-up of Fanatic has had a negative impact on the Epic fan base, but at the same time, new products have been released and there's no better way to encourage the fans to return to the game. The "Swordwind" book is as well made as the original E-A rulebook and the production values on those manuals are the highest of any GW product I've seen to date. The new miniatures are wonderfully scuplted even if the prices are a wee bit high for the market.

In my neck of the woods (I'm usually in Sacramento, California, USA), I'm seeing GW price itself out of the gaming market. I'm seeing more reasonably priced games taking the forfront of gaming like Warmachine, Flames of War and Starship Troopers. It's was a pity for GW to let Andy Chambers go. Being that GW is in decline in my area (They even cancelled the LA Gamesday last I heard!), Fanatic and Specialist Games haven't made any impression in retail gaming stores here, BUT...

There is still a huge following for Epic here in the Northern California area
amongst gamers. Eric-Chern and his wonderful Epic army card site at this URL:
(URL: http://home.comcast.net/~epicarmycard/Main%20Page/Main.htm)
As well as my Yahoo E-group "CA-EA-Gamers" both serve to help to organize local gamers to play E-A in local shops and get E-A games at local conventions.

Overall, the constant change at Fanatic Games has impacted me in a negative way (Uncertain of the future of Epic), but it has also galvanized me to be a part of E-A's future success.

There has been mention that some Gamesdays within the U.S. have ignored Specialist games, what's your thoughts on this?

Well... as I mentioned before, I'm seeing a lot of signs of the decline of GW and its' associated games within the USA. I see the cancelling of various Gamesdays as a negative measure. I understand the need for costcutting, but a Gamesday event or a similar gaming convention is a huge way to promote the game and even have the fans largely pay for the advertizing.

I don't think the cancelling of various Gamesdays is a good sign.

As someone who helps with army lists and has possibly an idea of what's lying ahead, what do think will happen to Epic over the next couple of years?

I see two scenarios:

1. EPIC ABANDONED: GW decides to drop the Epic line again along the lines that Epic-40k (The last version of the Epic game that was, well... stillborn...) was abandoned. In this scenario, Epic goes underground again and becomes a fan-based project along the lines of Net Epic, which has been a colossal success. I've already heard calls for fans to make E-A into a fan-driven project published on-line. I'm throwing my lot in with Jervis and Fanatic, but if the game is cancelled, I will join the fan-driven team to keep Epic alive.

2. EPIC SLOWLY GROWS: In this scenario, GW

realizes that Jervis and Fanatic have the potential to revive their customer base by re-attracting GW's lost, older fans back to the game. GW continues to give Jervis and fanatic the funding to release new products for Epic and keep their excellent online support of games like Epic alive and well.

I see scenario number two as a very viable possibility and, judging from the activity on the official E-A Playtest forums, I think that the next two armies released for E-A will be "Lost & The Damned" and my "E-A Tyranid" army lists. Both have most of a line of miniatures already availible (The old Epic-40k lines...) and have very exciting army lists in development.

I hope to be a much larger part of the team developing the E-A Necron list in the near future after the "Nid list finishes the development cycle.

I noticed that you started a Yahoo E-group for Epic; is that E-group restricted to your part of the world or is it something for everyone no matter where they are?

I ran an E-A game at a convention in 2004 and met a lot of Epic fans that I hadn't gamed with before. I started my Yahoo E-group as a way of organizing the Epic gaming community in my area... The forum is an easy way for players to contact each other and chat about games and whatnot. I later expanded the group to allow visiting players from other areas to contact players while visiting California to set up games and meet new friends.

Here is the charter purpose for the E-group:

*Purpose: California_E-A_Gamers is an E-group organized to help GW
Epic-Armageddon players all over California and the surrounding areas arrange
games and to chat about local gaming issues. Visiting E-A players from Britain,
France or elsewhere in the world are also welcome to use the E-group for
arranging games when visiting California, USA. General E-A conversation is fine
here, but there is probably more E-A chat going on over at the Epicomms forum at
Epic40k.co.uk
And the URL:
(URL: http://games.groups.yahoo.com/group/CA-EA-Gamers/)*

In a nut shell, ANYONE and EVERYONE is welcome to join and...
The more the merrier!

Maksim, you weren't among the participants in the last batch of Incoming interviews, so how did you get into the Epic hobby?

I started gaming in the late 1970s with Chainmail and Starfleet Battles, but didn't have money for miniatures in those days. In the 1980s I bought my first miniatures for Battledroids which later became Battletech. By the end of the 1980s I had a pretty large collection of 6mm miniatures so when Adeptus Titanicus came out, I was very excited and immediately bought a box of plastic "beetleback" Titans. Aftet that I was hooked...

Adeptus Titanicus was my introduction to the GW 40k universe and I've liked it ever since as a sci-fantasy gaming background. Interestingly enough, I didn't get to play Adeptus Titanicus very often (Just a few times even though I collected the miniatures and magazines...) and didn't really start enjoying the game until Epic Space Marine 2nd Edition, which I played many many times.

What did you think of the various versions of Epic as they came out?

Adeptus Titanicus / Space Marine 1rst Edition:

I loved the first edition of the game, which solely featured Titan vs. Titan combat. The game was rules-heavy, but it was fun and the original components were great. I loved the 1rst edition foam buildings. SM-1 added a tremendous amount of complexity to the game and really bogged the game down. I remember playing just one or two turns in a multiple-hour gaming session.

Space Marine 2nd Edition / Titan Legions:

SM-2 continues to be my favorite Epic game even though the rules creep for the game grew more and more severe as the game developed. I've played more games of SM-2 than any other edition of Epic combined although my E-A game total is starting to match my SM-2 games played total. Titan Legions was a great expansion and I really enjoyed playing it.

However, the reason I have such fonds memories of SM-2 (Even acknowledging the severe rules creep...) is because I have so many fond memories of playing it with good friends. I was in the military at the time and a large number of us would get together for SM-2 games almost every weekend. I'll never forget the bowling balls that

the SM-2 Gargantz shot off or the wacky criticals that would blow the reactor skyhigh on a Warlord Titan... Good times!

Epic-40k 3rd Edition:

E-40k had such a short shelf life that I don't have too many good memories of it. I barely played it before the game went out of print and lost company support. I started playing the game again after I finished a second university degree around 2001 and enjoyed playing it alot over those few years before Epic-Armageddon entered the development stage. After that, I readily discarded E-40k to start playtesting E-A.

The simplifying of so many units that had a lot of character in SM-2 was very annoying. However, the Eldar really came into their own with E-40k and they were my favorite army to play in this edition of Epic.

Adeptus Titanicus II (Independent Game):

I played this game a few times and it didn't do much for me. It was well-thought
out, but I was more interested in other games.

Netepic Project (Independent Game):

Netepic took over developing the game when GW abandoned the game. They developed the game as a fan-driven project and it is essentially a development of the SM-2 engine with a lot of details added including non-GE canon armies such as the Slaan. Netepic suffers from the same problems that SM-2 had: rules creep.
Acknowledging the rules creep, Netepic is a great game and a major acomplishment for the fans that GW discarded. I'm concentrating my efforts on E-

A, but if E-A goes belly up, I'll play Netepic again.

Epic Armageddon 4th Edition:

E-A is easily the best Epic game that has come along yet. The melding of the character that SM-2 had with the simplicity and ease-of-play that E-40k had has really made for an excellent game.

I miss the early Ork lists for the game, a major disappointment for me, since I wanted to see the Orks develop into something new, but I've become content with the final product that came out. "Swordwind" is great and I'm very pleased with the direction that E-A is taking as a game. Collector's models, vehicle templates, a good solid background and so many other details of the game are vastly improved over previous editions of the game. I've also been building up a lot of good new memories playing E-A and I imagine that my new experiences might even eclipse my really great old ones with SM-2.

E-A is a great game and I'm very happy to have helped steer it towards success while meeting a lot of new friends and renewing friendships with a lot of old ones.

Do you consider yourself a player, a collector or both?

I consider myself both a collector and player of Epic.

What effects do you think new miniatures will have on the fan base? Do you think it would be enough to have a slight trickle of new miniatures to keep the interest alive?

I think that coming out with new miniatures is vital to renewing the Epic fan base. A slight trickle of new miniatures is enough to show the fans that Fanatic is serious about supporting Epic-Armageddon and the fans in general.

You mentioned that Netepic does well and has a following, what do you think is the primary difference between Netepic and Fanatic? Obviously the shake-up of Fanatic doesn't help but do you think that's the only difference between Fanatic and Netepic?

The primary difference between the two is: PROFIT. Netepic is a fan-driven not-for-profit enterprise and Fanatic is a fan-driven business. Netepic has no bottom line and is a project run by fans for the fans. It has a very flexible, loose organizational set-up while Fanatic has multiple layers of administration and superfluous decision-makers.

Essentially, Netepic has no limits or constraints while Fanatic has many limits and constraints.

Of course, a business and turn out finished products while Netepic has limited itself to electronic-format rules documents. Parts of the Netepic team have talked about turning out a physcal product and even miniatures, but this has yet to come to fruition. Meanwhile, Fanatic has come out with both new books and miniatures as well as online support for Epic-Armageddon.

WARNING:

Highly corrupting material - Sigma-Tarix or higher Inquisitorial clearance level required.

Unauthorised examination can result in insanity, inanity, random mutation and Retribution with Extreme Penance.

If you do not possess the required clearance level, please report immediately to nearest Administratum office for your subsequent termination.

INQUISITION.
WE NEVER SLEEP.
WE WATCH EVERYONE.

WELL, IF YOU ARE READING THIS, THEN THIS MEANS THEY REALLY AREN'T SO SCRU... AHEM... ERR... INQUISITOR, COULD YOU PLEASE PUT DOWN THIS PSYCANNON... THIS MAKES ME NERVOUS... YESSS... THANK YOU...

THE CHOICE IS MADE BROTHER, YOU HAVE PLEDGED YOURSELF, BODY, MIND AND SOUL TO THE CAUSE OF ABADDON THE DESPOILER.

TOGETHER, WE WILL RAZE THE WEAKLING IMPERIUM WITH STEEL AND FLAME. WE WILL CAST DOWN THE WORKS OF MAN AND SLAUGHTER ANY WHO STAND IN OUR WAY. FOR AN AGE WE HAVE BEEN EXILED AND REVILED, BUT AT LAST VENGEANCE IS AT HAND. IT IS OUR TIME NOW. LET TERROR BE OUR HARBRINGER, DEATH TO THE FALSE EMPEROR!

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:

Traitor Legion armies do not have a fixed Strategy rating (instead in the Strategy phase they roll 2D6) and Initiative rating of 3+. However, as all Legions sport extreme differences from each other, this is not always true. Because of this fact, each legion has its' Strategy and Initiative ratings listed specifically under its' assigned section.
IMPORTANT: If you roll a double on the dice, then the Chaos gods have smiled upon you and you may add one sacrifice point to any formation in the army (see summoned units below).

Factions: Each formation in a Chaos army belongs to a faction that owes allegiance to one of the gods of Chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to at the start of the battle and note it down on your army list. Note, that in case of some Legions the assignment is limited or automatic altogether, as they either are Cult Legions, fully devoting themselves to one of the Ruinous Powers, or they

stay out of such matters, worshipping Chaos in its' pure, undilluted form. In such case, the specific note will be written down in the list of the specific Legion.

With the exception of those formations who worship Chaos Undivided, the different factions do not get on all that well, and some factions hold a millenia-old hatred of each other. Altough the factions will often unite under a powerful Warlord to take on a common enemy, their enmity can cause problems during a battle. To reflect this when a Chaos formation takes an action test there is a modifier to the rolls depending on the proximity of any other factions, as shown on the chart below. Note that the modifiers only apply to action tests.

CHAOS ARMY ACTION TEST MODIFIERS
No units from hated faction within 30 cm +1

Summoned units: Certain Chaos units may be summoned to appear at the start of a Chaos formation's action through the use of sacrifice points. Sacrifice points are purchased for a formation at the start of the battle (see the army lists below). The sacrifice points purchased for a formation can be "spent" to summon daemonic units to the battlefield at the start of the formation's action. Each sacrifice point that is spent allows you to call D6 points worth of summoned units to the battlefield (the number of points it costs to summon a unit will be listed on its' data sheet, but as a rule of thumb Greater Demons cost 5 points and all others cost 1 each).

Summoned units are called to the battlefield at the start of a formation's action. They may be set up within 5 cm of any unit from their formation, apart from other summoned units that have already been placed (i.e. you cannot place a "chain" of summoned units). They may not be set up in the ZOC of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

Undivided:
Furies

Khorne:
Bloodthirster, Bloodletters, Flesh Hounds

Nurgle:
Great Unclean One, Plaguebearers, Nurglings

Slaanesh:
Keeper of Secrets, Daemonettes, Mounted Daemonettes

Tzeentch:
Lord of Change, Horrors, Screamers

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is that the loss of a summoned unit does not cause a blast marker to be placed on the formation. This aside they are counted as normal units, and should be included when working out if a formation outnumbers an opponent in an assault or is broken

by blast markers, etc. note that Daemons that are killed in an assault DO count towards the number of units killed by the enemy when working out modifiers to the result of dice roll.

Summoned units remain on the battlefield until the end phase. In the rally phase the formation may "spend" one summoning point to keep any and all summoned units that belong to the formation in play for a further turn. If the sacrifice is not made then all summoned units in the formation vanish back to the warp and are removed from play. In addition any summoned units will vanish back to the warp when a formation breaks. In this later case a sacrifice point may NOT be spent to keep the summoned units in play.

Unless noted otherwise, the datasheets are same as the ones in Chaos Forces army list. Note, that if a special rule does affect the detachments belonging to the Legion, it DOES NOT apply to the Chaos Titan Legions, Aircraft and Spacecraft attached to the army, unless specifically mentioned otherwise.

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 Black Legion, 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 then the one provided in the Chaos Forces army list it is in bold, just like this text.

Traitor Legions can spend up to 33% of their total points on the Chaos War Engines, Aircraft and Spacecraft. 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. For example the Iron Warriors have this limit set on 50%, but of this they can spend only up to 33% on Aircraft and Spacecraft.

CHAOS SPACE MARINE LIST AMENDMENTS

Here is is much easier then with the loyalists, just replacing one unit and adding Daemon Engines.

Mounted Daemonettes:

The datasheet for Daemonettes on Riding Beasts in the new Black Legion list just did not appeal to me as a good idea. Solution was to replace Daemonettes on Riding Beasts with the following:

MOUNTED DAEMONETTES

Type	Speed	Armour	Close Combat	Firefight
Infantry	20 cm	5+	3+	none

Weapon	Range	Firepower	Notes
Daemonic Talons	base contact	Assault Weapons	First Strike.
Steed of Slaanesh	base contact	Assault Weapons	Extra attacks (+1), First Strike.

Notes: Infiltrators, Invulnerable Save. Costs two points to summon.
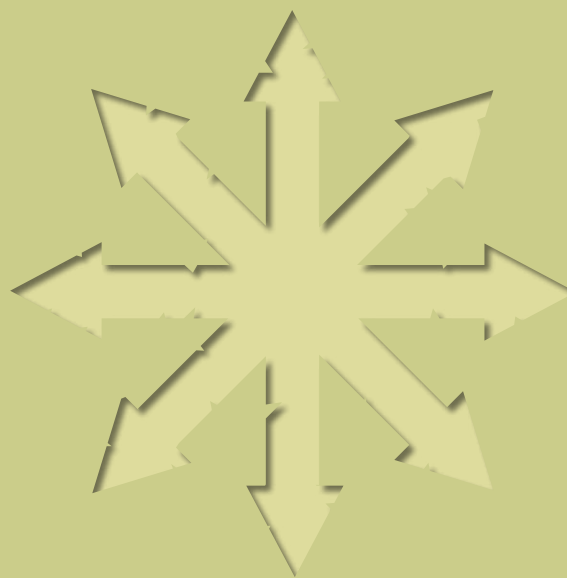
Daemon Engines:

Relics of old editions of Epic, there are quite a few of these around. Jervis published playtest rules for them in the Stigmatus Covenant army list, but unfortunately it is missing from the newest Chaos army list along with them. Oh, well, here is a direct reprint of these from the last version of the playtest Cultist list I could get my hands on:

KHORNE LORD OF BATTLES

Type	Speed	Armour	Close Combat	Firefight
War Engine	15 cm	4+	3+	4+

Weapon	Range	Firepower	Notes
Death Storm	45 cm	4x AP 4+/ AT 4+	Forward Arc
Chain Fist	base contact	Assault Weapons	Macro Weapon, Extra Attacks
2x Battlecannon	75 cm	AP 4+/ AT 4+	(+D3), Forward Arc

Notes: Damage Capacity 6. Reinforced Armour. Fearless. Critical hit effect: The Lord of Battles is driven into a Blood Rage. In its next action it must either take a charge action if there are any enemy units within 15 cm, or take a double action and shoot at nearest formation after it has made the move, friend or foe!

NOTE: I'd change the Critical Hit to: In next action must take an engage action against nearest formation within range, friend or foe, or take a double action and then shoot against the nearest formation, friend or foe.
More in Khornate style, IMO!

CANNON OF KHORNE

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15 cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Cannon of Khorne	75 cm	MW 4+	

Notes: Reinforced Armor, Fearless

NURGLE PLAGUE TOWER

Type	Speed	Armour	Close Combat	Firefight
War Engine	15 cm	4+	3+	4+

Weapon	Range	Firepower	Notes
Plague Mortar	60 cm	D6 BP	Ignore Cover, Indirect Fire
Rot Cannon	90 cm	AP 3+ / AT 5+	Ignore Cover, Fixed Forward Arc
Battlecannon	75 cm	AP 4+ / AT 4+	

Notes: Damage Capacity 6, Reinforced Armor, Fearless. May transport twelve stands (No, I'll not list them here. Use the same guidelines as when talking about Loyalist Thunderhawk Gunships.) Critical Hit Effect: Internal explosions cause an extra point of damage and kill D3 randomly determined passengers with no saves allowed.
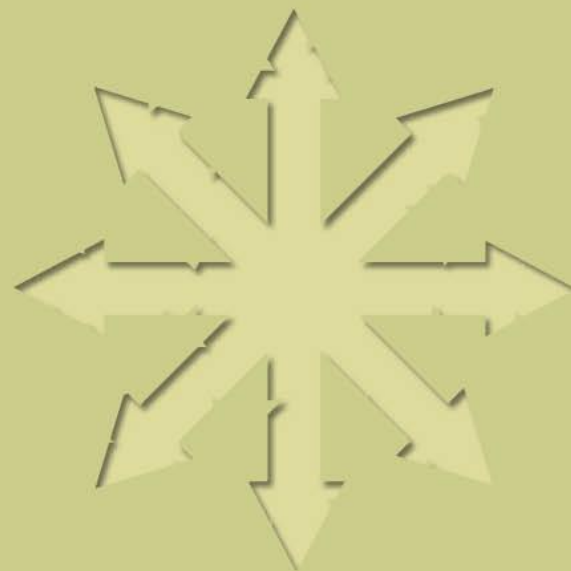
CONTAGION TOWER

Type	Speed	Armour	Close Combat	Firefight
A V	15 cm	5+	5+	5+

Weapon	Range	Firepower	Notes
Plague Catapult	45 cm	D3 BP	Ignore Cover, Indirect Fire

Notes: Invulnerable Save, Fearless.

TZEENTCH DOOMWING

Type	Speed	Armour	Close Combat	Firefight
Aircraft	fighter	6+	na	na

Weapon	Range	Firepower	Notes
Flame Cannon	15 cm	AP 4+/AT 5+/AA 5+	Ignore Cover, Fixed Forward Arc

TZEENTCH FIRELORD

Type	Speed	Armour	Close Combat	Firefight
Aircraft	bomber	4+	na	na

Weapon	Range	Firepower	Notes
Flame Cannon	15 cm	AP 4+/AT 5+/AA 5+	Ignore Cover, Fixed Forward Arc
Twin Lascannon	45 cm	AT 4+ / AA 4+	Fixed Forward Arc
Firestorm Bombs	15 cm	3 BP	Ignore Cover, Fixed Forward Arc

DOOMWHEEL:

Just modify the Critical Hit result with the following words: All hits inflicted on units overran by Doomwheel count as Macro-Weapon hits.

SLAANESH SUBJUGATOR

Type	Speed	Armour	Close Combat	Firefight
War Engine	25 cm	4+	2+	5+

Weapon	Range	Firepower	Notes
2x Hellslicer	base contact	Assault Weapons	MW, Extra Attacks (+2), Titan Killer
2x Battlecannon	75 cm	AP 4+ / AT 4+	

Notes: Damage Capacity 3, Walker, Invulnerable Save, Fearless. May step over units and impassable terrain that is lower than the Titan's knees and up to 2 cm wide. Critical Hit Effect: The Subjugator is caught off-balance and staggers. Move D6 cm in a random direction. If this move takes the Subjugator into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on D6 roll of 6+, with all normal saving throws allowed.

SLAANESH QUESTOR

Type	Speed	Armour	Close Combat	Firefight
War Engine	25 cm	4+	2+	5+

Weapon	Range	Firepower	Notes
2x Castigator Cannon	45 cm	3x AP 3+ / AT 5+	--
2x Battlecannon	75 cm	AP 4+ / AT 4+	

Notes: Damage Capacity 3, Walker, Invulnerable Save, Fearless. May step over units and impassable terrain that is lower than the Titan's knees and up to 2 cm wide. Critical Hit Effect: The Questor is caught off-balance and staggers. Move D6 cm in a random direction. If this move takes the Questor into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on D6 roll of 6+, with all normal saving throws allowed.

PART 1: EMPEROR'S CHLDREN

EC 1. Emperor's Children units.
The Emperor's Children are allowed to use the following new units. All other units that may be used in an Emperor's Children army are covered in Chaos Forces army list.

NOISE MARINE DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15 cm	4+	4+	3+

Weapon	Range	Firepower	Notes
Blastmaster	30 cm	AP 4+ / AT 5+	-
Power Fist	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)

Notes: Walker, Fearless

NOISE MARINE BIKERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	35 cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Sonic Blaster	15 cm	Small Arms	-
Chainswords	base contact	Assault Weapons	-
Warp Scream	base contact	Assault Weapons	First Strike, Extra Attacks (+1)

Notes: Mounted, Fearless

NOISE MARINE HAVOCS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	5+	3+

Weapon	Range	Firepower	Notes
2x Blastmaster	30 cm	AP 4+ / AT 5+	-

Notes: Fearless

NOISE MARINE TERMINATORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	3+	3+

Weapon	Range	Firepower	Notes
Sonic Blasters	15 cm	Small Arms	-
Power Weapons	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)
2x Blastmaster	30 cm	AP 4+ / AT 5+	-

Notes: Reinforced Armour, Thick Rear Armour, Teleport, Fearless

EC 2 Emperor's Children army list
Emperor's Children armies have a strategy rating of D6 -1. All Emperor's Children formations have an Initiative rating of 3+.

EC 2.1 Special Rules
Cult Legion: Slaanesh: Only Faction that Emperor's Children may be assigned to is Slaanesh.

EC 2.2 Using the Army list
The following army list allows you to field an army based on an Emperor's Children Legion. Emperor's Children are organised into formations called companies. Each company is made up of four or more units, and may also include a number of extra units called upgrades. The companies that may be taken are shown on the chart below. The chart also shows what units comprice the company, what upgrades are allowed and its' points cost. A maximum of four upgrade may be taken for each formation.

One Chaos Lord character in the army must be upgraded to a Chaos Warlord character. This additional upgrade does not cost any additional points.

NOISE MARINE PREDATOR

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30 cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Blastmaster	30 cm	AP 4+ / AT 5+	-
2x Sonic Blaster	15 cm	Small Arms	Extra Attacks (+1)

Notes: Fearless

Emperor's Children Companies

Company type	Units	Upgrades allowed	Cost
Emperor's Children Company	One Chaos Lord character upgrade and eight Noise Marine units	Rhinos, Slaanesh Cult Terminators, Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Sacrifices, Noise Marine Havocs, Sorcerer	300
Emperor's Children Bike Company	One Chaos Lord character upgrade and eight Noise Marine Bike units	Sacrifices, Sorcerer	250
Emperor's Children Armoured Company	Four Noise Marine Predators	Sacrifices, Chaos Land Raiders, Defilers	250
Emperor's Children Super-Heavy Support Company	One to Three Doom Wheels	Decimator	250 pts each

Chaos Navy Aerospace units

Formation	Cost
Three Swiftdeath Interceptors	200
Three Doomfire Bombers	400
One Devastation Class Cruiser	150
One Despoiler Class Battleship	250
Chaos Titan Legion War Engines	
Type	Cost
One Banelord Titan	875 points
One Ravager Titan	650 points
One Feral Titan	250 points

Emperor's Children Upgrades

Upgrade	Units	Cost
Rhinos	Up to eight Rhinos	10 points each
Slaanesh Cult Terminators	Four Noise Marine Terminators	250 points
Dreadnought	Up to three Noise Marine Dreadnoughts	50 points each
Chaos Land Raiders	Four Chaos Land Raiders	350 points
Dreadclaws	<These work in the same manner as Marine Drop Pods. may not be taken by formations that include any vehciels other than Dreadnoughts. In addition they require a Devastation class cruiser or Despoiler class battleship in order to be used>	10 points per unit in the formation
Defilers	Up to three Defilers	100 points each
Sacrifices	Up to three Sacrifices	25 points each
Noise Marine Havocs	Four Noise Marine Havoc units	200
Sorcerer	One Chaos Sorcerer.	50 points
Decimator	One Doom Wheel may be replaced with a Decimator	+100 points (in addition to cost of Doom Wheel itself)

Daemon Engines: These count towards the limit of allowance on Chaos Navy and Titan Legions, and in addition require one detachment aligned to their patron god per every group of Daemon Engines taken.

Chaos Daemon Engines

Type	Faction	Cost
One Subjugator	Slaanesh	300
One Questor	Slaanesh	250
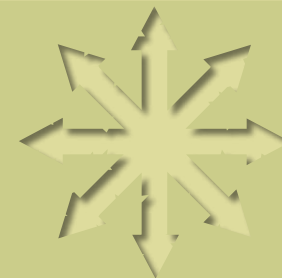
PART I1: IRON WARRIORS

„Iron within, Iron without... Iron within, Iron without... Iron within, Iron without...“

IW 1. Iron Warriors units.
The Iron Warriors are allowed to use the following new units. All other units that may be used in an Iron Warriors army are covered in Chaos Forces army list.

IRON WARRIORS

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

Weapon	Range	Firepower	Notes
Bolters	15 cm	Small Arms	-
Lascannon	45 cm	AT 5+	-

CHAOS VINDICATOR

Type	Speed	Armour	Close Combat	Firefight
AV	20 cm	4+	6+	4+

Weapon	Range	Firepower	Notes
Demolisher	30 cm	AP 3+ / AT 4+	Ignore Cover

IW 2 Iron Warriors army list
Iron Warriors armies have a strategy rating of 5. All Iron Warriors formations have an Initiative rating of 2+.

IW 2.1 Special Rules
Siege Masters: The Iron Warriors have formidable siege skills and as such count as Siege Masters. This has several effects on the scenario-specific special rules concerning fortifications as detailed below:

Fortifications: Siege Masters receive +1 to hit against bunkers and otherwise interpreted enemy fortifications of any sort.

Stubborn defence: When Siege Masters are in their own fortifications, they are Fearless in addition to any extra special abilities they might have. This does not apply when they are outside fortifications or in enemy fortifications. 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.

Technician: Some Iron Warriors are skilled at performing field repairs. This is represented by adding +1 to armor saves of each armored vehicle in the detachment as long as the unit with this ability is alive. 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.

Factions: Half of Iron Warriors formations must join Chaos Undivided. Others may join any faction they desire.

Traitor Titan Legions: Iron Warriors can spend up to 50 % of their total points allowance on Traitor Titan Legions, Chaos Navy and Daemon Engines, BUT only 33% of total allowance can be spent on Chaos Navy. At least 10 % of total points allowance must be spent on Traitor Titan Legions and Daemon Engines.

IW 2.2 Using the Army list
The following army list allows you to field an army based on an Iron Warriors army. Iron Warriors are organised into formations called companies. Each company is amde up of four or more units, and may also include a number of extra untis called upgrades. The companies that may be taken are shown on the chart below. The chart also shows what units comprice the company, what upgrades are allowed and its' points cost.
A maximum of four upgrade may be taken for each formation.

One Chaos Lord character in the army must be upgraded to a Chaos Warlord character. This additional upgrade does not cost any additional points.

Iron Warriors Detachments

Detachment type	Units	Upgrades allowed	Cost
Iron Warriors Company	One Chaos Lord character upgrade and eight Iron Warriors units	Rhinos, Chosen, Havocs, Dreadnought, Chaos Land Raiders, Dreadclaws, Warsmith, Sacrifices, Defilers, Vindicators, Sorcerer	300
Iron Warriors Bike Company	One Chaos Lord character upgrade and eight Chaos Space Marine Bike units	Sacrifices, Sorcerer	200
Iron Warriors Raptor Company	One Chaos Lord character and eight Raptor units	Sacrifices, Sorcerer	250
Iron Warriors Armoured Company	Four Chaos Predators	Chaos Land Raiders, Vindicators, Defilers	250
Iron Warriors Super-Heavy Support Company	One to Three Doom Wheels	Decimator	250 pts each

Iron Warriors Upgrades

Upgrade	Units	Cost
Rhinos	Up to eight Rhinos	10 points each
Chosen	Four Chosen units	200 points
Obliterators	Up to nine Obliterators	100 points each
Dreadnought	Up to three Dreadnoughts	50 points each
Chaos Land Raiders	Up to eight Chaos Land Raiders	100 points each
Dreadclaws	<These work in the same manner as Marine Drop Pods. may not be taken by formations that include any vehciels other than Dreadnoughts. In addition they require a Devastation class cruiser or Despoiler class battleship in order to be used>	10 points per unit in the formation
Defilers	Up to three Defilers	100 points each
Havocs	Up to eight Havoc units	50 points each
Sacrifices	Up to three Sacrifices	25 points each
Warsmith	The Lord / Warlord gains the Technician ability	25 points
Vindicators	Up to three Chaos Vindicators	75 points each
Sorcerer	One Chaos Sorcerer. Khornate formations cannot include a Chaos Sorcerer, but instead may take a Champion of Khorne for the same cost.	50 points
Decimator	One Doom Wheel may be replaced with a Decimator	+100 points (in addition to cost of Doom Wheel itself)

Chaos Navy Aerospace units

Formation	Cost
Three Swiftdeath Interceptors	200
Three Doomfire Bombers	400
One Devastation Class Cruiser	150
One Despoiler Class Battleship	250

Chaos Titan Legion War Engines

Type	Cost
One Banelord Titan	875 points
One Ravager Titan	650 points
One Feral Titan	250 points

Daemon Engines: These count towards the limit of allowance on Chaos Navy and Titan Legions, and in addition require one detachment aligned to their patron god per every group of Daemon Engines taken.

Chaos Daemon Engines

Type	Faction	Cost
Three Cannons of Khorne	Khorne	150 points
One Lord of Battles	Khorne	250 points
One Plague Tower	Nurgle	300 points
Three Contagion Towers	Nurgle	150 points
Firelord	Tzeentch	100 points
Two Doomwings	Tzeentch	100 points
One Subjugator	Slaanesh	300 points
One Questor	Slaanseh	250 points

PART II1: NIGHT LORDS

„We came for you!"

NL 2 Night Lords army list
Night Lords armies have a strategy rating of D6. All Night Lords formations have an Initiative rating of 3+.

NL 2.1 Special Rules

Godless: Night Lords can only choose Chaos Undivided faction.

Lightning Strike: Night Lords armies must include a least one Raptor company or one Bike company.

Terror Tactics: Night Lords are particulary skilled at demoralising their opponents by various means (usually rather bloody and fleshy ones). To represent this, a Night Lords detachment that is assaulting an enemy detachment gets +1 to the assault resolution. If the assault is a draw, the bonus does not apply in the next attempt of resolving it.

NL 2.2 Using the Army list
The following army list allows you to field an army based on a Night Lords Legion. Night Lords are organised into formations called companies. Each company is amde up of four or more units, and may also include a number of extra untis called upgrades. The companies that may be taken are shown on the chart below. The chart also shows what units comprice the company, what upgrades are allowed and its' points cost.
A maximum of four upgrade may be taken for each formation.

One Chaos Lord character in the army must be upgraded to a Chaos Warlord character. This additional upgrade does not cost any additional points.

Night Lords Companies

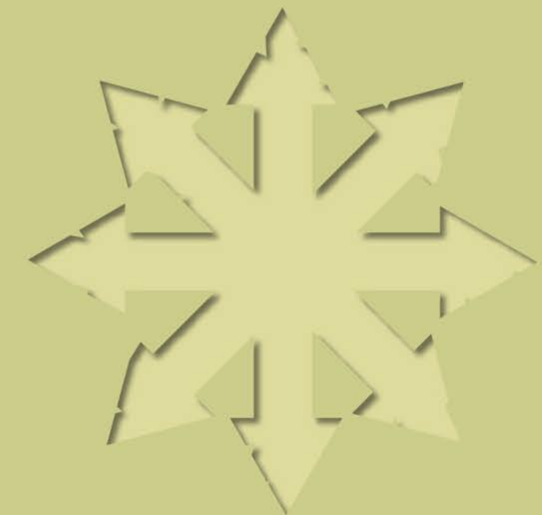| Company type	Units	Upgrades allowed	Cost
Night Lords Company	One Chaos Lord character upgrade and eight Chaos Space Marine units	Rhinos, Chosen, Havocs, Dreadnought, Chaos Land Raiders, Dreadclaws	300
Night Lords Bike Company	One Chaos Lord character upgrade and eight Chaos Space Marine Bike units	NONE ALLOWED	200
Night Lords Raptor Company	One Chaos Lord character and eight Raptor units	Sacrifices, Sorcerer	250
Night Lords Armoured Company	Four Chaos Predators	Chaos Land Raiders	250
Night Lords Super-Heavy Support Company	One to Three Doom Wheels	Decimator	250 pts each

Night Lords Upgrades

Upgrade	Units	Cost
Rhinos	Up to eight Rhinos	10 points each
Chosen	Four Chosen units	200 points
Dreadnought	Up to three Dreadnoughts	50 points each
Chaos Land Raiders	Four Chaos Land Raiders	350 points
Sorcerer	One Chaos Sorcerer.	50 points
Dreadclaws	<These work in the same manner as Marine Drop Pods. may not be taken by formations that include any vehciels other than Dreadnoughts. In addition they require a Devastation class cruiser or Despoiler class battleship in order to be used>	10 points per unit in the formation
Defilers	Up to three Defilers	100 points each
Havocs	Four Havoc units	150 points
Sacrifices	Up to three Sacrifices	25 points each
Sorcerer	One Chaos Sorcerer. Khornate formations cannot include a Chaos Sorcerer, but instead may take a Champion of Khorne for the same cost.	50 points
Decimator	One Doom Wheel may be replaced with a Decimator	+100 points (in addition to cost of Doom Wheel itself)

Chaos Navy Aerospace units

Formation	Cost
Three Swiftdeath Interceptors	200
Three Doomfire Bombers	400
One Devastation Class Cruiser	150
One Despoiler Class Battleship	250

Chaos Titan Legion War Engines

Type	Cost
One Banelord Titan	875 points
One Ravager Titan	650 points
One Feral Titan	250 points

PART 1V: WORLD EATERS

„BLOOD FOR THE BLOOD GOD! <Whirrrrrrrrrrrrrr! Rrrrip!>"

WE 1. World Eaters units.
The World Eaters are allowed to use the following new units. All other units that may be used in a World Eaters army are covered in Chaos Forces army list.

WORLD EATERS DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
AV	15 cm	4+	4+	5+

Weapon	Range	Firepower	Notes
2x Power Fist	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)

Notes: Walker, Fearless.

WORLD EATERS BIKERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	35 cm	4+	2+	4+

Weapon	Range	Firepower	Notes
Bolters Chainaxes	15 cm base contact	Small Arms Assault Weapons	--

Notes: Mounted, Fearless

WE 2 World Eaters army list
World Eaters armies have a strategy rating of D6. All World Eaters formations have an Initiative rating of 3+.

WE 2.1 Special Rules
Cult Legion: Khorne: Only Faction that World Eaters may be assigned to is Khorne.

Blood for the Blood God: When a World Eaters detachment wins an assault, it produces a number of summoning points equal to the number of stands killed in close combat during this assault. This includes both friendly and enemy units - Khorne does not care whose blood is it, just that it keeps flowing...
In addition to this, a World Eaters Company may sacrifice their own troops to the Blood God. To do so, simply destroy an infantry stand in the Company and gain D3 Summoning Points immediately.

WE 2.2 Using the Army list
The following army list allows you to field an army based on a World Eaters Legion. World Eaters are organised into formations called companies. Each company is made up of four or more units, and may also include a number of extra units called upgrades. The companies that may be taken are shown on the chart below. The chart also shows what units comprise the company, what upgrades are allowed and its' points cost.
A maximum of four upgrades may be taken for each formation.

One Chaos Lord character in the army must be upgraded to a Chaos Warlord character. This additional upgrade does not cost any additional points.

World Eaters Companies

Company type	Units	Upgrades allowed	Cost
World Eaters Company	One Chaos Lord character upgrade and eight Berzerker units	Rhinos, Chosen, Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Sacrifices, Predator, Champion	300
World Eaters Bike Company	One Chaos Lord character upgrade and eight World Eaters Bike units	Sacrifices, Champion	200

World Eaters Upgrades

Upgrade	Units	Cost
Rhinos	Up to eight Rhinos	10 points each
Chosen	Four Chosen units	200 points
Dreadnought	Up to three World Eaters Dreadnoughts	50 points each
Chaos Land Raiders	Four Chaos Land Raiders	350 points
Dreadclaws	<These work in the same manner as Marine Drop Pods. may not be taken by formations that include any vehciels other than Dreadnoughts. In addition they require a Devastation class cruiser or Despoiler class battleship in order to be used>	10 points per unit in the formation
Defilers	Up to three Defilers	100 points each
Predator	Up to two Chaos Predators	75 points each
Sacrifices	Up to three Sacrifices	25 points each
Champion	One Champion of Khorne.	50 points

Chaos Navy Aerospace units

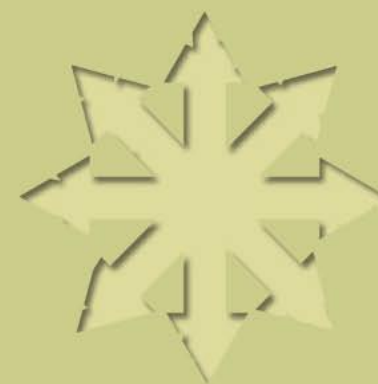| Formation	Cost
Three Swiftdeath Interceptors	200
Three Doomfire Bombers	400
One Devastation Class Cruiser	150
One Despoiler Class Battleship	250

Chaos Titan Legion War Engines

Type	Cost
One Banelord Titan	875 points
One Ravager Titan	650 points
One Feral Titan	250 points

Daemon Engines: These count towards the limit of allowance on Chaos Navy and Titan Legions, and in addition require one detachment aligned to their patron god per every group of Daemon Engines taken.

Chaos Daemon Engines

Type	Faction	Cost
Three Cannons of Khorne	Khorne	150 points
One Lord of Battles	Khorne	250 points

On Sculpting

By Drassanar

Editor's note: Some of you may have seen the incredible work of Drassanar on the EpiComms forum. This article is for those of you who have yet to familiarize yourself with what I think must be described at simply the best 6 mm. sculpting I've ever seen (well with the Forge World Grey Knights as the only possible exception) . Drassanar was so kind as to share his secrets with us on the forum. We've been given permission to reproduce it here in the mag so without further ado we'll give the word to the master himself: Drassanar.

Before I begin: this is not supposed to be a full-blown sculpting tutorial, for two reasons:
1)There are a number of excellent tutorials out there (just surf the web, you might use the Yahoo group "1listsculpting" as a starting point, they maintain
a rather expensive FAQ, too). While I have so far seen none that deals with epic minis specifically, the basics are really the same for any scale.

2)A proper tutorial needs proper, detailed, step by step pictures in my opinion. Basically you ought to sculpt a mini/several different minis specifically for the purpose of illustrating certain points (steps, techniques etc.) and I don't have the time to do such documentation at the moment (not to mention the hardware, since I have to return my pals digicam I borrowed for the other thread.)

Instead, I would like to present a selection of tools I find useful (with pics), to be followed by a short presentation of materials (putty, glue, etc) and finally some (hopefully) useful advice based on past experiences with epic pieces in particular (which are my main area of expertise anyway...).

I would like to invite everyone who has done some sculpting (epic or otherwise) to add his experiences, so that this thread might serve as a worthwhile source of basic information for anyone who wishes to try his hand at sculpting in epic scale.
So, let's begin

Part One: Tools

I took a photo of the main tools I use. They are numbered, and I will refer to each in turn. Please excuse the rather haphazard way of numbering, I took the shot before thinking of the order I wanted to discuss them, and now I already returned the cam. Well, here we go:

[Note on terminology: Since I am not a native speaker of English, I am not quite certain I have the right idea about the difference between "pin" and "needle", but I think the former generally has small knob or something else on one end and often the point is less sharp than that of a needle.

A needle also usually has a small hole at one end, for a thread.
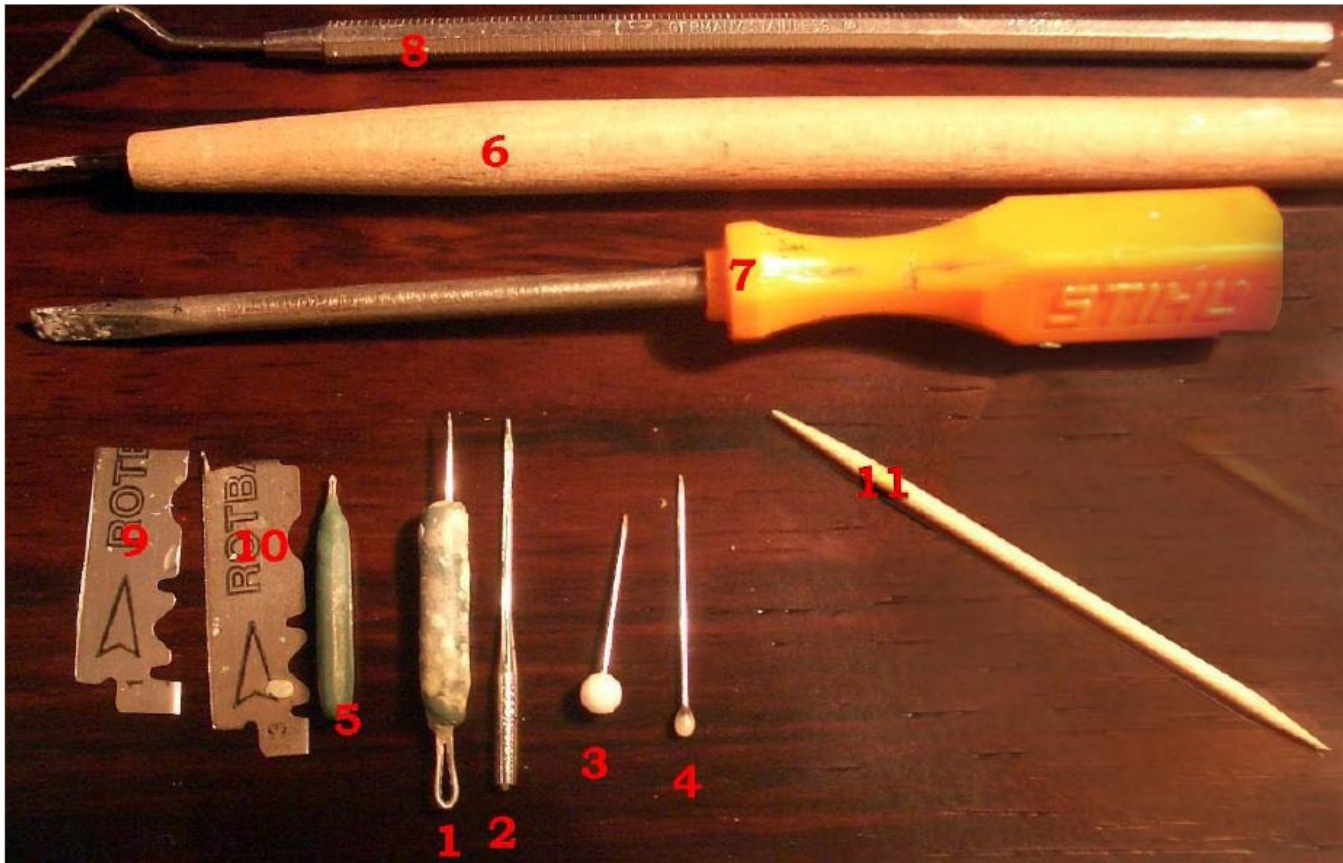Anyway, that is the way I will use those terms in the following text.]

#1 This is my favourite and most heavily used tool. I made it myself out of some floral wire twisted into a tight loop for one end and one of the pointiest needles I could find for the other, joined by a Green Stuff "grip".

The pointy end is excellent for detail work, rarely using the point itself, unless a very small hole is required, but generally working with the length of the point to press, draw and tear putty. Also it is sometimes useful to slightly adjust small pieces in the process of gluing them to the model.

The loop is mostly useful for the following tasks:

-smoothing putty when it is already cured to some degree, particularly in those places too small to be reached with a round pinhead.

-fixing new blobs of putty to the miniature

bought quite cheaply in any crafts store (at least that's what I assume, since I could get it where I live, which is really like a miracle of biblical dimensions).
It's just a bigger needle, used accordingly.

#7 A screw driver,useful for it's relatively sharp edge, which is well suited for "shaving" completely cured putty to make it smoother and also for shaping putty (uncured/partially cured)to a limited extent.

#8 I have no clue what this tool is called. I got it from my dentist when I asked for old used tools. I use it for burnishing in tight places, since it has a rounded tip and is relatively thin, compared to my other burnishing instruments (the pins and the loop).

#9 and **#10** Two razor blades cut off to make them better suited for work in confined spaces. The one with the "micro-blade" is particularly useful for cutting tiny parts that are already on the mini, since it futs almost anywhere and doesn't obstruct/cast a shadow on the detail you are cutting. Very useful indeed.

#11 Just a basic toothpick. Very useful in the early stages, but due to it's texture practically useless later on, except for adding putty or glue.

I also use pliers, various scissors, several cutters (mostly for carving plastic down to a useful thickness), but these are nothing special, thus no pics necessary.
More important to mention is the fact that I make extensive use of abrasive papers and files of varying grain, from 400 down to 1000, to work on hardened/semi-hardened putty.
I cannot sufficiently stress the usefulness of this

-general shaping in the early rough stages of the sculpting process
I use this tool probably about half the time.

#2 A sewing needle from a sewing machine. Has a blunt, slightly angular point, which can be usefull when pushing small detail into shape.
Also useful for applying *really* small doses of glue.

#3 and **#4**: Two pins;
#3 has a bigger head and the point is more blunt. Both are used for burnishing wider surfaces of (usually) almost cured putty to make it smoother. also sometimes useful for shaping in the early

stages (like the wire loop).
The blunt point of #3 is very useful for making small holes, like the sockets of the skulls on the SoB for example, since if you use a very sharp point it is difficult to get a proper round hole of acceptable size.

#5 Also made by myself, this is basically a smaller version of #1's loop, for the even smaller places. I originally did this to shape the side "leafs" of the smaller fleurs-de-lys on the SoB (to press them in from the sides).

#6 One of the few "real" crafts tools I use, this is an engraving tool for copper plate, which can be

for creating smooth surfaces and correcting small sculpting mistakes/irregularities, as well as creating harder edges.

I generally work my way down on a given piece, starting with fairly big grain (400/600) for rough removal of bumps and basic shaping, down to 1000 for almost polishing the mini (as a matter of fact, once the paper is somewhat clogged with putty-powder it becomes polishing.)

Part two: Sculpting Materials

In this part I will present the materials that I commonly use, and relate some of my experiences with them.
The major part will deal with putties, though I there is also some other stuff I think deserves some words, such as glues and plastic pieces.

1) Putty

I have used 4 types of putty in sculpting; these are Green Stuff, 2 types of Milliput (Standard and Superfine White) and finally FIMO.

Green Stuff/Epoxy Putty
The first three ones are different types of 2-part epoxy putty,while the latter is a type of polymer clay.
For those of you who might not be familiar with that kind of material:
It does not cure by chemical reacton, but when exposed to heat which causes a solvent to dissipate. On the positive side that means there is, excepting of course limitations due to shelf life, no limit as to how long the material is workable, unlike with epoxy putties, where you work during the initial stages of curing.
I don't want to just turn this into a description of

the general qualities of those putties, since there are more than enough places to find information on them (such as the *excellent* FAQ of the yahoo group "1ListSculpting"), and I would effectively just be plagiarizing those in most places.
However you find rather little on this subject with respect to Epic scale specifically, and thus I want to relate some of my personal experience in that area (though quite naturally much of this reflects general statements).

First of all, while each of the putties mentioned above has *some* use in our scale, the only ones truly worthwhile for the real sculpting work (as opposed to "auxiliary" uses , such as bulking out a miniature) are Green Stuff and Milliput Superfine White.
(There are, by the way, two more types of Milliput I have not yet used,but neither has a finer texture than that Superfine White).

FIMO
FIMO's use is severely restricted by a number of factors, most notably the fact that you have to bake it to cure it, which can turn out to be a problem if you include plastic pieces (which I at least find almost indispensable in this scale, but more on that later).
Secondly it does not stick very well to plastic and metal, a problem which is especially noticeable at small scale.
Finally it is rather brittle when cured and tears/flakes /breaks more easily than epoxy putty, Green Stuff in particular.
[I ought to mention at this point, that I only have working experience with three colours of FIMO (out of several dozen I think), namely white, grey and black, and there are supposed to be some minor differences in workability between colors,

but I seriously doubt any of this would make, say FIMO "Mandarin Orange", an much more adequate choice for sculpting epic minis...]

Nevertheless, FIMO is in my experience useful for three things:

1) If you are building something bigger (vehicles, scenery, buildings, huge creatures, whatever) it is a cheap way to bulk out the basic shape of the miniature, then bake it, and work on from there using better putty for real sculpting.
I'm not quite sure about the price, since I have not bought any for a long time, and anyway it might be different where you live, but I am almost willing to bet that you will never pay more than half the price of a comparable amount of Green Stuff. And if your only source for that is GW, then make that somewhere between a third and a quarter ;-).
[Or even more than that. The first batch of FIMO I bought cost me one sixth (!) of a blister of Green Stuff at that time, and I think it contains about as much. The various Milliputs are somewhere inbetween those extremes, with the finer variants being more expensive]
However, it just occured to me that maybe simple clay might even be used for this if the mini is just big enough (superheavy tank size ?) and you have an oven hot enough to bake clay (I don't know how much that takes, just that we had a special oven at school for that). I'm pretty certain this is even cheaper than FIMO, by orders of magnitude probably...
However, on the other hand I recall the batches being rather *big* so in the end this might not be economical after all, because you won't use even one 10th of it unless you're a professional...

2)Sometimes you will find FIMO useful not directly

for sculpting, but for purposes of holding some-thing.

Two examples from recent memory:

-When I took pictures of the SoB using my flatbed scanner, I placed a piece of paper (so as not to sully the machine) with a strip of FIMO on it along the side of the scanner's glass and just stuck the pieces of plastic attached to the pieces into it to keep them fixed.

-When I re-glued the small Tau gun drone to a plastic "handle" for further sculpting after taking the pictures I showed you, I found that it was useful to keep the whole thing at a certain angle while the glue was drying so as not to have it slip off while it was still fresh, and a wad of FIMO was just perfect for that.

3)Finally, FIMO has its use in casting, when mak-ing a mold out of RTV rubber, since you have to first cover one half of the miniature in rubber, and then the other, and the FIMO serves as a place-holder for that second half until the rubber has set. Oddly the fact that it hardly sticks to anything else, one of FIMO's main disadvantages, is of great value here ;-)

So much for personal experience. I also read that it can be mixed with Green Stuff (and probably other epoxy putties as well) in a ratio of up to 50 % of the total. This is supposed to provide a material that does not need to be heat cured, but still can be made harder and less flexible by doing so, and that also can be sanded/filed/carved rather well. However, I mixed this up once, and I felt that it was notably less sticky than GS, which rendered it use-less for my purpose at the time, and I didn't pursue this any further since I have come to find a GS-Mil-liput mix excellent for any hard sculpting.

Milliput

Milliput Standard is the other putty that is not very useful for our purposes.

Compared to FIMO it *would* indeed make a bet-ter modelling putty for our purposes, since it sticks better, is self curing and just has a better "feel" to me (FIMO is somewhat "waxy"), but then again it is outperformed in every single category but price by some other epoxy putty, and if you need cheap stuff to bulk out an armature then FIMO is most likey better value for the money (or possibly clay if you have some other use for the remaining 95 %).

So basically stay away from this unless something better really isn't available. I bought it once to try it out, and I think I still have 3/4 of the batch lying around somewhere unused [and by now probably unusable anyway].

Now for the two that are important to us:
There are some significant differences between GS and Milliput (Superfine White, hereafter just "Milliput"). The former is part of the group of "elas-tic putties", thus named for their tendency to give some "feedback" to your sculpting actions, that is to slightly snap back into its "undisturbed" state. This can be useful, for example when sculpting clothes, particularly when it is half cured already, or it can be frustrating, for example when you try to create hard edges (of a weapon for example), which is next to impossible (at least in the scale we are talking about).

Milliput on the other hand is more claylike. It will generally retain any impression you make, thus also holds edges better, it can be "thinned" with water (which can be used to get smoother surfaces , by a combination of burnishing it and scraping off excess), and , most useful of all, it can be properly sanded and filed and otherwise processed when cured, which with pure Green Stuff is nearly impos-sible.

When doing infantry-sized minis in Epic scale I have found that a mix of those two generallyworks best for most parts, since it is fairly sticky, has a fine texture (a quality both of them share), is fairly strong (i.e. doesn't chip as easily as mIlliput, which could potentially be a major nuisance)
and can be worked on effectively as well as pure Milliput when dry (Which can hardly be said of pure Green Stuff, unless you use *very* fine sandpaper. On the culpting list they say it can be done with 2000 grit, but the most I can even *get* here is 1000, which *can* be used, but the effect is really not as rewarding as with the mix).
The exact ration of the mix can vary, depending on the needs at hand, but I mostly use 2 parts Green Stuff to one part Milliput.

As for using pure Milliput, I would categorically ad-vise against it on infantry and smaller vehicle parts , since IMO the slightly better workability when cured is not worth the increased hassle with its claylike properties when soft, meaning it won't stick as well and is more "flaky" (I know that something of tht consistency cannot really be "flaky", but for want of a more fitting word I am forced to use this. What I mean is that you can't stretch it as far without it tearing apart/splitting. I hope you get my meaning, otherwise just try it out and you will see :-)), as well as the slightly increased risk of break-age
when cured.

The matter is somewhat different with pure Green Stuff, which has its uses in some fields. Drapery is one of them, though I usually still mix in Milliput, just less than usual, that's all.
But whenever flexibility is needed GS might be the

way to go.

For a recent example look at my SoB mini. It is hard to make out on the pictures, since the colour is somewhat off (into sepia tones), but you might see that the skull on her rebreather is a different colour than its surroundings. That is Green Stuff in its pure form, the only piece on the entire mini, since the rounded shapes of the skull somehow just didn't really work out with the mix, which, mostly lacking the "shape memory" of pure Green Stuff was too sensitive, so that I kept ruining it, mostly around the eyes, which didn't turn out round enough.

So much for putty.

2) Plastic

Besides putty I make heavy use of plastic parts in my sculpts.

There are several different sources for different kinds of plastic.

First off, you might be lucky enough (unlike me ^^) to live in a place with decent modelling stores that stock sheets of plasticard and other plastic in other shapes. In that case I would recommend going there and have a look at what they offer, before resorting to the alternative sources I am going to talk about.

I can't really give much advice regarding proper plasticard since I have never had the privilege of even seeing any firsthand...however one word of warning: from what I gather there are (at least) two distinct kinds of plastics available, and one of them can not be glued using plastic cement !

Now since this is in my opinion one of the things that make plastic great for conversion, especially in our scale, where regular gluing can be either a quite messy process or yield a very weak bond due to small surface area at the joint.

I find these problems are almost nonexistent with plastic glue, which works by melting the plastic together, not by adding a sticky substance.

Now with that said, and having again ranted to my hearts content (well, not quite, but this is an imperfect world...) about my global situation compared to the modelling supplies paradise that is (seemingly) the USA, let's get back to something positive, shall we?

I have basically two sources for plastic.
One is, not very surprisingly, from old sprues. I only have experience with the GW kind of plastic in this regard, but once my supply of old infantry sprues is used up I will probably try a kit by revel or some other company. I don't think it is any worse, but who knows.

I also get a different kind of plastic from the bottoms of throwaway cups (you know, the white ones, very thin - you probably won't even have to buy any, just take a walk in a nearby forest and you should find some).

So far I have used two different kinds of cups, and they each had slightly different qualities. It probably makes no sense to try and describe them in detail, since chances are that there exist several ten thousand different kinds of plastic cups in this world and yours will again be different from mine.

The important thing is that they have generally different applications from the GW plastic.

First of all they have the advantage of being flat(er)/thin(er) already, so you will not have to do as much scraping to get them down to a suitable thickness for weapons and other small pieces that are rather longer and wider than they are thick.

I used this for the Bolter and the crucifix on the Sister of Battle, as well as a few small parts on the and for the armature beneath the feet.

I still had to do some shaping other than just cutting out a piece, but it was not that much effort.

They also have a different "feel" when working on them;

In particular small cuts are easier to make(I think the material is softer).Possibly owing to the fact that they seem to be rather pressed than cast, they also have greater horizontal stability, by which I mean that they do not bend or warp quite as easily, and the displacement effect caused by a knife blade is not so bad here.

By the way, for cutting out the finer details of those generally rather fiddly small shapes I can just advise

the modified razorblade #10. Very useful

when cutting small corners/undercuts.
Fine sandpaper can also be useful to get smoother angles and lines.
Scraping with an exacto blade or a razor is useful to further reduce the thickness of the plastic.

This is also more or less the main way of getting the GW plastic from the raw form into a usable form.
(I assume that form is some kind of rod-like shape of whatever thickness you desire, since that is

what *I* mostly need it for, to make armatures out of. Otherwise just carve/cut/file it as you see fit for your purposes)
First cut a few centimetres from the sprue. Think about two centimetres at most to work on (that is: to turn into something usable) and between one two more to hold on to.
Much more of the former will a)make it harder to get a uniform thickness and b) incearse the risk of bending/breaking.
Much less of the latter will make work more tiresome and difficult, since you won't be able to grip it as well.
Then first do some rough cutting/carving to get rid of about half the thickness *in one dimension*. Do not remove plastic from more than one side. This is waste of material (see below) and leaves you without any external straight lines for orientation.
Now use a sharp knife to scrape it until you get to the thickness you need (i.e. the diameter of the rods you want to make) and then some sandpaper and the knife to make it more even. Then cut it lengthwise into as many parts as your heart desires.
Your heart will usually be prudent enough not to desire more than four, since then the individual strips will get quite thin by then (I'm assuming there is nothing any thicker than the outermost rim parts of the sprues, though if there is, you can go for more strips.) and you risk snapping them off at their base while cutting them. This is because the insertion of the blade will cause a displacement of material to the sides.
This can be minimized (but never quite fully eliminated) in 3 ways:

-use as thin a blade as possible

-do not make a full cut straight away, but first cut in small steps, gently and not fully through the mate
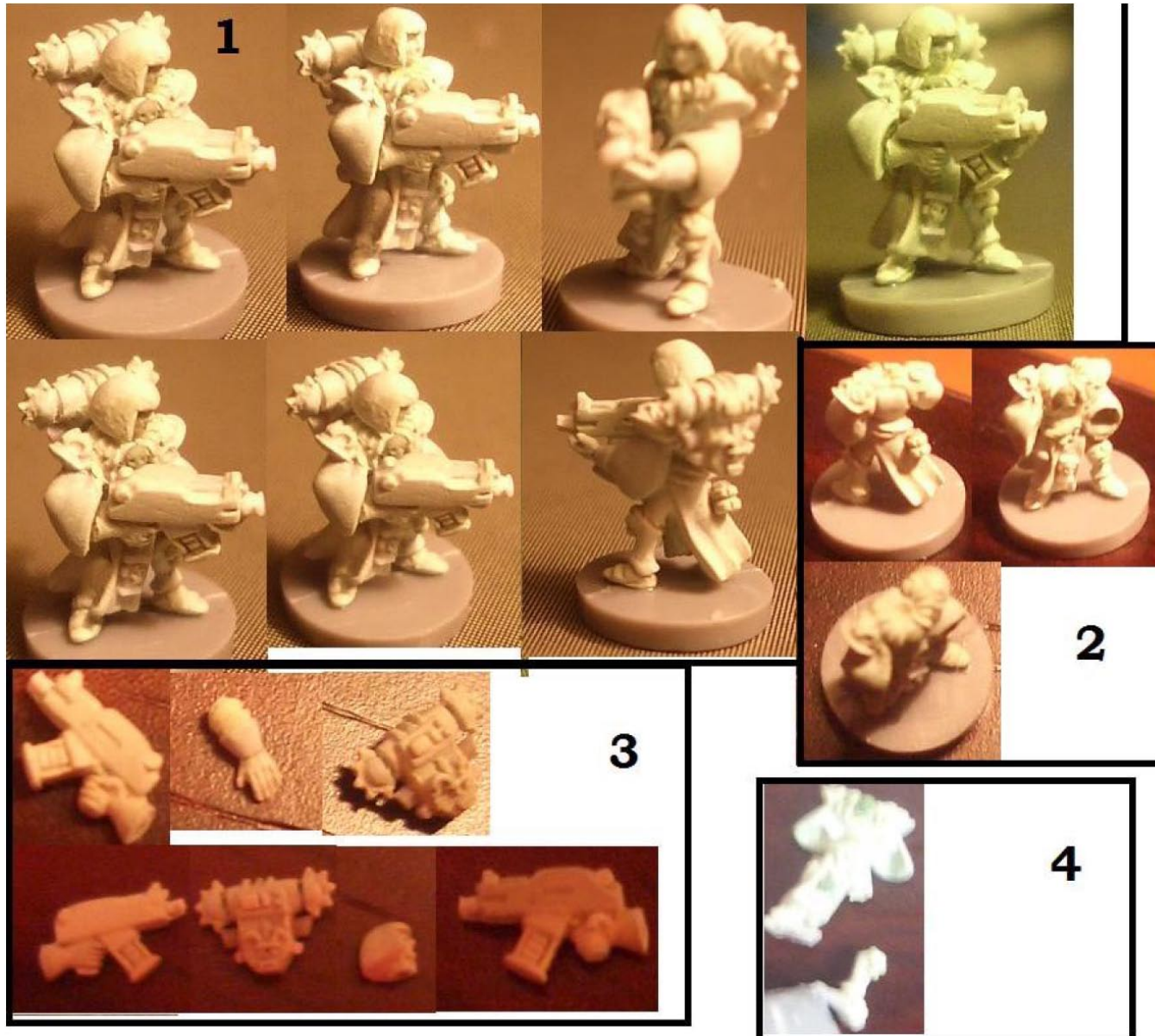
rial, so as to create a kind of "perforation" before actually cutting

-don't cut straight down, but make a wedge shaped cut. This is most effective, but also takes more time.

[Don't yet remove the strips from the grip part, you will still need that. So you will have to cut that too.]

Now you will be left with strips, not yet proper rods. What's left to do is cut/file/carve/sand etc them into as round and regular a shape as possible (and as is necessary for the job. This will be a pain in the-place-were-the-sun-never-shines when I try to do some of those Necron rods, which ought to look as regular as possible... on the other hand an armature will be covered anyway, so it doesn't have to meet nearly those standards).

Just another tip: In order to keep the rods from breaking once you get them down to really small diameters, it is good hold the piece with you thumb and index, and move the middle finger of the holding hand along with the movement of the blade to provide counter-pressure.

Finally I am sure there *must* be some machine application which can do all that which I just described with a minimum of effort, results of better and more constant quality and with longer rods, but I am not very knowledgeable in that field, unfortunately.

So much for plastic, I will say a little more on some of its application, most notably armatures in the third and final part of this little essay.

Now I mentioned glue somewhere up above, didn't I?

3)Glue

Now probably there is not all that much to say, since as modellers/converters you likely know at least as much or more about that then I do as (mainly) a sculptor.
Still, it is an essential aspect of al miniature building;
so a few words on it would be in order I believe.
I use three different kinds of glue:

1) Revel plastic cement with a needle for precision application.

Now first of all, forget that needle, you need much more precision here, usually. I usually spill some of it on a piece of paper or whatever is at hand (except for plastic, d'oh ;-)) and then pick some of it up with a needle or a toothpick and apply it to the spot where it is needed, OR, whenever possible, I dip one of the parts that are to be glued slightly into it ("into" really means "just barely breaking the surface").
I try to make it so that whenever something has to be glued it's made of plastic if that's possible, since (see above and below) it's by far the easiest method. The less surface are on the joint the more this applies.

2) UHU epoxy glue: comes in two parts in two separate tubes, quite small and relatively cheap. Has to be mixed before use, which is a little tricky as the hardener and filler are the same colour (i.e. transparent) which means you can not be quite sure when they are fully mixed, but that's really a minor annoyance.

There are at least three different types of this glue, which differ in their working time and time it takes them to fully cure.

The one I bought the last time has 5 minutes of working time, the one I used before has 2. I'm rather in favour of the latter, since even though you will waste more glue (because it cures beyond usability quite quickly, so glueing several different parts in succession is hardly possible).
The advantage over the 5 minute version is that parts joined by the latter have a tendency to slip or get otherwise separated from each other in the first ten minutes or so.
(That's where I used the FIMO (see above), to prevent slipping away of one part by placing the halves of the joint horizontally to each other).

3)Finally I use White glue (at least that's what I believe it's called in English. It's a kind of glue intended for use on wood pieces (hence it's German name "Holzleim", "Holz" meaning wood and "Leim" being a kind of ,usually rather thick, glue), but it can be used on almost anything, with varying results.
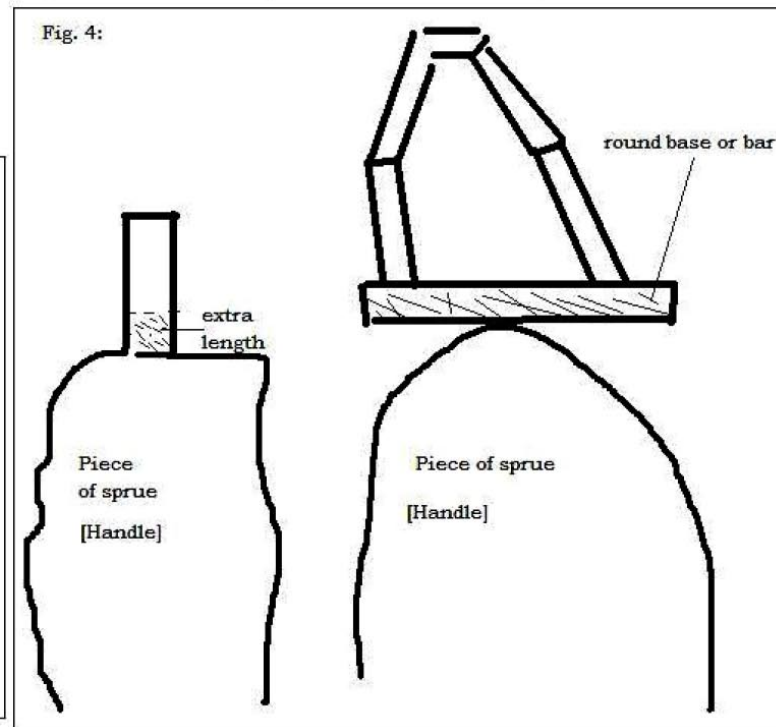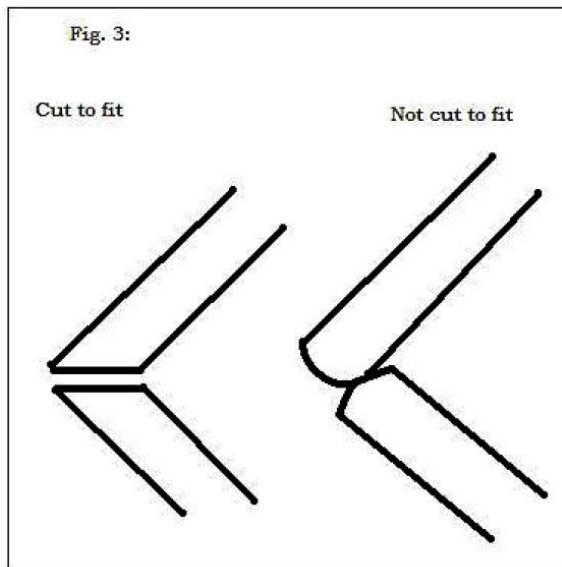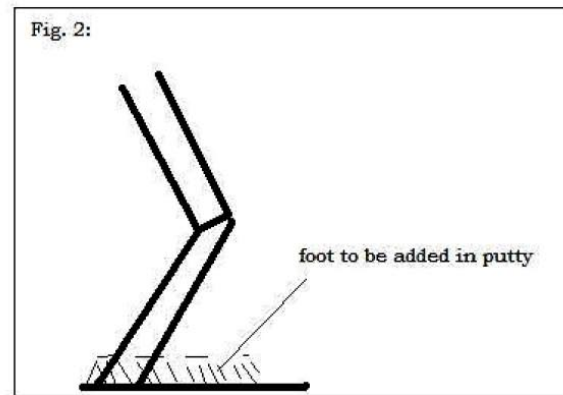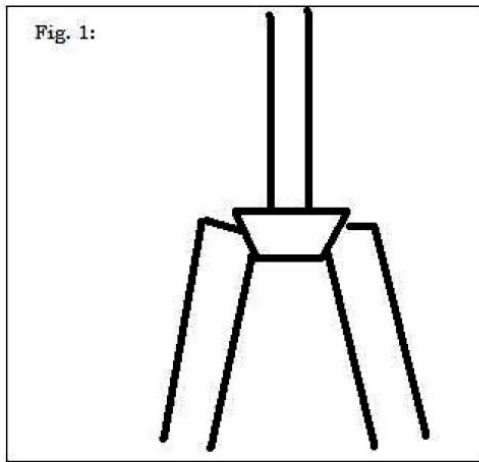It's not much good in epic scale, but since we have it at home anyway, I sometimes use it on (relatively speaking) larger pieces it is a) cheaper and b) doesn't need to be mixed first, which also means that c) there is not (much) waste).

Part three: Armatures:

An armature is so to speak the "skeleton" of any sculpt, determining it's basic shape/pose/size. It is necessary in order to provide a rigid core, on which to build the miniature from putty.
I think there are basically four ways of building an armature:
carving it, gluing it, soldering it and sculpting it.

Fig. 1:

Fig. 2:

foot to be added in putty

Fig. 3:

Cut to fit

Not cut to fit

Fig. 4:

extra length

Piece of sprue

[Handle]

Piece of sprue

[Handle]

round base or bar

For epic scale infantry options two and three are generally the best, although I only have personal experience with gluing armatures. However in theory soldering should work equally well, provided you have soldering equipment for such a small scale and that you have metal rods/wire thin enough, yet at the same time not easily bent. In case any of you remember, the classic Battletech mechs used to come (not sure if they still do, since I stopped playing about six years ago) with quite thin separate metal rods (to be used for antennae I believe) which probably would have been great for this.

I only carve armatures -from pewter- when assembling them -from plastic- is too difficult, and more importantly when they would be too fragile or the small rods too thin to be easily made. I have never carved armatures in Epic scale, but I did it for a few minis I which were about 5 mm.

Sculpting an armature makes sense in the case of vehicles, though it's probably better yet to build the hull out of plasticard if the shapes are not too organic. To give an example, I once sculpted an armature for an Eldar wave serpent / falcon chassis [which I never finished, and likely never will].

For epic infantry, I always assemble the skeleton from plastic rods carved from sprue (see my post on materials). Using plastic cement these can be joined together quickly and without too much of a mess after having been cut to precisely the right length and if necessary even at the necessary angles for a given joint.

My armatures for humanoids usually consist of one piece for the "backbone", one for the "pelvis" (usually very short, since the upper ends of the leg pieces represent the sides of the pelvic area, see **Fig. 1)**, two for each leg, two for each arm, one for the head/neck and sometimes one each for the feet and one or more each for the hands. Hands and feet are flat (unlike the others which are rounded) and the hand parts are *very* thin, just enough to support the application of putty.
However, I mostly sculpt the hands freely or make the fingers from tiny plastic rods, so I can often do away with an armature here.
My feet (well, not *mine*, you see..), too, are frequently fully sculpted. If they are, the rods for the "lower legs" have to be somewhat longer than for the "upper legs" (for my life I can' t think of the proper term right now ;-)), since they have to

include the height of the feet as well **(Fig. 2)**. Also, unless both halves of the joints are cut to fit, in the cases of both arms and legs one part will have to be a little longer, to represent the elbows and knees **(Fig. 3)**.

I usually keep the arms as well as the head separate
from the main armature so as to keep them from obstructing the torso during work and to enable me to work on several pieces of the same miniature

piece of sprue for handling, usually with a flat bar or a round base between the feet of the main armature and the handle and some extra length of plastic rod in the case of the arms and neck **(Fig. 4)**.

That's it for the making of plastic armatures.

Just one more thing: Plastic armatures (at least the kind of plastic I use) are not very heat resistant. So you have to be careful with hot lamps while accelerating
curing of putty (see below). I think on some of the WIP pics of my SoB one might be able to see that I wasn't :-) (just affected the handle, fortunately...) This can also turn out to be a problem if you want your minis professionally cast since high temperatures are used in vulcanising the rubber mould.

Part 4 - Hard and Soft Techniques

There are basically two ways to shape putty: You can do it when it is still uncured and pliable or when it is already cured (and in fact there is a third stage in between, when it is already mostly, but not quite fully, cured, but that is more useful for smoothing, not for shaping).

Never underestimate the importance of "hard" techniques.

Those include sanding, filing, cutting, drilling, scraping and carving, and probably others I can't think of or don't even know yet, but those ought to be the main ones, I think.
Some people I know think of sculpting as "pushing putty", that is: working the putty as a pliable mass. Now this is not too far from the truth (but not quite that) in the case of Green Stuff (or similarly flexible

alternately (which, arguably, brings with it the risk of slight disproportions, but helps with detail and also seems to be psychologically more satisfying IMO ;-)).
There is also the charm of multipart miniatures in general…
Each of those armature parts is glued to a thicker

putties), but with my current mix of Green Stuff and Milliput I find that a substantial part of the work is done in the cured stage. Let's try to look at this in a pseudo-statistic, where we separate the sculpting process into several stages and look at the part hard sculpting plays for me, as opposed to soft sculpting:

[1) Armature: well, in the case of epic infantry: usually 100% hard sculpting. But this doesn't really count, I think ... :-)]

2) Bulking out the basic shape:

On thicker body parts, such as the torso of most miniatures: Mostly soft sculpting. This is because there is no need to achieve a precise shape in this stage, since there is still some room for further sculpting.
On smaller parts, most notably the head or the hands/feet , on the other hand, this involves a lot of hard sculpting to make the most of what small amount of putty can be used there during the entire sculpting process, since they largely preclude working in many layers. About 50% of the work is hard techniques.

3) Detail: in my case this is generally a case of providing a fairly precise basic shape with soft putty and then mostly sanding it to give it a more precise shape. Again about 50/50, I think.

4) Smoothing/finishing: except for some burnishing when almost cured, I do this mostly by sanding with a very fine grid, so this is at least 70% hard sculpting.

Outside this order: I do some pieces, such as small detail and (at least the basic shapes of) weapons, blades in particular, usually in plastic, which means hard techniques exclusively.
For example, the sword of the WIP Eldar ranger is made purely from plastic.

So you see that while (in my case at least) "pushing putty" dominates the basic stages of work, a proper finish requires hard sculpting. Just look at the fire dragon WIP (discontinued^^) I posted in the collage towards the end of the thread "My personal sculpting "challenge"", which has not seen any hard sculpting.

I find that the most basic tools for hard sculpting are small slips of abrasive paper with different grain sizes, where you work your way down from rough (like a 200 or 400 grid), to first get a clearer, more defined shape than generally possible with soft putty alone, to smooth (800 or 1000, which is the finest grain I can get here) in order to finish the surface.
The rougher grain paper is particularly useful for defining things like belts and similar detail that stands out from an otherwise relatively flat region of the model, while fine grain should be preferred when the aim is to just give some better definition or some slight touch up, such as with folds in clothing or the basic shape of the face, hair, fingers etc...

Anything that can be used to scrape or cut is also useful for hard sculpting, but not so much for finishing as for helping with basic shapes, and those instruments are mostly used when working in plastic instead of putty. I don't think there is much to be said about that, beyond what I wrote in my mentioned post. One thing to keep in mind when cutting small pieces of plastics, is that knife edges will not create a perfectly vertical cut, since they are themselves slanted/wedge-shaped, but razor-bladesminimize this problem.

It is also important to keep in mind that you need a hard curing putty to do proper hard techniques, unless you use extremely fine sand paper exclusively and don't really plan on doing many hard edges, which are next to impossible in putty like Green Stuff (it *is* possible, of course, but if you try to do that on a (non organic-looking) vehicle of some size, you can probably spoon-feed your brain to the cat afterwards...).

LUBRICANT

Generally use some kind of lubricant on your tools, as well as on the miniature's surface itself during the smoothing stage.
Don't use too much, since this will obstruct your view and, worse, if you are just in the process of adding new parts it might flow between the miniatures surface and the new part, which basically ruins any chance of getting it to stick, until it's dry again.
I use water, since it dries easily, doesn't create any kind of mess, leaves no residue and is plentiful and cheap (unless you live in a desert, of course).

If you use something oily like vaseline (or the oil from their foreheads as some reportedly do...:O)) you will have to remove that stuff, if you want to add anything over it, which in my book is a big inconvenience.
It does have the advantage, however, that you don't have to reapply the lubricant all the time, much for the same reason...
The choice is yours I guess.

ACCELERATING CURING

You can accelerate the curing of epoxy putty using heat, and slow it down using cold, as I mentioned in the materials part.

A good way to do this is using a light bulb at about 1 to 5 cm distance from the parts to be cured. Some sculptors build so-called "putty-ovens" out of some cylindrical, not too big metal container, such as a can, by cutting a hole into the top and inserting said bulb. Creates more heat and distributes it more evenly, but I haven't used one, so I can't really discuss it here.

Just one word of warning: As mentioned above and in other places, I have had some plastic parts melt even under a regular light bulb, so proceed with special care if you try a putty oven.

Generally 20 to 40 minutes under a light bulb will cure the putty to a degree that ought to be more than sufficient to add new layers/detail, though it won't be quite *fully* cured yet at that point.

Finally you might want to know that under the influence of heat, the putty will at first get *softer*, before hardening, so you'd better be careful about touching it during that time (of course properly timed this can also be used to positive effect).

HOW TO START

If you have never sculpted anything before, is it better to start with a full-blown mini, or is it better to do some conversions first?
Is there any kind of mini-type particularly suitable for your first tries?
Those are two questions that are often addressed in tutorials at the beginning, and I've read several times (and likely so will you, if you decide to seriously look for some starting info on the web) that one ought to do some minor parts first, and that the first full sculpt ought to be something like an

ork or a similarly brutish, big, and -most importantly- disproportioned and distanced from "true" or "proper" human shape as possible, so as to minimize the visual impact of mistakes.

Me, I never did a single piece of conversion before I started full sculpting, and my first sculpt was an approximately 15mm scale Eldar Harlequin-style mini - go figure...

Now I'm not saying that the abovementioned points don't make some sense, but from my personal experience I can say that it works the other way too.

Now, even though this should teach me (and you) to beware of generalizations when giving such recommendations, I nonetheless would like to raise a few issues that I think are worth consideration before your first project:

-Scale: You don't have to start in a bigger scale, just because it's easier. Actually I think (and I'm going with Will Hayes of Forgeworld-Grey-Knights-and-Tau-and-much-more fame here, so I'm in good company :-)) that smaller miniatures are easier. Now I don't know why Mr. Hayes thinks so, but I do because there are so many details that just have to be hinted at, and they will still look great since no one expects them in that scale. Also (and this is somewhat reminiscent of the Ork argument above, I fear) slight problems in proportions are less obvious. To see what I mean, just take a look at just about any IG infantry model and how big their heads, hands and feet are ! If such proportions were found in 54mm Inquisitor scale the sculptor would likely be laughed out of the room!
Just start in the scale you would like to work in, that's it.

I'd probably not try to learn "the basics" in a bigger scale and then switch to Epic, since you can learn them there as well, and at the same time get used to the peculiarities of small scale from the start, but if it works better for you the other way, go for it.

-Quality: go for the highest quality possible, but be prepared to accept that it won't work out the first time. For me it did, but that's probably because I've had some prior experience with *carving* small scale miniatures (and I assure you, the first one of *those* looked horrible by my present standards...).
Don't try to artificially limit your quality from the onset, to raise it in steps mini by mini; your pace of improvement will come by itself.

-Choice of design: Choose something you like, possibly something that you will really be able to use in gaming and thus show off. That way chances are much better you will actually have the motivation to finish the mini.

But whatever you choose, I would recommend having some kind of visual input to work from, as extensive as you can manage.
And whatever it is, the more professional - that is the closer to your ideal goal - the better, since this will fulfil the *extremely* important task of reminding you of the big picture, so as not to get lost during the sculpting process.
What I mean by "getting lost" is that in the beginning, if you are remotely similar to me, you might really find it difficult to imagine that the unshapely bits and pieces you are working on will ever begin to resemble a finished miniature, but having source material will enable you to place the part you are working on in the "big picture" of the mini as it is supposed to look when finished.

-Tools etc.: don't go overboard on tools from the beginning, don't try to build a tool for every possible application beforehand.
And definitely don't buy any tools at 10$ a piece before you know they really will be handy (if you desperately want to get rid of the money send it to me instead, I won't mind...).

I have read accounts of people on the net who invested heavily in a set of high quality sculpting tools (which aren't all that cheap), only to find that they can do 99% of their work with a single tool and a few household items, and if they hadn't gotten that tool in the first place, as likely as not they could have made do just as well with some different needles etc.
Particularly in our scale some of those tools are just overkill, out of scale and thus no longer properly suitable for their original purpose.

-Finally: Unless you are under some kind of time constraint, have the courage to scrap anything - be it a small skull or the complete torso- if you are certain you can do better. Believe me, it is quite annoying to know you could have done better but didn't when looking at a finished sculpt. Of course this will still happen all the time, by the very nature of self improvement, but you can at least cut down on it.

Well, that's it from my part for now, but if you feel there is something important I haven't mentioned, or want to hear more about some particular subject, just ask :-)
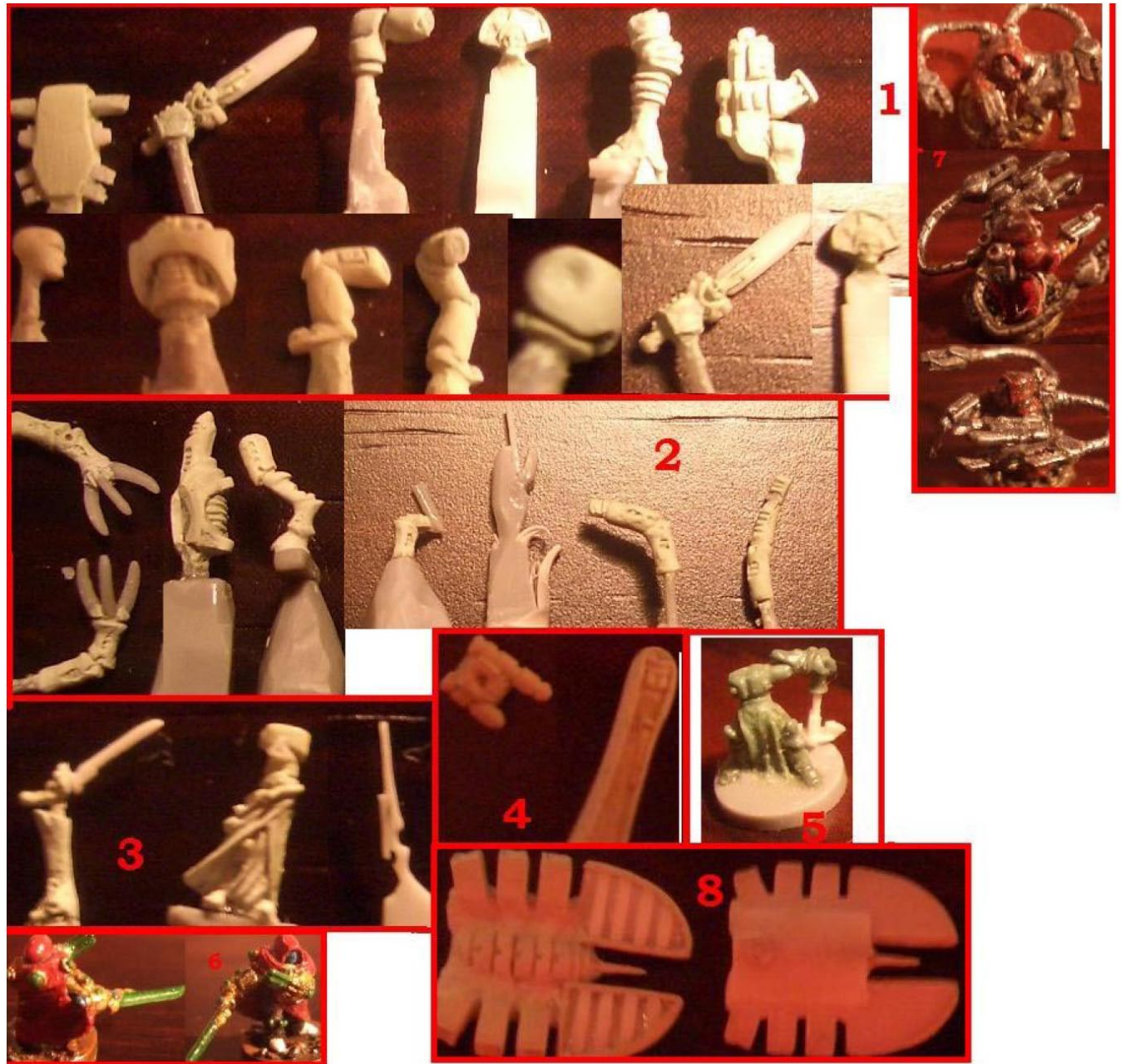
The EPIC: Armageddon Tacticus

By Tom Webb

Additional Credits:
Douglas Woodcock (Editor of Incoming! And my most frequent gaming partner),
Jaldon (Who wrote a fantastic guide on the Specialist games forums and provided much food for thought),

Chapter 1: Laying Plans

The most important part of any game of EPIC is establishing a plan prior to the battle. There are four factors that determine the content of your plan; I have gone into each factor in more detail below. To summarise you must take into account: 'The Scenario Conditions' (what you need to achieve to win), 'The Commander' (what is the mentality of your opponent, what are his weaknesses and how can you force him to make mistakes), finally 'The Method' (knowing your armies infrastructure and discipline, how reliable are your troops? What troops should you field? Where should you field them?). This identifies the four factors which govern the conduct of warfare in EPIC Armageddon.

o   The Scenario Conditions

The tournament game in Epic: Armageddon is completely unlike any other version of EPIC, rather than concentrating on the destruction of enemy forces, and/or just taking objectives we have five different objectives to try to achieve. These objectives represent the modern military philosophy of battlefield dominance. Taking the key enemy positions whilst retraining your own positions is the prime objective in the game, destruction of the enemy's forces truly is secondary. Below I have listed the five objectives and ideas on how to attain them.

·   Take and Hold:

Capturing the enemy positions is essential to preventing the war from bogging down and stagnating. It also keeps the battles focus on the opponents table half which makes it hard for him to attempt to capture ground on your side of the table. Normal tactics on how to achieve this goal are discussed in the Sledgehammer and Refused Flank part of the deployment section.

·   Blitz:

The enemy's main position, a blitz is a direct strike on the heart of the enemy line. If you can capture there main objective, then you can seriously weaken the enemy's position. It also lets you dictate the pace of the battle, whilst the conflict is on your opponent's side of the table it is very hard for him to assault your side. Be sure you have adequate reserves to deal with any air transported units that make it past your attacking lines!

· **Defend the Flag:**

Hold your own objectives, don't let the enemy advance onto your own table edge. This objective is easier to do if you keep the enemy off balance with a sustained assault, which he is concentrating on repulsing your attack, he can't very well make attacks of his own.

· **They Shall Not Pass:**

This is a tough one, even when you are assaulting the enemy it is quite easy for him to rush a formation into your table half in the closing stages of the battle. Keep him off balance and don't give him the opportunity. Have reserves to quickly counter attack if succeeds in breaking through.

· **Break Their Spirit:**

This is tough against some armies and simple against others. Space Marines are easy as they have small formations, concentrate your fire and completely obliterate the enemy formation. Remember you cannot just break it, you have to destroy it. Tau and Orks are a real pain due to their large formation sizes. You have to destroy the most expensive enemy formation. If you can achieve this victory your position is greatly enhanced as your opponent has more often than not lost his best formation.

o **The Commander**

The enemy commander is the single weakest link in the entire army. As Sun Tzu says:
If you know the enemy and know yourself, you need not fear the result of a hundred battles. If you know yourself but not the enemy, for every victory gained you will suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle.
I used to regularly play one opponent who had an incredible tactical mind. He had great focus (regular player at the Chess Club and easily the best player there), when things started to look bad however, his concentration slipped. He didn't panic but he would slip into a state of maudlin and pessimism practically giving up. The games which had been incredibly challenging became a simple method of delivering a one shot hammer blow to demoralise him and then moping up his forces as his concentration faded and his game plan went out the window. By knowing my opponent I had changed a challenging game into a rather easy game.
There are four main types of opponent; every player isn't a stereotype so use each opponent type and how to beat them as a guide line.

· **The Camper:**

Normally an Imperial Guard player, they sit on there table edge and rarely manoeuvre even when a flank is crumbling. They are big fans of artillery and infantry, and although they will often buy vehicles, they rarely take advantage of their speed. Probably the easiest type of

opponent to face, they let you dictate the pace of the game, you can pick which flank you want to crush and attack his objectives without having to worry about defending your own. The more experienced campers will co-ordinate fire on your detachments and can cause you hassle as you whiz across the board to oust them from there defensive stance, but most campers tend to be newbie's and will fire at whatever detachment they deem the most threatening without concentrating there attacks. The easiest way to take out a camper is to pin the centre, and pick a flank to crush with overwhelming force. Space Marines excel at tearing campers to shreds, as do Eldar. Any army that has speed and power on its side will beat a numerically superior Camper.

· **The Rusher:**

Okay – even though the rusher is only slightly more threatening than a camper, there is something that appeals to me about pelting across the battlefield at full throttle and slamming into the enemy in a do or die charge. The trick to defeating a rusher is to regain the initiative. Trick him into charging where you are strongest, and retreat before him where you are weak, use firepower to break up his charge. The most important skill is knowing when to counter attack, and counter attack you must, because a rusher will almost always beat a camper. Let him expend the energy of his charge, when he begins to bog down, whilst keeping up a steady stream of firepower concentrate your forces and counter attack. Drive him back and break him, then

hurtle across and nick his objectives. If you can harass his flanks and disrupt his charge or distract his attention then all the better, but in the first few turns it is to weather the storm and regain the initiative. Once you have survived the charge, the game is pretty much in the bag.

· **The Unpredictable**

Every now and then you find a player who cannot be categorised; he doesn't have a coherent playing style and will often use tactics that seem almost random. Quite often they aren't especially good generals, but because they do the unexpected they can often catch you off guard. Unpredictable players are one of the most dangerous, because you never know what they are going to do next, and being able to predict your opponent is the key to victory. I used to play an opponent who was very, very unpredictable. He was almost schizophrenic in nature, at times he would be so cold and clinical, other times he was wild and all over the place. Needless to say he was a mathematical genius and went on to do higher mathematics. The problem with playing him wasn't his experience, (he hadn't played many games), it wasn't his number crunching ability (that flicks on and off, sometimes he is immensely analytical and at other times he would command his units almost at random). I used to get massive brain ache playing him and trying to keep my game plan intact whilst he skittered across the board causing havoc.

· **The Balanced:**

Normally fielded by veteran players, balanced generals know when to attack and when to defend. They won't waste actions by sitting back out of range but they won't waste their troops on fool hardy assaults either. They tend to have a well constructed army which isn't bias to any of the attacking styles and are on a par with the unpredictable generals for level of danger. The Balanced style is the style that you want to aim for, this guide is tailored towards teaching people how to make a balanced army and use it to its advantage. Sometimes balanced players can be mistaken for rushers or campers, but the difference is that once there particular game style starts to go stale mid game; they will happily change and adjust.

o **The Method**

The Method is all about creating a force that is capable of not only surviving contact with the enemy, but capable of achieving all of the objectives whilst denying the enemy his own objectives.
Jaldon did a fantastic article on army construction on the Specialist games forums, and when I obtain his permission I will publish a link to it.

Designing your army

Basically you can take several approaches to building an army in Epic:A. You can have a

force tailored for camping, a force designed to rush and overwhelm your opponent or you can build a balanced force that can perform any role required on the battlefield. Each army type has its pro's and cons and I will detail all of them in turn. It must be said however, that the balanced force is much more resilient as it can adapt to the ebb and flow of battle. You have four main building blocks to construct your army from. I will go into more detail below, but to summarise: Infantry (The bread and butter of your army, these troops will take and hold objectives, bulk out your lines and provide the backbone to your force), Armour (Fast moving and heavily armoured, armour is used as a shock weapon, they can crack open a flank or the centre allowing your infantry to consolidate and hold the position), Support (An essential, yet hard to categorise group. Whilst support cannot achieve goals on it's own it dramatically enhances other troops allowing them to achieve their objectives with reduced losses. It includes both artillery and aircraft). Most troops can be assigned a category, but some fit into multiple categories. These versatile troops are useful for offering tactical flexibility but suffer from being capable at all aspects of war, but master of none. They often suffer when opposing specialists or cost vastly more than regular troops.

Infantry: The main block of your army. Infantry is generally cheap and cheerful. Ideal for soaking up enemy firepower, consolidating ground, holding positions and acting as a speed bump for enemy aggression. They can often deal out

plenty of fire power through sheer numbers and are able to overpower most enemies in an assault through numbers. They act as bastions on the battlefield, you can manoeuvre your units around them to assault the enemy and take ground whilst having a safe place to retreat too. Often slow they frequently require transport to increase there effectiveness.

Mobile infantry (infantry in transports) make an effective escort for armour, which may otherwise be vulnerable to enemy assaults. They will be doing most of the donkey work in the army, and will be responsible for holding your line together.

Armour: More generally more expensive than infantry, armour makes up for it by having speed, firepower or armour (hence the name), armour is comprised of tanks, bikes and other assault vehicles. They are the shock troops of your army, like the Napoleonic French Cuirassiers they are deadly when properly supported and used against the right targets. Armour is powerful, but on a point for point basis requires infantry to be effective. This is the basis of modern combat doctrine and is called combined arms. Often with a small formation size, they cannot take casualties and suffer from excessive suppression problems. Tanks are generally good at providing mobile, medium range firepower to your attacking forces, and bikes tend to be good at assaulting. The problem with armour is that whilst it is exceedingly good at taking ground and inflicting damage on the enemy. Unless it keeps moving it can

prove to be remarkably fragile. Generally want to work in conjunction with infantry, infantry bulks out your formation and can hold the ground the armour takes, whilst the armour acts as a mobile predatory force and takes out targets of opportunity. Armour is especially effective at turning flanks and artillery hunting, where its speed and potency can be used to full effect. Armour should almost always be used aggressively.

Support: This is a hard category to define, it contains all the units that assist other formations but cannot survive alone. They either do this through transport, long range firepower or disrupting enemy movement. The three types of support are transport, long range firepower and aircraft.

Long range firepower: These formations tend to have a long range, 45cm+ and often are either barrage or macro weapons. They are designed to hit the enemy from where the enemy cannot return fire, softening up formations so that the infantry and armour tag team can break them. They can also be used to devastate enemy formations that are attacking, inflicting enough barrage markers or casualties to break them and thus save your troops from having to engage them. They are weak when engaged in an assault or a fire fight and often need protection, they are intended to hold back and stay out of the front line. If they enemy breaks through to engage them, then a combination of weak combat skills and low armour generally means that they will crumble.

Transport: Transport work closely with infantry formations, they are designed to overcome the inherent weakness of infantry – it's low speed. They do this carting them around the battlefield. Often they don't add much to the unit's combat effectiveness except for additional resilience to blast markers, but because of them they allow infantry to keep up with your armoured formations and support them in there assaults/raids. I am including air transport in this category as air transport is possibly the most effective of all transports. Able to drop your troops wherever you want them without them often without having to risk being shot at on route, they allow infantry to raid behind the lines and to assault an otherwise secure enemy flank. The most important role of air transport is that they deny the enemy knowledge of where you are going to strike. Without this knowledge they cannot adequately prepare there lines and you can crack them open like a Maginot line or reinforce crumbling flanks.

Aircraft: The queens of the sky, these formations are only vulnerable to enemy AA and can attack with impunity. They are designed to work in conjunction with infantry and armour because whilst they can wipe out or weaken enemy formations they have no ability to hold ground even if they have totally cleared it. They are useful as part of a combined assault, laying blast markers on a unit before your troops assault it, or attacking otherwise safe artillery formations and stopping them from fir

ing at your troops.

Assembling Your Army

The key to victory in modern warfare is through combined arms. The easiest way to consistently win at EPIC: Armageddon is through a balanced army. A rush or a camper style army can win, and will win, but once your opponent wises up to you, he will know exactly how to counter you. An army that is built around armoured formations will be vulnerable to AT fire, light vehicles being shredded by both AT and AP fire. Whilst it will blitz into the enemy and probably do very well for the first few turns, it is vulnerable to counter attack and cannot hold onto the objectives it takes. An army that is all infantry will be shredded by barrage weapons, although it may take the enemy some time to wear it down totally. A combined arms force can adapt to changing situations and should theoretically be able to win against any force.

For a true combined arms force, you want just over half your army to be infantry formations, up to a quarter on armour and about a third on support. Infantry formations can contains armoured vehicles and still count as infantry – that is just maximising the effect of your formations. Some armoured units are perfect for providing close support, dreadnaughts being one example, vindicators another. Like wise Leman Russ companies with a mobile infantry unit attached to it is common sense, they provide the Leman Russ's with more tactical flexibility. Obviously these are just guidelines, and you should use the army composition

that works for you, it has to be said though, that EPIC: Armageddon is bias towards a combined arms force. This is why I enjoy it so much, it simulates modern warfare, in a futuristic fantasy genre.

Considerations

Your next step is to analyse your army. Does you army suit your game plan? Do you have a good balance of units? Are there any redundant units that could be swapped for something filling a missing tactical niche? Do you have enough activations?

By this I mean, if you have loads of formations, then you will have a strategic advantage. You will be able to activate more units, and thus wait until your opponents has moved all of his units allowing you to move your remaining units without him having anything to counter you will. The opposite end of the spectrum is the army with too many small formations. Without the larger formations to form anchors for your line, you will find the enemy can easily blast away your small formations and crumble your lines with impunity. Again we come to balance, you must have enough formations to avoid being totally out manoeuvred whilst not having an excess that leaves your overall force weak and vulnerable to counter attack. Jaldon recommended that you have between 2.5 to 3.5 activations per 1,000 points in the Army, rounding down at the low end, and up at the top. So in a GT game that is 6.75 to 9.45, or 6 to 10 activations. I think he was right, and I hope he doesn't mind me quoting him in this document.

Deployment

When deploying your units you need to come up with an overall goal, an objective. There are many strategies out there, below I have listed a few of the most common. This isn't an exhaustive list but it gives you some ideas on what you want to achieve and thus how you want to deploy.

· Refused Flank

The refused flank is one of histories most famous tactics, to put it simply you put an emphasis on deploying the majority of your armour and best infantry units on one flank, and a regular force in the centre (to support and guard the vulnerable side of your attacking flank) and an infantry unit (to act as a speed bump and delay your enemies advance) on your refused flank. The idea is to hold the enemy with your centre and refused flank, whilst your reinforced flank crushes the enemies flank and rolls up the line to crush your opponents force. Using multiple formations workings together against one enemy formation.

Most complaints about tactics articles follow along the lines of "but you are using three formations to defeat one enemy formation" this is common sense and the basis of modern warfare. Concentration of force wins battles, you want to crush the enemy one formation at a time and throw his line into disarray so he cannot respond with a co-ordinated counter attack. It is important that you retain the initiative at all times during the battle.

· **Defence in depth**

Most people when they make a defensive deployment use one long line, the problem with this that when a formation gets knocked out there is a gaping hole in your line that the enemy can easily exploit. Defence in depth relies on at least two lines across the field, with three being ideal – depending on the size of your game. With this deployment, not only can you concentrate your firepower, but you have a second line that can plug gaps when the first line starts to crumble. Another common mistake people make is not having a counter attack formation, you need to be able to throw back enemy assaults, a mobile formation that can counter attack where the enemy is breaking through is essential. It provides you with options and lets you stop the enemy from destroying you with a refused flank or sledge hammer.

It is important to consider the ZOC (zone of control) for each unit when preparing defence in depth; you don't need to cluster your units together. You are allowed to stretch out your formations with two centimetres between each stand, this allows your to stack your formations in two concentric lines balancing battlefield coverage with concentration of firepower.

Scouts can cover even more of the battlefield and can be used to obstruct the enemy advance, with there large ZOC the enemy will find it hard to go round them and will be forced to destroy them to get them out of the way.

· **Sledgehammer**

The sledgehammer is where you mass your troops in the centre, having only holding forces on the flanks; the idea is to crush the enemies centre with a massed assault and then rolling up his flanks. An integral weakness of this deployment is your vulnerability to crossfire when you attack the centre, a more potent version of the sledgehammer that is especially effective with mobile armies (Marines, Eldar, etc), is to deploy in the centre and then send most of your central assault force against the enemy's weakest flank. Pinning the enemy centre and then rolling up into the centre with your victorious troops from the flank attack, then you can get the crossfire bonus instead.

Epic scale Typhus, Herald of Nurgle by Warmaster Nice

Themed Armies

By Warmaster Nice

Many people who play Games Workshop games seem to think that Tournament style games are the only way to play these games. While tournament games certainly can be a lot of fun I must say that my personal preference increasingly has become scenarios involving themed armies. One of the problems with Tournament style games is that your army theoretically has to be able to counter every type of opponent and/or battlefield conditions. This has a tendency of producing fairly similar armies.

Themed armies on the other hand can be extremely unbalanced and perhaps only be suited for playing against a single type of opponent. However if the objective is no longer winning, like it is in the Tournament game, then you can really go overboard to produce characterfull and unique armies. You may not win often with them but they are bound to make an entertaining game.

Inspiration

I like to go to the library, turn on the TV and generally just surf the Internet to get a sort of information overload. When gathering ideas for the army I didn't just look at WW1 material. General books about siege warfare ranging form medieval tactics to modern cityfighting proved extremely useful. Remember that this is the far future so you can mix and match elements form all paradigms of war.

I try to gather as many facets to the theme I can possibly think of. Then it is easier to select the elements which will help define your theme and then choose and pick the exact units which will make up the army.

It can be useful to do a bit of brainstorming at this point. Take a pen and a piece of paper. Then write the overall theme for the army. In the case of the Krieg army the overall theme would be "siege warfare". Then brainstorm and write down all the words you can think of which are associated with that theme. The elements you think of first are usually the ones you should continue to flesh out. Try to gather the elements together into a single "vision" of how you want the army to look/perform. I sometimes find it easier to envision a single

event and how my army would look/preform in that situation. Is the army freshly equipped "codex" or seasoned veterans with lots of individual modifications? For the Krieg army the theme I came up with was a sort of "storm the gates" scenario. It draws upon elements of WW1 and the siege of Sevastopol during WW2. I had an idea of an army which had been engaged in a siege for years which meant a very dirty and rusty look with lots of personal modifications and stowage added to the individual units. This meant adding lots of sandbags, extra armour, camo netting, rolls of Barbed wire and trench materials to the models.
The army would of course consist of a bunch of infantry to begin with. The next addition would be guns –lots of 'em! I imagine the artillery bombarding the walls of the city while the infantry is dug

into trenches and similar fortification. The main role of the infantry is to protect the artillery generally absorb incoming fire. The offensive capabilities of the army would be undertaken by tanks. Not main battle tanks mind you but ones intended for breaching fortifications and walls.

With this in mind I set about constructing the army.

Devising a paint scheme

I wanted the Krieg army to be dark and dusty looking. I remember seeing a really cool WW1 Diorama of a west front trench. It really captured how men and material all gained the same muddy colour as the surroundings over time. It was that palette of dusty, muddy and rusty browns I decided to work with.

Graveyard Earth drybrushed over a black basecoat with top highlights in Command Khaki produced a nice finish. All metal parts would receive a heavy wash of Snakebite Leather/Chaos Black to get a dirty slightly rusted look. At the time of writing this

I still haven't quite decided whether to add more detail to the models. On one hand I think some unit insignia would probably add to the overall look but on the other hand it IS a bunch of extra work and, in terms of realism, not really that necessary. In time I'll probably add some more unit designations but it is difficult to give any exact advice as it depends on your own skills with a detail brush and what you think is a suitable balance.

For example: If you have an extremely shaky hand I'd advice against too much detail work. Go for a simply painted mini with a nice even coat of paint. When your skills improve over time you can then add the details later on. It is definitely much easier than having to repaint the entire mini!

The unique touch

Most of the truly great themed armies I've seen has had a lot of customisation done to them. Again the level of customisation should depend on your skills. Don't go overboard and try a bunch of half baked conversions. If you don't feel up to it chanc-

es are that you'll just chop up the minis and regret it afterwards. Remember characterfull conversions can be anything from adding a few sandbags or a tank commander to a model all the way up to scratch building an entire army. Either way you will probably find it most gratifying if the conversion is nice and clean. Even if it is simple. Take it easy and try a few things at a time. Some of the conversions I'm most happy with are also some of the most simple.

When all this is said you should of course not be afraid to try out new things. As with all crafts the first times you try it is will probably be a mess but you quickly learn and improve every time you do it.

The Götterdämmerung gun emplacements I am particularly happy with. In an Ebay deal I got a bunch of mk2 (TL era) Basilisks. I don't really like the model as it is a bit boring compared to the mk1 and E40k era versions. However the gun itself isn't that bad when you look at it isolated. It's got a nice loading hatch at the back and fairly detailed elevation mechanics.

I glued the guns to small 3x3 cm pieces of card which would be the base for the model. Normally it would be a good idea to use either plasticard or something else to avoid warping of the card but since I planned on building up the entire piece with putty that should eliminate the problem.

Next step would be to build up the trench supports. For this I used strips of balsawood and matches. When the supports had reached a suitable height I then added a blob of filler on the outside to build up the dirt. Inside the trench I then added two pieces of plastic to simulate some sort of sheet metal

bags. Then slice it into small pieces no larger than 1-2 mm (the ones on the Ragnarok tanks are even smaller!) and gently press them on the middle with a rounded object like the back end of a paintbrush. The last step was to add some sand. I did consider adding some kind of a platform for the gun itself but to save time and effort I decided to skip that assuming that the platform has sunk into the mud or something… Another option I considered was to add barbed wire. This can be made from metal wire mesh or simply steel wire turned around a thin dewel of wood no more than 2 mm in diameter.

The entire lot of 12 guns took me no more than an afternoon to make including drying the putty and glue.

When the Götterdämmerungs were finished I was left with all the carriages from the Basilisks. I thought they might be used as the Brüenhilde transporter. I had an idea of using Gorgons as Siegfried proxies and since the Siegfried is supposed to be loosely based on the Brüenhilde this was a perfect match: The mk2 Gorgon is actually based on the Artillery hull!

To detail the chassis a bit I added sandbags and a piece of the packing strip. If you are theming an army it is a good idea to have some common fea-

which would be added to the bottom of the trench to avoid that the gun sinks into the mud. You can get these very cheap and easily as it is the same strip of packing material used to wrap around large parcels and boxes in general. Simple to do and it looks great I think.

Finally I built up some sandbags made from green stuff. These are also really easy to do: Roll a sausage of GS and place it where you want the

tures which are repeated throughout the army. The sandbags and sheet metal are two such features.

Last up in the first batch were the Stormsword Super Heavy Tanks. As mentioned these came pretty seriously miscast. I think Forge World has had some problems with the moulds of their Super Heavies. At least I've heard a lot of people complaining about them. Of course moulds wear out over time and needs to be replaced. I just think mine were from a mould about to be replaced.

Usually FW are pretty nice when I complained about the problem but this particular time they asked me to return the model to get replacements. Fair enough if it wasn't because I then had to pay £7 in shipping to replace a faulty product. I really hate these incidents. A shame they make such darn nice models. Well cheap as I am I then decided to vent my anger somewhere else (like here :-p) and try to make the best of the Stormsword models. With large parts of the hulls being warped and/or with very obscured detail it was obvious that some Green Stuff work was needed. The first idea that sprung to mind was to add some camo

netting. To make this you place a large flat blob of GS where you want the netting and make sure it sticks well to the model. Starting at the bottom you then draw fine lines with a needle always pulling downwards to give the impression of weight on the netting.

I have also seen some wonderful camo nets made from very fine slices f the foam which comes in the blister packs. I've yet to try it myself but I think it looks awesome. You need a very sharp knife or razor to cut the stuff so do be careful. When applying it to the model it is again important to simulate the weight but it might be easier if you drench it in PVA glue or similar.

The future:

Well the Krieg army is far from finished. I've recently decided to add some Bombards to the army. I got a batch of E40k era Bombards –yet another model I've always disliked – but the more I looked at it the more I realized what a characterfull siege weapon it actually was. The gun reminding me of that on a SturmTiger and just generally emanating the serious firepower like that used during the siege of Sevastopol during WWII. Of course no siege army would be complete without a squadron of Leman Russ Demolishers so they are also moving up the list.

Other future additions might include some Death Riders and possibly some sort of gigantic cannon like the "Leopold" and "Karl" railway cannons used by the Germans at Sevastopol. My version will probably be tracked and perhaps counts as an Ordinatus or something.
Also in the works are two dedicated Siege Titans. They are going to be painted up in Legio Metalica

colours to fit the rest of my titan Legion but these will be particularly dirty and battle worn to get the siege feel. The titans themselves are armed with typical siege weaponry: Battering rams, Wreckers, Inferno cannons and of course Corvus Assault Pods to attack enemy fortifications.

I know many new players would probably want to start out by getting a well-rounded force to learn the game with. That is certainly understandable but in the long run I think the themed armies are the most interesting both to look at and to collect. Easier said than done you might say. While it is certainly a luxury to have about 100.000 points of Imperial forces to choose from, the concept is still simple: Get a basic theme idea and continue to flesh it out and immense yourself in background: historical or sci fi. This really helps bring the models to life making them much more than lumps of metal and a bunch of dice rolls.
To name a few ideas I have in the works right now are a Vietnam style Catachan force with lots of Catachan infantry, Hellhounds, Sentinels and of course shark mouthed Valkyries and Vulture Gunships! Also in the planning state: a pre heresy style Marine company inspired by the artwork in the old Codex Titanicus and SM1 Rule Books with Capitol Imperialis transports and exclusively mk1 vehicles.

Cheers and keep wargaming W/N

Death Korps of Krieg

5K Epic Armageddon - Orks vs Marines

By Markconz

This is a report of a 5,000 points a side game, Orks versus Marines using standard tournment rules for Epic Armageddon. It was played at the New Zealand National Wargaming Convention in Christchurch on March 25, 2005. I used my Orks. Dave Wallace used his Ultramarines, (which have recently seen the addition of many superbly painted reinforcements, including many of the new Epic Armageddon releases).

We played on a 5' x 5' table, and terrain was a cityscape on an obsidian plateau (we thought the black table tennis table surface looked better than the bright green cloth we had bought along, considering that we were using purely industrial scenery!).

The sky was black with the filthy, greasy exaust from a thousand ork war machines. A pale sun left only a sick brown light through to the marines entrenched among the industrial rubble.
"Switch all visuals to Infra Red" Captain Irenaeus ordered.
The seasoned veteran gazed across the battlefield with eyes that had witnessed a thousand battles. He was not woried. Orks were tough fighters but their equipment was no match for that of the Emperor's finest. Battlewagonz and Buggies were approaching down the road ahead. "Whirlwind battery stand by! AT rounds. Fire on my command!"

This should be easy. The Orks were ill equipped and didn't appear to have an numerical advantage.
WHOOMMMM! A huge explosion tore through the Marine positions.
"Sergeant status report! NOW!" "Where the Warp is that shelling coming from?" Captian Irenaeus cursed. As an answer a refinery building was reduced to rubble right in front of the position. Through the dust the cause of these explosions appeared. The ground shook as a huge monster of steel and iron took a step through the rubble. A Gargant! "Fall back! We need cover fire! Call up the armour to reinforce the sector!"

ORK FORCES

(x1) Great Gargant; Soopa gun, Warlord.
(x1) Gargant; Supa-Zzap gun.
(x4) Battlefortress Mob; 2 Battlefortresses, 4 Nobz, 12 Boyz, 4 Gretchin, 2 Flakwagonz.
(x2) Blitz Brigade; 12 Gunwagonz, (including 3 Oddboy Supa-Zzap guns).
(x2) Stormboyz Mob; 6 Stormboyz.
(x1) Kult of Speed; 8 Buggies.

MARINE FORCES

(x2) Tacticals; 6 Tactical Stands, 2 Vincators, 3 Rhinos (1 with Captain)
(x2) Assault; 4 Assault Stands (with Chaplain).
(x3) Devastators; 4 Devastator Stands (1 Formation with Captain, 1 with Librarian).
(x3) Terminators; 4 Terminator Stands, (1 Formation with Captain, 1 with Librarian, 1 with Chaplain).

(x3) Landspeeders; 5 Lanspeeder Tornados (1 Formation with Captain).
(x2) Landraiders; 4 Landraiders.
(x2) Bike; 5 Bikes.
(x2) Whirlwinds; 4 Whirlwinds.
(x1) Predators; 4 Predator Annihilators.
(x1) Predators; 4 Predator Destructors.
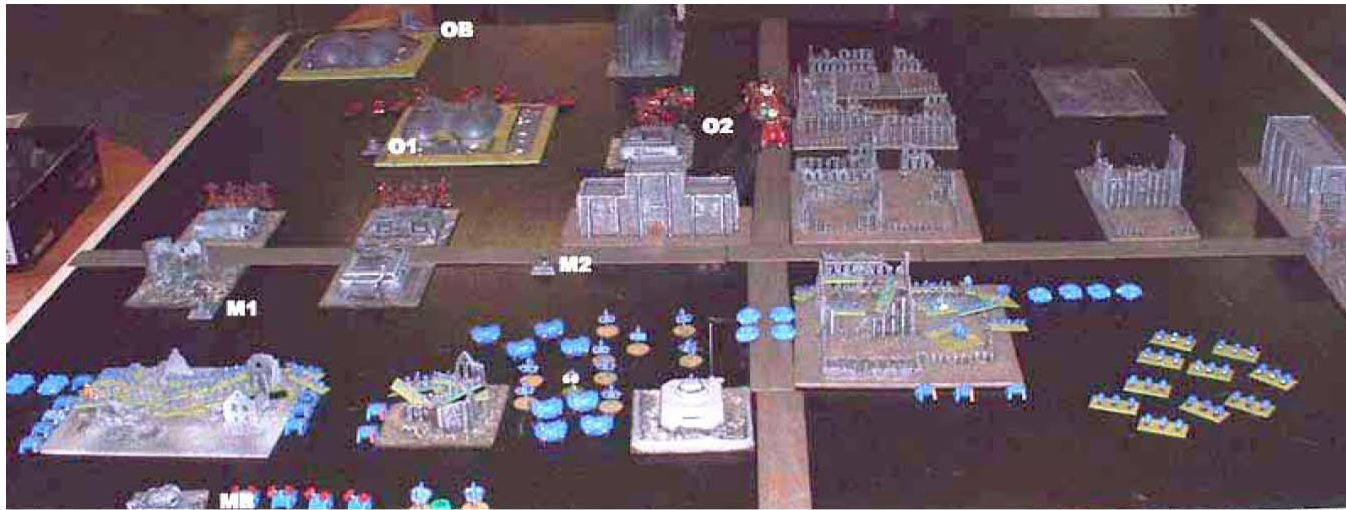
TURN 1

This is a shot of the battle at the end of turn 1, viewed from the Marine baseline. 'O' are the Ork table half objectives and 'M' are the Marine table half objectives, (B = Baseline, 1 & 2 = other objectives placed by opponent). The Marine infantry disembarks into the ruins near their baseline and their armour moves up into support.

The same situation can be seen, but viewed from the Ork side. The two Ork Gargants charge down the road, and four Ork Battlefortress infantry mobs race up behind cover to try and get within stiking distance of the Marines next turn. Marine Whirlwinds fire on these mobs but cause only minor damage. One of the Ork Blitz Brigades breaks after a exchanging fire with Marine Devastators and Tanks.

TURN 2

On turn 2 the Ork Gargants continue their charge down the road and open fire at the Marine defenders. Few shots hit as the Ork gunners bounce around in the fast moving Gargants. The Ork infantry mobs rush forward disembarking and ready to assault on turn 3, shooting ineffectively into the marine defenders as they do so.

One Ork mob assaults the Marine position in the ruins on the Marine right flank. These Orks destroy two Marine Devastator formations, but the Orks are then routed by enfilading fire from Marine Predator Destructors and more Marine infantry.

Marine shooting takes a heavy toll on the advancing Ork infantry mobs and several Battlefortresses explode in spectacular fashion killing yet more Orks. A Marine Landspeeder squadron races through a gap in the ork lines and seizes the Ork baseline objective.

TURN 3

At the start of turn 3, the Marine Terminators teleport behind the Ork lines near the two remaining Ork objectives. A Terminator Captain orders a charge by all three Terminator formations, which all but wipes out the two Ork Blitz Brigades and one Stormboyz Mob nearby. The Marines now hold all the Ork objectives. The Gargants halt, take steady aim, and un-leash a devastating barrage on the Marine infantry defending the ruins near their baseline. However, the remaining Marine formations continue to blast away at the charging Ork formations, with the Marine Whirlwinds exacting a heavy toll on the exposed ork infantry. After heavy casualties on both sides all the big Ork infantry mobs are broken and in retreat, with Marines chasing close behind.

To stop the Marines winning this turn, the remaining Stormboyz mob doubles to contest the first objective held by the Marine Terminators, while Ork Buggies contest the other objective.

TURN 4

None of the Ork formations manage to rally this turn, which leaves the Orks with only two Gargants, 8 Buggies and 6 Stormboyz stands to stop the Marines achieving victory. The Ork Warlord charges his Great Gargant towards the Terminator Marines in frustration but it is too little too late, as the surviving Orks are gunned down and outmanoeuvered by numerous Marine formations. The Marines take two objectives, and the Orks have none.

CONCLUSION

Executed properly a massive Ork infantry assault is unstoppable, and I have grown used to smashing opponents with the brute force of Big Ork Warbands riding in Battlefortresses. However, in this game I underestimated the strength of the massed Marine lines, and I lost all my Ork infantry very quickly. I should have softened the Marine position up more with Gargants and Blitz Brigades, and been more careful with disembarkation. Trying to avoid my Battlefortress transports brewing up with Orks still aboard led me to commit these big formations too early, and into positions where they received huge amounts of damage. Combined with some clever manouevering by the Marines, the result was a well deserved win to Dave and his new Ultramarines force! (We found out later that Dave was underpointed by several hundred points, - so even greater glory is his!!) (21.04.05 - Update! Simon White, a helpful online viewer, has observed that the orks had 5680 points in thus battle! I had included my usual 4 big infantry mobs when I had only payed for 3 of them! Kudos to the marines for emerging victorious despite this piece of underhanded ork kunning!)

7.5K Epic Armageddon - Orks vs Marines

By Markconz

This is a report of a 7,500 points a side game, Orks versus Marines using standard tournment rules for Epic Armageddon. It was played at the New Zealand National Wargaming Convention in Christchurch on March 26, 2005. I used my Orks. Dave Wallace used his Ultramarines. It was a follow up to the game played the previous day. Once again we used a 5' x 5' cityscape table.

ORK FORCES

(x2) Great Gargant; Soopa gun, (1 with Warlord).
(x1) Gargant; Supa-Zzap gun.
(x4) Battlefortress Mob; 2 Battlefortresses, 4 Nobz, 12 Boyz, 4 Gretchin, 2 Flakwagonz.
(x2) Blitz Brigade; 12 Gunwagonz, (including 3 Oddboy Supa-Zzap guns).
(x2) Blitz Brigade; 12 Gunwagonz, (including 3 Oddboy Soopa guns).
(x2) Stormboyz Mob; 6 Stormboyz.
(x1) Fighta Bombas; 3 Fighta Bombas.

MARINE FORCES

(x2) Reaver Titan.
(x2) Tactical; 6 Tactical Stands, 2 Vincators, 3 Rhinos, 1 Hunter (1 with Captain).
(x1) Assault; 4 Assault Stands (with Chaplain).
(x3) Devastators; 4 Devastator Stands (1 Formation with Captain, 1 with Librarian).
(x3) Terminators; 4 Terminator Stands, (1 Formation with Captain, 1 with Librarian, 1 with Chaplain).
(x3) Landspeeders; 5 Lanspeeder Tornados (1 Formation with Captain).
(x2) Landraiders; 4 Landraiders.
(x2) Bike Formation; 5 Bikes.
(x2) Whirlwinds; 4 Whirlwinds, 1 Hunter.
(x1) Predators; 4 Predator Annihilators.
(x1) Predators; 4 Predator Destructors.
(x2) ThunderHawk.
(x2) Thunderbolts; 2 Thunderbolts.

"Man down, man down!" Captain Irenaeus looked to his right. The medic had his hands full. "We need those T-hawks now!" Though the sector was officially secured with just a few scattered orks continued to offer sporadic resistance, the command post was still a dangerous place to be with bolter shells cracking through the air. Irenaeus could hear the thunder of larger guns in the distance. He wondered how his brother marines in those sectors were doing. The comm link cracked "This is Z-15D/2 Air support reporting. Brother Captain. You've been re-assigned to 4th

Company to replace Captain Marius. They're bogged down in sector 12. We've got orders to air lift you and your staff imediately."

As the Thunderhawk approached the battered sector 12 Marius looked at the view screen. More Gargants! This was going to be a tough battle. "What's the status of our Armour divisions?"
"Epsilon and Gamma company are reduced below half strength sir. Our Devastators are setting up ambush positions in the ruins."
"Dammit! I need more anti armour weapons!"

"Hold on commander." The pilot touched down the Thunderhawk and Irenaeus jumped out.
"Tell Batallion command to reinforce our left flank emmediately. I need Land Raiders or better yet: Orbital support!"
Captain Irenaeus put a new clip in his bolter.
"Stock up my Brother Marines. This is going to be a tough fi..."
"Message from batallion command sir! Good news! The Adeptus Titanicus are reinforcing the sector with the Cagliostro and Infernus!"
The Captain smiled. "Emperor be praised. Brothers! Lets give'em Hell!"

TURN 2

Above the situation at the end of turn 2 can be seen. An Imperial Reaver Titan which has advanced ahead of the Imperial lines is destroyed by Ork Blitz Brigades with Supa-Zzap guns. The Orks take casualties over many formations but no serious damage. The Marines attempt to abandon their left flank and on their right swing fast moving units around behind the orks. An Ork Battlefortress Mob moves to intercept along with a Gargant and the Ork Warlords Great Gargant.

TURN 1

Above is a shot of the battle at the end of turn 1, viewed from the Marine baseline. 'O' are the Ork table half objectives and 'M' are the Marine table half objectives, (B = Baseline, 1 & 2 = other objectives placed by opponent). The Marines occupy positions only lightly, pulling back from the Ork Soopa guns carried by the Ork Blitz Brigades and Gargants. Above is a photo from behind the Ork lines showing the massed Ork formations advancing in strength.

"Concentrate fire on the Gargants! Concentrate fire on the Gargants!" The situation was growing more desperate by the minute. Irenaeus had recognized the tactical mistake made by the Princeps of the Cagliostro as soon as the massive titan stepped out of cover. By now the titan was a fully visible and inviting target for the Gargants' gunners. The thunder of guns was deafening. In an instant it seemed as though all shooting in the sector was directed towards the Titan. Void shields flickered and died untill the bolter shells were bouncing of the massive armoured carapace of the Cagliostro itself. A massive explosion threw Captain Irenaeus and the rest of the marines in the foxhole of their feet. Brushing the dirt from his visor Irenaeus looked at the white hot crater left where the mighty Titan once had stood. "Call up batallion command. We cannot hold the position much longer! We're losing the sector! We're losing th..."

TURN 3

On turn 3 the Marines mistake in letting the Orks get so close becomes evident. An Ork Battlefortress Mob smashes through a Marine Tactical formation and LandRaider formation on the Marine left flank. Then a Stormboyz Mob follows up into the two Marine Whirlwind formations, wiping one of them out, though they are in turn destroyed by supporting fire from the remaining Imperial Reaver Titan.

The Orks continue piling on the pressure around the Marine baseline objective. Blitz Brigades sweep in and destroy the Imperial Reaver Titan and more Ork infantry wipes out the remaining Marine infantry in the area. The outflanking Marines on the Marine right flank also suffer heavily as they are attacked by the Ork Great Gargant and another Blitz Brigade.

Marines now begin arriving by teleportation and Thunderhawk gunship. Terminators teleport in seizing the two Ork objectives (O1 and O2). Landspeeders capture the Ork baseline objective (OB) but are broken by Ork Fighta-Bombaz.

CONCLUSION

The first Thunderhawk drops a Devastator formation to contest a Marine objective (M1). Together with the Marine armour still valiantly defending the Marine baseline objective (MB), this denies the orks from gaining two objectives this turn (they have the 'Blitzkreig' objective for destroying a Reaver Titan). The Terminators and Thunderbolt fighters rout the Big Ork Battlefortess Mob near the objectives they are defending.
Suddenly the Marines are close to victory. Only one Ork Stormboyz Mob is in a position to contest the Marine hold on their objectives.

The second Thunderhawk drops off two Devastator formations at the Ork Baseline objective taking it once more, and attacks the Ork Stormboyz. When the dust clears the remaining Stormboyz are still doubling in a disciplined fashion to contest the objective held by the Terminators.

Feeling that they are not able to survive longer (for another turn) against vastly superior Ork numbers, the Marines order a general retreat - victory to the Orks this time!

Well the battle came down to one Stormboyz stand! Had this stand been destroyed by the Thunderhawks attack, the formation would have routed and the Marines would have won their second battle in two days. Luckily for the Orks the Stormboyz did survive and were able to ensure that the Marines would have to fight for another turn against overwhelming odds. Nonetheless it was a valuable reminder to me about the importance of tactical objectives in Epic Armageddon besides simply slaughtering the enemy, Orky as that option may be!

'EAVY METAL

This month 'Eavy Metal takes a closer look at some of the crazy/amazing conversions and scratch builds people have made for Epic over the years. In these times when many armies haven't got miniatures readily available we thought these few examples might get your creative juices flowing and provide you with some inspiration to come up with your own models.

ORK KULUZUZ