



ISSUE XXIII

INCOMING!



Incoming! A Nexus publication.

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INCOMING!

Issue 23

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Editorial

by Douglas Woodcock
and Warmaster Nice

Welcome back to another Incoming. Things are beginning to quieten down again after Games-day and we know when the Feral Orks are to be released. In the Fanatic blog the following was written:

In this blog I'd also like to address new Specialist Game model releases. I noticed there was a valid question on the forum about the apparent freeze in the model releases. The main reason for the delay is that there has been much internal discussion about the best way of releasing the new models; some felt we should dribble them out a few at a time so that we had releases every month or two, others that we should have a couple of big Specialist releases a year. In the end we went for the second option, as this will better allow us to focus attention on the release in White Dwarf and elsewhere.

The effect has been that all of the releases that were going to be dribbled out over the months up to Christmas for the different specialist game systems, will now all be released together as one big hit just after Christmas.

So, the most requested models, the Epic Feral Orks, have been held up, but they will be out in January or February next year along with a few other cool models for the other games systems in the winter 'release window'. We also have a

summer 'release window' planned as well, which means twice a year you'll get a flood of Specialist Games releases. For more detail about upcoming releases come and talk to me at Gamesday (please!).

For now, Andy @ Fanatic, 16 September 05

That was confirmed with further news of plans regarding the Chaos and Tyranid ranges though this is still subject to change. The main thing is that there are supposed to be around two releases a year to ensure a decent release of Fanatic Products, so only time will tell. I am looking forward to seeing Chaos miniatures again as well as any new ones that have been created for the list.

ForgeWorld are doing some fliers: three Eldar and the Chaos fighter, though only the Nightwing was displayed at the ForgeWorld stand. The Chaos fighter is half complete and the other two Eldar fliers are still being done. Though whether Will Hayes is doing them at the same time as he does the 40k Manta I don't know as it didn't cross my mind to ask.

I said last issue that I would start taking photos of what I get up to painting wise and although I have had a holiday and busy times at work I have managed to paint up some minis. The Tau Tetras and more Piranhas which had been sitting on my workbench for some time now.

I hope you enjoy this issue. As always any articles please send to us! We are always looking for more

Doug

Credits

Articles:

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Smoke 'n' Mirrors - Phototricks
Interview with Paul Sawyer
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As always submissions should be sent to: incoming@netepic.org

IMPORTANT NOTICE!

ForgeWorld has been slowly but surely taking off items of the epic list. So far only the Epic terrain is affected but it means that some stuff like epic roads are no longer cast and items like the Tank factory are in low supply and will eventually be taken off.

The reason behind this is because the costs for casting has increased and its no longer worth casting and selling.

I checked up on the Epic Tyranid Harridan, that's low too and I phoned up ForgeWorld to find out what's happening. The Harridan and others that are low will not be cast anymore, further more I was told they may or may not be cast again sometime in the future.

So anyone who thought they could wait to buy terrain may find that the item is no longer being sold. Any low stock items could be affected, so to be sure ring and find out.



Hi all

Welcome to yet another issue of Incoming! Two months have passed once again and we're here to present to you a selection of articles from the many talented people who send in their stuff.

Latest news on the Feral Ork release date is January/February 2006. It seems there will be only two major Specialist Games releases a year and there's certainly no guarantee that both of those will be Epic related. With so many changes for the worse it is difficult not to be cynical. Hopefully we'll see Chaos released in 2006 or early 2007 but that is still far away and lots of things can happen in the mean time. If things go really bad and Fanatic is closed down completely I certainly hope that Jervis can pull a few strings so we still keep the miniatures ranges available.

Still all is not bad. The community is thriving as never before with EpiComms becoming a major player in the development and discussions of Epic Armageddon.

NetEpic is also doing better than ever with NetEpic version 5.0 released. Soon to be released is also NetEpic Gold: The first full color and illustrated version of the rule books for you to download and print out for free!

After a period of absence to pursue other interests Carl Woodrow is back so lets hope we see some new updates to Dropship 40.000. I know I can't wait to see more from his talented hand!

The main problem for the Epic Hobby is as always the availability of miniatures. However there's many manufacturers of suitable 6 mm. sci fi minis besides GW and more are coming in the next couple of years.

Personally I've finished the Imperial and Ork sections of my gallery the "Epic Lounge" (v.2.0 ;-)) and finally pulled myself together to paint up the amazing Forge World Grey Knights. I can't sing enough praise about these miniatures they are simply amazing.

In the works right now are some entries into this year's EpiComp Painting Competition which is held



at the EpiComms forum.

If you haven't seen it already then go check it out, paint up a few minis and enter the comp. The more the merrier, and this competition is mainly designed to show off all sorts of ideas for painting and modelling Epic Miniatures.

As you might remember we had a few problems during the publication of last issue of Incoming! Besides the technical difficulties it seems we've also made a few human errors.

5th Horseman was so kind to point out to us that the file version we were using in last issue's Epic Index Astartes is a bit outdated. We apologize and if you want to read the latest version (and the version we've been using for this month's article) you should pay a visit to 5th's web site at http://the_fifth_horseman.w.interia.pl

Nice site with lots of useful stuff.

Also the Maksim Smelchack interview gives an outdated address for Chernobyl's E:A armycard web site. The real site address is:

<http://www.epicarmycard.com>

Again we apologize. Errare Humanum est...

W/N



Horus Heresy Chapter Sixteen - A Fall From Grace

By Tom Webb

The stone faced guardians stoically gazed at the interlopers who dared invade their crypt. The mist rising from the floor eddied around their feet, rising in sheets to engulf their legs. A terminator cried out in surprise, the faces of his battle brothers, lost earlier in the conflict to the daemons, were floating within the flagstones. The ethereal spirits scrabbled to escape their stone prison. Silent screams erupted from there tortured mouths.

Horus gazed up at the lone human who dared defy him. His knuckles cracked like gunshots in the eerie cavern as he clenched his fists. Raising a gore covered gauntlet he signalled to his men to hold fire.

He examined the man in front of him. His heavily muscled body was free of mutation. His eyes betrayed a deep intelligence and a sense of age that defied time.

"You lead the heretics here?" Horus snarled with a sneer.

"I lead the ones you call heretic, though to them, you are the heretic." The heretic answered with a smile. "I also have the pleasure of leading my brothers spread across the galaxy."

"What is this place?" Giddy laughter reverberated from the walls as daemons swam to

the surface of the stones. Hideous faces pressed against the alluring females, in an orgy of despair.

"A temple, in fact it is an exact duplicate of my laboratory on Earth. I worked with your father on the very first marines. I helped create the men who conquered Earth and who even now slaughter my followers."

"Lies! You claim to know me, is this another falsehood? Horus growled, his eyes flashing dangerously. The heretic again laughed, his patronising posture causing Horus to take a step forward, his adamantium boot squelched on the slime covered slabs.

"I was there when you and your brothers were born Horus. I witnessed your father's greatest triumph and his greatest act of treachery." Horus's eyes went cold as ice; the marines around him raised their storm bolters, after a pause Horus waved them to stand down.

"And what would that be then? Humour me..."

"You are aware of the tale of your birth aren't you? I believe the story goes as follows. The chaos gods united, they struck through the Emperors psychic defences and scattered you and your brothers across the universe. Of course this is where the tale grows somewhat unbelievable. Why did the gods scatter you? Why not leave you to die in the immaterium? If they have such mighty power then why not do that to every starship that approaches a chaos world? Why do it once more

to you now, why let you massacre their followers when they could pick you up and hurl you once more? Why not finish the job?" The heretic paused whilst he studied Horus. "The truth is Horus, Chaos as you know it doesn't exist. What you call the chaos gods are merely batteries, pools of emotion within the warp that any man a strong enough will can command." Now it is your time to answer my question. "Tell me Horus, where does your father get his power from?"

Horus had heard enough, charging forwards his lightning claws crackled with righteous anger. The pyramid came alive at once, a solid wall of daemons appeared in front of the cackling heretic just in time to absorb the hail of storm bolter rounds that chattered from Horus's bodyguards.

Winged creatures raked at the faces of the terminators. Flamers and assault cannons tore through the horde, daemons died laughing in their hundreds. More and more daemons poured into the marine lines. Daemons slaughtered previously, appeared once more laughing hysterically as they tore limbs off their opponents.

In Horus's mind a voice echoed. "Show me your strength, lab rat. Show me that your way is

better than mine.” Through the daemons strode the heretic, a black glittering rune sword flaring in his hand.

“Fear me Heretic, for I am your doom!”

Horus gutted a nearby daemon who was trying to beat him to the floor with a fellow terminators leg. Then severed a horned daemons head who was gnawing on the entrails of a downed terminator. A huge four legged daemon the size of a land raider, bellowed in rage and then scratched his belly with an almost child like smile of glee. Horus dived under the daemon slashing its throat, and then as it dematerialised tore through the space towards the heretic.

“I don’t know the meaning of the word fear naive child!” The heretic snapped as he approached Horus’s position, his blade flickering towards Horus’s throat.

“Allow me to educate you.” Horus parried and riposted with his gauntlet. The heretic danced out of his way his blade a shimmering crescent. Then after a brief exchange of blows, withdrew into the daemon horde and remerged in the midst of the terminators. Horus flowed through the sea of combat. His lightning claws tearing through daemon after daemon as he sought his prey. He witnessed the heretic defend himself as Abaddon and his Horus’s elite bodyguards, the Harbingers pounced. The heretic sidestepped, his blade tearing through the guards terminator armour like paper. A horrific squeal of ecstasy echoed through Horus’s mind as the daemonic blade ripped through the flesh, tearing through the spine and slicing the man in half. Two more died. One slowly with a severed larynx and the other fast as his skull was split from an overarm blow. Horus charged as Abaddon was sent crashing across the floor from

a kick which crushed ceramite and ribs with equal ease.

Horus roared his challenge, knowing for the first time in his life that he was outmatched. Claw flashed against sword faster than the eye could see. Sparks spat and sizzled in the daemonic ooze. In the swirling melee terminators died, tiny daemons chewing flesh through the rents in their armour and sucking the marrow from their broken bones. A dying terminator reached out and gripped the heretic’s leg. Seeing his chance Horus grabbed the Heretics sword arm whilst with the right hand lunged. The heretic side stepped, patted aside the striking claw and delivered a bone crunching head butt. The heretic’s free hand pulling out a dagger and plunging it into Horus’s exposed side. Horus hit the deck, crawling worms and wriggling nurglings clambered across his chest. Tearing out the heretics dagger he watched it transform into a snake. The snake daemon spat acid which sizzled across the wounded Primarchs chest. He clenched his fist crushing the daemon, his gauntlet was instantly soaked in the snake daemons blood and smoked as the venom melted ceramite. Struggling to his knees, he tore off his caved in, ruined helmet and acid covered gauntlet. The heretic stood calmly before him, nodding at the stomach wound as Horus’s vision blurred and darkened.

“A little something to remember me by.” A moan uttered from the commlinks, as the survivors watched their undefeated leader collapse from the mortal blow. For a moment there was silence, the heretic uttered a short contemptuous laugh.

“For all your intellect and training you are incapable of using the power available. You talk about fear Horus, you are a coward. You are afraid to embrace the power of the warp. Your father says it’s dangerous, yet uses it with gay abandon... Look at you now, you’re broken, crushed, pathetic.” The daemons surged forward, crashing against the crumbling, demoralised marines like ocean waves on a sand castle. In a last ditch charge from the Harbingers, Abaddon grabbed his wounded Primarch and a fighting retreat began. Horus’s heart began to slow, the beats fluttering. He grunted as sweat dripped from his porcelain brow, shivers rippled across his body.

To be Continued...



Smoke and mirrors - Phototricks and other fun stuff

By Warmaster Nice

When I presented my site the Epic Lounge v. 2.0 a while ago a number of people approached me and asked how I did the CGI images which I use extensively on the site.

I think the possibilities of digital manipulation opens up an entirely new way of presenting your miniatures. GW and especially Forge World has been doing it for a while with some of their new 40k boxed sets but I haven't seen it done much for Epic so far. Thus I decided to give it a go.

Obviously it is not possible to do a complete tutorial which will teach you all the tricks. Nor should you expect that your first attempts will look like something done by Pixar. As with any craft it is a matter of practice and ingenuity. It also depends a lot on the individual image and what you want to do. Sometimes very little is necessary to produce an effective image and sometimes you can keep working on something that just doesn't look right.

Before you begin you should probably decide what it is you want to achieve with the image:

Do you just want to present the miniature as it is with a nice background? Or do you want to present an idealized version of the miniatures i.e.. touch up mistakes etc.? Or do you want to make a piece of "artwork" where the miniature itself isn't as important as the situation and the picture composition as a whole?

Personally I either do the first or the last bitz. I

don't touch up the images as such except perhaps correct colors and lighten or darken an image as appropriate. The only times I do, is to remove dust, hair or scratches which wasn't on the miniature originally. It is of course entirely up to your own ethics and morale where you think the line should be drawn.

Doing a complete CGI takes a bit more planning though and that's what this article is all about.

The Raw Materials

The single most important thing when doing photo manipulation is good raw materials i.e.. good pictures to begin with. It is almost impossible get a good result if your image is blurry, over exposed etc. so it pays off to do a bit of planning and snap plenty of pictures so you can select the best one to work with.

Choose a theme for the picture. "Action shots" are always nice so put a few miniatures in the picture in a dynamic pose. Set up your terrain so it sort of "frames" the picture.

You could look at some old army archive photos WW2 or Vietnam pictures are a great source of inspiration for camera angles and perspective.

Try to get something with straight lines in the

background. It makes it easier to cut out later on when you add backdrops and stuff. You can also place something white or black as a "rear curtain" (a sheet of polystyrene works great) if you just want to cut out the miniature itself and place in a landscape.

When snapping the actual pic I always try to get some sort of a "realistic" line of sight. Get your camera down so it touches the table for a more natural ground view. With such small miniatures it is tempting to just snap the pic from above but I think you get better action pics the lower you get. Try to get the main object or most important miniature to be in focus. If you snap a pic with longer exposure times you can get everything in focus but personally I don't like that. (Longer exposure times gives a deeper "depth of field")

Military photographs are usually "action shots" which means that they are shot with very short exposure times. This means that the pics are often slightly out of focus, or blurred. Have a look through some archive army photos either from books of the net. It really is a great source of inspiration.

Setting light on your photos is important but don't worry too much about it. You can adjust that in the photo editing program later on. The most important thing is to have plenty of light so your pics become sharp and all the detail is showing.

Finally you need to get the images into a photo editing program. Due to my profession I have access to Adobe Photoshop which is a great (if rather expensive) program. Most of this tutorial will be referring to functions in Photoshop but there should be equivalent functions in other photo editing programs such as Corel Paint, Macromedia Fireworks, and the free GIMP.

The Basics

Adding a backdrop

You might want to add some sort of a dramatic backdrop to your image. This could be some sort of a sky, some woods or buildings. For this you need some original footage. You can snap these yourself or you can use the Internet. Remember that you want the pics to be in as high a resolution as possible so Google might not always be your best choice (though sometimes it is your only option)

I use a free site called <http://sxc.hu>. It is a site where amateur photographers and graphic designers can share images. Like I said it is free but you need to register to download any images.

There's a lot of nice stuff there to use as backdrops.

To combine the two images you need to "cut out" your original. In the Photoshop Toolbar there's a tool called the Lasso Tool. You can also use one called "Magic Wand". Use this to outline the part of the image you want to place in the backdrop. This is where the simple background setup comes in handy. It is always easier to cut something out if it is easy to make out from the background.

A good tip is to cut slightly into the image you want to transfer. It always looks better than if there's a thin line of the original background sitting around

the image.

Once done you click Copy (or ctrl+c) and then paste it into the backdrop image.

You might want to adjust the size of your original image to fit the background. Use the "transform" function (ctrl+t) to reposition, rotate or scale your original.

You'll notice that your original image has been placed in a new "layer" on top of the original im-



age. If you are experiencing any problems adjusting or drawing on an image it might be because you are working on a wrong layer.

The last thing to do is to color adjust the image a bit. If your backdrop is very reddish or blueish in its color tone you'll probably want to have your original image look the same tone to blend in naturally. Likewise you want to adjust the lightness of your images.



There are several ways to achieve this. Go to the menu under “Image” and then select “Adjustments”. Here several options will appear. “Color Balance” is a good tool for adjusting the colors of the image. There are sliders which lets you control how much blue, red and green the image will contain. This can also be done to some extent in the “Hue/Saturation” tool. Adjusting the lightness of the picture can also be done in several ways.

Hue/Saturation has a “Lightness bar you can slide back and forth until you get the right tone. Alternatively you can use “Curves”, “Brightness/contrast” or “Levels” to achieve a similar result. They work slightly differently and I use each of them depending on what I want to do.

Finally it is time to touch up minor odds and ends. Use the Eraser tool from the toolbar to remove any bits of the original background you might have missed when you cut out the image. For flyers etc. you might want to remove the flying stand. Use the “Clone Stamp” tool to deal with that. Hold down the “Alt” key and a cross hair appears instead of the usual cursor. Use this to select the area where you want to clone from. Then release the Alt button to “paint” the selected image on top of a new area. It may take a bit of practice to get right.

Adding detail

To get a more dramatic effect in your image I think it looks cool to add some dramatic lighting effects and smoke. Basically stuff which wasn’t in either of the original images.



Gunfire/exhausts/fire

In your airbrush palette there’s an option which is called “Vivid light”. This function sort of “burns” the color on top of your original image and lightens it up. You need to set the opacity for this color as it is too powerful to begin with. I find 10-20% opacity works best.

First you pick a warm orange and paint a bit around the area of the gun barrel. Then you select a normal airbrush and add a spot of white to the centre of the shot.

The next step is to add some sense of direction to the shot. Use the “nudge tool” in your tool bar (symbolized with a finger) use brushes of varying thickness and be careful you don’t distort the surrounding image too much.

Once this is done go back and add some more orangey light around the shot. You can add some orangey reflections on surfaces near the gun barrel as well.

This technique can of course easily be applied to other colors as well if you want to do blue or green laser shots.

Lights/Spots

Again the “Vivid Light” tool is awesome. To get a

good effect you should darken your image first for maximum contrast. Do this in the “Levels” function as described earlier.

Start by burning the source of the spot in much the same manner as with gunfire. Just make sure the color looks very white.

Then you add a bunch of reflections on everything the light beam is supposed to touch. You’ll notice that the Vivid light tool restores and even lightens your darkened image to pretty much the original brightness in the areas affected.

In the “Filters” menu under “render” you can add a lens flare if you want. A lens flare is the light source reflecting in the lens of your camera.

Smoke/dust

One thing I use a lot is to add some smoke or dust to the images. It is a great way to camouflage mistakes and also adds some more “natural” phenomenon to the pic.

To make smoke you need to start a new layer in the “layers” palette. In this layer you go to the Filters/render menu and select the “clouds” filter. Now your screen will get all cloudy but don’t worry your original image will be underneath. Turn down the opacity for the layer a bit to make it transparent (I usually go down to about 20% opacity). It is

then a simple matter of using the eraser to remove the clouds from the areas you don't want clouded (usually around the focus point of the image). It can be a good idea to adjust the strength of your eraser or to repeat the process to get a good sense of texture and "fluffiness" to the clouds.

Speed blur

This effect is best used on flyers and other fast moving units. Basically you need to have two copies of your miniature on top of each other in two layers.

Select the lowest layer and enter Filters/blur/motion blur. Here you can set how much blur you want and the direction of the blur.

You might also want to blur the background for an increased dramatic effect.



Setting the mood:

Once you're pretty satisfied with your work you might want to adjust the overall color tone of the image. Flatten your image in the "image" menu to merge all the layers together. Then use the Image/adjustments" color balance to change the overall color tone. If you go into the "Hue/saturation" function you might also want to adjust the lightness and satura-

tion of the image to make the colors less vibrant. I think it makes the image more realistic if the overall tone is a bit more dull.

I hope this guide has given you a few ideas to come up with your own images. There's literally a million Photoshop tutorials on the net with lots of inspiration and ideas.

W/N



Interview with Paul Sawyer

By Douglas Woodcock

After discovering that Paul Sawyer's orks were under the ebay hammer I thought I would scoop those up and find out what he was up to. I hadn't seen his orks in action and wondered if he had a cunning plan up his sleeve to build something new..... Anyway Paul was kind enough to read the few questions and send me a reply.

**Hi Paul,
Thanks very much for taking the time to answer these questions for me:**

1. When you did you start collecting miniatures? How did you get into collecting stuff from Games workshop?

Dear Lord, that's a long time ago! I suppose strictly speaking my first miniatures were Airfix 1/32 scale Afrika Korps. Sat at the age of 5 covering them in silver Humbrol paint was the start of something that has gripped me ever since.

As for GW stuff I got into that through roleplaying. As I was the best painter in my roleplaying group (okay, more to the point I was the only one who painted...) I ended up collecting all the models from Games workshop and Ral Partha. My first model was a Citadel Slime Beast with sword – a model I still have sitting on my paintstation at home. As for the date that's a tough one – I was

in fourth year at school at the time and I'm 39 now so that's, erm, 'more years than I want to admit to' ago...

2. What's the history behind your progress within Games workshop before you became editor of White Dwarf? I.e. what did you do etc etc

As I grew up not far from GW HQ in its old location in Eastwood I worked there off and on during school/college holidays mostly in Mail Order. I also held a job in Casting whilst also trying to get my Graphic Design business off the ground. In hindsight two jobs at the same time wasn't the brightest thing I've ever done...

However, once all that had died down I joined GW in its German Studio which was situated over the GW Derby Store. Me, and apple mac and a German translator. Oh, and the job to make Warhammer and 40K (and WD) into a German edition.

From there I joined Mail Order again but this time as Supervisor of their promotional material. Out of the blue I was given the Citadel Journal to edit. This came as a shock given I'd never edited before. It was certainly a learning experience and I cringe at some of the things that were done in those early days.

I must have done something right though as it wasn't long before I was summoned by the High Lords and given the White Dwarf editor job. The rest is history...

3. What was it like editing White Dwarf for such a long time?

An experience.

I got to travel the world and meet lots of enthusiastic gamers. I got to work within my hobby at the cutting edge and had a great time doing so. Good job too as the deadlines were unending...

4. What is your favourite gaming system?

I'd have to say Warhammer. A gentleman's game that I think needs a more strategic view than some of our other games. Oh, and it has Dwarfs!

I'm currently getting into the Warhammer Historical systems – collecting an Ancient Britons army as well as looking into an English Civil war royalist army.

5. Your Epic Ork collection is well known in the Epic community and has seen some great battles. Being painted in some of the original clan colours I wondered when did you decide to play Epic?

In the early 1990s – I can't pinpoint the exact time. It all started with Space Marine (my favourite incarnation of the system). I picked up a few pieces when I was working as a caster and it got my roleplaying group hooked. From there we played Epic more than roleplayed and eventually I snared them into Warhammer too.

6. What drew you to choosing the Orks as a force?

Two reasons – firstly my opponents had bagged most of the other forces and as they were new to the game I let them go with what excited them. Secondly, the Orks were a lot of fun, with great gadgets, gimmicks and special rules. Very unpredictable and that's something I love in an army. Fun factor far outweighs the 'effectiveness' in an army in my eyes. I don't care if something is a killer army – if it's not fun to play with I'd rather not bother. My choice of the Orks was well-founded as they are an enormous amount of fun.

7. As everyone is asked this, I am afraid I have to ask you this too, what was your opinion on the various versions of Epic to the current version. What do you think were the strengths

and weaknesses.

Sadly I'm not in a position to comment. Not because of any restraints but merely because I've not played the latest version. As I said earlier my favourite incarnation of the system was Space Marine. All those cards and counters were great!

Epic 40,000 took the game in a totally different direction and I enjoyed that as a system too but in a very different vein – it seemed more strategic and you really needed to think about how your whole army worked in concert, supporting units and having a sound plan.

Both systems work well on their own merits but they can't really be compared as they are very different systems.

8. Did you play a role on any development?

No, Space Marine was released before I joined GW.

9. Do you have other armies other than the Orks for Epic?

Sadly not. I painted armies for my mates so we could all play (they didn't paint) so I guess you could say I painted huge Imperial Guard, Space Marine, Chaos, Squat and Eldar armies.

10. What's your opinion on the quality of the models that had and have been available from the various epic ver-

sions?

Different sculptors have different takes on the intellectual property so there tends to be some diversity even within the same army. This is another area where the Orks shine as they are supposed to be disparate and varied. As with anything in this hobby it's all about personal taste and opinion – like any other gamer there are some models I love and some I don't.

11. What made you sell your prized Epic Ork Army?

The main reason was that I'd not used it for years. Games Workshop has so many games systems it's hard to keep up sometimes. There are some systems I've not played at all yet. When I left White Dwarf I decided I wanted to try to concentrate more rather than spread myself across so many systems. Warhammer is where my main focus is.

So, the Orks had to go as I couldn't see myself playing with them all that much. My roleplaying group is no more and most of my regular opponents play other systems. It was a wrench letting it go but I'd rather it got to see action than sit in its toolbox collecting dust...

12. Will you at some point consider starting up another Epic Ork force sometime in the future?

Sigh Those Tau are looking very nice...

13. One question that came up among some people on the Epicomms

forum regarding collectors/players, hoarders and rare item seekers. So the question is what do you do, are you a collector/gamer and hoard things?

Not sure I quite understand the question.

What was meant there was do you collect armies or special figures, like unreleased stuff. Or as the impression I get is more a gamer who only buys what he needs.

** AH!

Yes I'm very much a person who just buys what I want/need. The rare stuff I'll get if I'm likely to use it but otherwise I'm not bothered. If I wanted to be a collector I'd get into WW2 Militaria.

14. What do you get up to now in Gamesworkshop ?

Right now I'm marketing manager for our UK Trade Sales department. This is the team that services all the independent retailers around Britain. A change of pace and new challenges – I'm loving it!

15. Any tips for a newbie ork player?

Get used to Goblin Green...

16. Last but not least which may be hard to answer, do you think Epic has a future even though its been re-vamped again after what was viewed as a dud product was released in the form of Epic40000. It seemed to split the epic camp and there were many for and against it. The models were to die for and are only getting better, it's a shame though that the Feral Orks in the Swordwind supplement havent as yet seen the light of day.

GW is still supporting all the specialist games. The answer is really with the gaming community – if they continue to play it then we'll continue to give it more support. I have no reason to believe Epic is to be deleted or rundown – we're making new stuff at the moment for instance so it seems fairly obvious we're committed to its future...

Cheers,

Paul



Epic Index Astartes

By The 5th Horseman

PART V: DEATH GUARD / PLAGUE MARINES

„He pictured oceans of decaying flesh, infection rampant and plagues unnumbered. That would be their gift to the denizens of this mortal realm. Colathrax laughed at the thought as the fog closed in.”

DG 1. Death Guard units.

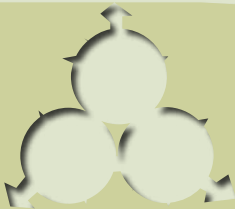
The Death Guard is allowed to use the following new units. All other units that may be used in a Death Guard army are covered in Chaos Forces army list.

DEATH GUARD TERMINATORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	3+	2+	3+

Weapon	Range	Firepower	Notes
Combi-Bolters Power Weapons	15 cm base contact	Small Arms Assault Weapons	- Macro-Weapon, Extra Attacks (+1)

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



DEATH GUARD HAVOCS

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

Weapon	Range	Firepower	Notes
2x Plasma Gun	15 cm	AP 5+ / AT 5+	-

Notes: Fearless

DEATH GUARD BIKERS

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

Weapon	Range	Firepower	Notes
Bolters Plague Knives	15 cm basecontact	Small Arms AssaultWeapons	- -

Notes: Mounted, Fearless

DG 2 Death Guard army list

Death Guard armies have a strategy rating of D6. All Death Guard formations have an Initiative rating of 2+.

DG 2.1 Special Rules

Cult Legion: Nurgle: Only Faction that Death Guard may be assigned to is Nurgle.

DG 2.2 Using the Army list

The following army list allows you to field an army based on Death Guard. Death Guard is 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.

Any number of upgrades is allowed, but each upgrade may only be taken once per 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.

DESIGNER'S NOTES: The Death Guard Bikers represent what can be achieved in Wh40k by equipping a retinue of Chosen with CSM Bikes. Therefore they are also limited in terms of numbers, becoming the army's special formation.

Death Guard Formations

Company type	Units	Upgrades allowed	Cost
0-2 Death Guard Chosen Retinues	One Chaos Lord character upgrade and from four to six Death Guard Terminator units	Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Sacrifices, Sorcerer, Icon Bearer, Daemon Prince	75 pts per unit
Death Guard Retinue	One Chaos Lord character upgrade and eight to twelve Plague Marines.	Rhinos, Havocs, Dreadnought, Defilers, Dreadclaws, Chaos Land Raiders, Sacrifices, Sorcerer, Icon Bearer, Daemon Prince	35 pts per unit
0-1 Death Guard Plague Carriers per Death Guard Retinue	One Chaos Lord character upgrade and four Death Guard Biker units.	Dreadclaws, Sacrifices, Sorcerer, Icon Bearer	150 points
Death Guard Armoured Company	Four to eight Chaos Predators and/or Land Raiders	Defilers	50 per Predator, 75 per Land Raider
Death Guard Super-Heavy Support Company	One to Three Decimators and/or Doom Wheels	Defilers	250 pts each

Death Guard Upgrades

Upgrade	Units	Cost
Rhinos	Up to four Rhinos. If you choose to take this option then you must take exactly enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be „left over” if it is possible to avoid it.	10 points each
Dreadnought	Up to three Dreadnoughts	50 points each
Chaos Land Raiders	Up to four Chaos Land Raiders	75 points each
Sacrifices	Up to three Sacrifices.	25 points each
Sorcerer	One Chaos Sorcerer character upgrade may be added to any unit in the formation, including the unit that includes a Chaos Lord if desired.	50 points
Defilers	Up to three Defilers.	75 points each
Dreadclaws	<These work in the same manner as Marine Drop Pods. may not be taken by formations that include any vehicles 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
Havocs	Up to four Death Guard Havoc units.	40 points each
Icon Bearer	One Icon Bearer character upgrade.	50 points
Daemon Prince	Replace the unit in the formation that includes the Chaos Lord or Warlord character with a Daemon Prince unit.	25 points

DESIGNER'S NOTES: The limitation on the number of Rhinos allowed to be taken is not a typo, it was done on purpose: in Wh40k, Death Guard count all Plague Marine Squads in excess of two as Fast Attack choices. Therefore, I halved the number of them allowed. You can still transport the entire Retinue, but if it is larger then the minimum required size, you will need to use Chaos Land Raiders in order to manage this.

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
One Plague Tower	Nurgle	150
Three Contagion Towers	Nurgle	300

PART VI: THOUSAND SONS

„...All ...is ...dust”

TS 1. Thousand Sons units.

The Thousand Sons are allowed to use the following new units. All other units that may be used in an Thousand Sons army are covered in Chaos Forces army list.

THOUSAND SONS TERMINATORS

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

Weapon	Range	Firepower	Notes
Combi-Bolters Power Weapons	15 cm base contact	Small Arms Assault Weapons	- Macro-Weapon, Extra Attacks (+1)

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



SORCERER LORD

Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na

Weapon	Range	Firepower	Notes
Bolt of Change Ether Lance	30 cm base contact	MW 5+ Assault Weapon	Special Weapon Extra Attacks (+1), Macro-Weapon, First Strike

Notes: Character, Commander, Leader. If upgraded to a Sorcerer Warlord, the character also counts as a Supreme Commander. Roll extra D3 when summoning Daemons (see playtest Black Legion army list, section C.1.1.3 and Chaos Space Marine Amendments section earlier in this document)



THOUSAND SONS DAEMON PRINCE

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

Weapon	Range	Firepower	Notes
Daemon Weapon	base contact	Assault Weapon	Extra Attacks (+2), Macro-Weapon, Titan Killer (1)
Warp Bolt	30 cm	MW 3+	Special Weapons, Titan Killer (D3)

Notes: Commander, Leader, Reinforced Armour, Teleport. If taken as a replacement for a Sorcerer Warlord, then the Daemon Prince also counts as a Supreme Commander. Roll extra D3 when summoning Daemons (see playtest Black Legion army list, section C.1.1.3 and Chaos Space Marine Amendments section earlier in this document)



TS 2 Thousand Sons army list

Weaver of the Fates, Changer of the Ways: Thousand Sons armies do not have a fixed strategy rating, and instead rolling D6 for their Strategy rating, thy roll 2D6, and use the total score of two remaining dice as their Strategy score in the Strategy phase.

Thousand Sons player can opt to re-roll one of their dice rolls for Strategy Rating. If he does so, then the opposing player can opt to do so as well. The second roll stands, even if lower (Tzeentch can act against his pawns if he decides that it might serve him better!)

All Thousand Sons formations have an Initiative rating of 1+.

TS 2.1 Special Rules

Cult Legion: Tzeentch: Only Faction that Thousand Sons may be assigned to is Tzeentch.

Masters of Sorcery: instead of generating D6 Summoning points, the Sacrifices used in a Thousand Sons army generate D3 Summoning points each. Thousands Sons are more efficient at summoning Daemons due to large number of Sorcerers among their ranks, so even this meager number of Summoning Points is enough to call forth a large horde of Daemons.

Coruscating Warp Flame: All Thousand Sons Armored Vehicles have Coruscating Warp Flame for free.

Weapon	Range	Firepower	Notes
Coruscating Warp Flame	15 cm	Small Arms	
Ignore Cover		Extra Attacks (+1)	

TS 2.2 Using the Army list

The following army list allows you to field an army based on a Thousand Sons Legion. Thousand Sons 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.

Any number of upgrades is allowed, but each upgrade may only be taken once per formation.

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

DESIGNER'S NOTES: The Daemon Prince profile was slightly modified, increasing potency of Warp Bolt slightly (Thousand Sons are masters of sorcerous powers, after all) and giving him the Sorcerer's usual ability to aid in summoning Daemonic allies.

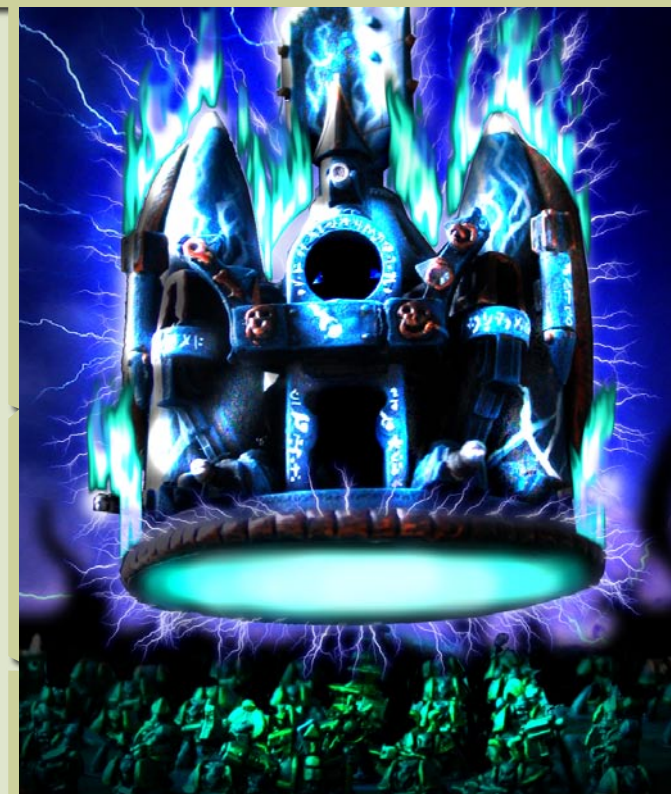


DESIGNER'S NOTES: Thousand Sons do not have all the super-fast and mobile choices other armies offer to the player, nor do they have an elite formation in the way the other Legions do. However, they can have up to two Sorcerer Kabals in an army. Each Sorcerer Kabal is a nightmare in terms of efficiency at summoning Daemons, capable of calling forth such great hordes that no enemy can stand a chance against them.

Obliterators were left in the list, as they fit the Tzeentchian theme of constant change, though naturally they only represent some more Tzeentchian unit of machines (Robots of Tzeentch, anyone?)

Thousand Sons Formations

Company type	Units	Upgrades allowed	Cost
0-2 Thousand Sons Rubric Terminator Retinues	One Sorcerer Lord character upgrade and from four to six Thousand Sons Terminator units	Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Obliterators, Sacrifices, Sorcerer, Icon Bearer, Daemon Prince	65 pts per unit
Thousand Sons Retinue	One Sorcerer Lord character upgrade and eight to twelve Thousand Sons.	Rhinos, Dreadnought, Defilers, Dreadclaws, Chaos Land Raiders, Obliterators, Sacrifices, Sorcerer, Icon Bearer, Daemon Prince	35 pts per unit
0-2 Thousand Sons Sorcerer Kabals	One Sorcerer Lord character upgrade, four Chaos Sorcerer character upgrades four Thousand Sons, and six Sacrifices. Up to four Thousand Sons units can be replaced with Thousand Sons Terminators for +30 pts per stand.	Dreadclaws, Rhinos, Chaos Land Raiders, Icon Bearer, Daemon Prince.	500 points
Thousand Sons Armoured Company	Four to eight Chaos Predators and/or Land Raiders	Defilers	50 per Predator, 75 per Land Raider
Thousand Sons Super-Heavy Support Company	One to Three Decimators and/or Doom Wheels	Defilers	250 pts each



Thousand Sons Upgrades

Upgrade	Units	Cost
Rhinos	Up to eight Rhinos. If you choose to take this option then you must take exactly enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be „left over” if it is possible to avoid it.	10 points each
Obliterators	Up to three Obliterators	100 points each
Dreadnought	Up to three Dreadnoughts	50 points each
Chaos Land Raiders	Up to four Chaos Land Raiders	75 points each
Sacrifices	Up to three Sacrifices.	25 points each
Sorcerer	One Chaos Sorcerer character upgrade may be added to any unit in the formation, including the unit that includes a Chaos Lord if desired.	50 points
Defilers	Up to three Defilers.	75 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
Icon Bearer	One Icon Bearer character upgrade.	50 points
Daemon Prince	Replace the unit in the formation that includes the Sorcerer Lord or War-lord character with a Thousand Sons Daemon Prince unit.	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

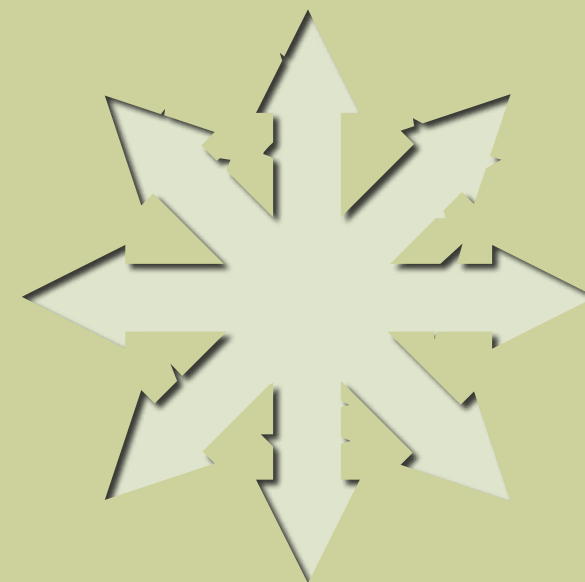
Chaos Titan Legion War Engines

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
Two Doomwings	Tzeentch	100
One Firelord	Tzeentch	100



PART VII: BLACK LEGION / SONS OF HORUS / LUNA WOLVES

„Horus was weak. Horus was a fool. He had the whole galaxy in his grasp and let it slip away.”



Black Legion Formations

Company type	Units	Upgrades allowed	Cost
0-1 Raptor Cult	One Chaos Lord character upgrade and from four to eight Raptor units	Sacrifices	35 pts per unit
0-2 Black Legion Chosen Retinues	One Chaos Lord character upgrade and from four to six Chosen units	Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Obliterators, Sacrifices, Sorcerer, Icon Bearer, Daemon Prince	65 pts per unit
Black Legion Retinue	One Chaos Lord character upgrade and eight to twelve Chaos Space Marine unitsUp to four Chaos Space Marine units may be replaced with units belonging to the Cult associated with the Retinue's faction: Berzerkers (Khorne), Noise Marines (Slannesh), Plague Marines (Nurgle), Thousand Sons (Tzeentch).	Rhinos, Havocs, Dreadnought, Defilers, Dreadclaws, Chaos Land Raiders, Obliterators, Sacrifices, Sorcerer, Icon Bearer, Daemon Prince	35 pts per unit
0-1 Black Legion Forlorn Hope per Black Legion Retinue	Four of the following units (all must be the same type): Chaos Space Marines, Berzerkers, Noise Marines, Plague Marines, Thousand Sons(Chaos Space Marines in the formation receive the Scout ability for free)	Dreadclaws, Rhinos, Sacrifices	150 points
Black Legion Bike Company	One Chaos Lord character upgrade and eight Chaos Space Marines Bike units	Sacrifices, Sorcerer, Icon Bearer	300 points
Black Legion Armoured Company	Four to eight Chaos Predators and/or Land Raiders	Defilers	50 per Predator, 75 per Land Raider
Black Legion Super-Heavy Support Company	One to Three Decimators and/or Doom Wheels	Defilers	250 pts each

BL 1 Black Legion army list

Black Legion armies have a strategy rating of D6. All Black Legion formations have an Initiative rating of 2+.

BL 1.1 Using the Army list

The following army list allows you to field an army based on a Black Legion army. Black Legion is 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. Any number of upgrades is allowed, but each upgrade may only be taken once per 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.

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 Contagion Tower	Nurgle	300 points
Three Contagion Towers	Nurgle	150 points
Two Doomwings		100 points
Firelord		100 points
One Subjugator		300 points
One Questor		250 points

Black Legion Upgrades

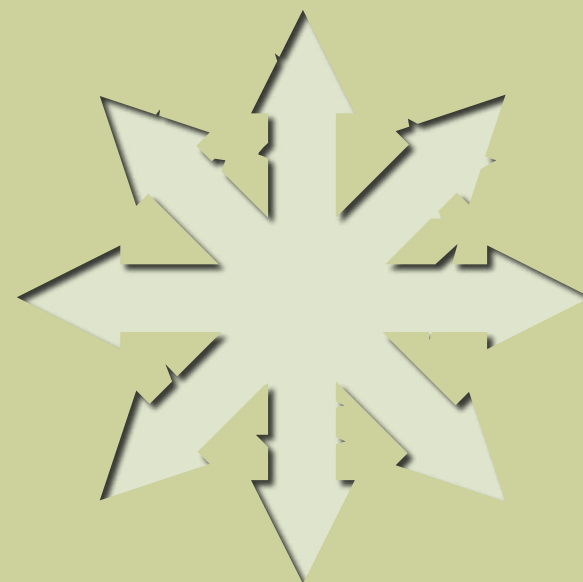
Upgrade	Units	Cost
Rhinos	Up to eight Rhinos. If you choose to take this option then you must take exactly enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be „left over” if it is possible to avoid it.	10 points each
Obliterators	Up to three Obliterators	100 points each
Dreadnought	Up to three Dreadnoughts	50 points each
Chaos Land Raiders	Up to four Chaos Land Raiders	75 points each
Sacrifices	Up to three Sacrifices.	25 points each
Sorcerer	One Chaos Sorcerer character upgrade may be added to any unit in the formation, including the unit that includes a Chaos Lord if desired. Formations that include Berzerkers may not include a Chaos Sorcerer, but may take a Champion of Khorne instead for the same cost.	50 points
Defilers	Up to three Defilers.	75 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
Havocs	Up to four Havoc units.	40 points each
Icon Bearer	One Icon Bearer character upgrade.	50 points
Daemon Prince	Replace the unit in the formation that includes the Chaos Lord or Warlord character with a Daemon Prince unit.	25 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



PART VIII: WORD BEARERS

„Speak the words of Lorgar and you shall live forever in the glory of Chaos. Speak them not and every one of you shall die today.”

WB 1. Word Bearers units.

The Word Bearers are allowed to use the following new units. All other units that may be used in a Word Bearers army are covered in Chaos Forces army list.

WB 2 Word Bearers army list

Word Bearers armies have a strategy rating of D6.

All Word Bearers formations have an Initiative rating of 2+.

DARK APOSTLE

Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na

Weapon	Range	Firepower	Notes
Accursed Crozius	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)

Notes: Character, Commander, Leader, Inspiring Roll extra D3 when summoning Daemons (see playtest Black Legion army list, section C.1.1.3 and Chaos Space Marine Amendments section earlier in this document)



CHAOS ALTAR

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

Weapon	Range	Firepower	Notes
Arcane Magic	45 cm	3x AP 4+ / AT 4+	-

Notes: Damage Capacity 3, Reinforced Armour, Fearless, Invulnerable Save, Inspiring. After the Strategy roll, add one Sacrifice to every formation which includes an Altar. Critical hit effect: The Altar is dragged back to the warp. Remove the Altar from play, along with all Sacrifices its formation has.



DESIGNER'S NOTES: I think that all in all, I managed to shape the Word Bearers army list to reflect their devotion to Chaos pretty well. They are not allowed Cult Marines as they cannot have them in Wh40k, but as in 40k they are allowed to summon any Daemons, I let the WB player choose his formations' factions freely. Their organisational peculiarities are also represented in being able to

field bigger formations, and the fact that they can have three times the usual number of Sacrifices in their formations.

Also, the Chaos Altar from the playtest Stigmatus Covenant army list made its way here - let's face it, of all Traitor Legions only the Word Bearers are crazy enough to take huge altars dedicated to the Ruinous Powers to the battlefield...

WB 2.2 Word Bearers special rules

Dark Prayer: Any Word Bearers Company or Bike Company which has at least one Sacrifice can be issued a Special Order. It does not move or shoot this turn, unless engaged in Assault by an enemy formation. It also cannot summon Daemons that turn.

At the beginning of next turn, the formation spends one Sacrifice and instead of D6 Summoning Points, it gains a number of Summoning Points equal to the number of Infantry stands in it. These Summoning Points must be used immediately, any excess is wasted. If the formation is broken or assaulted, the ritual is broken and thus no Summoning Points are gained.

Unholy Zeal: All Chaos Space Marine, Chosen, Havocs, Obliterators and Chaos Space Marine Bikers in formations that include a Dark Apostle gain Fearless ability for no extra cost. If the unit containing the Dark Apostle is lost, then the ability is lost as well.

WB 2.2 Using the Army list

The following army list allows you to field an army based on a Word Bearers Legion. Word Bearers 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. Any number of upgrades is allowed, but each upgrade may only be taken once per formation.

One Dark Apostle character or Daemon Prince in the army must be upgraded to have Supreme Commander ability. This additional upgrade does not cost any additional points.

Word Bearers Formations

Company type	Units	Upgrades allowed	Cost
0-1 Raptor Cult	One Dark Apostle character upgrade and from four to eight Raptor units	Sacrifices	35 pts per unit
0-2 Word Bearers Chosen Retinues	One Dark Apostle character upgrade and from four to eight Chosen units	Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Obliterators, Sacrifices, Sorcerer, Icon Bearer, Daemon Prince, Chaos Altar	65 pts per unit
Word Bearers Retinue	One Dark Apostle character upgrade and eight to sixteen Chaos Space Marine units	Rhinos, Havocs, Dreadnought, Defilers, Dreadclaws, Chaos Land Raiders, Obliterators, Sacrifices, Sorcerer, Icon Bearer, Daemon Prince, Chaos Altar	35 pts per unit
Word Bearers Bike Company	One Dark Apostle character upgrade and eight Chaos Space Marines Bike units	Sacrifices, Sorcerer, Icon Bearer	300 points
Word Bearers Armoured Company	Four to eight Chaos Predators and/or Land Raiders	Defilers	50 per Predator, 75 per Land Raider
Word Bearers Super-Heavy Support Company	One to Three Decimators and/or Doom Wheels	Defilers	250 pts each

Word Bearers Upgrades

Upgrade	Units	Cost
Rhinos	Up to ten Rhinos. If you choose to take this option then you must take exactly enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be „left over” if it is possible to avoid it.	10 points each
Obliterators	Up to three Obliterators	100 points each
Dreadnought	Up to three Dreadnoughts	50 points each
Chaos Land Raiders	Up to four Chaos Land Raiders	75 points each
Sacrifices	Up to nine Sacrifices.	30 points each
Sorcerer	One Chaos Sorcerer character upgrade may be added to any unit in the formation, including the unit that includes a Chaos Lord if desired. Formations of Khornate allegiance may not include a Chaos Sorcerer, but may take a Champion of Khorne instead for the same cost.	50 points
Defilers	Up to three Defilers.	75 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
Havocs	Up to four Havoc units.	40 points each
Icon Bearer	One Icon Bearer character upgrade.	50 points
Daemon Prince	Replace the unit in the formation that includes the Dark Apostle character with a Daemon Prince unit.	25 points
Chaos Altar	Add one or two Chaos Altars to the formation.	150 points 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

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 Contagion Tower	Nurgle	300 points
Three Contagion Towers	Nurgle	150 points
Two Doomwings	Tzeentch	100 points
Firelord	Tzeentch	100 points
One Subjugator	Slaanesh	300 points
One Questor	Slaanesh	250 points

PART IX: ALPHA LEGION

„They know where you are. They know your every strength and weakness. They prepare for your actions before you can even conceive of them. How can you ever hope to stop them?”

AL 1. Alpha Legion units.

The Alpha Legion are allowed to use the following new units. All other units that may be used in an Alpha Legion army are covered in Chaos Forces army list.

CHAOS CULTISTS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	-	5+	6+

Weapon	Range	Firepower	Notes
Firearms Assorted Weapons	15 cm base contact	Small Arms Assault Weapons	- -

Notes: Scouts, Infiltrators

Alpha Legion Formations

Company type	Units	Upgrades allowed	Cost
0-1 Raptor Cult	One Chaos Lord character upgrade and from four to eight Raptor units	NONE ALLOWED	35 pts per unit
0-2 Alpha Legion Chosen Retinues	One Chaos Lord character upgrade and from four to six Chosen units	Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Icon Bearer, Daemon Prince	65 pts per unit
Alpha Legion Retinue	One Chaos Lord character upgrade and eight to twelve Chaos Space Marine units	Rhinos, Havocs, Dreadnought, Defilers, Dreadclaws, Chaos Land Raiders, Icon Bearer, Daemon Prince	35 pts per unit
0-1 Alpha Legion Fangs of Hydra per Alpha Legion Retinue	Four Chaos Space Marine units.(Chaos Space Marines in the formation receive the Scout ability for free)	Dreadclaws, Rhinos	150 points
Alpha Legion Bike Company	One Chaos Lord character upgrade and eight Chaos Space Marines Bike units	Icon Bearer	300 points
Alpha Legion Armoured Company	Four to eight Chaos Predators and/or Land Raiders	Defilers	50 per Predator, 75 per Land Raider
0-1 Alpha Legion Super-Heavy Support Company	One to Three Decimators and/or Doom Wheels	Defilers	250 pts each
1+ Cultist Coven	Four to twelve Chaos Cultist units.	NONE ALLOWED	18 pts per unit

AL 2 Alpha Legion army list

Alpha Legion armies have a strategy rating of D6 +1. All Alpha Legion formations have an Initiative rating of 2+.

AL 2.1 Special Rules

Chaos Undivided: The only Faction that Alpha Legion formations can join is Chaos Undivided. Exception to this are Cultist formations, which can join any Faction.

Summoning: Cultists cannot summon Greater Daemons under any circumstances.

AL 2.2 Using the Army list

The following army list allows you to field an army based on an Alpha Legion army. Alpha Legion is 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. Any number of upgrades is allowed, but each upgrade may only be taken once per formation.

Many heads of the Hydra: As Alpha Legion groups tend to operate as separate organisational cells, there is no person in direct command over the army as a whole. Therefore, an Alpha Legion army never has a specified Chaos Warlord.

Limited Support: Alpha Legion forces can spend only up to 20 % of their total points allowance on Chaos Navy and Chaos War Engines.

Alpha Legion Upgrades

Upgrade	Units	Cost
Rhinos	Up to eight Rhinos. If you choose to take this option then you must take exactly enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be „left over“ if it is possible to avoid it.	10 points each
Dreadnought	Up to three Dreadnoughts	50 points each
Chaos Land Raiders	Up to four Chaos Land Raiders	75 points each
Sacrifices	Up to three Sacrifices.	25 points each
Defilers	Up to three Defilers.	75 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
Havocs	Up to four Havoc units.	40 points each
Icon Bearer	One Icon Bearer character upgrade.	50 points
Daemon Prince	Replace the unit in the formation that includes the Chaos Lord or Warlord character with a Daemon Prince unit.	25 points

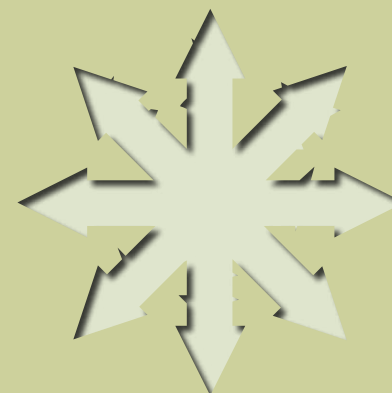
Chaos Navy Aerospace units

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

Chaos Titan Legion War Engines

Type	Cost
0-1 Ravager Titan	650 points
One Feral Titan	250 points

DESIGNER'S NOTES: Sneaky, aren't they? The Alpha Legion relies more on cunning tactics and diversion then brutal firepower. I think it serves them right. Their special unit also represents their favoured tactics, as the Fangs of Hydra are best used when deployed behind enemy lines, and then other AL forces break enemy detachments and „herd“ them unto their destruction... Yo, baby! However, as always, there are some restrictions imposed on them to keep things balanced - the Chaos Cultists are only type of a unit that can summon Daemons, and being very fragile they might not manage this. However, they are a perfect „meat shield“ for your other forces, keeping the enemy busy while you execute your - naturally cunning - battleplan. Also there is only one Super-heavy support formation allowed per army, so use them carefully. Along with this, you also have lot less points to spend on Titans and Chas Navy, further decresing your Titan capabilites (not to mention that you cannot use Banelords and can have only one Ravager). After all, you *need* Chaos Navy to use Alpha Legion's specialities to full extent...



Games Day 2005

By Douglas Woodcock

This year Games Day was held at the Birmingham NEC. The Arena, Pavilion and Forum halls were used which ensured that it wasn't as bad as last year to move around. I felt it was quite nice to not be harassed when taking photos.

The Arena

This was the gaming area mostly and also the place where the Golden Daemons were given out. Apparently there was a couple of Epic games going on here but alas I didn't know and so managed to miss it completely! Here are some of the photos of some game boards that caught my eye:





Unfortunately not all the pictures came out clear enough but suffice to say this place was packed full of gamers.

The Forum

This was where the forgeworld was along with gamesworkshop sales ranging from 40k-warhammer.



For those who are interested Will has done the nightwings as you probably already know and will be doing the Phoenix and Vampire. Daren Parrwood is half way through sculpting the Chaos Hellblade for Epic.

Also in the same hall was the hobby zone and it was nice to see many were taking part.

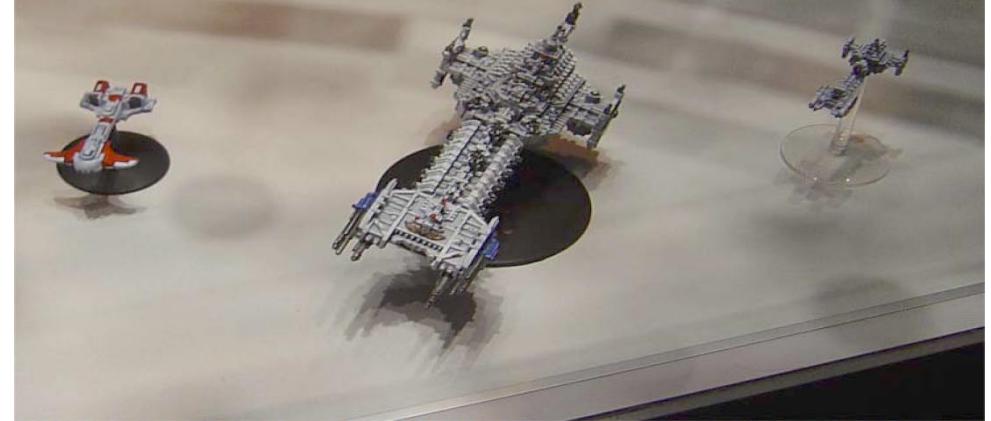
Carl Woodrow has pointed out that Will Hayes' Epic Eldar Nightwings on top of all the crispy detail actually have workable sweeping wings like the 40k version! Another testimony to the genius of Mr. Hayes.



The Pavilion

Here was the Golden Daemon entries although I spent most of the time running around taking photos of new stuff or chatting to the likes of Jervis, Andy Hall and Will Hayes. So here are what I did manage to get but I am certain there are others out there that got good photos of the entries as well.

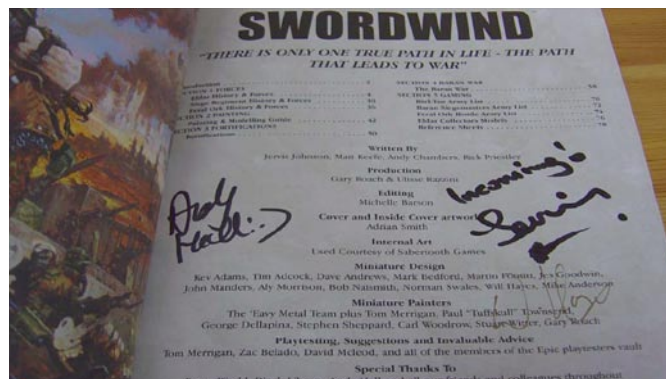




I spent quite a bit of time chatting with Jervis regarding Epic and as many know via Fanatic's blog, the release of Feral Orks and other Specialist Games are due for the Jan/Feb. These releases are mainly (for Epic anyway) one race and will not have odds and ends for other races. So assuming that's correct there are no more units to be released for Imperial Guard and Space Marine, for the moment at least. After the release of the Feral Orks, Jervis is hoping for a Chaos release in Autumn and Tyranids early 2007 but he did stress **that its not set in stone and are subject to change.**

The Chaos dreads and bikers should be released along with the Chaos release but I had forgotten to ask if there is anything being done for the defilers and death wheels.

This year I finally remembered to bring in an Epic book for signing...Swordwind...
Even Will Hayes signed it, though in Gold because he says it shows up better hahahaha



Dawn of War Winter Assault

This game seemed to receive a lot of attention and it was nice to see that you could have network games which were what they had set up. Some of the fights were brutal but fun to watch. Tom seemed to be rather distracted.



Forgeworld Seminar

This was rather a rushed affair and not many people around the seminar area knew where the tickets could be collected from or that it was taking place after Black library had finished their seminars. To that end, the seminar wasn't as full as last year. Here are a few pics that were clear enough to view from the projects due over the next year:

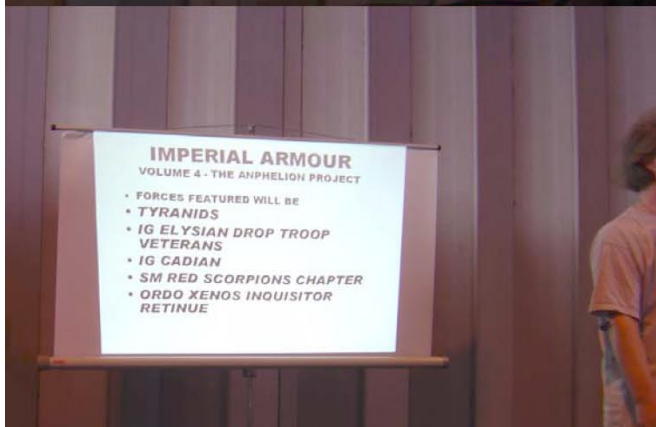


Will Hayes when he was told to work on a 40k Manta. He was assuming they were making fun!

The Epic releases were a brief list which I have mentioned earlier, though the release dates are yet uncertain.

The day itself turned out to be really good and I was surprised that some of the pre-release stuff was still available at the end of the day. The extra space definitely helped and I hope they use the same venue next year.

Doug



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), Legion 4 (Who was exceptionally helpful, providing deep tactical knowledge and helping with the units that I hadn't had much combat experience with. He also added historical references which were eternally useful for helping with the research.)

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Chapter 2: Army Analysis

Space Marines

Overview

Space Marines are the best of the best, genetically engineered and extremely well equipped they make up for there lack of numbers with an almost Spartan discipline. There military doctrine relies on surgical strikes; they are the ultimate special ops forces. They are similar to the SAS, Delta Force and the Spetznaz but with a power that transcends anything that the regular army could hope to achieve. With there high initiative you can carry out many more activations before any other army. With there high strategy rating you can almost guarantee that you will be able to act first, giving you an immense advantage when making pre-emptive operations.

Mobility is a key attribute for the marine force, they don't have the numbers for a static force and thankfully the Marine list takes this into account. They not only get free rhinos, but can use teleporters and drop pods.

The "And they shall know no fear" rule allows them to sustain twice as many blast markers as other troops. Practically allowing them to absorb the same amount of suppression as an Imperial Guard company, whilst taking half the casualties with there thick ceramite cased power armour. When it comes to firepower, they have the best equipment

including the Titan legions in support, powerful land battleships that can put out a fantastic amount of firepower and weather incoming fire that would destroy a regular formation.

With all these traits in there favour, you might be tempted to think that they are unstoppable and beardy, but unfortunately this is not the case. Although they are undeniably mighty, there few numbers mean that they are incredibly unforgiving to tactical errors. With Imperial Guard or Ork armies, if you make a mistake and lose troops then it isn't so apparently an issue, but with marines you cannot afford to take casualties without a legitimate purpose behind them. In fact Marines have great difficulty in dealing with horde armies, hopefully this guide will give you a few ideas on how to even the odds.

Not only are they few in number, but due to the intensely traditional nature of Space Marines you don't have the same variety in your army list. Instead you must choose your army from a limited number of detachments and upgrades. Often you cannot increase the unit size as much as you can for other races, leaving you vulnerable to suppression even with the ATSKNF special rule. It is incredibly difficult to prevent the enemy achieving his 'Break there Spirit' mission objective due to the limited marine numbers. Marines also lack a cheap grunt formation, the closest to it being the tactical formation which is double the price and half the size of most other comparable formations.

Marine Commanders

Force Commander

*A leader is a dealer in hope.
- Napoleon Bonaparte*

You have to pay an additional 50 points to get this character, but he is a heavily upgraded captain. With the Supreme Commander ability he can re-roll one initiative test per turn. This ability might seem to be wasted on the space marines, who with their 1+ initiative will rarely need more than a 3+. However, the Force Commander really is an insurance policy. It is a guarantee that you will be able to move that vital detachment without losing the initiative to your opponent. This could be crucial in a battle; the marine army is ALL about control and precise, measured tactics. If you can manage to limit the effect of luck on your decision making then it would be folly to ignore the potential of this unit.

Captain

*The leadership instinct you are born with is the backbone. You develop the funny bone and the wishbone that go with it.
- Elaine Agather*

Captains have the Commander ability and as such can lead up to 3 formations into an assault. A fantastically useful ability for marines it allows you to gang up your formations on the enemy's formations. This guy is the only chance you will ever have to outnumber a fresh opponent. There are very few formations that can withstand being assaulted by the full three Space Marine formations. He also has a power weapon which lets him

add an attack in close combat, possibly adding an additional blast marker. His leader ability is useful helping to remove blast markers, and with his invulnerable saves his survivability is increased. I like to put them in a tactical detachment, then they can coordinate wherever they are without being tied down into a particular style of unit.

Librarian

*[Carl psychically probes the captured alien]
Carl: It's afraid. It's afraid. [Everyone cheers]*

Librarians not only have a nasty power weapon to give an extra close combat attack, but they can 'smite' opponents in a fire fight. This is a free fire fight attack, which is a macro weapon. So basically when attached to Terminators or Devastators you have a 66% chance of automatically destroying any vehicle or damaging any war machine in a fire fight. An ability not to be snorted at! Best used in supporting formations like Devastators or a backup Terminator squad, they can be used in other squads but don't get the maximum use of their 'smite' attack. Don't forget they can be put in bike formations, when maxed out with attack bikes; you have a nasty, roaming, support formation.

Chaplain

*Man is so made that when anything fires his soul,
impossibilities vanish.
- Jean De La Fontaine*

Similar to Librarians, these guys don't add to the combat ability by actually killing things with macro weapons (although their power weapons certainly helps), they inspire their troops to greater feats. Effectively adding one to your resolution, a captain

leading three formations with a Chaplain inside one is a killer! The extra +1 to your combat resolution can swing a battle that might have otherwise been lost. Chaplains are ideal in an Assault detachment, occasionally in a terminator detachment.

Terminators

These guys are one of the hardest units in the game, I have always teleported them into combat, as they have the same CC ability as assault marines, armour that is twice as effective and four additional macro weapon attacks that can bust enemy armour to shreds. Other people recommend teleporting them just behind your target unit, firing when you activate placing blast markers and if you are lucky getting a crossfire, then assaulting the unit with another unit and drowning it in the fire fight.

I have a complete love affair with Terminators (but not literally, you can never get the armour off), I always field at least one detachment. In larger games, I would take several detachments; they are incredibly durable and deadly. It is their flexibility that really wins them for me, I can teleport them anywhere and they are so lethal in an assault! Normally crash into an enemy flank and send my terminators to pin the centre, they not only smash up whatever they come into contact, but hold the centre nicely until the rest of my army can join them, conquer the centre and gang up on the now isolated enemy flank.

Think of them as the most lethal paratroops imaginable. Personally I would always teleport them in, I don't rate land raiders all that much, and I like the fact that if a unit fires at my terminators all his AT shots are wasted... why give them a free target? Besides, adding land raiders removes much of the Terminators tactical flexibility.

Tacticals

Tacticals are very versatile; they are as good at shooting and assaulting as most other races specialists and you get six stands, so they are close as you will ever get to a bulk formation. With the free rhinos, they have nine units, allowing them to absorb hits nicely, upgrade the rhinos to Razorbacks and not only have you bolstered their firepower immensely but they now have 12 units in their squad.

Great for holding objectives as they can counter most of what the enemy throws at them, and they have the survivability of numbers.

Assault Marines

This guy's a restraining order waiting to happen.

- Alice

Imagine your average English football fan, now genetically enhance him, train him in every martial art under the sun, give him massively thick ceramite armour, strap a jet pack onto his back and give him a wide selection of weapons including plasma pistols, chain swords and you pretty much have an Assault Marine. They are useless at shooting, but why shoot when you have a 3+ CC value? They only have a unit size of four, so they cannot assault alone, instead pair them with a tactical formation, depending on your foe have the tacticals give FF support or CC support (EG: Vs Tau, get the tacticals stuck in there, vs Orks, FF is a better option).

Devastators

Devastators are nasty when shooting, a detachment gets eight missile launcher attacks, but being only four stands they are vulnerable to suppression.

Either leave the rhinos at home and use them as a garrison unit for defence in depth, or try replacing the rhinos with razorbacks. Not only have you bolstered the unit size from six (4 devastators and 2 rhinos) to eight (4 devastators and 4 razorbacks) but you now have even more yummy firepower.

They have a potent FF value, but I tend to try to keep them out of assault to avoid accumulating blast markers. Once you start getting blast markers, your firepower tends to get rapidly depleted despite the 'Thou Shall Have No Fear' rule. Stick a librarian in a detachment to give the enemy a nasty surprise and extra bite to the detachment.

Scouts

Cheaper than regular marines, and much less powerful (still awaiting their implants and armour), scouts are very flexible – they have an equal CC factor and can have snipers to take out pesky enemy characters.

Don't forget their scout ability, particularly nasty when you are doing a defence in depth, it lets you spread out more and have a much larger zone of control. Now the enemy must either spend time going round your detachment (and possibly opening himself up to a potential crossfire) or assault them, thus letting you use them as a speed bump to slow the enemy advance.

Dreadnaughts

I have yet to find a place for the dreadnaught in the Marine army. They are a contradiction, the marine army is meant to be a fast attack army, but the dreadnaught is slow. Perhaps they made sense in a legion, but they really don't fit my playing style. If you can drop pod them or use thunderhawks then

they might have more use, otherwise stick them on a hill as fire support with Devastators to provide a garrison.

Another problem with Dreadnaughts is that they attract AT fire. In a unit that has no vehicles, normally the AT fire would be wasted, but with dreadnaughts, suddenly the AT fire has a target.

Bikes

So in war, the way is to avoid what is strong and to strike at what is weak. -Sun Tzu, "The Art of War" Tau loath bikes, they are nasty against other races, but against Tau they tear apart Fire Warriors/Pathfinders and pretty much anything except Kroot which they are ok at dealing with. They are so fast that it really doesn't matter when the Tau attempt to withdraw from the CC, you WILL catch them up. They have better armour and speed than Assault marines, but have more difficulty in handling terrain. With an extra unit in their ranks, they are slightly more capable of resisting blast markers, and the extra attack can make all the difference in close combat.

The important thing to remember is that bikes are the 40k equivalent of cavalry and should be used in the appropriate manner, e.g. screening, recon, exploitation and pursuit. They are support units, and provide additional CC capacity across your lines.

I have always found them to be an essential unit in the marine army, not just for their flexibility but for their price/effectiveness comparison. They are great value for points!

Attack Bikes

I don't like attack bikes, true you can use them to put a blast marker on the enemy from a distance

before an assault but still, I would rather get my bikes stuck in. Tacticals are far better for a fire support role and depending on table size quite fast enough. They also slow down your entire bike detachment whilst detracts significantly from there appeals.

The option to use an all attack bike detachment is their, but I would rather use a tactical squad or for a cheaper price, a scout squad with rhinos.

Land Speeder

Land Speeders are similar to light cavalry, or even short ranged horse artillery. They have nasty firepower but a very short range, and although fast have pretty rubbish armour. Fragile is the buzz word here, be careful how you use them!

If you can get the jump on a heavily armoured detachment then for it, I've had great success at using there macro weapons at melting enemy armour into slag. However, I've also lost them in badly planned raids.

They require skill to use, but once mastered are a deadly tool in the Marine roster. If you need to increase there armaments to ensure survivability and efficiency for the role you have selected for them – consider upgrading them to the variants below.

Land Speeder Tornado

The Tornado is longer ranged than the regular Marine land speeder and surrenders its macro weapon for a superior AP ability, whilst retaining its AT ability. A squadron of tornados will on average score roughly 3-4 hits allowing you chip away at marauding infantry hordes or to obliterate smaller detachments. They can also be used to raid artillery strong points and harass the enemy flanks, putting pressure on the enemy lines and distracting

the enemy from your main combat unit's assaults. Remember when assaulting enemy artillery if you close to within 30cm they cannot use indirect fire on you, whilst you can continue using your popup attacks on them.

They can also be used to establish crossfire on enemy formations.

Land Speeder Typhoon

Basically a longer ranged Tornado, the Typhoon is deadly against enemy infantry, a great choice for taking out light vehicles or doing serious damage to infantry regiments. Orks beware! Its capacity is wasted up against vehicles.

Vindicator

Do not forget your dogs of war, your big guns, which are the most-to- be respected arguments of the rights of kings. - Frederick the Great Vindicators, like Land Raiders are overpriced IMHO. They can be used as an upgrade, but even then I can never justify the cost, as detachments they are just AT fodder. Too slow to ever make it into combat, personally I would rather take Whirlwinds or an orbital barrage.

Whirlwind

"Artillery adds dignity, to what would otherwise be an ugly brawl"- Unknown

These legends are one of my favourite units. Great for Tau and Eldar busting they eat expensive infantry units for breakfast. Otherwise on horde units like Orks, Tyranids and Kroot use them to break up large formations and slow down the enemy advance. Whirlwinds have enough speed to motor away from an advancing enemy and a decent range for raining death on anyone ignoring them.

They also let you hold off an enemy whilst you crush his flank, or allow you to dislodge pesky troops hiding in terrain/cover without risking assault troops. Failing that, they can put blast markers on them, softening them up and suppressing them for an assault.

They have light armour so keep them away from the enemy, and also be wary of enemy counter-artillery suppression fire! They lack the range and effectiveness to win against IG batteries for example.

Hunter

The Hunter is not only a sterling AA weapon, but has a 4+ AT attack which is rather groovy on its own. With a range of 60cm you can create huge danger zones for enemy aircraft and really put a dent into enemy airpower. They are the only flak option for marines so make sure you purchase at least a few of them and position them well. Each Hunter can get free shots within a 60cm radius of it, effectively creating big "No Fly" circles around your Hunters. If you bring enough Hunters, you'll cover most of the table and any air attacks your opponent makes will be smacked down before he realizes what hit him. Hunters also can launch their missiles at 60cm against tanks, needing a 4+ to hit. This makes their weapon as powerful as a Twin-linked Lascannon but with better range. They are great for Devastator squads and easy to spread around. You MUST take Hunters to survive, (see any of my battle reports against Dougs Tau air armada for example of what happens when you don't).

Land Raiders

Land Raiders are very, very expensive, and with all things considered, are likely to be your 'Break

there Spirit' unit in a small game. Unfortunately they are fire magnets and will not be able to handle the sheer quantity of AT fire that is hurled at them, gaining the enemy an easy 'Break there spirit' victory point. In larger games they are slightly better, but still, I consider them a waste of points and would rather get predators. I definitely wouldn't use them as Terminator transports; they would then waste the Terminators teleport ability.

They could be used to enhance devastator squads, this would also bulk out the unit, but I personally prefer razorbacks for this role (see below).

Razorbacks

I love these tanks; they are only 25 points and dramatically improve the firepower of a unit. They can only carry one stand each, so you need a few of them, but they make great Rhino replacements. The AT Razorback can really give your devastators a bite against enemy armour and with AP Razorbacks, tactical detachments can chew up Ork hordes. You really want to max out these units, so advance them to an objective then sit on sustained fire.

You can mix and match Razorbacks for versatility but I am a fan of dedicated units. You don't want to water down your units; you should have a plan and stick to it. Otherwise you end up going after objectives in a half hearted manner and inevitably losing.

Drop Pods

Hudson: "We're on an express elevator to hell - going down!" - Hudson

Ah drop pods – they mean sacrificing your rhinos, and the expenditure of purchasing a space craft

can be limiting, but they give you unparalleled flexibility and their death wind attack is a nasty barrage straight from the start! Tactical marines and perhaps a devastator squad are perfect for the task at hand. Add a few dreadnaughts to your tactical detachment to beef them up and you have a fearsome assault force. Teleport some terminators to give support and you can instantly put pressure on a flank or catch the centre in a hammer/anvil manoeuvre. They are incredibly useful, but because of the cost of space craft, only in larger games. Rapid deployment is the key to the Space Marine army and drop pods are the ultimate resource to further this aim.

Predators

Nobody seems to rate Predators, I don't understand it myself. I see armylists every day where people are stocking up on the overpriced behemoths, land raiders but nobody seems to bother with the excellent value for money Predators. You get four tanks, each of which can put out four shots, depending on the model of Predator, these shots can tear apart infantry or vehicles. The upside of this bias against Predators is that they are consistently underestimated. The look of horror on your opponents face as you pull out your twelve dice and start shaking them is a testament to their low profile in the EPIC community.

You can always mix them up so you have two of each model. Then you gain a versatile detachment which can handle either anti infantry or anti tank roles. However, on the EPIC battlefield I tend to be a fan of the chess style combat. I leave the versatility to the infantry and specialise my expensive vehicles. Whenever I purchase a vehicle squadron, I have in my mind before the game a set

objective for that detachment and how it will slot into my overall game plan. Whilst it is important to be flexible, I think that you should be getting from flexibility from your tactics and not your unit composition on a vehicle level. Tacticals are quite capable of rounding off any edges in your armies capabilities.

Predator Destructor

The Predator Destructor is your MBT, capable of engaging both infantry and vehicles. It is in its element when dealing with mixed detachments, like marine detachments, ork hordes with vehicle support, etc. Then its main cannon can take out the vehicles and its heavy bolters can deal with any pesky infantry stands. If you have eliminated all the vehicles, then remember that the main cannons are equally effective against enemy infantry squads.

Predator Annihilator

The bane of enemy armour, these Predators are loaded down with lascannons and just tear through enemy vehicle detachments. Make sure you pick on the nastiest enemy armour so you don't end up wasting shots. Smaller tank squads can be obliterated in a turn by a detachment of these monsters.

Rhino

These beauties are what define the Space Marine army; you are already paying for them. Without them you just have overpriced armoured IG, with them you have an entirely mobile army capable of outmanoeuvring almost any opponent. They help you out in fire fights and should be taken at every opportunity.

Strike Cruiser Orbital Support

If get Strike Cruisers then make sure you use there drop pod ability. If you use them purely for there off table artillery support then you are wasting there abilities and they simply aren't worth the points. Also be aware that with all the points you have tied up with buying the strike cruiser you are neglecting the troops on the ground who will be outnumbered and outgunned until you can reinforce them from above.

Drop pods are worth getting in large games, or in an all drop pod force. But not if you are going to use them in a half hearted manner, you must integrate them into your plan if you are to use them effectively. They force your opponent to protect his entire line evenly as he cannot predict where your assault will come from.

Battle Barge Orbital Support

The Battle Barge is just an upgraded Strike Cruiser, there is little more I can say on its topic. It is up gunned and has a greater troop capacity. Plus it

has a huge and terrifying model which is guaranteed to give your opponent a lead phobia.

Landing Craft

These are very cool; they are heavily armed and armoured aircraft capable of carrying vehicles straight into the drop zone. They allow you to transport rhinos with your detachments so your troops are instantly mobile as they land and they have more heavy weapons than an infantry detachment. With four damage points they can absorb the damage from AA making them safer than Thunderhawks and with there weapons they can become a mobile fortress on landing. They are perfect for securing a drop zone; you do lose a lot of troops and equipment if it is shot down though, so be prepared for such a loss, and ensure that they are protected both through thoughtful deployment and enemy air suppression.

Thunderhawk

Although Thunderhawks are named gunship's,

they are so much more than that. They make excellent transports, being able to blast the enemy with there rockets and heavy bolters before dropping off there troops. This suppresses the enemy before your assault marines come pouring out, speaking of which you can fit two detachments in a Thunderhawk, complete with a Chaplain. That will turn a flank alone in a small game, but for maximum efficiency make sure you have a Rhino/razorback deployed tactical detachment in the area before the drop off. Combined arms win the day – just imagine your opponents face when his flank which was previously only facing a tactical detachment suddenly gets reinforced by assault marines. What was previously just an annoyance becomes a tide turner. (As an alternative, use Devestators, although I am loath to commit devastators to a fire fight, they might be better, but it is a waste of points to let them get that close to the enemy in my humble opinion.)

After they have dropped off there cargo, treat them as heavily armoured fighter/bombers and use them to continue suppressing the enemy and carry out attacks in support of your ground forces.



Battlereport - IG vs. Harlequins

By Reaversbane

Forces

Harlequins:

050 Wraithgate
000 High Avatar (with Warhost 2)
050 High Warlock (with Warhost 1)
100 Solitare
650 Harlequin Warhost 1(6xHarlequins, 2xWarlocks, 8 Venoms)
300 Wraithguard Troupe
400 Death Jesters
300 Harlequin Warhost 2(6xHarlequins)
450 Mime Troupe (6xMimes)
200 Jetbike Troupe 1
300 Harlequin Warhost 3(6xHarlequins)
200 Jetbike Troupe 2

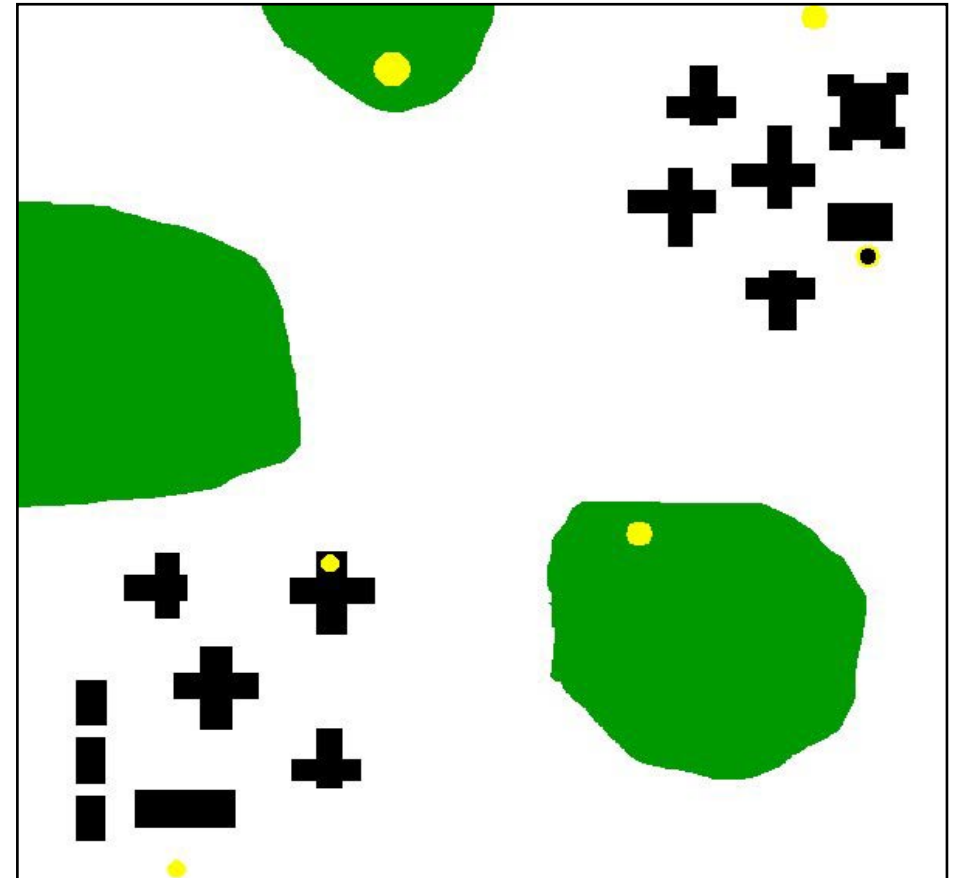
Steel Legion:

750 Manticore Company with Infantry Platoon
550 Infantry Company with Fire Support Platoon & Leman Russ Squadron
350 Infantry Company with Fire Support Platoon
250 Infantry Company
250 Infantry Company
300 Vulture Squadron
150 Flak Battery
100 Sentinel Squadron
100 Sentinel Squadron
100 Sentinel Squadron
100 Sentinel Squadron

Right, I'm keeping this dead simple, because I aint exactly got endless time, but hopefully it all makes sense...

Map

Pretty straightforward, the big green bits are woods, the black bits are buildings. The yellow bits are the objectives, the one with a black dot in the middle is the Wraithgate. Dead simple map. And no, you don't get prizes for guessing which building were used...



Deployment

All the Guard units that could be deployed as Garrisons (Including being on Overwatch...), so only the Manticores, Hydra's and Infantry Company with LR were set up normally. The Harlequins kept the two small Warhosts back in the webway, the Solitaire and Mimes were kept back to Teleport in, everything else deployed as seen. Hopefully the unit designations on the map are fairly clear...

Turn 1

First of all, the Mimes teleport in right next to the Manticores (surprise, surprise...), the Solitaire is kept in reserve.

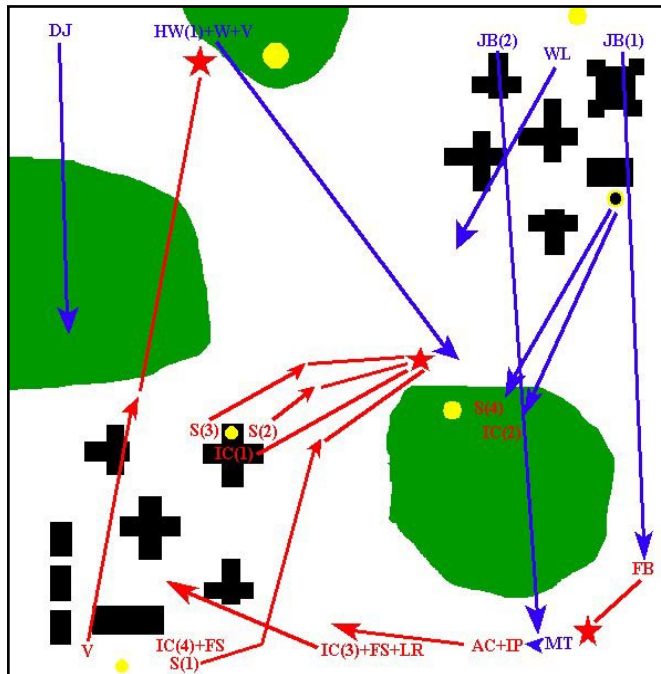
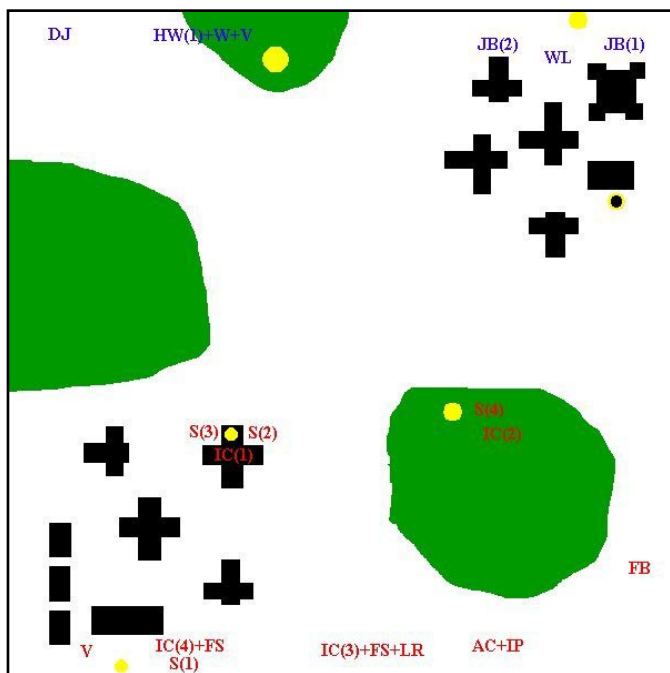
The Harlequins win Initiative. With their first action, the Harlequins engage the Manticores with the Mimes. The nearby Infantry Company is able to lead 5 Guard bases of support, but is pointedly not intermingled with the Manticores. The Mimes kill 2 Manticores and 3 Infantry for the loss of one base, then win the combat by a margin of 1, killing another Manticore and sending them running.

My next action (retaining), and I suspect that this is the largest rules error which occurred in the game, my two Harlequin formations in the webway assaulted out at the Inf Comp and Sentinels in the woods, on the logic that the Commander ability of the Great Harlequin allowed them to do this. We

couldn't quite decide at the time, or be bothered to check up FAQ's, so just went with it. The assaulted units managed to kill three bases with their overwatch fire (I suspect this was fate informing me I had made an illegal move...), but once the Harlequins were actually in combat they killed all four sentinels and all but 4 Guard bases, for the loss of only 1 stand! The combat result finished off the rest. One of the formations was now broken (what with overwatch and combat casualties), and fell back to my table edge, the other formation with the great Harlequin followed up to the middle of the wood (now, it doesn't say Harlequins can follow up their full move, but I assume they are like the Craftworld Eldar in this?).

In response, the Imperial Vultures successfully advance forward and take a pot shot at the distant Harlequin Warhost with the Venoms. They cautiously use only 4 of their rockets, and managed to inflict no casualties.

The Imperial player retains, and sustained fires the Hydras at the Mimes, taking out three bases, which breaks them and they flee to the other side of the woods.





Harlequin Warhost 1 then successfully Marches towards the Imperial Players objective in the woods, and the Infantry Company in the nearby building fires at them on overwatch, killing nothing but laying down yet another blast marker (2 so far...). I do not choose to retain.

The Imperial player successfully Marches Infantry Company 3 into the city, away from the incoming Harlequins.

The Imperial player retains and Advances Sentinel Squadron 2 and shoots at Warhost 1, killing nothing but laying down BM No.3.

The Wraithlords March forwards. Once again, I don't retain.

The Imperial player activates Sentinels 3, and doubles them and shoots at Warhost one, again, killing nothing but adding BM No.4.

The Imperial player retain and Doubles Sentinels 1, and I'm guessing you can figure out where he fires? BM No. 5.

Jetbikes 1 March directly in front of the Hydras.

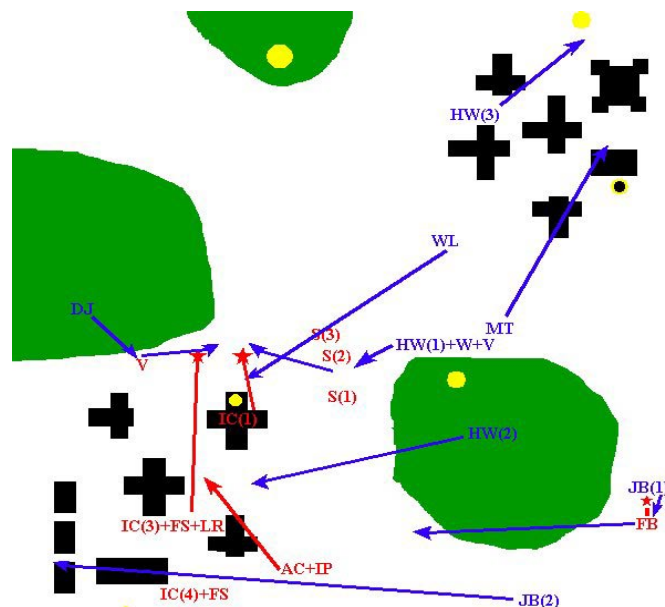
The Imperial player does not activate any more units, Infantry Company 4 remaining on Overwatch.



Jetbikes 2 move to the other side of the wood, to surround the Hydras.

The Death Jesters March forward into the woods, within engage distance of the Vultures.

In the rally phase, the only Imperial unit to roll for, the Manicore's, fails, so they join the other units in the city. The Harlequins pass all their rally checks apart from Warhost 3 which remains in cover.



Turn 2

The Solitare remains in reserve. The Harlequins win initiative again. Warhost 1 successfully engages the Sentinels, and manages to catch all three formations. In the ensuing combat the Sentinels are unsurprisingly wiped out for the loss of 2 Harlequins. The Harlequins follow up so that they can engage the Guard in the city next turn.

The Harlequins retain the initiative, and engage the Vultures with the Death Jesters. The Vultures are wiped out and the Death Jesters suffer no casualties, and follow up next to Warhost 1 (within 5cm strangely enough...).

The Imperial player responds by sustained firing the Hydras at the Jetbikes directly in front of them, but fail to inflict any casualties.

The Imperial player successfully retains the initiative, and sustain fires with Inf Company 1 at Warhost 1. They do no damage.

The Harlequins successfully activate the Wraithlords and March them in front of Warhost 1 (again, within 5cm), they do not retain the initiative.

The Imperial player attempts to advance with Inf Company 3, but fails the activation (the first and

only failed activation of the game!), they take their blast marker and fire what they can at the Death Jesters, killing one stand.

Jetbikes 1 then engage the Hydras and wipe them out for one casualty. They follow up towards the Imperial held city.

The Imperial player leaves his remaining unit on Overwatch, so has no more activations this turn.

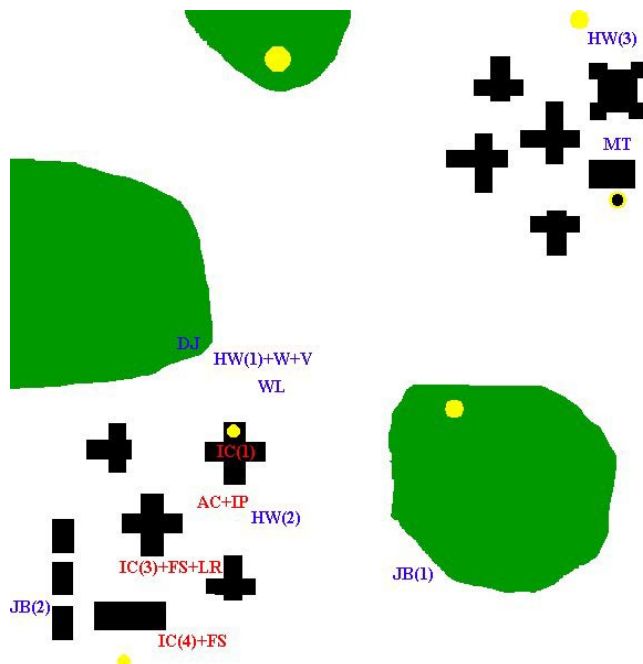
The Mimes move back to hold their own objectives.

Warhost 2 move forward to launch a secondary attack on the city next turn.

Jetbikes 2 move over the city and position themselves to strike from the other flank, cutting off any lines of retreat for the Imperials.

In the end phase, the Imperials shed any blast markers they have, but the Manticores remain broken.

The Harlequins rally all formations, except Warhost 3 (again!), who move back to the Harlequins base-line to hold the objective when they rally (if).



Turn 3

Harlequins once again win initiative.

Only event of note this turn is Warhost 1 leading an attack of themselves, the Wraithlords, and the Death Jesters against the forward three formations

of Imperial Guard (approx 2 full Companies, 3 Le-man Russ, and 6 Manticores). Unsurprisingly the Imperials lose 14 bases, against the Harlequins loss of 2 Wraithlords. Due to favourable modifiers for the Imperials (like 3 Commissars), they lose the combat by only 5 points, but this still results in them being largely wiped out, as all that remains is about half of Inf Company 3 and Inf Company 4.

The Imperial player at this point concedes the game, and the Solitaire never even got on the board!

Conclusion

Need to have an think about this, but first impression is this is a VERY powerful list, that seems very difficult to mount a coherent defence against, but then that is probably how they should work. Anyway, I'll have a think on my opinions of the game, hope you enjoyed/found useful the battle report. Thanks to Fraggie for being a thoroughly good sport despite receiving a sound thrashing :D



Mark of Malal

By The 5th Horseman

Chapter One - Gathering Storm

The Warp. Source of many myths and legends, all equally composed of lies and truths. Eternally changing, realm of raw psychic energy. Home of many ghosts and spirits. Of daemons and angels, devils and gods.

Now within there, something stirs. A being of great power awakens. Aeons ago it was one of the Pantheon of Chaos. Now it is an outcast, exhausted by its eternal war against the four others. The power that unites against a common foe and tears unities apart. God of Balance. God of Chaos turned upon itself. MALAL.

Long millenia passed since it was almost defeated by the Four Powers united in the cause of its destruction. Yet a tiniest part of his essence survived and gathered power once more, unnoticed by the Ruinous Powers so far...

Now it has awakened, thirsting for vengeance...

Chapter two: A soul forever damned

The resurrected god is still too weak to face the Powers of Chaos on his own. Yet he can fight a war from the shadows, striking at vital points, altering the course of events to suit his needs. For this purpose he must find a champion. An avatar of his power....

He needs a creature of power, yet powerless, one that can be bargained with to do his bidding...

A weakened god, but a god none the less, Malal begins searching the universe for a being that will suit his purpose. Sending fragments of his own consciousness through time and space, searching through the billions of soul-lights faster than any mortal creature could, he is utterly dissatisfied with those beings he finds within this segmentum, the galaxy and then universe itself.

Then, Malal turns his mind to search within the multitude of other, alternate realities that are all parts of the multiverse...

Many they are, in some Malal has been born as the first god of Chaos, in others he is the only one that exists, there is one where his defeat was absolute, finally in a few he is dominant power of Chaos, to whom all the other gods have been forced to submit themselves to his will...

Not distracted by these compelling images, Malal continues of his task, setting his eyes on a faraway reality, where Chaos as we know it did never even exist...

Where devils and gods are weaker than where he came from, where they walk amongst the unaware mortals, although displeased by the inherent weakness of this world, he found the being suited to his plans...

The daemon has once been close to godhood in his own universe. However, defeated by united powers of his rivals, he was forced into service of one of them. Millenia ago, he was bound to a

human being to hunt others of its foul kind... To become something that was a daemon no longer... to become an avenger... a dark knight of justice... Then he was cast out again, like a discarded tool... Now the creature has been offered a pact. A pact where he will be given greater power than he ever possessed before and an entire universe to exact his vengeance on. Unsurprisingly, he accepts it without even a second thought...

Now that the god has found part of what he needs, he searches for a second element... a vessel for the daemon, which will bring him to the champion...

And the vessel he has found. A steed, one perfect for a knight in time when knights are no more. Imbued with a fraction of the god's power and with his Mark placed upon it, the machine becomes far superior to others of its kind, gaining abilities that can bend the laws of material realm themselves... Now the god seeks a Champion in this universe which for times untold has been the greatest battlefield between forces of Light and Darkness, however were they called... Order and Disorder... Chaos and Justice...

A Champion that will become one with the daemon, thus gaining power far beyond the sum of its components...

Yet a Champion must meet three requirements to be worthy of the god's attention. He must hate his enemy... hate himself... hate his god...

Chapter Three: Last man standing

He dodged another missile, and another. He did it so many times that he lost count. His superhuman reflexes never failed him so far. But his confidence in own skills was going to be his greatest mistake now...

Incoming was another missile. He dodged it as well... just to find himself straight in front of another one. He could not avoid it this time, not at this speed...

Antonius was hurled into the air and then hit the ground hard as his bike exploded into a fiery ball of flames, his helmet torn off his head by the impact. Then darkness took his senses and he knew no more.

When he regained consciousness, the first thing that he noticed were bodies. Dead bodies. Scores of dead bodies littering the battlefield as far as one could see. Every one encased in powered armor, most bore black and white livery of Raven Knights Chapter. His Chapter.

He noticed familiar faces amongst those who wore no helmets. Velius, Aries and many others. His friends.

He could not believe that they were dead. He shook the motionless body of Lucius as if in hope of awakening his friend. But that did not happen. Mindlessly, he knelt on one leg and touched one of countless puddles of liquid on the grounds. These were not filled with water. They were full of red, human blood.

He hated. Hated the Traitors for their evil, hated himself for his failure, hated the Emperor for allowing such a disaster to happen. He roared into the sky, calling for revenge. Unknown to him, his call was heard and answered.

Antonius looked at the blood smeared over the gauntlet of his right hand, and understood that as

the last man of his Chapter, he could do but one thing - follow the murderers of his battle-brothers and kill them, or at least die trying. He could not succeed, not against hundreds of foes equal and sometimes even superior to him.

Shapes of the chaos horde were still to be seen on the very edge of the horizon. Antonius looked around, and noticed a beautiful bike, laying in the mud on its side. Strangely, it looked completely new and entirely undamaged. He could not comprehend, how it made its way into here nor did he care about it. He knew only that it was a way in which he could reach his enemies and exact revenge upon them.

He pulled the bike to an upright position, and mounted it. Then he noticed that the fuel intake cap was splattered with mud, even as the rest of the bike was perfectly clean. He swept it away with his right hand, uncovering a strange rune: a bi-sected circle holding a stylised black and white skull, left half being white over black, the right half holding same colors but reversed.

He traced the shapes of the symbol with a finger, as if trying to understand its meaning. While he did so, a drop of blood from his hand touched the symbol.

Suddenly, the rune began to glow with hellish light. Antonius tried to dismount the bike, but found his legs unable to move, as if frozen in place. He could only cover his face with his arms in vain attempt to protect himself from the blinding radiance...

Chapter Four: Burning vengeance

The light exploded with a strength of a thousand suns. Both Antonius and the bike were engulfed in hellfire.

When the flames went out, Antonius was no more.

On the black bike stood a figure encased in black power armor, on his chest and shoulders the same skull-runes were emblazoned as the one on the bike's fuel cap. Where the being's head should be, there was a fleshless skull wreathed in a mane of hellfire. In his right hand, he wielded a spiked chain burning with hellfire.

Antonius was dead, and from his death an avenger was born.

The being spoke, its voice loud and inhuman.

"THE SOULS OF THE DEAD THIRST FOR VENGEANCE!"

It turned its head to where the dust and smoke marking the Chaos horde's position could still be seen.

"TODAY, VENGEANCE WILL BE SERVED!"

Then he gunned the bike and drove off in pursuit of his foe, the blazing wheels of his bike leaving a trail of fire in his path...

Meanwhile, not far away, the Dark Apostle ordered his foul charges to stop for a prayer and a sacrifice to the Dark Gods... little did he know it was to be their last...

Chapter Five: Trial by hellfire

Berzarael ran through the night, his heavy breath showing the scale of his effort to get as many miles of wasteland between him and that... that... that THING as possible.

Just a few minutes ago, they began preparing the sacrifice to the Powers of Chaos, those few Raven Knights who were unfortunate enough to survive only to become the Word Bearers' captives.

When Razhaar began chanting the Litany of Chaos, they heard an unearthly howl, and then a scream. The source of the scream soon came into the light as the body of Ardragan, one of the guards, was thrown directly into the middle of the assembled ring, knocking the Dark Apostle off his feet. Flesh of the corpse was horribly burned, and even so there was no mark of fire on his armour. "Who dares to interrupt the Hymns of Chaos!?!?" shouted Razhaar getting to his feet. No word was spoken, the only answer being in form of a long chain burning with pure hellfire that tore right through armored bodies of several Traitors as if their armour was like thin paper and not the ancient Ceramite that has been blessed with the unholy strength of the Dark Ones themselves. "What fool attempts to stop the ritual!?!?" shouted the Dark Apostle again. And this time the answer presented itself when a black armored biker whose head was a skull wreathed in hellfire emerged into the circle of light created by the pyres.

"THE SOULS OF YOUR VICTIMS CALLED FOR VENGEANCE. I AM THE ANSWER TO THEIR CALLS." the creature said in a voice that sounded like something a tombstone could have spoken if it had a voice.

"Brothers, the foul unbeliever has uncovered himself! Destroy him for the greater glory of Chaos!" the Apostle called upon his brethren.

Spurred to action by his order, dozens of figures in dark red armour threw themselves onto the being, each eager to earn the attention of Powers that Be by being the one to kill the rider. For a moment, they seemed to succeed as the black-armored creature was completely obscured from view by their sheer numbers.

Then there was a burst of light, a bright flame

and stench of brimstone in the air. Traitor Marines were cast away in all directions as if smote by a mighty fist, many of them screaming as they were consumed by fire. Even their suits of power armor were ablaze, even though the ceramite was supposedly inflammable. Some of the Word bearers were running away, while the being turned its attention towards the corrupted Chaplain.

"You shall be destroyed by my power! Feel the strength of Cha..." the Dark Apostle did never complete the sentence as the creature flung its chain through the air, its weighted end crashing right through the daemonic icon that once was Crozius Arcanum. Razhaar caught a glimpse of a flaming shape with a horned head and twin red eyes staring at him with a rage at the thing's millenia-long incarceration within the Crozius. Then the flame seemed to liquefy as it passed into his body, melting away a piece of ceramite that stood in the way. The traitor's eyes filled with shock which quickly turned to sheer horror as his armour began to warp and crack when the daemon toyed with his flesh, changing its shape at whim. He turned his bloodless face to his assailant "...wha..t...ha..ufe...y...don..." he barely managed to mumble through his rapidly mutating lips.

"DEATH WAS TOO GOOD FOR YOU. THIS WAS WHAT YOU DESERVED."

Razhaar was no more. In shreds of red armour a gibbering creature whose form defied recognition flailed with its many limbs, mouths opening and disappearing within its constantly mutated flesh, the soul of the Traitor howling through them in rage and despair at its imprisonment. The daemonic knight looked with a measure of satisfaction at the Apostle's plight. This was a suitable vengeance for what the ex-Marine has done to so many righteous

warriors.

Whatever sanity remained within the mutated frame of the Chaos Spawn, it was quickly gone when the chain tore the thing's warped flesh apart in an explosion of gory viscera. Somehow, the flesh and blood did not fall onto the ground in a naturally random way, forming a red shape of a skull in a circle, its left part drawn in blood, the right being drawn by the areas of the ground that were not covered in blood filling its half of the symbol. Seeing the fate of their former master, the remaining traitors, Berzarael amongst them, broke and ran into the night, screaming in fear. They did not escape far, as Berzarael could ascertain from the flames and cries that soon pierced the jet black darkness of the night.

He thought that he managed it, that the creature has not noticed him. His hopes were shattered as a burning chain grasped around his legs, knocking him to the ground.

The daemon-rider hurled a blazing ball of fire onto the traitor Marine with his right hand. It passed right through the Word Bearer's armor and into his flesh. For a few seconds nothing seemed to happen... and then Berzarael suddenly began to scream and convulse.

"What! - Uugh! - The! - Aghh! - Eye! - Ghhhh! - Are! - Aaaaarrgghh! - You!" the traitor shrieked as the purifying fire spread through his body, burning flesh and soul alike.

"I AM ZARATHOS. I AM VENGEANCE." answered the Champion of Malal to Berzarael's charred corpse.

The Horus Heresy - A New Comic!

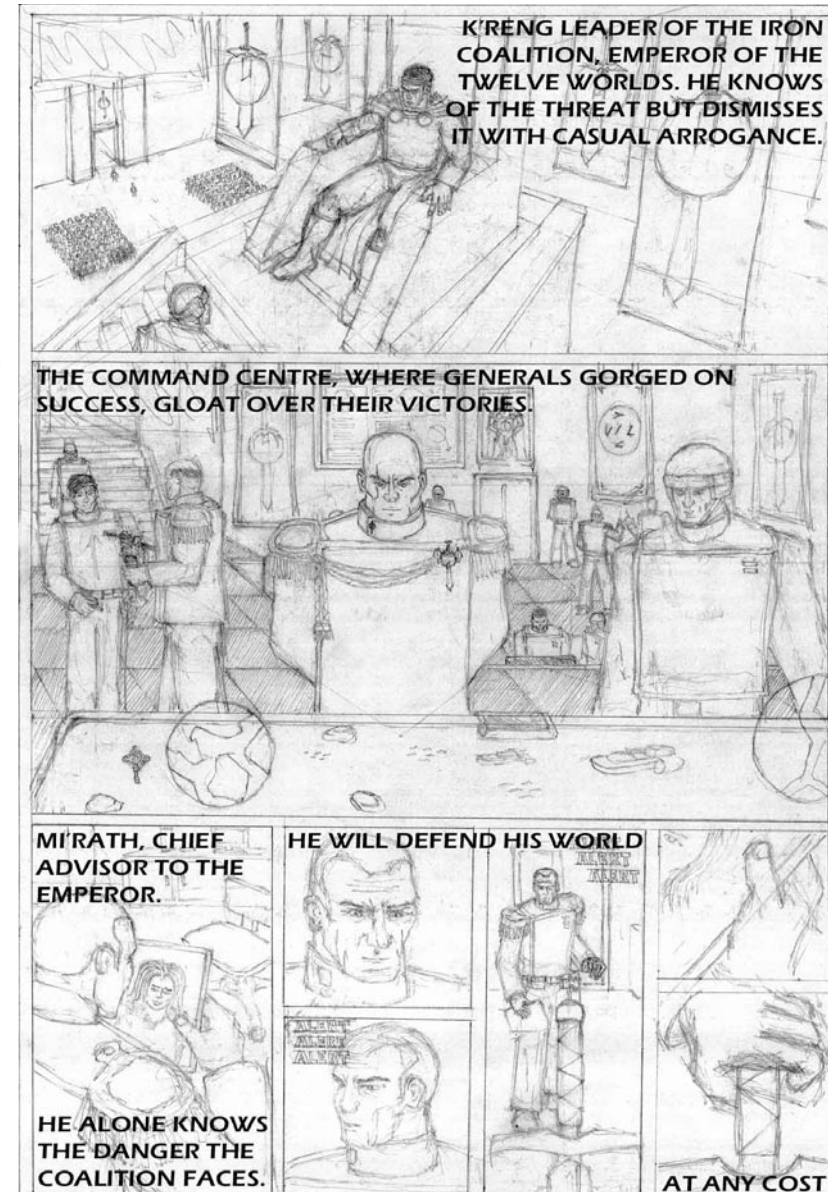
Scripted by Tom Webb and pencilled by Dominic Bellman

Editor's note:

Tom and Dominic have been busy working on a new feature for Incoming: a comic set during the Horus Heresy!

There's still a lot of work to do but as I'm sure you'll all agree these teasers look absolutely stunning!

Stay tuned for more in future issues of Incoming!



'EAVY METAL

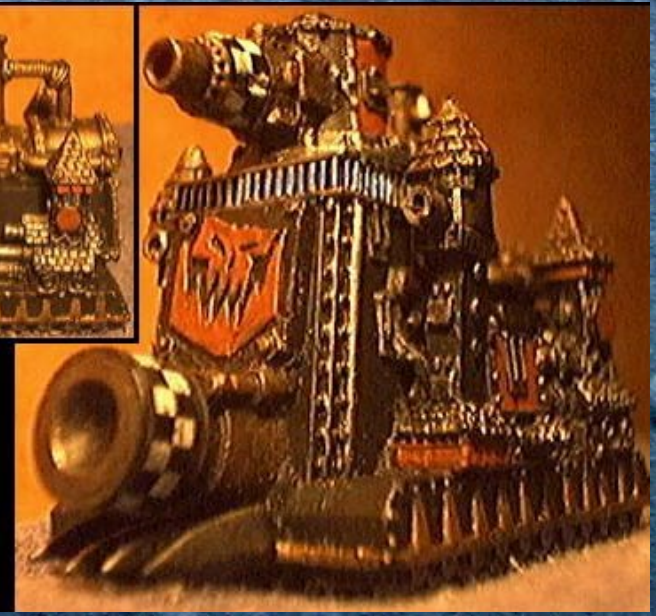
Greener is Meaner! This month 'Eavy Metal takes a look at the many mad creations of the Ork Mekboyz. collectively known as Battlefortresses.



'EAVY METAL



ORK
KULLUZ



HEAVY METAL

