



INCOMING!

ISSUE XXV



Incoming! A Nexus publication.

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INCOMING!

Issue 25

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Editorial

by Warmaster Nice

Hi all and welcome to Issue 26 of Incoming! It's been a busy couple of months since our last issue. The much anticipated Feral Orks were a bit delayed but finally they're here! Delays like these are unfortunate but by now I've stopped getting surprised by these things. A shame that it is now the norm rather than unfortunate accidents when SG fails to hold their set release dates. But enough of the grumbling: We Epic Gamers are a patient lot and as the old saying goes: Better late than never. The new models sure are nice as you'll see from Doug's review later in the mag.

With this new release in mind we obviously had to do some articles on this exciting new race. I've written up a few modelling ideas from my own Feral Ork army although it doesn't contain any of the newly released models (yet).

Apart from that this issue brings you an article from Tom about the good old Space Marines.

Chris Hayes has contributed with an excellent article about army composition in E:A.

Finally things has been busy on the EpiComms Necron forum. A lot of talented people have been scratch building Necron armies lately so we've gathered some tips and ideas for those of you who want to start commanding the forces of the Necrontyr.

My own main contribution this month is a NetEpic battlereport pitching 12,000 points of Imperial Guard against 12,000 points of Orks. This was my first game in over a year but what a game! Great fun indeed!

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My own workbench has been fairly quiet recently. I've painted up a couple of Eldar titans. Basically I've just copied the Studio paint scheme from GW's Eldar army around the time of the Titan Legions release.

It is probably not going to win any awards for originality but I think it is such a beautiful colour scheme that I couldn't be bothered to come up with anything of my own. The biggest challenge was to transfer the colour scheme to the new Revenant titans as those models have changed significantly since the old days.

Conversion wise I've been working a bit on my

new Dark Angels army. The aim of the army was that every single stand/vehicle had some sort of conversion done to it. As a result I've been busy converting Assault Marines, Devastators and Tactical marines until I went cross eyed.

Also a "secret" project is taking shape deep inside the Adeptus Mechanicus Manufactorium. I won't say anything about except that it is a titan and that it is going to be really cool once finished... ..at least I think so;-)

Well enough of my yapping. Please enjoy another great issue of Incoming!

W/N

Credits

Articles:

Feral Ork Review

Pre-Heresy Marine Legions

Rise of the Necrons

Waaagh! Da Feralz are 'ere

Building your Epic Force

The Green Tide

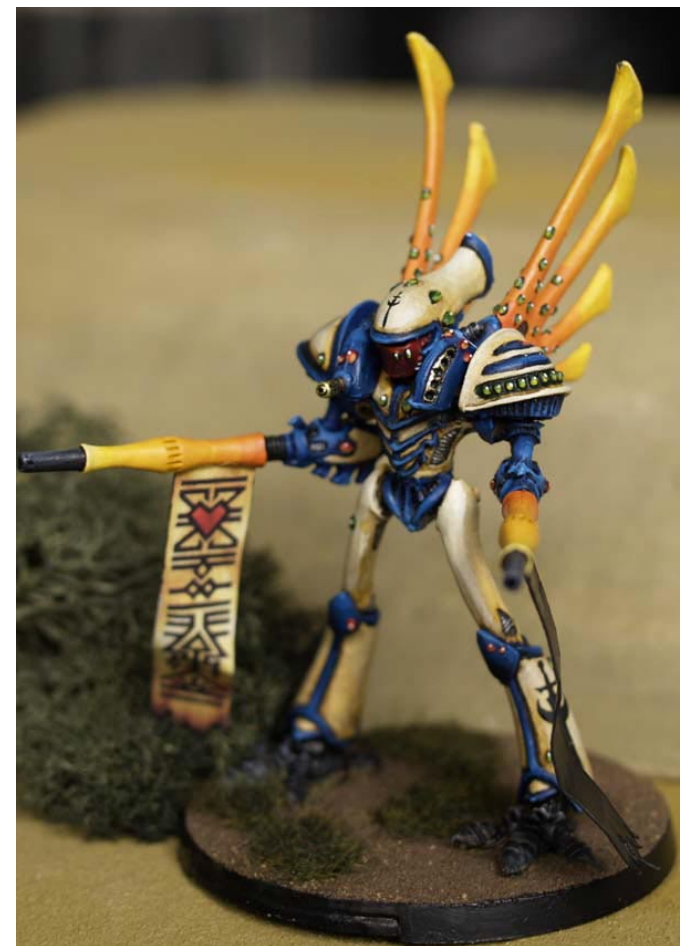
Horus Heresy - A New Comic pt. 4

'Eavy Metal: Ork Tanks

- Douglas Woodcock
- Tom Webb
- Hojyn, Honda, Hiddenevil and Vanvlak
- Warmaster Nice
- Chris Hayes
- Warmaster Nice
- Tom Webb, Dominic Bellman
- Krooza, Vanvlak, Justinel, A E Brain, Jimbo (Image is Copyright ©2005 Felix's Gaming Pages, used with permission, all rights reserved. www.ifelix.co.uk)
- Warmaster Nice, Christian Danckworth
- Markconz
- Darkone26
- Warmaster Nice
- Warmaster Nice
- Jannis/Narf (Mr. Positron)
- Stormseer

Proof Readin' Glyph Know Wotz Guy:

As always submissions should be sent to: incoming@netepic.org



Feral Ork Review

By Douglas Woodcock

Its nice to see that these models are available. At first I thought after the way Fanatic has been reshuffled we wouldn't see the models in the same way as we didn't see the models that were shown at a Gamesday for Chaos, remember the Dreadnoughts and bikers?

The models themselves are very nice, in my opinion and its nice to see the Ork forces get something new. Lets hope that this is not the final one. I for one would like to see more stuff released even if it can only be done every 6 months or so, so long as Epic sees something that keeps the flame going.

6 Boar Boyz, 12 stands of boyz, 1 character boss stand and 2 stands of Nobz.

Clean casts again and some new models. They did look like some from the E:A range but I didn't have any sprues to hand to see if there were huge changes. I know some of the models have skins on their back which I am sure I haven't seen before.

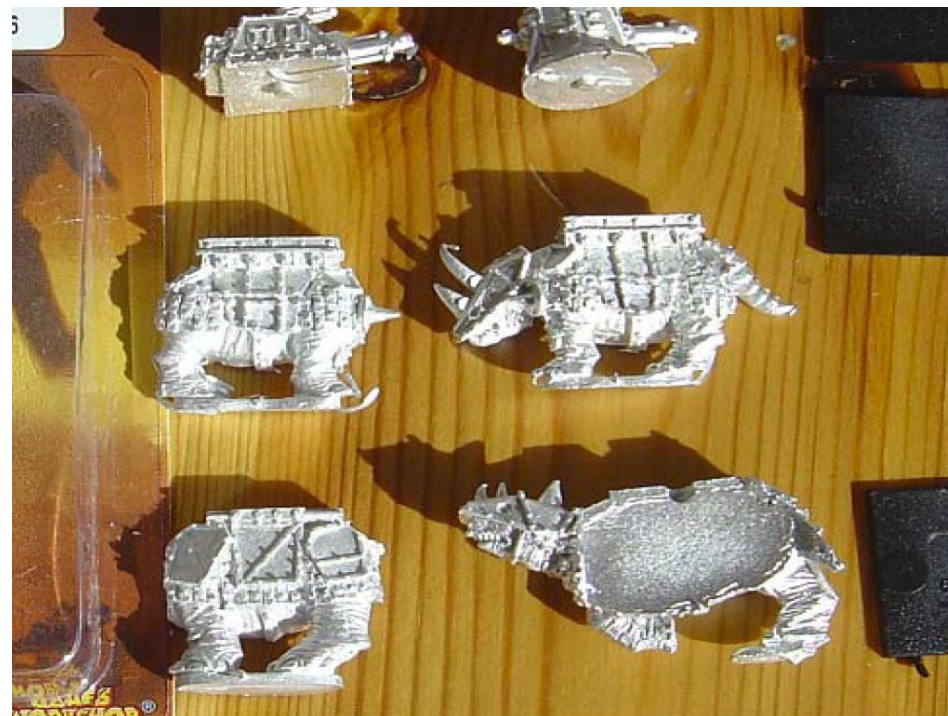


Feral Ork Warband £15



Orkeosaurus £15

This is one heavy model, doesn't require much in the way of building but I liked this and my set will go well with the Forgeworld versions. A nice new fresh model for the Ork forces. Not something I would like to meet on the battlefield.



Squiggoths £9

Nothing new here, these were available since Epic 40,000. I hadn't realised these were not available until released under Feral Orks. There's been some confusion as to how many models the blister contains. The Online store has been saying 1 model per blister but that seems to be an error.

Its nice to see another Gargant, and I couldn't wait to get this. Cast is clean and the construction of these isn't too different from the previous versions. For me this model has a bit of character and its something I will be definitely painting quite soon.



Feral Ork Squig Catapult £7

Three catapults with three sprues. Casts for me are clear and nice. I liked the idea of the bases which were done similar to the siege infantry company bases. I find that a nice change.



Feral Ork Junka Truk £10

The Junka Trukks have been split in to two sets of three in one blister. You get the boiler type or the boars and rather than choosing one or the other you have a set of each which I quite liked. I didn't fancy the idea of only having a couple of units in one type or having to buy more to have a selection of each.

The detail itself is very good and the casting doesn't let that down.

Although quite a small release as new models go, its nice to see they have been released irrelevant of the delays. I hope that in the not so distant future that In-coming will be looking over another small release with more new models in it. Hint Hint !



Pre Heresy Marine Legions

- The Original Vanilla Space Marine Legions

By Tom Webb



90 of each Maniple in a tradition legion – resulting in about 30,000 men.

You cannot have more multiples of any Maniples/ Squadrons than the Line Maniples. For example, you cannot have more Equites Maniples than Line Maniples.

Veteran Maniple - (725 points) (Soldier First Class)

8 Stands of Tactical Marines
- Upgrades: Rhino 0-5 for free, Whirlwind 0-2 for 75 points each, Dreadnaught 0-2 for 50 points each, Commander

4 Stands of Terminators
- Upgrades: Land Raiders 0-3 for 100 points each, Dreadnaughts 0-2 for 50 points each, Commander

Mobile Infantry Maniple - (625 points) (Soldier Second Class)

4 Stands of Tactical Marines
- Upgrades: Rhino 0-2 for free, Whirlwind 0-1 for 75 points, Commander

4 Stands of Devastator Marines
- Upgrades: Rhino 0-2 for free, Whirlwind 0-1 for 75 points, Commander

4 Stands of Assault Marines
- Upgrades: Commander

Line Maniple - (550 points) (Soldier Third Class)

8 Stands of Tactical Marines
- Upgrades: Rapiers 0-3, Thudd Guns 0-3, Tarantulas 0-3, Dreadnaught 0-2 for 50 points each, Commander

4 Stands of Scout Marines
- Upgrades: Sniper 0-2 for 25 points each

Recon Maniple - (450 points) (Soldier Fourth Class)

12 Stands of Scout Marines
- Upgrades: Sniper 0-4 for 25 points each, Commander

Equites Maniple - (200 points)

5 Stands of Bikes
- Upgrades: 0-5 exchanged for Land Speeders (traditional Multi-melta only) for free, 0-5 exchanged for Jet bikes (Counts as Eldar Jet Bikes) for free, 0-5 exchanged for attack bikes for free

Machina Maniple - (300 points)

4 Whirlwinds
- Upgrades: Land Raiders (all Whirlwinds may be exchanged for Land Raiders for 100 points, or all Whirlwinds may be exchanged for Predator Destroyers for free)



Auxiliary Maniple - (150 points) (Soldier Fifth Class)

12 Stands of IG

- Upgrades: 0-3 Hydra for 50 points each.

Navis Squadron

1 Strike Cruiser - (200 points)

- Upgrades: Strike Cruiser may be replaced by a Battle Barge or a Dropship (counts as Landing Craft) for 150 points

Commanders:

Imperator - Supreme Commander (100 points)

Centurion - Captain (50 points)

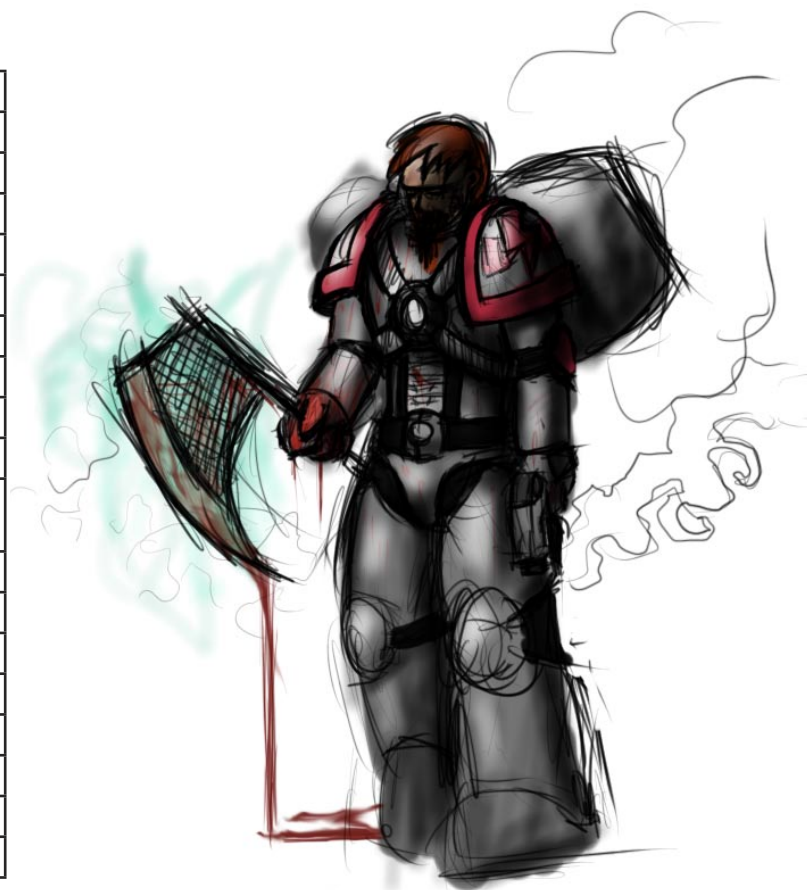
Chaplain - Chaplin (50 points)

Heresy Marine Army Lists – The Heresy Space Marine Legions

90 of each Maniple in a tradition legion – resulting in about 30,000 men.

For each core maniple you are allowed up to up one other maniple. For example the Ultramarines must have at least one Machina Maniple for every other Maniple in there army. You are not otherwise restricted in the composition of your legions.

Legion Name	Core Maniple	May use Chaplains?	May use Librarians?
Ultramarines	Machina	Yes	Yes
Blood Angels	Mobile Infantry	Yes	Yes
Dark Angels	Equites	Yes	No
Space Wolves	Mobile Infantry	Yes	No
Imperial Fists	Line	Yes	No
White Scars	Equites	Yes	Yes
Iron Hands	Machina	Yes	No
Salamanders	Line	Yes	No
Raven Guard	Recon	Yes	No
Sons of Horus (Previously Luna Wolves)	Veteran	No	Yes
Night Lords	Recon	No	Yes
Word Bearers	Line	Yes	No
Alpha Legion	Auxiliary	No	Yes
Emperor's Children	Mobile Infantry	No	Yes
Iron Warriors	Line	No	Yes
World Eaters	Mobile Infantry	No	No
Death Guard	Line	No	No
Thousand Sons	Line	No	Yes



Rise of the Necrons

By Hojyn, Honda, Hiddenevil and Vanvlak

It is when no miniatures are available that creativity really blossoms. This is especially true for the Necrons which are among the races we probably won't see any GW miniatures released for in the foreseeable future.

We've collected some of the best ideas and tricks for those of you who want to join the exclusive small club of Necron Generals.

Necron infantry:

Old players may remember old GW games like Space Crusade which featured a "Terminator" looking Chaos Android. These models later evolved into the first units of the Necrontyr. As luck would have it there was an Epic scale version of the Chaos Android made. It came with the Stompers boxed set and it is still possible to pick up these models on Ebay from time to time. They're definitely the best Necron Proxy available.



However if you don't want to shaft out a load of cash just to get the basic infantry for your army there's also some other options you might want to look into.



An alternative Necron Proxy is using Ork Boyz. Also Eldar Dark Reapers, Warp Spiders and plastic Exarchs with the wings removed would make interesting proxies.



Necron Destroyers/ Heavy Destroyers:

Hojyn came up with this great idea for a destroyer model. Here's what you'll need:

Destroyer :

- WH40K Necron torso
- Epic Imperial Robot (the one that comes on old Imperial Guard sprues)

Heavy Destroyer:

- same thing +
- the end bit of a WH40K Necron Gauss Flayer



It's a simple conversion, really:

- Remove the robot's legs;
- Remove the weapon that's above the head;
- Glue the robot's torso on the 40K torso;
- For a Heavy Destroyer, cut off the very end of the right arm and glue the Gauss Flayer bit to it, otherwise leave it as is.





Wraiths:

Hojyn also made these great looking Wraiths:
The components are:

- Tail: Tyranid Gargoyle
- Claws: Tyranid Hormagaunt
- Torso: Chaos Android (although an Ork boy torso would work just as well, I think)



The conversion itself is not that hard to do, if you don't mind working on very small elements (bit of advice: use tweezers). Actually, the hardest part is... sacrificing those hard-to-get Tyranids!



Tomb Spyders:

These are easy to do: Just use 40k scale scarabs!



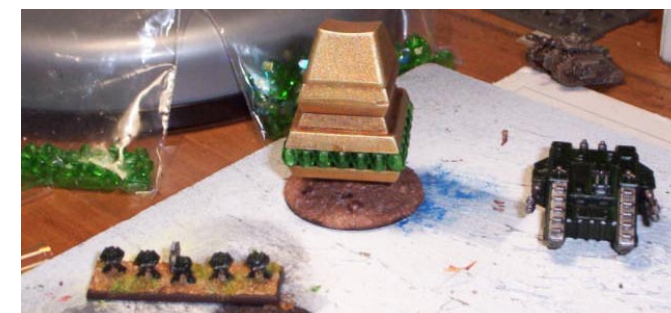
Monoliths:

There's been a number of ideas for how to build Necron Monoliths.

This is Hojyn's take on the model:

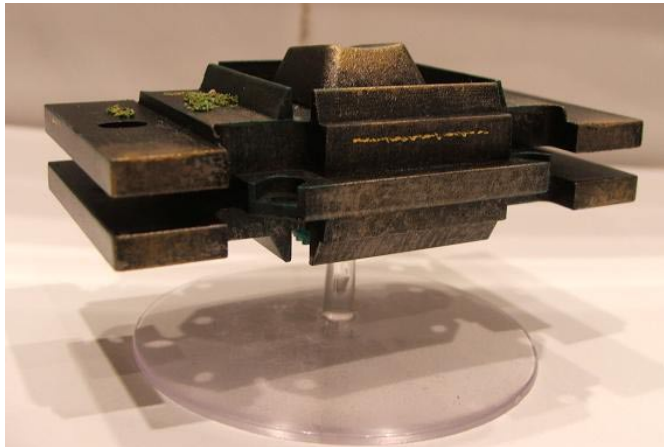
"What I wanted from the start was something easy to do (and to re-do), so I needed widely available materials. From top to bottom they are:

- Computer key (I had an old keyboard in my basement, but I guess you can easily find some in... garbage dumps)
- 20 mm GW stand
- upside-down 20 mm GW stand
- 20 mm GW stand
- 25 mm GW stand
- beads (I found them amongst the "girly" things in my local supermarket)
- 25 mm GW stand
- Flying stand (duh!)

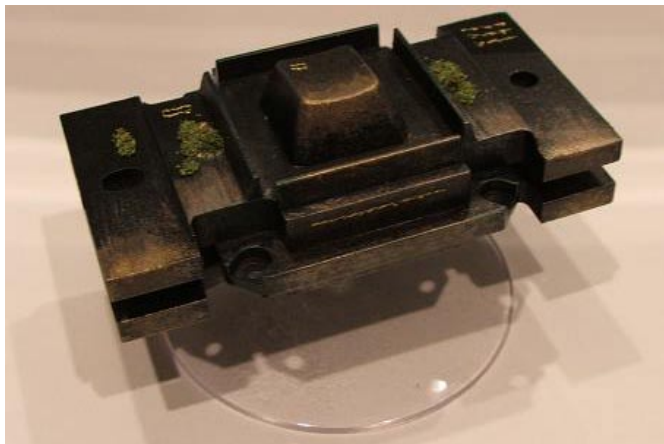


Gluing the beads can be a bit long, and I'd advise you to buy two sizes of beads, since "closing" the square can be a bit difficult otherwise.

I'm still undecided whether to use this colour scheme or a more "classic" one (I'm tempted to paint Necrons in Boltgun metal and Monoliths just as in the Codex : dark green with greenish edges). I'll try this other scheme soon and post the result.



Vanvlak has used Slottabases and a computer keyboard key for his version. Adding a bit of flock to the model gives a really cool archaic feel.



A different approach altogether is using BFG Necron spaceships. The designs are somewhat unconventional who says that Necrons only use the small Pyramid style ones you see in 40k?



If you've got some scratch building skills you could also go for a more precise replica of the 40k scale model. It takes a bit more work but as you can see it is definitely possible ...and it looks great!





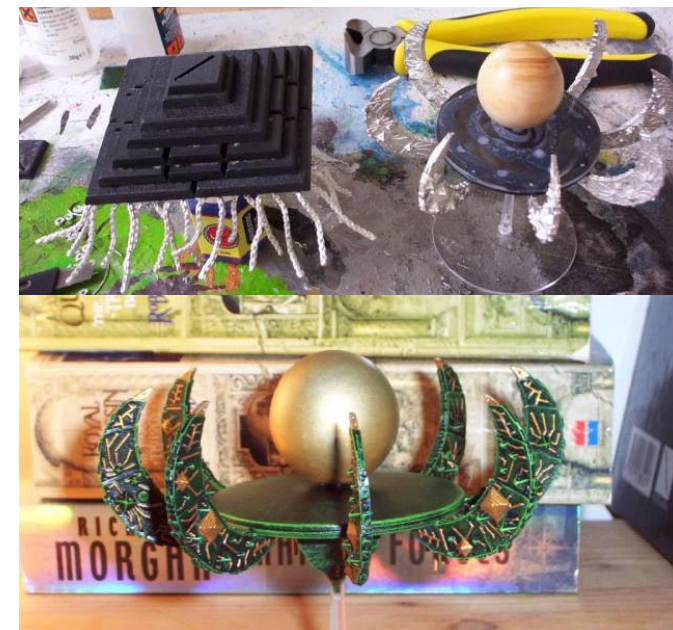
Obelisks:

Obelisks can also be done in several ways. A Space Marine Drop Pod makes a good starting point for the base but you could also do everything from scratch if you want.



Aeonic Orb:

There's been a number of ideas for this model. Since no official design has been released this is where you can really let your imagination run wild. Hojyn's design uses a number of BFG Necron Jackals glued to a large flying base.



Hiddenevil has made his version from 2 small flying bases glued flatsides together then 2 25mm round bases glued on one on each end. On the top some semi sphere thing is glued on and the "orb" (which is actually a bouncy ball that says "smile god loves you" written on it) pinned through it. After this he glued on another flying base to the bottom and glued random bitz from his bitz box to that. He then glued on a flying stand to a 50mm round base and added the cables to form the containment field generators. When it was dry he glued on some small beads to the top flying base and glued it on its base to dry.



Honda also made a really cool version based on a couple of slottabases and some lengths of plastic rod.

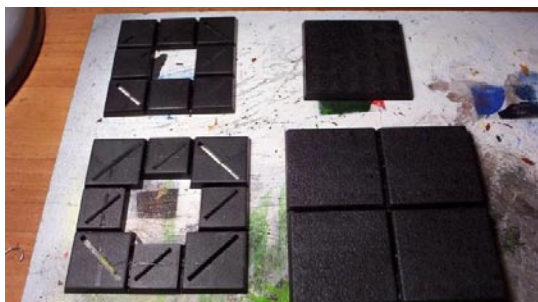
Abbatoir:

Hojyns Abbatoir was made like this:

"One of my main problems was that GW stands come only in 4 sizes : 20, 25, 40 and 50mm. As you can see, if you just pile them all together, the levels of the pyramid are of irregular sizes, which ruins the effect. I tried using stands from other manufacturers, but none of them has the same thickness, and it looks just as bad.

Then something clicked and I realized that I could combine them so that they would become progressively smaller.

Since it's a bit difficult to explain, here's a picture:



Here, as you can see, the different sizes are:

- 80x80mm (40+40)
- 70x70mm (25+20+25)
- 60x60mm (20+20+20)
- 50x50mm
- 40x40mm (not on the picture)
- 25x25mm (not on the picture)
- 20x20mm (not on the picture)

The chains are from the Dark Eldar Jetbike. Alternatively you could go for a more "Matrix" like look and use rats tails from WHFB skaven models.



C'tans.

Since these guys are supposed to be some kind of gods they can probably take about any shape or size they want. The 40k versions of the models should work just as nicely in Epic scale.

Titans and other weirdness:

Well the E:A list doesn't have an exact titan as such although a necron Titan does exist under NetEpic rules.

The E40k version Eldar Phantom can look quite Necron-ish with the right paint job and perhaps a few 40k Necron bitz stuck on.

An altogether different approach was proposed earlier. Here's a quick photoshopped sketch someone did to illustrate the idea:



We hope this article has given you some ideas for your own Necron forces. Although it may be a bit challenging to collect and build it is definitely rewarding to be the one of the very few people who actually own an Epic Necron army.

WAAAGH! Da Feralz are 'ere!

By Warmaster Nice

Finally GW has released the Feral Ork line for Epic! Ever since the first drafts of the Feral Ork army list I knew that I wanted this army to be a part of my Ork Mob. As such I began collecting the models for the army long before any official miniatures were released. In this article I hope to give a few hints and ideas for you when you set about assembling your own horde.

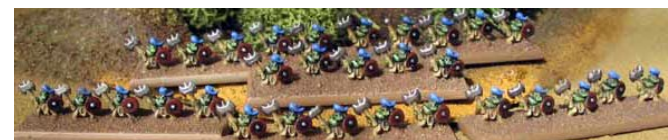
As with most ork armies the core of your forces is the Ork infantry. Lotsa boyz will soak up enemy fire and (hopefully) still make it across the battlefield to give your opponent a good stomping. For rank and file troops the plastic orks will do just fine. I prefer to save the metal infantry for specialist formations such as Trappas or Wildboyz. ...And of course we're talking orks here so you could (and should IMO) mix and match various plastic and metal models for a nice rag tag feel. Blood axe Komman-

doz are particularly cool to mix in as they've got axes and a wild pose which helps to break up the stand.

When I painted my own Feral Ork Boyz I started with a white spray undercoat. To this I added a wash of thinned down Snakebite Leather and Chaos Black though any brownish colour will do. The advantage of using a wash is that it is a really easy way to produce instant shading and it also gives the models a slightly rough look which I think looks great for Orks.

The next step was to paint the faces and arms Goblin Green and give the weapons some metallic paint. Once dry both faces and guns were given another wash thinned down paint of about 1/3 Snakebite Leather and 2/3 Chaos Black. For some specialist formations such as Wildboyz and the Madboyz Mob I've added a few extra details. The Madboyz has a bit more shading done to

their faces and the teeth picked out with bleached bone. The Wildboyz got some Teracotta coloured shields which contrast nicely with the rest of the model + a fancy bright blue Hair Squig.



Boarboyz look great with a bit of variation mixed in. Conversion-wise it is fairly easy to replace the rider with the torso from other Ork models. It is also easy to add variations in the paint job: Again I start with a white basecoat and use washes on the fur of the Cyboar. You can use various shades of grey and brown to great effect. It is really easy to do and adds a lot of flavour to the models. Once the wash is dry pick out snouts and ears with a flesh colour and paint the rider in whichever way you prefer. If you want you could also add some war

paint to the head of the boar with blue or red but keep it simple like geometric shapes: circles and arrows etc.



There are many ways you could paint your Feral Ork vehicles. The Feral Orks don't have Mekboyz like regular Orks since they are suspicious to new technology and prefer simple Orky ways of life. Instead they have a caste of individuals known as Boilerboyz who build and maintain weapons salvaged from the battlefield. Because of this Feral Ork war machines will often be a mess of various colours, armour plates with camo patterns from Imperial tanks, brightly coloured parts from Marine or Eldar Vehicles etc. etc. All of this will of course look really rusty and worn.

For my own army I simply decided to paint everything a basic dark metallic colour and add a few glyphs and patterns in white. Primarily because I'm lazy but also because I figured that in time



even those salvaged parts will have worn off their original paint jobs and the metal fully exposed to the elements.

The vehicles were all undercoated black and then given a heavy drybrush of Tin Bitz. I then added some Mithril Silver to the mix and gave it a couple more drybrushes. Once completely dry everything was washed with the usual mix of Chaos Black and Snakebite Leather. In some areas I added more Snakebite Leather to the wet paint to produce some areas of fresh rust. Once dry I first gave everything a very thin drybrush of pure Mithril Silver to pick out the very top highlights and then painted on glyphs, rusty stripes of pure Snakebite Leather and other detail.

I've used Forge World Gunwagons for my junka-trukks but basically you could use whatever miniatures you have at hand. Glue on a couple of Boyz or, if you've got some spare Boarzs convert some into chariots or something similar. A converted Ork Kommando would look great as a rider.

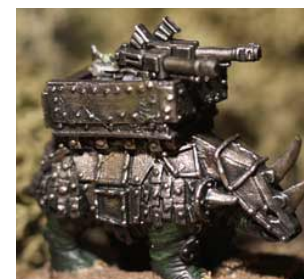
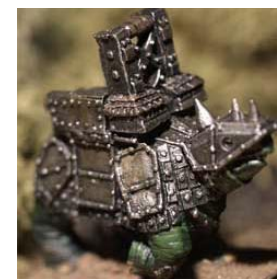


I think anybody who has watched the Lord Of the Rings: Return of the King has been fascinated by the huge climactic battle where the huge Mûrmaks thunder through the battered human lines. Well the Feral Orks have an excellent equivalent in their

Squiggoths so I definitely wanted to use plenty of those! I bought a bunch from Krooz who had already done a few conversions to some of them. I'm not too fond of the huge turret on top of them so I felt inspired to do some conversions to the rest of them myself.



It also adds a lot to the variation in the army I think. Besides: who cares if the models are exactly WYSIWIG as long as people can recognize that it is a Squiggoth. The conversion I'm most happy with is the one where the turret has been replaced with a howdah and added a gun from the Forge World Gunwagons. I think this brings the models



nicely in line with the FW Gargantuan Squiggoth model. Another simple conversion is adding a Squig Katapult to the back of a Squiggoth. You could also glue on Big Gunz or Orks with Heavy weapons. Simple but effective.

The howdahs themselves are just strips of plasticard with some rivets added. A thorough guide can be found in Incoming! 21 but I'll repeat it here Take a piece of metal foil. I use stuff which comes with my contact lenses but metal foil like the stuff which comes in old tooth paste tubes have about the same properties. Alternatively you can use an old beer can although this material is a bit more difficult to manipulate.

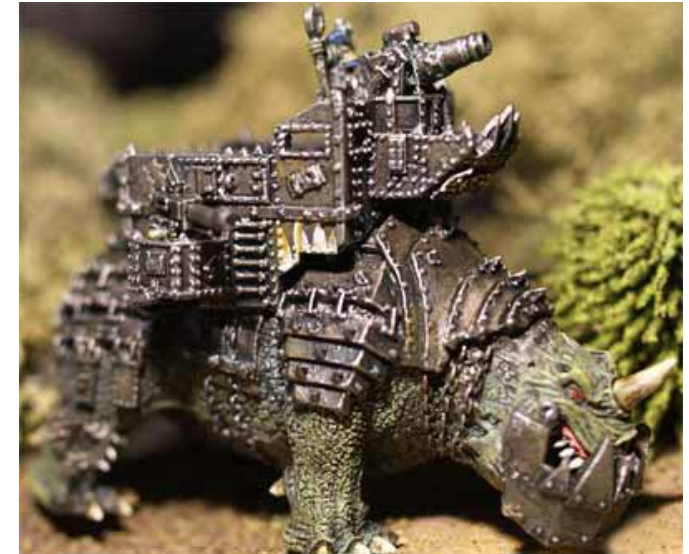
Anyway: cut the plate into the shape you want and press the rivets into the backside with a pointed object like a sharp pencil, pick or fine screwdriver. Glue the plate into place and voila!

This technique can also be applied to some extent to plasticard though it is a bit more difficult to get right.

The Gargantuan Squiggoths also had a few minor modifications done to them. Most importantly I've added some crew to them as well as the regular Squiggoths. It takes a bit extra work but it is well worth the effort as it really brings the models to life! I've used Shooty Boyz models placed in the small side platforms so that the model has the 3 main guns it's stats suggests.

On one of the Squiggoths I also replaced the lower jaw. On some of the regular Squiggoths Kroozza had added the metal jaw from a 40k scale Ork 'Ard Boy. A bit big for the regular Squiggoths IMO they proved to be an excellent fit for the Gargantuan Squiggoths! Simple and it adds some extra variation when you want to have more than one of these beasts (and who wouldn't?).

As with all orks you can mix and match models from many different miniature ranges for your Feral Orks. The army should look like a big chaotic



mob I think so don't be afraid to go overboard with wacky conversions and strange mismatched paint jobs. Have fun and WAAAAGH!



Building your Epic force

By Chris Hayes

In this missive I will attempt to outline what I think makes a good, handle-all-comers Epic A force, then illustrate it with my favourite army, the Imperial Guard Siegemasters.

Your very first concern is what models you've got. An obvious point, but unless you wish to use paper print outs or potentially confusing proxies stick with what you've got. Even if you lose, you look good.

Your second is what scenario you are playing.

Players often come up with their own objectives and reasons for the battle in question. The army lists are designed to play the 'Grand Tournament' (GT) scenario. If you are playing something else, or not using the army lists it is probably wise to confer with your opponent or a third party if they are running the game. No one wants an evac mission spoiled by an army of 15 Thunderhawks. Not using army lists can happen in big games (you bring your Chapter, I'll bring my Regiment) or in campaigns (sorry Bob, the Marines have taken the airfield, no planes for you until you get it back).

All this lies outside the strict confines of the GT army lists and scenario and though the areas you

have to plan for often remain the same I'd advise adapting what you know and others tell you to fit what is coming.

So you've got the men, tanks, creatures, aircraft and whatever else you need (painted hopefully, though coming from me that's rich – my top tip incidentally for painting Guard is undercoat them white then slap on large vehicle covering y's and similar in Green, instant camo'd force and look great on a tundra battlefield, honest). How best to select them? You have a point and formations limit for your particular army, but otherwise your imagination should be ranging the field and force, thinking up cunning combinations to defeat the opposition.

Overall you should be aiming for a force that outlasts the opposition and scores enough victory points in the GT scenario to be declared the winner. You can do this by shooting, hiding, cunning tactics, all sorts. But they all need to have certain points kept in mind.

'Activations'

The first point to bear in mind is 'activations'. Each formation in your force is an activation and it is they who do unto others before it is done to them and more importantly take objectives (if they can operate on the ground).

Objectives – in case you don't know – are what the GT game is about. The most commonly achieved are the ones that involve you taking objectives, your own and the enemies, and denying them to the other side. This can only be done by troops on the ground.

Accordingly you need enough formations to take casualties and still have enough unbroken at the end of turns 3 and 4 to own the areas of ground you stand upon.

To this end pay careful heed to your formations. If you have 5 Leman Russ companies sure you are hard, but you will need them all to survive unbroken and some to be in position turn 3 to deny the opposition an easy victory (who will be hiding from the tanks or soaking their fire with cheap expendable formations while everyone else concentrates fire and/or sneaks past the tanks). Turn 4 they had better all have reached their finish points. Odds on though you will lose at least one formation before this.

Furthermore your turn will end quickly, your opponent if he has more activations can then move around the board, safe in the knowledge that he can't be hurt. If he moves into the open, what can

you do? You've had your turn, you can't shoot back. Unless you have set overwatch but here again you can be avoided and you cannot reposition units to block and attack. And what happens then? Typically these enemy formations mass at a point and wipe out a non-responsive enemy formation. Next turn the advantage is even more with him. And so on, a snowballing effect.

Conversely an army made from assault marine formations will have a lot of activations but little staying power. They will break and be wiped out swiftly, leaving you with nothing to contest, let alone take, objectives. Sure you have an advantage, but it will evaporate along with your men under the withering fire of the enemy.

You need a mix, some heavy hitters that form the core of your attack and defence and some lighter cheaper units to bulk out your activations, either to delay your core formation activates or to counter any moves made by the enemy after they have activated.

Everyone has their own ideas about how many formations/activations the army needs at a given points value. My personal favourite is more than the enemy but that isn't possible with every army list. Some have expensive heavy hitters and having lots of chaff isn't viable as it is invariable blown away (some light humour). I see 7 as a bare minimum in a 2700 points game and to be frank I would be aiming for 8-9 at least.

'Taking it and dishing it out'

Not all units and formations are created equal. Some can deal lots of damage but fold when frowned at, others are immovable but quite harmless. Most lie between these two extremes.

A unit's survivability is to my mind determined by how good they are in and out of cover and when moving and stationary. Heavy Tanks get a small boost in cover, but not much, they can however advance across the open trusting their armour to mostly protect them and get into nasty long range gun fights. Infantry are a lot better in cover (unless they have saves as good as said cover, in which case they are in a similar position as tanks) and worse in the open. Since moving often requires marching in a field they are better stationary. There are however lots of cunning ways to deliver them to their target. Air transports (covered below), drop pods, wraithgates and APC's are the most common. They all try to minimise risk in different ways by essentially either ensuring the unit has a relatively easy ride to the object, cutting down the amount of fire it takes, or by cutting down the range they have to move before exposing themselves and scaring away the faint hearted.

Firepower is simple. How many dice do you get, what's the chance to hit and do they have any nasty effects? How far can you shoot and can you ignore cover/line of sight? And as a proviso to that how far can you move before firing, do any racial special moves affect firing or your survivability (the elder can move out, shoot then back into cover pushing up their survivability though lowering their firepower).

Generally the more dice you have, the longer the effective range (movement and firing), the easier it is to hit your enemy and the more blast markers you do or saves you ignore the better.

Formations are a step above the units and generally reflect their component parts in firepower and survivability. However formation size is also a factor on survivability. The smaller it is the easier the formations breaks (single unit formations of 3 Damage Point War Engines may be rock hard, however they run after 3 activations of scouts have pinged shots off the armour). Conversely massive formations of Ork boyz who individually can't stand up in a firefight in the open survive a lot longer and therefore do more in the battle the bigger the formation gets.

Remember when you break the casualties spiral upwards madly, so the longer you don't the more you can shoot, move and live to repeat.

In general in Epic Tanks tend to be individually hard and festooned with guns, but relatively easy to break as high points costs makes for small formations. Infantry are easier to kill but better when deployed into cover, carried by tougher units or deployed where they can do most good the moment they appear.

Epic armies will have core formations of infantry and tanks, formations that can both take damage and deal it as the core of their attacks whilst advancing. Infantry, slower tanks and other units form defences to hold what you start with and take, whilst units with high potential amounts of damage but low chances of survival get deployed into the

enemy by a variety of means, hoping to kill them before they are destroyed in return.

‘Garrisons’

What’s the easiest way to hold an objective from the start of the game? Put units on it. Garrisons typically allow slower armies or army elements the chance to at least get to your own objectives. They are also forward jump off points for attackers, forward deployment areas for infantry heavy weapons and often last line of defence against the enemy.

I always take at least one garrison unit. If the objective placement favours the tactic I have either a strong starting defence or a forward point from which to annoy the enemy and occupy them until the cavalry arrive (those rough riders can save your bacon).

‘Speed’

You have to have something with some speed. Whether for plugging holes, setting up crossfire’s or snatching distant objectives a formation that can move quickly is essential. Sometimes entire armies have this quality and they can switch their line of attack, speed across the board or run as the situation dictates. Regardless an army entirely of plodding infantry will get nowhere and all therefore have access to something with a bit of clip. Take it. Hopefully it’s got a minimum of 30cm move, any less and those cross board distances can take two not one turn to cover.

‘Attacking anyone, anywhere’

Related to speed, but also to air attacks and artillery. In fact most armies rely on either artillery of some kind or airpower (or both). The ability to hit formations hiding behind hills or skulking in cities is essential. What if your imperial opponent is bombarding your mobs every turn with his 15 artillery pieces? Do you sit there and take it? Double slowly across the board and hope you make all your armour saves? No! You send in the fighter-bombers! Likewise when faced with hit and running elder you could chase them all day long, or simply bombard them from 30 miles away.

Another method is to use air assaults – here the air payload isn’t bombs or lasers but rather infantry (and sometimes tanks). You land, and either charge or open fire. Here you have taken a slow unit and put it where you want it.

The difference here is that the dropped off formation will rarely be fast enough to go anywhere else and taking such units and putting them so close to the enemy is often a one way trip (unless the rest of the army catches up).

‘Air attack’

A specialised form of ‘attacking anywhere’ it carries its own risks and rewards. Aircraft have a different activation rule – here units coming under heavy fire often have to pull back for repairs/replacements (they have a greater chance of failing to activate). What’s more air that fails to active stays off board, not even allowed some sort of on table movement or firing. With flak or interceptors about air attackers have the risk of being killed before they even start to attack. So it’s a more risky option. The upside however is that if you can avoid ground flak or neutralise it your planes have a free run. They can bomb to their hearts content with no retaliation and

can never be removed from the game.

Further air assault specialists often have access to a flier that can fly straight through the toughest flak and get them to the ground. Sure they will have a blast marker or two but it means you can deploy specialists right in the most vulnerable spots of the enemies’ line.

More commonly air units risk the defenders fire to suppress and kill opposing artillery, or perform strikes on exposed formations, encouraging the enemy to stick to the space inside their air defence umbrella thus limiting their freedom of movement and coverage of the battlefield.

‘Air defence’

How to stop enemy aircraft ferrying men around and bombing you with impunity?

Take some units with an AA ability. They come in three flavours.

Units with defensive abilities. Like Eldar wargrines. Here you have a powerful unit with a secondary weapon capable of air defence. Typically these weapons provide local cover, enough to stop the unit being used for target practice.

Dedicated flak units. These are units like the esteemed Hydra. Here the main weapon is for flak attacks. These are the most common for of flak in the army. There is two ways of deploying them. The first is as dedicated formations. They break easily but are typically mobile, mass a lot of AA fire in one place and allow you to move and block aircrafts escape routes without having to sacrifice a fighting formation doing so. The second is as an integral asset, that is a flak unit attached to a formation. These give the formation a measure of disruptive defensive fire. Though not as good as a battery its enough to discourage aircraft and put a blast marker on them. The disadvantage is

it is buried within a formation and typically cannot defend against long-range air strikes and can be easily suppressed by regular attacks on the other units in the formation (or massed air attacks).

Finally is the option to beat the enemy at his own game. Everyone has access to fighters of varying ability. Taking some allows you to shoot down the enemy in dramatic dogfights. More expensive than flak not every races fighters are a must have choice.

‘Scouts’

Scouts are units with the scout ability. Able to form screens, interfere with enemy deployment and also garrison (typically with fast transports) they are a spoiling formation, not a mainstay but an essential force. They are oft pressed into service as defences against teleport attacks, screening valuable artillery and long range support formations from terminators and the like.

‘Redundancy’

Like something above? Take more than one. Having one wonder weapon or formation that can win the game or spearhead the attack is great, until it gets blown away. One lot of flak is great until it gets broken. And so on. Having units that replicate another’s abilities or can fill in when they die is essential.

‘Silly armies’

Yes we’ve all been tempted. What about an army made of nothing but infantry? Terminators? Thunderhawks? Yes you can win but its one dimensional, fails if you meet an army that can deal with it and is less fun than playing with a variety of units. Unless you are playtesting (where to my mind

anything goes and you can be as merciless as you like) don’t!

Putting it all together

So you’ve read the above, studied your army lists and are picking your force.

My favourite is the Imperial Guard Siege army. Characterised by poor troops with poor weapons, but lots of them. It lacks mobility but if stationary in its trenches, and if it doesn’t get forced out, it has good survivability. It also has a lot of activations.

So, scanning the above and my list requirements what will I have?

Well, the low cost of formations ensures I will have a lot of activations, however the firepower and mobility is pretty poor. Infantry is clearly a mainstay and will fulfil the requirement for some garrisons and coupled with fortifications should be able to take a lot of damage.

For dishing out the damage and attacking some heavy tanks should help, backed up with artillery. These guys will also allow me to hit anywhere on the table. A couple of deathstrikes are in as wonder weapons, but with no redundancy and with their one shot nature they are pretty much one shot wonders and nothing to rely on. A secondary attacking force are some sappers. Vulnerable but if I wait in trenches until the right moment their survivability increases.

An air attack element is beyond the force but air defence isn’t. The pressure on support slots is

great and what’s more I love thunderbolts despite their middling abilities so some flak backed up by two thunderbolt planes will give me just enough cover.

Finally the only formation with speed, coincidentally also scouts, are my scout light tanks. Nothing great but fast and so two lots ensures one should hopefully survive.

Overall I have a strong core of infantry, assisted by artillery. Attacking wise I have tanks and elite infantry backed up by artillery again. Watching the skies are my thunderbolts and flak. The scout tanks range ahead, stealing objectives, harassing the enemy, or hang back and screen against terminators and the like.

Now, to finish painting.....

The Green Tide - 12,000 point IG vs. Ork battlereport

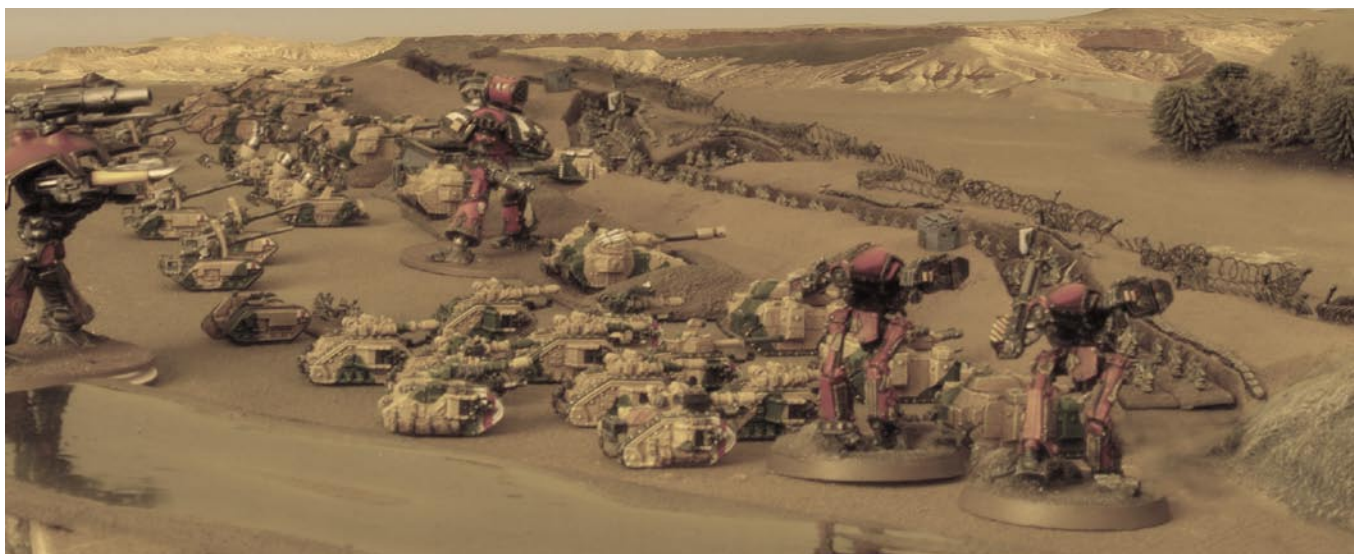
By Warmaster Nice

It had been more than a year since the last time any of us had played a single game of Epic in any of its incarnations so obviously our knowledge of the rules were getting somewhat rusty. Before the battle we both sat down with each our copy of the rulebooks and gave it a good readthrough. Our last NetEpic battle had been fought between a Chaos army and the forces of the Imperium. Although that had been an incredibly fun battle we decided that we wanted to top that and come up with an even bigger battle. For this scheme we picked two armies which both boast an impressive amount of miniatures for the points cost: the Orks and the Imperial Guard. The Orks would excel at close range and Close Combat while the Imperial Guard would excel at longer ranges. No matter who won we would be sure to see a real blood bath!

After setting up the table in a mutually agreeable manner we decided that E would take command of the Imperial army defending the city while I would lead the Ork onslaught.

We decided not to include any fliers in the game. Partially because the original SM2/TL flyer rules were pretty dull and none of us were familiar with the NetEpic flyer system, partially because we both preferred good solid ground combat!

Also since our baselines would be pretty crowded on turn 1 we decided not to allow traditional first fire on that turn. Instead first fire would be carried out after the movement phase but still before the regular shooting phase. This would allow us to



spread out the miniatures a bit before the fighting started. The Orks in particular risked being com-

pletely crippled from turn one which would have resulted in a less balanced game.

Orks! Probably millions of them and by the look of things they were heading this way...and fast! Captain Tobruk had only been given a brief introduction to the Ork race at the Officer academy a few days earlier. They'd been drafted only hours after the Ork invasion of the planet and training had been very basic at best. Everybody recieved their standard issue Imperial Guard Uniform and Lasgun and those who had displayed a minimum of commanding talent had been appointed officers.

Tobruk wasn't sure exactly how many regiments had been raised like this in those hectic days but it was probably hundreds if not thousands. He didn't like to think about how many of his fellow officers that were actually competent. He had heard rumors of a disaster-

ous campaign in the northern sector with several army groups being completely massacred. Of course that was all it was, rumors. He put his faith in the Emperor and instructed his staff and privates under his command to do the same. The last thing the men needed was doubts about their leaders' competence.

Batallion command had been very sparse with information on the enemy's movements but you'd have to be an Ogryn not to understand that whatever was coming their way, would hit hard. Very hard!

The horizon was black with thick greasy smoke from the Ork warmachines and he could already hear the roar of huge engines, the thunder of guns.

Captain Tobruk sent up a small prayer to the Emperor. Here they came.

Waaagh! Gorkfang.

Oh man, it had been absolutely ages since I had last commanded an Ork army under NetEpic rules. In the SM2/TL system, on which NetEpic is based, the Orks had an absolutely mind boggling array of weird and wonderful weapons and gadgets all of which had their own special rules. Some of my favourite are definitely the Supa Lifta Droppa (just the name is reason enough for me to pick those units) and the wildly unpredictable Madboyz so I would definitely be including some of these in the army.

For a 12,000 point game I definitely wanted to field some Gargants. My first choice was a Mega Gargant. At 1400 points they aren't that expensive when you consider just how much firepower you get. The second choice was a Gargant Big Mob as a Special card. 1700 points for 3 Great Gargants otherwise priced at 850 each is a steal.

Now for the Boyz Mobz. I knew that in such a big battle E would be able to bring a tremendous amount of firepower to bear on me from turn 1. The clans needed to be big if they were to survive such a pounding until they got in range to use their own weapons or Close Combat.

The first and obvious choice was a Goff clan. Goffs are definitely the best clan you can get: they're tough in CC and also fight pretty well in ranged combat. They also got twice as many Nobz as any other Clan. Very handy for big clans. I wanted this to be a slow moving but almost unstoppable horde so I first added two Stompamobz and two Dreaddie Mobz. Moving at the same speed as the boyz they compliment each other very well. I also added some Tinbotz mostly because I love the models. The second Clan was some Bad Moonz. This would be my Shooty Mob. I added some Tractor

Kannonz and Pulsa Rokkitz + a squadron of Braincrushas. These would be positioned at the rear of the army and provide fire support for the advancing horde. I also added two units of Weirdboy Towers. They are wildly unpredictable but the payoff can be extremely rewarding: Fully charged they can deliver a shot as powerful as a Plasma Destructor! ...Unfortunately, as I would learn later on, they also have a nasty tendency of blowing up at the most inconvenient of times...

Next up was some Snakebites. Almost as tough as Goffs these boyz would form the centre of my attack. Supported by plenty of Squiggoths (we used the Gargantuan Squiggoths for one of the mobz because they look cool but they still only count as regular Squiggoths) and some Wildboyz and Madboyz I expected this Clan to take on some serious Close combat fighting once within range. The Madboyz are a bit of a gamble. Sometimes they will perform normally, sometimes do nothing at all

and other times they'll do something completely nutty (and usually just as dangerous to the enemy as to your own troops)

Next I wanted some fast moving troops for this the Evil Sunz are excellent as they come with Battlewagon Transports. The Evil Sunz also get extra Mekboy Repair cards which can be a big advantage when used right. To support them I chose a mix of various Ork Tanks. More importantly I chose the renegade Mekboyz Special card which would give me 6 Speedstas for the Clan. As I knew that a 12000 point Imperial Guard army would be consisting of a lot of tanks I picked 3 Supa Lifta Droppa Speedstas. Since they pick up the enemy and throw them about I didn't have to worry about high armour saves. With a bit of luck I might even be able to throw a few tanks on top of some other units. To keep my Lifta Droppas intact I also picked a Mekboy Dragster whose deflector shield should be able to handle most incoming fire. My last two





choices were a Kustom Kannon Speedsta and a Destrukta Rokkit Speedsta to deal with infantry and other such nuisances.

The next choice was a Blood Axe Clan for the same reasons as the Evil Sunz. This clan would be smaller and mainly be used in support of one of the larger clans. I reinforced it with some Land Raiders and a Stormboyz Korps.

Finally I chose a second Goff Clan. Normally you need to purchase one of each Ork clan before you are allowed to purchase a second one of the same type. However I haven't got any Deathskulls painted up so we decided to allow it as a house rule. The Clan would be supported by Skullhammas and Giblet Grindas + a Lungbursta squadron. Originally I wanted this clan to be all mounted but ended up deciding against it: I already had plenty of fast moving troops and I'd rather include a squadron of Lungburstas rather than battlewagons as the Lungburstas are just such wicked cool models.

Lastly I picked an extra Great Gargant to support my flank.

This left me with 400 points, which I decided to spend on a Kult of Speed. Reasonably cheap I wanted this to be a flanking unit, which hopefully should be able to snatch an objective or two during the game.

Now for the plan (very un-orky I know...) On my left flank I positioned the Kult Of Speed along with a Great Gargant. From turn 1 they were supposed to race across the bridge and capture Objective 1

and hold it. The KoS might even be able to out-flank the Guardsmen with a bit of luck.

Because of the inevitable bottleneck problems around the bridges I didn't want to commit that many forces to this sector. Besides the risk of my Gargants being outflanked by Imperial Guard Heavy Weapons in the dense urban terrain didn't seem too appealing.

The first Goff Clan would advance across the river as well. They would be in pretty good cover so speed wasn't as essential. Depending a bit on E's deployment they would either support the left flank or join the main attack to the right of their initial position.

The Blood Axes and second Goff Clan would push ahead in attempt to split E's forces in two. It was my plan to concentrate my attack on the right



flank, crushing the Imperial forces occupying the trench system. The main attack would be carried out by the Evil Sunz and Snakebitez + the Gargant Big Mob supported by the Bad Moonz and Mega Gargant. Once the right flank had been completely crushed I could then turn and advance upon the city itself.

Ork Army

Megagargant "Big Killa"

Boss Skrotznik's Gargant Big Mob (Great Gargants "Skumchukka", "Humiesquasha" and "Bigguz")

Bad Moon Clan + Traktor kannon battery, 2 Weirdboy Towers, Pulsa Rokkit Battery and Braincrusha Squadron.

Goff Clan + 2 Giblet Grindas, 2 Skull Hammas and a Lungbursta Squadron

Goff Clan + 2 Stompa mobz, 2 Dreaddie Mobz and a Mekboy Tinbot mob.

Snakebite Clan + 3 Squiggoth Mobz, Madboyz Mob and Wildboyz Mob

Evil Sunz Clan + Renegade Mekboyz Mob (3 Lifta Droppa Speedstas, 1 Kustom Kannon Speedsta, 1 Destrukta Rokkit Speedsta and a Dragster), Gobsmasha Squadron, 2 Spleenrippa Squadrons and a Bone Cruncha Squadron.

Blood Axe Clan + Land Raiders and a Stormboyz Korps.

Kult Of Speed + Great Gargant "Wusscrusha"

Imperial Army:

Cadian 105th Tactical Infantry co.

Tallarn 507th Tactical Infantry co.

Krieg 1054th Gorgon co.

Krieg 1055th Gorgon co.

Ryza 52nd Assault co.

Cadian 588th Leman Russ co.

Tallarn 982th Leman Russ co.

Tallarn 51st Leman Russ elite co. "The Desert Foxes"

Cadian 5862nd Artillery co.

Tallarn 223rd Artillery co.

Tallarn 52nd Rocket co.

Cadian 23rd Shadowsword Super Heavy Tank co.

Tallarn 403rd Shadowsword Tank co.

Tallarn 87th Stormhammer co.

Krieg 544th Shadowsword co.

Ryza 304th Regimental HQ Leviathan

Cadian 48th Capitol Imperialis

Krieg 58th Bombard battery (3rd battery)

Krieg 58th Thudd Gun battery (3rd + 4th battery)

Cadian 33rd Stormhammer tank co. (2nd Squadron)

Cadian 33rd Stormhammer tank co. (3rd Squadron)

Legio Metalica Warlord Titan Battlegroup "Faustus"

Legio Metalica Reaver Titan "His Will"

Legio Metalica Warhound Titan battlegroup "Fido"

The Imperial Guard:

The Imperial army has access to such a wide diversity of units that it can be very difficult to decide where to start. Since our last game C had been painting up a lot of grunts for the Imperial Guard so I was definitely going to be using a lot of those. With 12,000 points to spend I wanted to make Epic feel ...well "Epic"! Many of the Imperial Guard formations are absolutely huge. Very important for such a big battle as exposed formations would be absorbing a tremendous amount of damage causing small formations to break very easily. With the poor morale of the Imperial Guard I didn't want that to happen so for my army selection I mainly chose Company sized core formations...and 12,000 points buys you a lot of companies I might add. In fact you can assemble not just battalions but an entire regiment worth of troops!

For my core army I picked two Infantry companies. Positioned on each flank these troops would be soaking up incoming fire – especially if they're properly dug in.

I also picked two Gorgon Companies for some mobility and an Assault Company to support my artillery if the Orks should get too close for comfort. Next on my list was some artillery. Lots of artillery! I picked two regular artillery companies and a Rocket Company. I considered buying a second rocket company but with the slow firing of the Manticores I was worried that they might not be able to fire a second time before being destroyed. To support this I picked 3 Leman Russ Companies. These would be the main mobile element of my army and try to capture objectives while the rest of my army remained in cover blazing away at the enemy.

I then picked some Super Heavy Tanks. 4 Companies to be exact. I figured that C would probably be



fielding some Gargants so 3 companies of Shadowswords would be enough to keep him worried. The last company was a company of Stormhammers whose massed bolters would be excellent in supporting my infantry and artillery once the Orks started getting close.

I was still worried about the Gargants though so I picked a Warlord titan Battlegroup to help deal with such problems. 2 would be fitted with various long range anti armour weapons while the third would be armed with barrage weapons to support the

rest of my artillery. I also picked an extra Reaver titan to fill this role. I didn't take any close combat weapons since I was hoping to destroy the Gargants before they got too close. Exploding Gargants have a tendency of causing a real mess and with such a crowded table the risk of me losing a serious amount of units in such an explosion was too great I think.

Lastly I picked a couple of Warhound titans. These could be used in flanking manoeuvres or as a rapid response unit to reinforce weak spots in the lines.

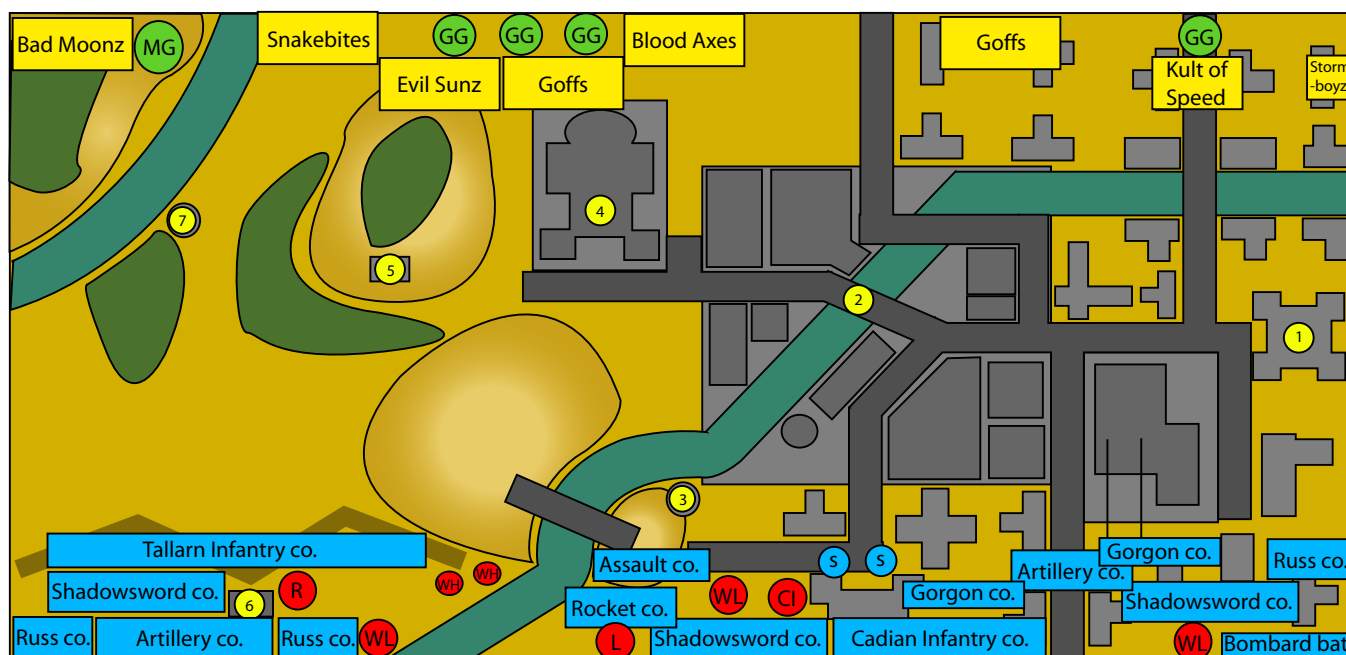




This left me with a few points to spend on various odds and ends. I figured a regiment needed a Leviathan command centre and while I was added I threw in a Capitol Imperialis. Not really that it had any place in my battle plan but it is such a cool model. I also bought an extra Bombard battery and two extra Stormhammers and a battery of Thudd guns.

My plan was pretty simple: Blast away with my artillery and titans to decimate as much of the ork army as possible before they got within range. Infantry and Leman Russ tanks would be used to stall their advance. The Russes would also attempt to snatch objectives 1, 5 and 7. I positioned the majority of the Russes and Shadowswords outside the city where they were more likely to get a clear line of fire. Most of my artillery and infantry would be dug in in the city. The extra cover saves would make them almost invulnerable to long range attacks so C would be forced to flush them out in assaults.

Although my plan was very static I figured that this was probably what the Guard did best. I figured C wouldn't worry about objectives very much as he risked being shot to pieces if he left any units sitting on one. The orks wouldn't be able to return my fire, leaving them pretty exposed. C's best tactic was probably to score victory points by breaking my own formations.

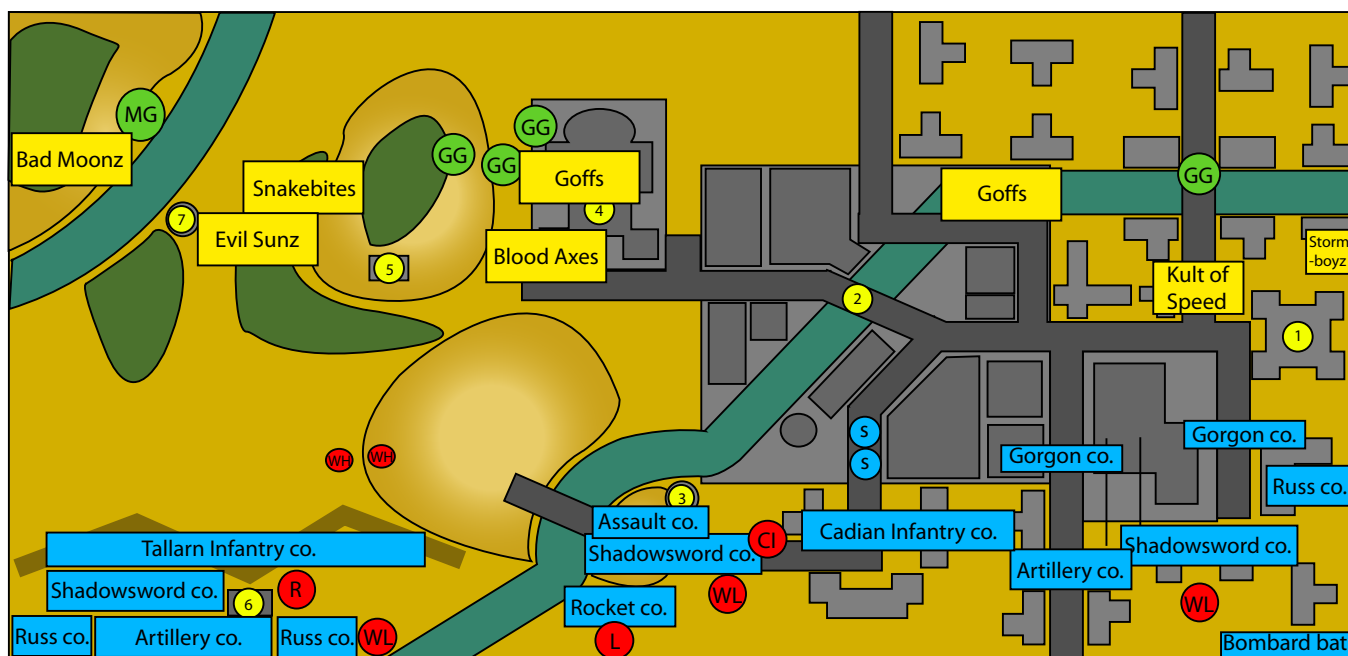


Turn 1.

The Orks win the initiative and chose to move first to get as many units as possible into cover before the shooting phase. Most formations except the Megagargant are on Charge orders in order to covert as much ground as possible. The sheer speed of the Ork advance catches the Imperial gunners completely by surprise before they can zero in their massed heavy artillery on the green onslaught. On the left flank the Kult of Speed makes it across the bridge virtually intact followed by the Great Gargant Wusscrusha.

To their right the Goff orks and Stompas are slowly working their way across a small abandoned Imperial pontoon bridge. Luckily they were concealed by a number of tall Imperial buildings and for a moment safe from the relentless Imperial bombardment.

The Blood Axes and second Goff Clan speed ahead towards the centre of the table taking a few casualties but nothing serious. Behind them follow Boss Skrotznik's lumbering Gargant Big Mob. On the right flank the Bad Moonz advance through the woods to take up firing positions.





The Weirdboy Battletowers start accumulating energy but luckily the power levels have not yet reached a critical stage in spite of the nearby Boyz and Megagargant.

The Evil Sunz and Snakebite Clan advance though the woods towards the Imperial trench line but again only suffer minor casualties. The Mega Gargant Big Killa fires some of its long range gunz and a Krooz Missul into the Imperial trench line but the shots scatter and doesn't cause any significant damage.

In the Imperial lines a sigh of relief: Has the enemy withdrawn? The Imperial artillery has been blazing away at the suspected Ork positions but very little returning fire has been observed.

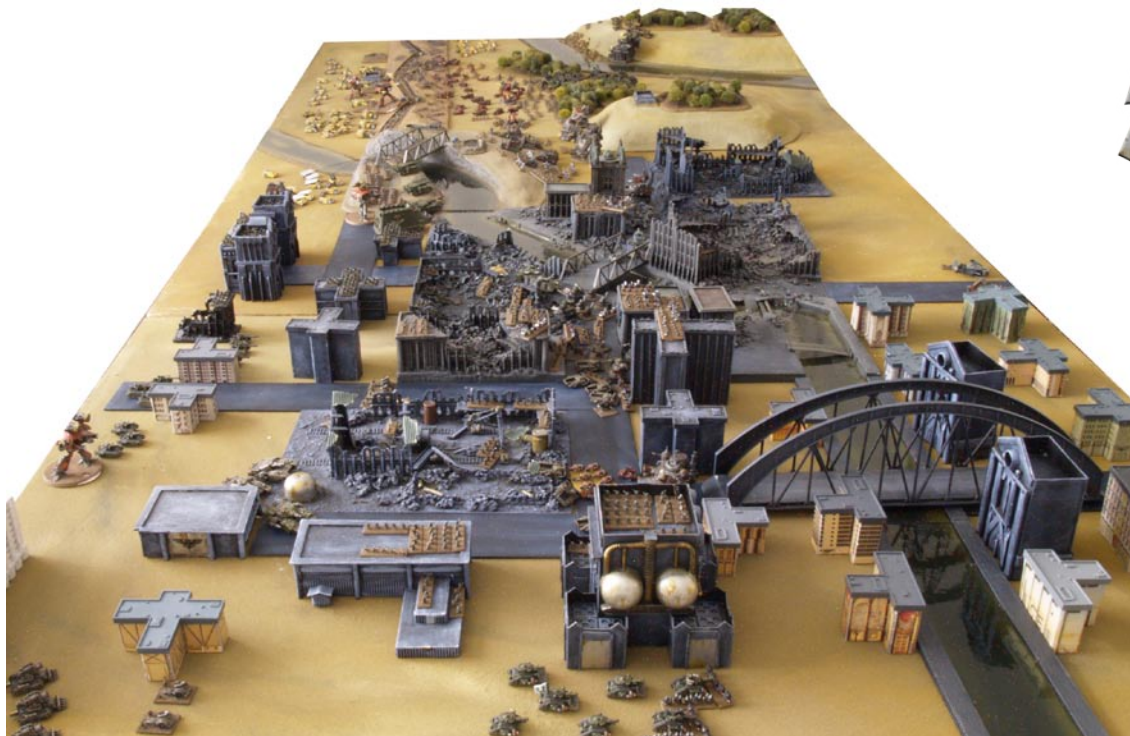


Turn 2.

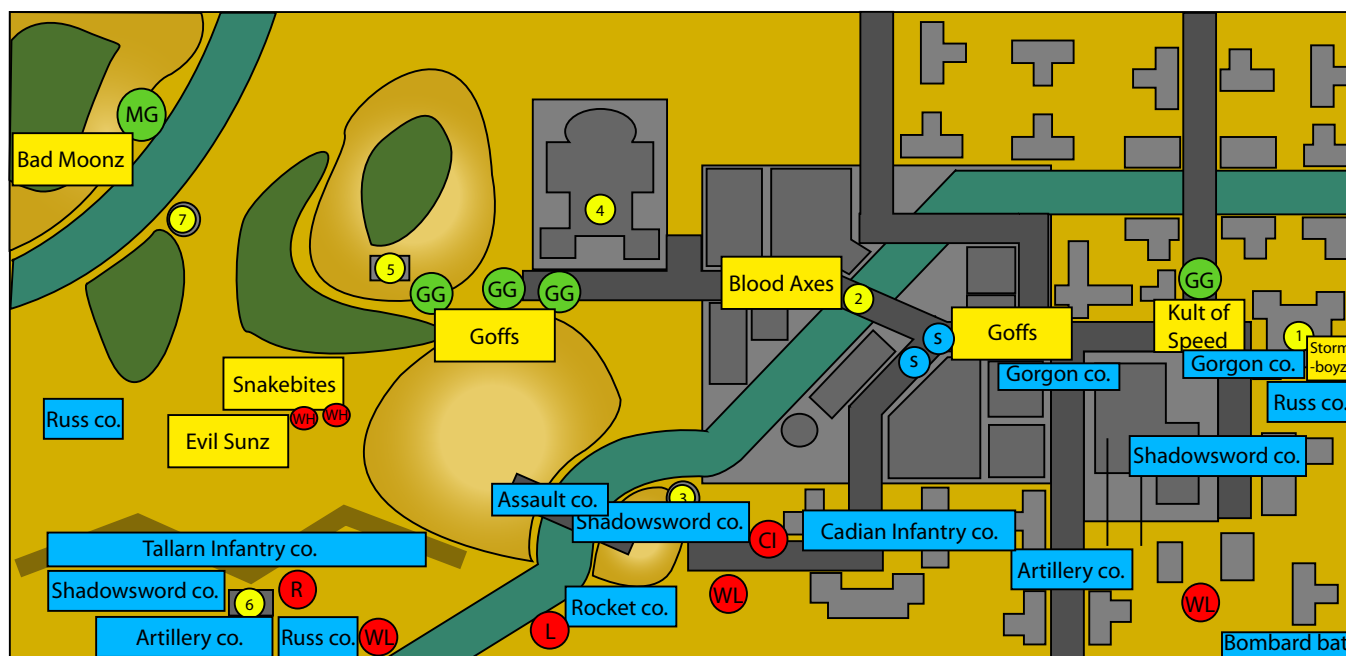
The Imperial Guard wins the initiative and forces the Orks to move first in an attempt to counter whatever moves the Orks may try out. The Kult of Speed advances through the Imperial city in an attempt to capture objective 1 but are met by one of the Gorgon Companies backed by massive artillery fire. Many of the light vehicles are completely disintegrated in the attack but behind them Wusscrusha has made it across the bridge, the shelling easily dispersed by the behemoth's banks of powerfields. The Cadian and Krieg Guardsmen take up positions throughout the city ready to open fire on the advancing Goffs whom have now all made it across the narrow bridge. Scouting units exchange fire with the Goffs but only have a minor disruptive effect.

At the centre of the battlefield the Blood Axes make a sharp turn left and charges across the bridge towards the Cadian infantry and Stormhammer Super Heavy Battle Tanks.

The Gargant Big Mob and the second Goff Clan continue towards the centre of the table linking up



- GG Mega Gargant
- MG Great Gargant
- WL Warlord Titan
- R Reaver Titan
- WH Warhound Titan
- CI Capitol Imperialis
- L Leviathan
- S Stormhammer
- 3 Objective
- Ork formation
- Guard Formation





with elements of the Evil Sunz Clan from the Right flank. They are met by heavy fire from the Cadian Shadowswords and the Capitol Imperialis but again Gork and Mork smiles upon their children and only a few units are destroyed.

The Legio Metalica Warhound Titans leap across the trenches towards the Evil Sunz but are Countercharged by the boyz and the frenzied Madboyz Mob who are suddenly convinced that they are invincible and as such a Warhound Titan doesn't present much of an obstacle. Further back the Supa Lifta Droppa Speedstas get a clear line of sight to one of the Tallarn Leman Russ companies, picks up a couple of tanks and start throwing them about in the air much to the amusement of the Boyz.

The Weirdboy Battletowers, Pulsa Rokkitz and Braincrushas unleash hell on the Imperial trench-

line. In a pure stroke of luck none of the Weirdboy towers have yet exploded although the Warboss now suddenly realizes that he has trapped the two towers on the small island together with a LOT of boyz and a Mega Gargant (which also houses a third Weirdboy Tower you see)! This is a disaster waiting to happen!

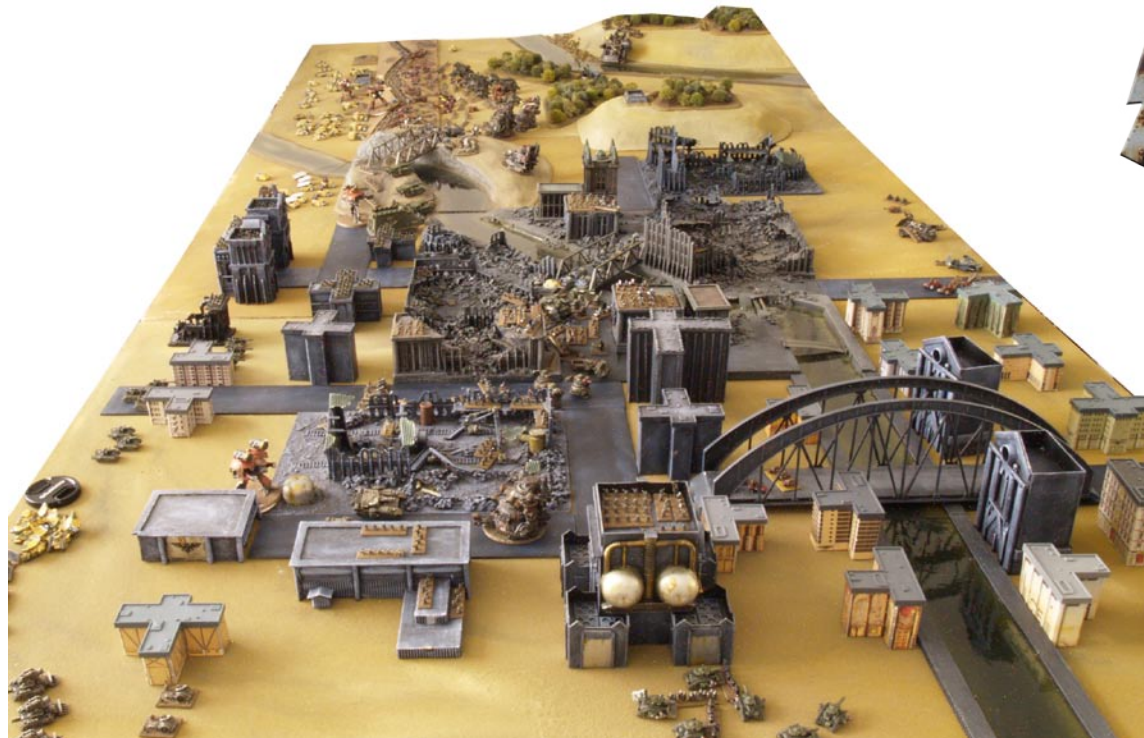


Turn 3:

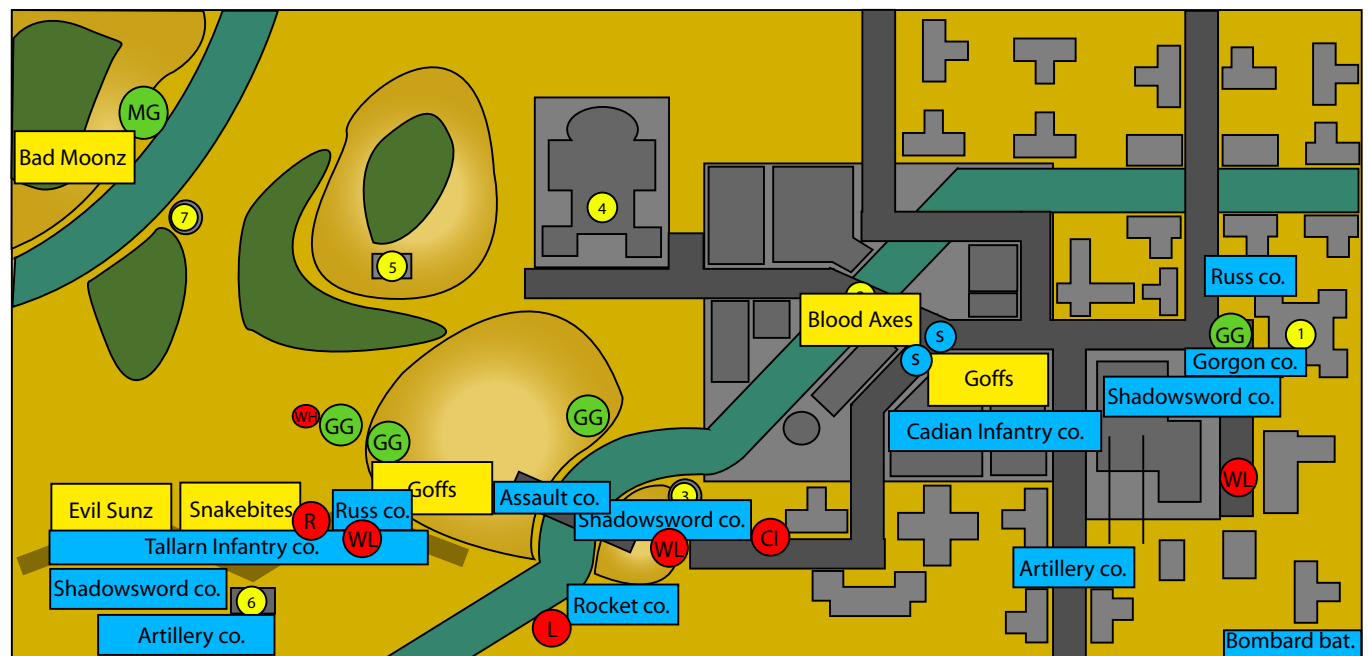
On the left flank the Great Gargant is assaulted by one of the Gorgon companies which is suffering heavy casualties. In an attempt to even the fight the Imperial Colonel throws in the Krieg Shadowsword company to even out the odds a bit. To slow to make a difference this turn, things are still starting to look bad for the lonely Gargant. The Stormboyz Korps is intercepted by the Cadian Leman Russ company before it can claim Objective 1.

In the heart of the city the Goff Clan and the Stompas are grinding away on the second Gorgon Company and the Stormhammers. In spite of the poor odds the Guardsmen manages to keep the Goffs at arms length, slowing the Green advance. Behind the Goffs the Blood Axes are still making their way across the bridge.

At the centre of the table the Gargant Big Mob assaults the Warhound Titans making short work of the much smaller Imperial War Machines. The Warlord Titan "Divine Right" opens fire with deadly efficiency, stripping one Great Gargant of it's Powerfields and starting a number of fires. The Reaver



- GG Mega Gargant
- MG Great Gargant
- WL Warlord Titan
- R Reaver Titan
- WP Warhound Titan
- CI Capitol Imperialis
- L Leviathan
- S Stormhammer
- 3 Objective
- Ork formation
- Guard Formation





Titan "His Will" blazes away at the approaching Evil Sunz. The casualties are horrendous but for every Ork that falls another two seems to take his place. Much of the Evil Sunz Boyz lie dead but the many Tanks in the Clan keeps on rolling towards the Imperial Trench. Behind them the Snakebite Clan advances slowly while laying down a curtain

of suppressing fire from the lumbering Squiggoths. On the right flank hill the Bad Moonz and Mega-gargant are still trapped. The huge concentration of WAAAGH! energy is proving too much for one of the Weirdboyz who explodes in a spectacular fireball taking a couple of Boyz with him. In the Imperial Trenches the Guardsmen are pray-



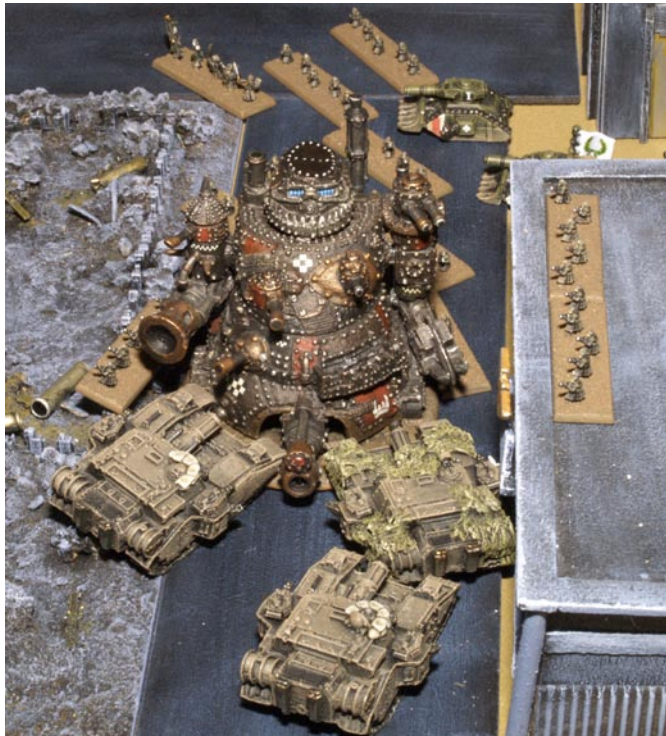
ing for their life. The Artillery and Shadopswords are blazing away but the Orks just keep on coming. The huge mobs are impossible to break in spite of the Guardsmen's best efforts. At the centre of the table the Shadowsword company rolls into position on the hill and starts firing on one of the Great Gargants. The Capitol Imperialist bombards the Snakebite Clan with Indirect fire but unfortunately the barrage scatters and causes very little damage.

At the right flank the third Leman Russ Company advances in an attempt to outflank the Evil Sunz and Snakebites but they are mowed down by the Mega Gargant and the Bad Moonz.

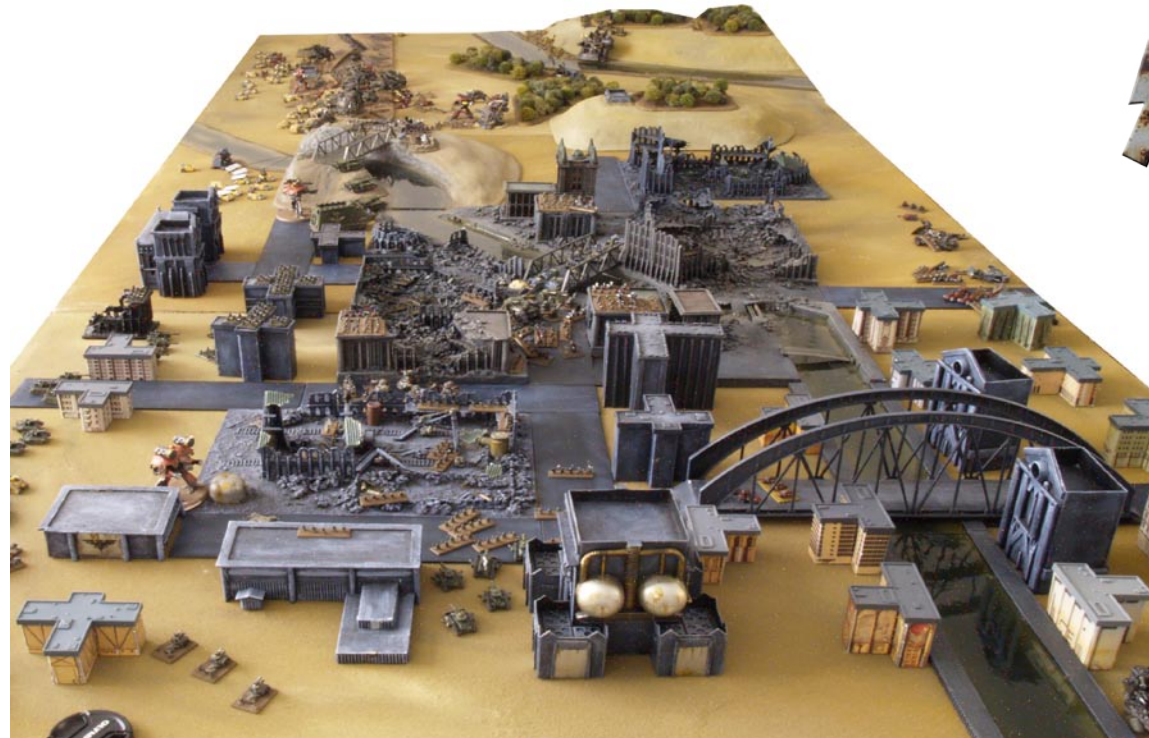


Turn 4:

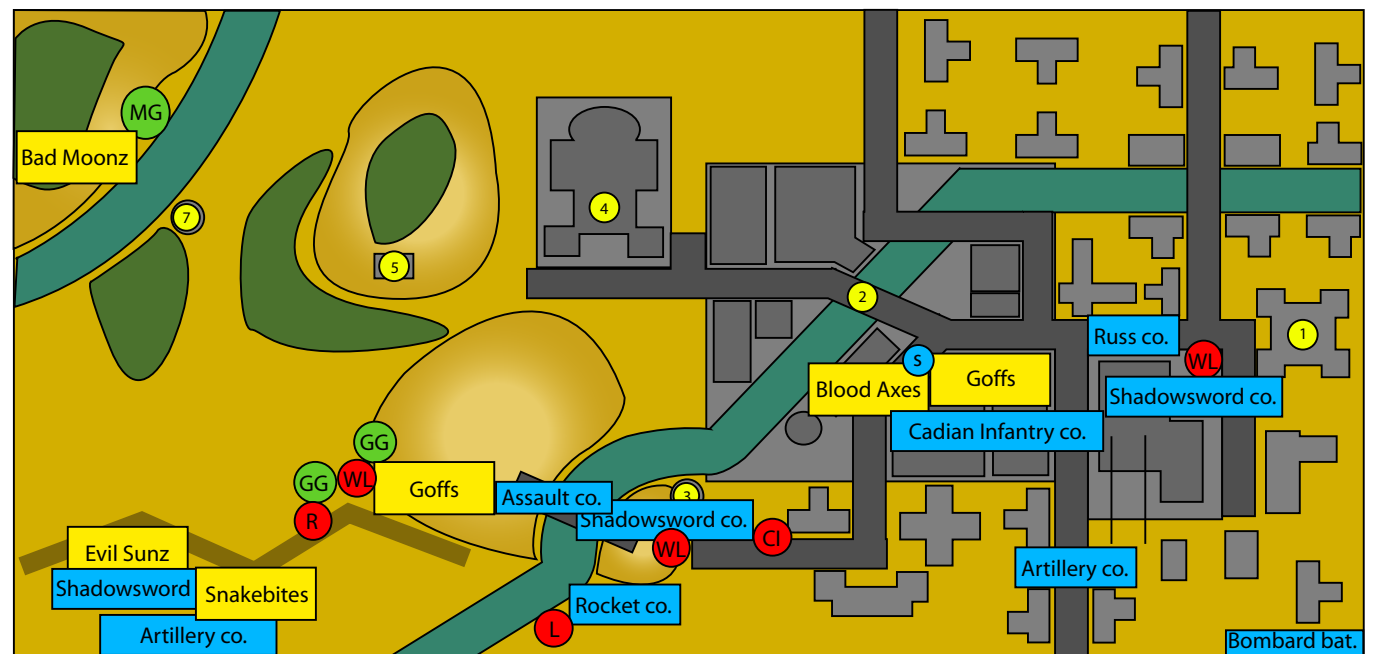
Inside the ruined Imperial City the Shadowwords supported by the remains of the Gorgon Company finally manages to crack open the heavy armour of the Great Gargant Wusscrusha and the mighty warmachine succumbs to the many fires blazing throughout it's massive hull. The Boilers explode, igniting the remaining ammunition in the Gargant. The resulting explosion takes out a Shadowword and almost wipes out the remains of the Gorgon Company who now breaks and flees the battlefield.



The Goff clan wipes out the rest of the second Gorgon Company and takes out one Stormhammer. Seeing the centre of his line stagger under the pressure the Imperial commander orders the Cadian infantry company to advance to meet the Goffs.



- GG Mega Gargant
- MG Great Gargant
- WL Warlord Titan
- R Reaver Titan
- WT Warhound Titan
- CI Capitol Imperialis
- L Leviathan
- S Stormhammer
- O Objective
- Y Ork formation
- B Guard Formation





Things are turning very ugly very fast on the right flank. The Evil Sunz and Snakebites hurl themselves at the Imperial line. Many orks die but fresh troops take their place and quickly overpowers the poor defenders. A breach opens and the Orks are free to attack the Imperial artillery!

The End

Well by now the battle had been raging on for almost 8 hours. Hundreds were dead and both generals were getting tired (and very thirsty as well!) The Imperial resistance on the right flank had been broken and although the Imperial still held most of the city their forces were now so decimated that they probably wouldn't be able to resist the onslaught once the second Goff clan, Snakebites and Evil Sunz made it across the river. As a result we decided to call it a marginal win for the Orks.

Ork Debriefing:

What a fight! And for once I actually won! ...Although to be honest luck definitely played it's part. E had a serious amount of bad dice rolls in the first two turns; the turns which counted the most for him to pull off a win.

All in all my army preformed pretty well. However i did make a numeber of very stupid mistakes. First of all was the positioning of both the Mega gargant and the Bad Moons on the small island. Although they accounted for the loss of an entire Leman Russ company and the Weirdboy Towers and Braincrushas got some shots in on the Imperial Trenches they really spent most of the battle just standing there out of range. I guess I had hoped for E to play more offensively so he could move some units within range. However the Mega gargant should definitely had been allowed to advance along with the rest of the army as many of the guns were only medium range. (And me forgetting about the dangers of Weirdboy Towers blowing up was kind of stupid as well...

My second major mistake was sending the Kult of Speed ahead on their own like that. I should have forgotten all about objective 1 and instead linked those troops up with the Blood Axes. This might



have provided my centre formations enough punch to break the stalemate which dominated that part of the battlefield.

Imperial Debriefing:

Argh! What a disaster. I played much too defensively completely allowing C to dictate the course of the battle. It seemed everytime I made a move it was just in response to something C was doing. I guess I relied too much on my artillery to break the Orks. Bad dice rolls played it's part. However the dense terrain combined with my inability to capture any objectives was definitely a major contributing factor in my defeat. I should have moved more of

my troops into the centre of the table from turn 1 to block the Orks from ever entering the cover of the ruined terrain. Caught in the open they would have been much easier prey for my big guns.

A big question is werther or not I should have abandoned the right flank voluntarily. If I had concentrated those forces closer to the centre of the table I might have been able to do something effectively about the Gargant Big Mob which was causing so may problems.

Well all in all a most enjoyable game although the board was somewhat crowded. Let's hope we don't have to wait another year before we get a chance to play another game.

The Horus Heresy - A New Comic!

Scripted by Tom Webb and pencilled by Dominic Bellman



'EAVY METAL

Ending this issue's Ork theme 'Eavy Metal takes a closer look at the many and varied Tanks found in the Ork Waaagh!



HEAVY METAL



HEAVY METAL

