

# INCOMING!

ISSUE XXI



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# INCOMING!

## Issue 21

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## Editor's note

*by Douglas Woodcock*

Welcome once again to Incoming.

With issue 21 we have started anew, I won't be doing things alone anymore and for me personally that's great news as that allows time to do other things without the ezine suffering.

Christian (Warmaster Nice) has been kind enough to lend a hand and enabled us as a team to do what I couldn't do alone; improve the layout of the ezine itself and hopefully gather more material that will make Incoming! more interesting.

I will still be doing my part and submitting articles and generally over looking what we do with Incoming but the main work is Christian's who will be collating everything together and formatting it into the way it looks now which I like very much. Christian will explain a little more himself after this.

## Whats happened so far....

Well Swordwind has been released but not without its problems. Its old news that most of Swordwind's models have been released but with Gamesworkshop's shares taking a tumble, Fanatic being changed and the Specialist magazine going on-line only it does make one wonder whats going to happen to the future of Epic.

In the UK the last four or five codes for the Eldar were due out including the Storm Serpent super heavy and the Void Spinner super heavy, which was shown in WD305. These new minis have only just recently been made available via Mail Order, I know that I have been able to order them around 2 weeks ago and should receive them soon. Nothing has been mentioned about why they were delayed but hopefully that shouldn't occur with the Feral Orks though they seem to be scheduled to be released some time later due to no mention of them at all in WD306.

The online store seems to be strange with miniatures appearing and disappearing and I would suggest that if you are after any minis from the latest range of Eldar give

them a call because they are available quite unlike the impression the online store gives you.

Forgeworld have been at it again and since the last issue released more Tau pieces which had me cheering with delight being a Tau player, my wallet wailed yet again. New at the moment there are Ork battlewagons (15 pounds for 3) and for anyone who is a BFG player there are also new Tau courier ships (6 pounds for 3).

So I will leave you now to allow Christian to talk you through what his plans are regarding the issues new format and hope you enjoy what we have this time round. Don't forget that we are always looking for more articles so please do send them in.  
Til next time

*Darkone26*

## Incoming! gets a facelift

Quite some time has passed since the last issue of Incoming! I remember getting a bit worried when Doug first announced that he wanted to do some re-shuffling with the mag -This was just

after the "reshuffling" at Fanatic so I guess everybody was a bit on the edge. However *this* re-shuffle wasn't that kind of bad news.

Doug told me he wanted the mag to get a facelift so I started to look into how I could tweak an already great magazine.

The most obvious change is the format of the pages. Some people like to read Incoming! on screen while others prefer to print it out. The old format was better for printed stuff but could get a bit difficult to read on the computer.

Splitting the text into columns should make things a bit easier to read and give Incoming a more "magazine" like feel. I've also flipped the pages sideways so you don't have to scroll up and down when you read. Simply set the page size in Adobe Reader to fit your screen and read away.

When doing an online mag the biggest problem is achieving a balance between what looks good, file size and printability. You'll notice that some pages have lots of colour and pictures. If you want to save some ink I suggest that you set your printer options to print in Black/white for these pages. However remember that it probably won't swallow much more ink than most articles from Fanatic.

We had some discussions back and forth about how much graphic material we wanted. In the end we decided to make the new Incoming! as attractive as possible.

An interesting part about the new pdf format is the possibility of adding interactive content. This means that we can add flash animated battlereports, movie clips and other goodies in the future. Of course this will be for onscreen viewing only but the possibilities are really endless.

As always we are interested in hearing your opinions about the new format. If there are things you think needs tweaking, things you want to see more of or things which are just plain bad then drop us a line.

*Warmaster Nice*

**Credits:**

**Articles :**

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Miniature Photography - A beginner's Guide	•	Warmaster Nice
Epic Index Astartes pt 3	•	The 5th Horseman
10 Tips when you collect Epic Orks	•	Warmaster Nice
Runic Mechanics	•	Mojarn Piett
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The Detmarsk Slaughter - NetEpic Battlereport	•	Renegade, Warmaster Nice
'Eavy Metal Gallery	•	Erwin Jackson (Caledor), Paul "Tuffskull" T., Maksim Smelchak, David McLeod (Tepoc), Justinel, Carl Woodrow (pic by Jimbo -Image is Copyright ©2005 Felix's Gaming Pages, used with permission, all rights reserved. www.ifelix.co.uk), Wamaster Nice, Darkone26, Signius, Stephane Montabert, Jason Bell, Stormseer
Editor:	•	Darkone26
Front cover:	•	Warmaster Nice
Graphic Layout:	•	Warmaster Nice

## WANTED! -INCOMING! NEEDS YOU!

**Incoming!** is an E-zine by the fans, for the fans. This means that we need contributors to help us fill these pages with nice and original stuff.

If you have thought up a nice paint scheme for your army, made a cool conversion or written up a piece of fluff you'd like to share with the rest of the Epic community then send it in! We want everything you can think

of: Battlereports, house rules, army lists. You name it. This magazine is here to provide a forum for you to share your ideas with other Epic gamers across the world. Pic up your camera, snap a few pics, get typing and send us **your** stuff. You will of course be fully credited for your work.

Submissions should be sent to [incoming@netepic.org](mailto:incoming@netepic.org).

# SWORDWIND

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By Darkone26

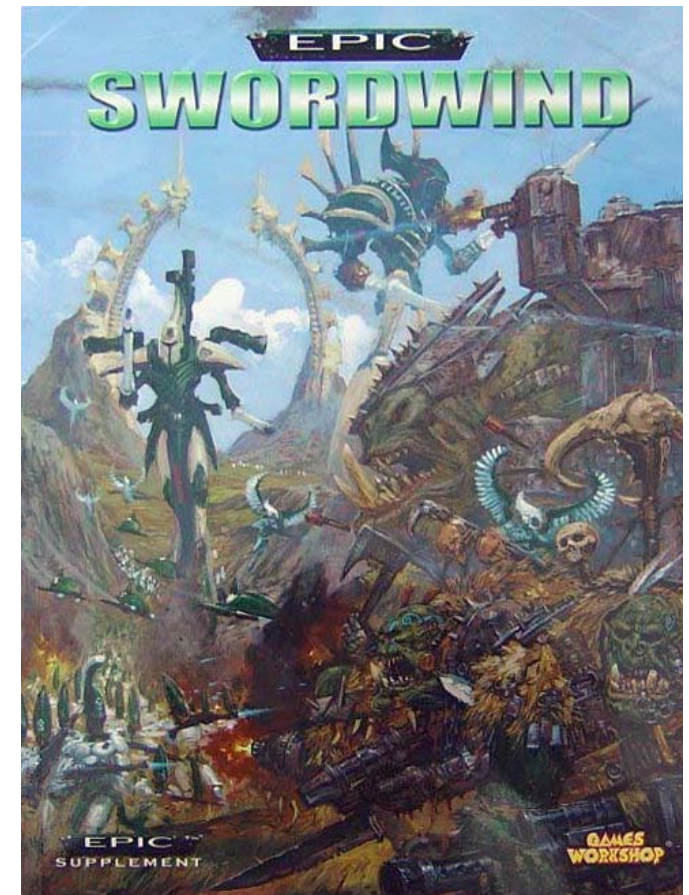
Although this supplement has been available for some time now, I thought I would take a look at what we have so far and pass on my thoughts regarding how far we have moved from those quiet days when nothing was available that was new in the latter days of Epic40k's last release of minis.

Epic40k saw the release of some really cool miniatures, the detail had been increased and epic was beginning to follow its 40k counterpart. Many of the minis had taken on the form of the 40k models which I personally liked and the infantry was revamped to include new units and take away units that seemed to Gamesworkshop as units no longer needed as it didn't reflect what was being supported in the 40k universe which is one of their mainstream games.

Epic Armageddon took quite a while to get into production being the last to be released in the Specialist range that

had been out of production. One of the reasons was due the huge range that had to be sorted through and what its future was going to be regarding new miniatures. Many of the Epic40k models were re-released minus the variant codes to ensure slight differences to a particular model, for example the attack bike had several different sidecar variants to widen the variety and scope of the model. I know that Space Marine 1 & 2 had the same but I think Epic40k actually had the most scope for variety than any other version. New models were released that I liked very much, such as the Vulture and Valkyries. The new Rhino Mk 2, Land raiders, Landing craft and new troops like the Stormtroopers brought about a fresh push to revive Epic. Luckily there was also a section for old units no longer available or considered collectors items that still could be used within the game. I thought that was a good move considering most of my stuff fell into the collectors category so I am rather grateful!

Swordwind was to cover the Eldar and new units that were released after the main push for Epic Armageddon. Units like the Feral Orks and Siegemasters have made their appearance although the models for the Feral Orks at the time of writing this article has not been re-



leased yet. The rules have been available for some time now via the epic forum and put together into a decent book and although I haven't read it from end to end I have read in messages here and there that there could be a few mistakes. So I hope I don't find any too soon or in the middle of a battle.

The supplement itself is about half the size of the main rule book and is packed with pictures of the new miniatures and artwork. All in all I quite like the idea of having a book but unfortunately it seems it will be the only supplement that will have been printed. This book is

priced 12 pounds and seems to be quite popular with stocks remaining quite low in the UK, so I am hoping that its portraying its popularity correct to maybe stand a chance of changing a few minds for the next supplement. Heres to hoping .....

## Eldar Units

So far I think that nearly all the releases due for this race have been released in the U.K. I say that as the models: Warlock titan, Firestorms, Storm Serpent super heavy, Void Spinner Super heavy, and the Phoenix Bombers within the new releases in White Dwarf 305 UK edition have now been put on to the system for ordering. They had a delay of nearly a month for reasons I have no idea of. As for the Feral Orks we will have to wait and see because there has been no immediate release date available when asking Mail Order. Obviously this could have changed by the time you have read this.

First up the Cobra super heavy:

### REVENANT TITAN

The wildest of the Eldar Titans. All Eldar Titans are noble and graceful constructs, but the Revenant's compact size allows it to move with a swiftness and agility quite simply impossible for the war machines of other races. The Revenant also mounts a number of powerful jet engines in its movement into a series of driving leaps, or even into a series of driving leaps, or even into a series of driving leaps. Despite this almost ethereal grace, Revenant Titans are well-armed, powerful

adversaries. Their pace, agility and ability to leap difficult terrain allows them harry the enemy lines in terrifying speed. Revenant Titan crews are usually paired, as is the case with all Eldar Titans, where the smaller Revenants are often mounted by just one of a pair of siblings, the second of whom will pilot the Revenant, leading to the Titans hunting in pairs, possibly linked in one another by a further link of their twin pilots.

### WARLOCK TITAN

A Warlock Titan contains within its writhing core, the spirits of mighty Eldar Seers and Warlocks. As they were powerful psychics in life, so too are they in death. The psychic strength of these dead spirits, focused and amplified by the titan's writhing structure

is phenomenal, far outstripping the powers of the living. This potent psychic ability combined with the smooth agility of the Eldar Titans and their sophisticated weaponry places the Warlock Titan at the very pinnacle of Eldar advancement in the realm of psychic engineering.

Warlock Titans have an insight into the future or possible futures and they act in conjunction with the ebb and flow of the fates, moving with them in perfect synchronisation.

### ELDAR REVENANT TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
2 x Revenant Pulse Launchers	45cm	AP4+ / AT5+ / AS5+		
2 x Eldar Storm Launchers	45cm	AP5+ / AT6+ / AS6+		

**Critical Hit Effect:** The Revenant's holofield generator is destroyed. It may no longer take holofield saves.

**Notes:** Holofield. Damage capacity 1. Walker. Jump. Fearless. The Revenant's weapons may fire all round due to the Titan's exceptional manoeuvrability.

### WARLOCK TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+ / AT5+ / AS5+		
1 x Psychic Lance	50cm	50P		
OR		Small Arms	Extra Attacks (+2)	
6 x Titan Pulse	75cm	AP5+ / AT6+ / AS6+		
6 x Power Fist	30cm	6 x AP4+ / AT5+ / AS5+		
OR (The Mourning Lament)	(15cm)	Small Arms	Extra Attacks (+3)	
OR (The Attack)	(Base Contact)	Assault Weapons	Titan Killer (3)	

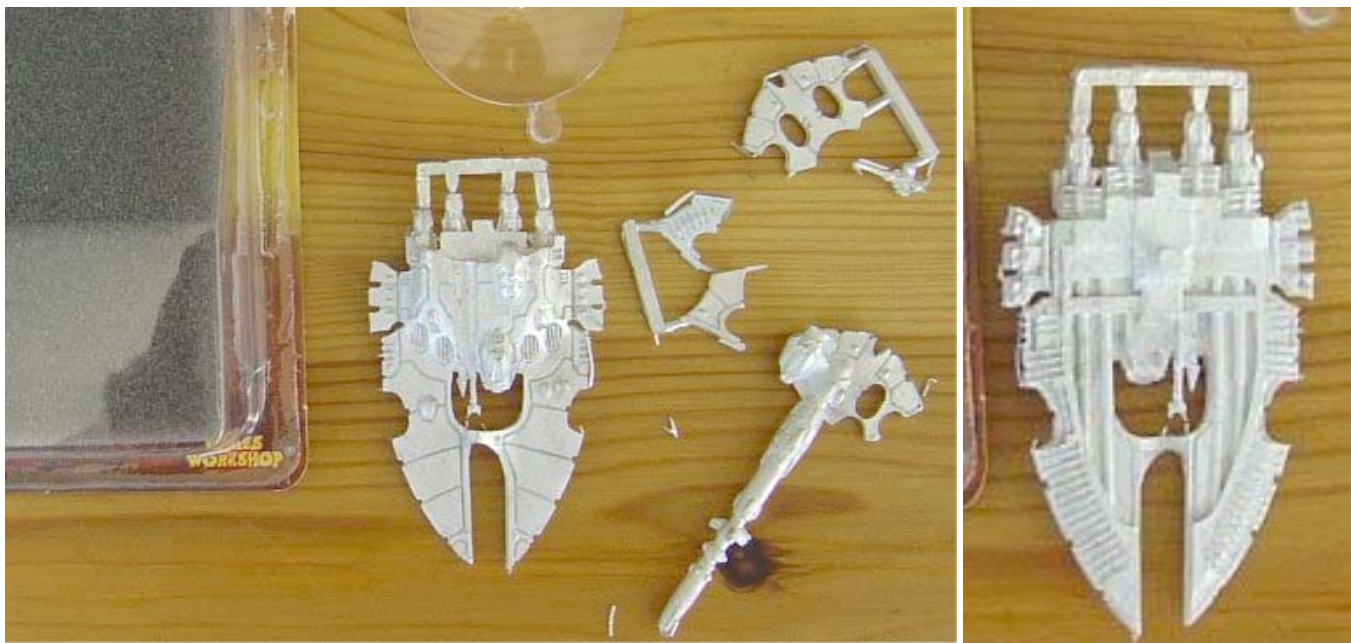
**Critical Hit Effect:** The holofield projector mounted in the Warlock Titan's wings is badly damaged and will no longer work. The Warlock Titan loses its holofield save for the rest of the battle. Any further critical hits will cause additional points of damage.

**Notes:** Holofield. Damage capacity 6. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 1 m wide. Any further critical hits will cause additional points of damage.

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## Cobra Super Heavy Grav Tank

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At the price of 9 pounds for a blister which includes only one unit, this is really a super heavy, which gives the Eldar a little more punch when you think what the Imperial Guard have as heavy tanks. This is huge compared to smaller units such as the Falcon and the detail is consistent with the rest of the range so it doesn't look out of place.



## Anti Grav Platforms

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No different from the Epic40k versions and has enough sprues to allow you to choose what weapon configuration you want for the set. Price 8 pounds for 6 units.

## Avatar and Court of the Young King



I really like the new Avatar and its new bodyguard. A previous edition of 40k... cant remember which edition brought out the Phoenix Lords which I so much wanted to be part of the epic range.

These seem to represent those very models where there are seven representing the different warrior paths Eldar can take. I may buy another blister to make special Phoenix Lord characters for the Eldar



### Wraithlords

Again the same as the Epic40k versions although in this case I managed to get 7 bodies and 6 heads. I only bought one blister so I have no idea what happened there. I checked on the web site as to how much this blister costs but there isn't an entry for this unit. In White Dwarf 303 the price is 8 pounds for 6 units.

army as well as the court of the King set itself. The price is 8 pounds for the court of the king set and webway portal.



**Nightwing Interceptor**

No difference there and is priced 8 pounds for 3 units.



**Vyper Jetbikes**

Another Epic40k unit, 8 pounds for 6 units. I have many of these preferring these newer models to the older bikes the Eldar had on sprues.



**War Walkers**

No difference here either and for 6 units its 8 pounds. Although to my shock and horror I looked on the UK site and found its 15 pounds for 6 units (Date: 29 may 2005 when I checked). So I checked my receipt and found that I was charged 8 pounds. So at least it was an error on the site and not another price hike!



**Falcon Grav Tank**

3 units for 8 pounds, nothing new here from the epic40k range.



**Vampire**

Strangely enough this isn't on the on-line store though it has been available for some time now. White Dwarf 303 has them at 9 pounds for 1 unit.



### Shining Spears

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Another cool new unit however the packaging is strange. I thought you have per stand 2 normal elder accompanying an exarch, but my packaging has it the other way round. I have bought 5 packs another 5 sent as replacement for the error and all are the same. They are not on the online store but should be 8 pounds for 6 stands. In WD 303 they have no exarchs in the picture at all. So that's really a strange one. The detail seems fine for me however there have been some mixed views to the quality of the casting



### Fire Prisms

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Again not on the online store, its 8 pounds for 3 in the WD303.



**Revenant Titans**

I really like this model but I think that is due to the paint job I saw at Gamesday 2004 when the whole Swordwind range was on display. The Revenant has been through 2 changes before with the sec-

ond version not going down too well, it was then written to be a rare version of the unit along with the Eldar Phantom's second incarnation which was the same concept design as the second version



**Wave Serpents**

No change here and is 5 pounds for 2 units.

of the Revenant and didn't sell too well. This box is 20 pounds for 2 units and although pricey still seems to lure me into buying some more of these.



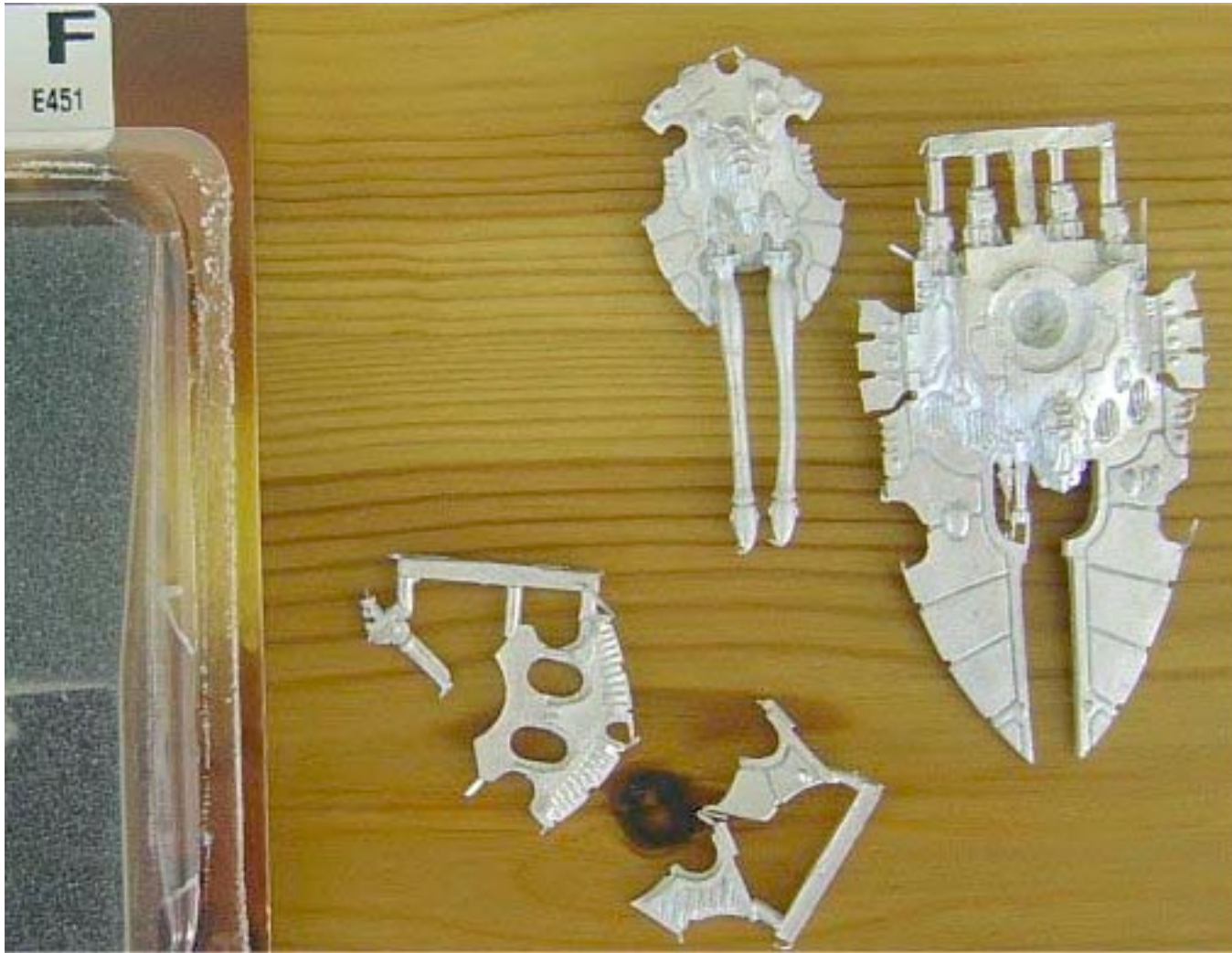
## Fire Dragons and Dire Avengers

These turned out really well and I had initially bought these to add to my collection even though these were metal versions of my plastics however when I opened these I did like the surprise of a command sprue which has exarchs on them. Something I liked which resembled the 40k units I thought would never see the light of day in epic. So I was very pleased indeed. These are 8 pounds for 8 stands



## Eldar Warhost

From what I saw at first glance I didn't notice anything different from the epic40k sprue but as I say I only glanced at this. This is 12 pounds for the sprues.



### Scorpion Super Heavy Grav Tank

Another nice model which I like a lot but again its 9 pounds for 1 unit. Quite a price if you want to field three.

All in all

I certainly wasn't expecting a whole new range of units and liked what we have so far. It's a shame there have been a few hiccups on the way like Fanatic being re-organised and the magazine going online only, or even the odd packaging problems that seem to occur.

A few would say that the flash problem hasn't got any better especially when looking at the photos I took but I have gotten used to it that it no longer disturbs me.

Delays for the miniatures have hounded the Swordwind release and Fanatic have done well to continue to get these models to us. I do hope that continues to ensure that the Feral Orks and possible future releases are made a reality. The last models for the Eldar range haven't reached me yet but I should have them soon, waiting only for the Firestorms to be delivered for my order to be sent.

With Fanatic no longer the team it was it will be interesting to see how far this version goes regarding the remaining races and the few new miniatures that will hopefully follow when new rules are released as official sets.

*Darkone26*



By Warmaster Nice

# Miniature Photography: -A beginner's guide.

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When people talk about Epic they often talk about "the good old days". Back in Epic's golden age when they were young, the hobby was new, minis cheap and GW less hellbent on squeezing the every last penny out of their consumers. Back then the Epic Hobby was truly great and since then things have only deteriorated...

While you could certainly argue that much of that is true one thing has evolved which has made the Epic Hobby more enjoyable than ever: The Internet.

Back in the old days your only source of inspiration was what you saw in White Dwarf and what you and your gaming buddies brought to the local club. Today a whole world of ideas are available by typing a few words in Google.

Lots of people post pics of their minis and terrain on the net. Either by upload-

ing them to various hosts and forums or by making their own web pages.

There is a lot of great guides how to photograph miniatures available on the net but since sharing pics of your minis is becoming such an important part of the hobby, we've made this quick guide which will help you through the basics.

## The Camera:

Digital cameras are pretty common nowadays but even if you "only" have a regular camera most of the same principles will apply, except those parts dealing with resolution (number of MegaPixels in the camera). If you photograph using a film camera you need access to a scanner to get the pics into your computer. Once the image has been digitalized the optimizing follows the same steps as with digital photos.

Two factors are important when choosing which camera to use for miniature photography.

1: the resolution of the pics ie. the amount of MegaPixels available. The best way to describe pixels is as small

colour dots which makes up a picture. The more you got, the finer resolution and more detail you can theoretically get into your pic.

Today 3 Megapixel or more are pretty standard though 2 would still be OK for most stuff. I wouldn't go below that though.

2: Macro. The macro function allows you to take pics of stuff very close to the camera. Macro is symbolized with a small "Tulip" icon on your camera. Not all cameras have this function though so if you plan on snapping a lot of pics of minis it might be a good idea to choose a camera with Macro.

Strictly speaking you don't need Macro: If your camera has got enough Megapixels you can simply "Crop" the pic. More about this later. However I strongly recommend Macro if you have the choice.

Finally, before you go buy the cheapest camera you can find, take these things into consideration: A camera may have a lot of pixels but if it's got a crappy lens it will still take poor quality pics. Go for a camera with a lens made by a known manufacturer. Some of the very best are Olympus, Nikon, Zeiss, Leica, Agfa and

Canon but make sure you do a bit of research before you buy.

Durability/ergonomics: Will the camera only be used indoors for photographing minis or do I plan to bring it along when I go fishing/rapelling/paragliding etc. A big camera may not always be practical. A camera made with lots of flimsy plastic parts may easily break. It is always a matter of taste but please do take it into consideration before you buy.

...Oh, and one more thing: NEVER buy those "combi" products like a Camera/Videocamera/Telephone/MP3 player/coffeemachine/whatever-thingies. They may be able to do all these things but it will never be able to do any of them very well. For the same amount of money you will get a pretty good dedicated product. Trust me: you'll like it much better in the long run.

The pics on my website and also some of those featured in this mag (including the cover art) were all shot with my Canon Powershot A70. It's a reasonable camera for the prize: 3 Megapixel, Macro, decent pics and many nice functions. A good beginners camera IMO. I bought it two years ago so today there's probably a lot of equally good and even better cameras available for the same price.

## Camera settings:

While there's a lot of interesting possibilities when you start tweaking your camera there's only really two things you need to know when you start photographing Minis:

Exposure time and Aperture.

Exposure time is how long the shutter or "camera eye" is open. Aperture is how much light the camera catches in the pic. While you can create specific effects by tweaking these, the basic things you need to know are these:

A long exposure time gives a sharper pic but if you shake the camera ever so slightly the pic will become blurred. Short exposure time increases the chance of a decent result if you don't have a tripod. However this requires extra light.

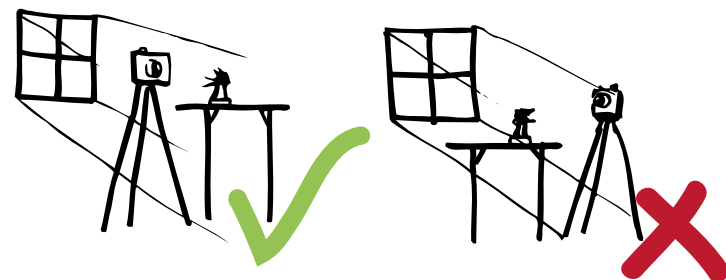
You normally don't need to set aperture on the default settings on a simple camera. However if it is set too low the pics will become very dark. This holds especially true with Macro pics where you need all the light you can get to get good pics. Instead of fiddling too much with this I simply recommend that you make sure there's plenty of light where you plan to take the pic.

## Lightsources:

The best natural light is of course daylight. Preferably in a light room out of the direct sun. Always stand between the light source and your miniature – never snap a pic against the light. However shadows –even the one cast by you or the camera- can show up on the pic and spoil it, even though you don't appear to be casting a direct shadow. You probably need to try this out for yourself a couple of times as it may also vary from camera to camera.

I recommend using a white background as it will help reflect light back onto the miniatures. Dark backdrops tend to "swallow" the light and offsets your camera's white balance.

When photographing using artificial light you should never use flash as it casts way to much light on your mini so close. The best solution is to use a colour cor-



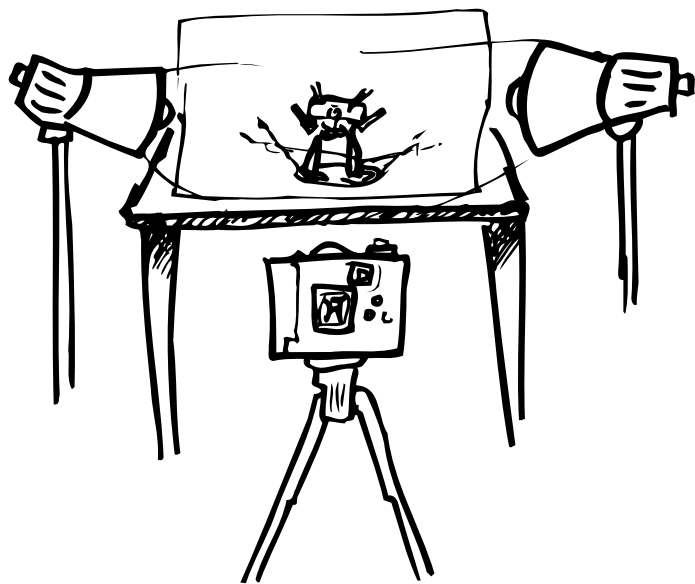
*Never photograph against the light source*

rected light bulb. Most light bulbs produce a very yellow light but you can get some special ones which cast a more natural light. It doesn't matter much though as you can always colour correct the pics on the computer.

Neon lights are not recommended because they flicker. It happens too rapidly for the eye to notice but on photographs a whole bunch of odd things happen.

Use at least one good light source close to the mini. The best solution is to have two lamps set up at an angle as this eliminates the shadows in the pic.

If the light source is too sharp so it produces unwanted highlights you can place a piece of thin baking paper (I think it is also called wax paper) in front of the



*Using two or more lamps will eliminate any shadows cast by the miniature*

lamp to diffuse the light. Better still is using semi transparent acrylic plates which are available cheap from most hardware stores.

## Taking the pic:

Well here you should pretty much just follow the manual of your camera but generally speaking: Many cameras have small boxes which appear on the LCD display to tell you where in the image the camera chooses to focus. Sometimes the camera will not choose to focus in the right place. You can fix this by pointing the camera at something else with a similar range, press the release button half down so the auto focus locks on, return to your miniature and press the button all the way down. If the range from the camera to the object were the same you



*My "photo stage". Nothing fancy; just a couple of lamps covered in paper or thin cloth. It works. However using daylight is usually preferable in most situations.*

should now have a nice sharp pic. I usually snap a few pics at each angle so I have a few extras if one turns out to be shaken or out of focus.

## Editing your photos.

Once you've uploaded your pics to the computer (or scanned them if you use a regular camera) you should import them into a photo editing program before you post them on the net.

Due to my profession I have access to Adobe Photoshop which is pretty much the industry standard photo editing program. However less will also be just fine for most people's needs. "Gimp" is a pretty good free image editing program available from <http://www.gimp.org/>. To begin with your pic will be in one of the following formats: .jpg, .jpeg, .tiff, .bmp or .raw. Most of these formats produce very big files which is a major disadvantage for web use.

You need to save the images as .jpg (or .jpeg for Mac users) as this format allows you to compress the images. This process removes unnecessary information from the pics.

First you need to resize your pic to the size you want to physically appear on screen though. The function may be named differently in each program but look for something called "image size" or similar. A pic 1000 pixels wide will appear fullscreen on most computers

though this depends on people's screen resolution. Choose whatever format you like. There may also be a function which allows you to set the resolution of the pic. This should be set to 72 dpi as this is the max resolution viewable on a computer screen. Anything higher will just make your file unnecessarily large. As a rule of thumb I say that the larger a pic is physically, the more it can be optimised. Smaller images need less compression in order not to spoil the detail.

I'd rather see a large image in a poor resolution than one that is so tiny that I might as well be standing 3 metres away looking at the mini!

You may also want to "crop" your pic. Perhaps you don't want all the stuff surrounding your mini to be on the image. The editing program will probably have a "Crop" function. Then it is a simple matter of selecting the area you want. If you want to crop your image you should do so before all the re-sizing.



*Cropped image*

*Original Image*

Finally you're ready to save the image for the web. Photoshop has a "save for web" function which allows you to both



*Uncompressed image 55 Kb.*



*Maximum compressed image 5 Kb.*

re-size and optimise the image at the same time. Other programs may simply have an option under "save image as" or "optimise". Here you choose .jpg. You then have to choose Image quality. Set this to low. Try it out a few times until you get an image quality you're satisfied with. I usually save my web images at around 20% of the original quality. For very small or finely detailed images I may set this higher but generally speaking an image for a web page shouldn't be any bigger than 50 kb max. ...unless of course you want to have full screen pics or bigger.

Then you simply upload your pic to the net for the world to enjoy.

If you've never tried photographing or digitally editing photos before I know

that a lot of this sounds a bit complicated at first. However once you've tried it a couple of times it is really quick and easy. -It is actually a lot more complicated to explain than actually do. I'm by no means an expert but the great thing about digital cameras is that it doesn't cost you a penny to practice and get better. It only took me a week to learn how to get decent pics out of my camera. You then continue to learn tricks and improve your skills with every pic you take.

If you want more info on miniature photography I can highly recommend <http://www.ifelix.co.uk/> and [www.drag-on-miniatures.com](http://www.drag-on-miniatures.com) which explains this much better than I ever could. ...And of course you can always search Google under "Macro" and "photography".

# Epic Index Astartes

-by The Fifth Horseman.

## PART VI: THE IRON HANDS

„Flesh is weak. Weak shall perish.”

### IH 1. Iron Hands units.

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

#### IRON HANDS COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
Power Weapon Smite	base contact 15 cm	Assault Weapons Small Arms	Macro-Weapon, Extra Attacks (+1) Macro-Weapon, Extra Attacks (+1)	

Notes: Space Marine Commanders can be one of three types: Captains, Librarians, or Iron-Fathers All are Characters and have Invulnerable Save and Leader abilities. Each of them has also another ability, representing their specific qualities. These are as follows: Captains have the Commander ability. Librarians have a Smite attack (listed in the weapon section above). Iron-Fathers have Inspiring and Technician abilities.

#### VENERABLE DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15 cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Power Fist Plasma Cannon	base contact 30 cm	Assault Weapons AP 4+ / AT 4+	Macro-Weapon, Extra Attacks (+1) Slow Firing	

Notes: Walker, Reinforced Armor, Commander, Leader One Venerable Dreadnought per army can upgrade his Commander ability to Supreme Commander for +50 points.

### IH 2 Iron Hands army list

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

#### IH 2.1 Using the Army list

The following army list allows you to field an army based on an Iron Hands Chapter army. It can also be used as a “stand in” army list for any of the Iron Hands’ successor chapters.

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

The Iron Hands chapter follows different organisation than the Codex Astartes chapters, with each Clan-Company being a totally independent fighting force, however their successors tend to stick closer to Codex Astartes in the means of organisation. The Iron Hands and their successors rarely, if ever, contact with each other, and any contact with other Marine Chapters is virtually non-existent. The Iron Hands have a close link with the Adeptus Mechanicus, and so they can expect support from the Machine Cult much more often than other Chapters.

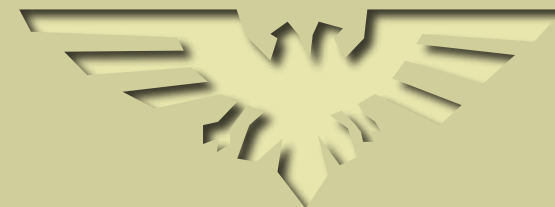
To represent this, Iron hands can spend up to 50 % of their total points allowance on Titans and Imperial Navy, BUT the cost of Imperial Navy aircraft themselves can never exceed 33 % of the total points allowance.

## Iron Hands Detachments

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

## Iron Hands Upgrades

Upgrade	Units	Cost
Attack Bike	Replace any number of Bikes with 1 Attack Bike each	25 points each
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Iron Hands Commander	Add one Iron Hands Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Iron-Father.	Iron-Father 75 points, others 50 points each.
Dreadnought	Add one or two Dreadnoughts	50 points each
Hunter	Add one Hunter	75 points
Razorbacks	Replace any number of Rhinos with 2 Razorbacks each	+50 points per Rhinoreplaced
Sniper	One Scout unit may be given the Sniper ability	+25 points
Specialists	One Apothecary.	50 points
Terminators	One Terminator stand. Can be mounted in one Land Raider for +100 points	100 points+100 if mounted in a Land Raider
Typhoon/Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 points per Typhoon +10 points per Tornado
Venerable Dreadnought	Add one Venerable Dreadnought.0-1 Venerable Dreadnought per army can be upgraded to have Supreme Commander ability.	75 points (+50 points if Supreme Commander)
Vindicator	Add one or two Vindicators	75 points each



## Titan Legion Battlegroups

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

## Imperial Navy Aircraft

Formation	Cost
Three Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

## PART VII: THE ULTRAMARINES

„We are the inheritors of the Roboute.  
Let no rule be beyond us.  
Let no man stand in our way”

### UM 1. Ultramarine units.

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

#### TYRANID HUNTERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Flamer	15 cm	AP 6+	Special Weapon, Ignore Cover	
Missile Launcher	45 cm	AP 5+ / AT 6		
Power Fist	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
Frag Grenades	base contact	Assault Weapons	First Strike, Extra Attacks (+1)	

Notes: Strategic Deployment: Tyranid Hunters can be fielded only when fighting against Tyranids.

#### SEDITIO OPPRIMERE

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	na	na	na	na
Weapon	Range	Firepower	Notes	
Orbital Bombardment	na	10 BP	Macro-Weapon	
3x Pin-Point Attack	na	MW 2+	Titan Killer (D3)	

Notes: Transport (may carry twenty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus twenty of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus six Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board.Slow and steady - may not be used first two turns of a battle unless the scenario specifically says otherwise.

### UM 2 Ultramarines army list

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

#### UM 2.1 Special Rules

**Seditio Opprimere:** The Seditio Opprimere was reduced to a near hulk at the battle of Prandium. it was rebuilt as gunship with powerful long-range plasma lances to give the Ultramarines stand-off fire support when fighting Tyranids using the new fleet tactics. This severely compromised the ability of the barge to deploy troops. Seditio Opprimere is one-of-a-kind Battle Barge used by the Chapter. There is a slight chance that it will appear in the battle. If the Ultramarines player has a Battle Barge purchased, roll a D6 on the beginning of the game, and consult the following table:

1-4: Normal Battle Barge  
5: Seditio Opprimere  
6: Re-Roll

#### UM 2.2 Using the Army list

The following army list allows you to field an army based on a Ultramarines Chapter army. Ultramarine Successors use the Codex Chapter army list.

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

## Ultramarine Detachments

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

## Ultramarine Upgrades

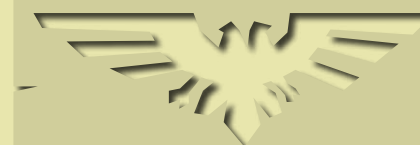
Upgrade	Units	Cost
Attack Bike	Replace any number of Bikes with 1 Attack Bike each	25 points each
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Techmarine, Captain, Librarian or Chaplain.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

## Titan Legion Battlegroups

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

## Imperial Navy Aircraft

Formation	Cost
Three Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points



## PART VIII: THE SALAMANDERS

### SA 1. Salamanders units.

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

#### SALAMANDERS TERMINATORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	15 cm	Small Arms	Macro-Weapon, Extra Attacks (+1) Ignore Cover, Special Weapon	
Power Weapons	base contact	Assault Weapons		
Heavy Flamer	15 cm	AP 5+		

Notes: Reinforced Armor, Thick Rear Armour, Teleport

#### SALAMANDERS DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15 cm	4+	4+	-
Weapon	Range	Firepower	Notes	
Multi-Melta	15 cm	MW 5+	Special Weapon Macro-Weapon, Extra Attacks (+1) Ignore Cover, Special Weapon	
Power Fist	base contact	Assault Weapons		
Heavy Flamer	15 cm	AP 5+		

Notes: Walker, Reinforced Ceramite

#### SALAMANDERS TACTICAL

Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bolters	15 cm	Small Arms	Special Weapon	
Multi-Melta	15 cm	MW 5+		

#### SALAMANDERS ATTACK BIKE

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30 cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Multi-Melta	15 cm	MW 5+	Special Weapon	

### SA 2 Salamanders army list

Salamanders Space Marine armies have a strategy rating of 4. All Salamanders formations have an Initiative rating of 1+.

#### SA 2.1 Special Rules

**Never Give Up:** The people of Nocturne are dogged and stubborn, refusing to admit defeat even against the greatest odds. The Salamanders are no exception, fighting to the last man if necessary.

To represent this, once per turn when the Salamanders player loses an assault, he can opt to change the result to a draw instead, following all the rules for drawn assaults. Note, that it is the Salamanders player who chooses which assault he loses will be drawn, and it does not necessarily have to be the first one. However, such is the stubborn nature of Salamanders that if the Salamanders player did not use this ability and lost at least one assault during that turn, his opponent may use it on any Salamanders detachment losing an assault in the next.

**Reinforced Ceramite:** This vehicle upgrade is specific to the Salamanders Chapter. The vehicle has numerous plates of heat-reflecting ceramite, giving it extra protection against Melta weapons (and similar ones too!).

All Salamanders Armored Vehicles (not Light vehicles, so not Landspeeders and Attack bikes) treat MW attacks dealt against them as regular AT attacks instead. Even the Land Raiders do so! Now, where did this Iron Warrior hide his Meltas >:)? Note that this has no effect versus Titan Killer attacks.

## SA 2.2 Using the Army list

The following army list allows you to field an army based on a Chapter army. It can also be used as a “stand in” army list for any of the Salamanders’ successor chapters.

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

For the sake of simplicity I had to drop several special bits to speed up the gameplay.

### Imperial Navy Aircraft

Formation	Cost
Three Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

### Titan Legion Battlegroups

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

DESIGNER’S NOTES: I have slightly modified point costs of Terminators, as they are cheaper for Salamanders in Wh40k, and limited some choices, as the conditions on the Salamanders home-world of Nocturne are not conducive for training for high-speed attack or using the anti-grav engines of Land Speeders, so the Chapter employs relatively few of these specialised fast attack units. Salamanders still have a number of these specialist teams in their service, “just in case”. They just have problems with training them.

## Salamanders Detachments

Detachment type	Units	Upgrades allowed	Cost
Assault*	Four Assault units	Specialists	175
Bike*	Five Bike units	Attack Bike, Specialists	200
Devastator	Four Devastator units plus transport	Commander, Razorbacks, Dreadnought, Hunter, Vindicator, Specialists	275
Landing Craft	One Landing Craft	NONE ALLOWED	350
Land Raider	Four Land Raiders	Commander, Specialists	500
Land Speeder*	Five Land Speeders	Typhoon/Tornado	200
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Hunter, Vindicator, Specialists	400
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	175
Strike Cruiser	One Strike Cruiser	Battle Barge	200
Tactical	Six Salamanders Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator, Specialists	350
Terminators	Four Salamanders Terminator units	Commander, Land Raiders, Dreadnought	275
Thunderhawk	One Thunderhawk Gunship.	NONE ALLOWED	200
Vindicator	Four Vindicators	Commander, Hunter, Specialists	400
Whirlwind	Four Whirlwinds	Commander, Hunter, Specialists	400

\* Only one detachment of these types is allowed per every 2000 points of your army, rounding fractions up.

## Salamanders Upgrades

Upgrade	Units	Cost
Attack Bike	Replace any number of Bikes with 1 Salamanders Attack Bike each	25 points each
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander.	50 points (+50 if Supreme Commander)
Dreadnought	Add one or two Salamanders Dreadnoughts	75 points each
Hunter	Add one Hunter	100 points
Land Raiders	Add four Land Raiders	500 points
Razorbacks	Replace any number of Rhinos with 2 Razorbacks each	+75 points per Rhinoreplaced
Sniper	One Scout unit may be given the Sniper ability	+25 points
Specialists	If there is no Space Marine Commander added to the detachment, then up to one Specialist, Techmarine or Apothecary. If a Space Marine Commander is added to the detachment, then both Techmarine and Apothecary can be added, but if any joins the detachment, he must be added to the same stand as the Commander.	50 points each
Typhoon/Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+50 points per Typhoon +20 points per Tornado
Vindicator	Add one or two Vindicators	100 points each

# PART IX: THE RAVEN GUARD

From the darkness we strike; fast and lethal, and by the time our foes can react... darkness there and nothing more.

## RG 1 Raven guard army list

Raven Guard Space Marine armies have a strategy rating of 6. All Raven Guard formations have an Initiative rating of 1+.

### RG 1.1 Special Rules

**Surgical Strike:** When rolling for Planetfalling detachments' scatter, the Raven Guard roll 3D6 and discard the highest. Also, when rolling for the Scatter direction they roll two dice instead of usual one, discarding one of the Raven Guard player's choice.

**Strikeforce:** This is a set of rules that do not affect the game-play per se, rather affecting the way of the army composition instead.

Half of the available points must be spent on detachments that contain at least one Infantry or Light Vehicle unit.

The Raven Guard player cannot have more Predator and Whirlwind detachments then 1/4 th of total number of detachments in his army.

In addition, half of the detachments that can be equipped with transport vehicles must either have those added OR deploy from Drop Pods and/or Thunderhawks and/or Landing Craft and/or Teleport.

Raven Guard army can have no more Garrison detachments then 1 per every 1000 points of their total army cost.

For explanations, please read the Raven Guard Index Astartes article in UK White Dwarf 276, pages 6-11.

### RG 1.2 Using the Army list

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

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

## Raven Guard Detachments

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

\* in a Raven Guard army, Supreme Commanders can be added only to Assault detachments.

## Raven Guard Upgrades

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

## Titan Legion Battlegroups

Formation type	Units	Cost
Warhound Titan Battlegroup	One or two Warhound Titans	250 points each
0-1 Reaper Titan Battlegroup	One Reaper Class Titan	650 points

## Imperial Navy Aircraft

Formation	Cost
Three Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

DESIGNER'S NOTES: According to their background, the Raven Guard tend to operate behind the scene, sowing confusion and destruction far behind enemy lines. Thus they rarely would have Titan support, if any, and it would in most cases be comprised of light Warhound Class Scout Titans only. Thus they are restricted by removing the Warlords and limiting the Reavers to 0-1.

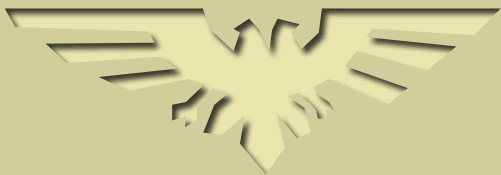
This, in addition to the detachment choice limitations tends to create a very characterful army, with minimum special rules and new units, and still very distinctively different in it's own right.



*Epic Ultramarines by Warmaster Nice*



*Epic Dark Angels by Darkone26*



To be continued...



# 10 quick tips

## -when you collect Epic Orks

*By Warmaster Nice (and in the future: all other contributors as well.)*

This month 10 quick tips take a closer look on how to paint and model your Epic Orks.

It is the plan to cover a new race every month so if you have some great tricks you use for a particular force then send them in. If you have access to a camera we would love to see some pics of your work and use them in the article. Write a few words on the technique and how you do it and send it to **incoming@netepic.org**.

Unfortunately we cannot guarantee that all submissions will be used (and sometimes different people will probably be sending in the same trick) but we will do our best to get all your stuff into the mag. We hope to get so many submissions that we can release several articles about each race over time, so if you have tricks for a race already covered then please send them in anyway as they can be used in a future issue.

### Check patterns.

Checks look great on almost all Ork units. You can vary them with triangles or more complex designs if you like. I usually start with the white part first. Choose an area which is roughly rectangular as this makes everything much easier. Curves can be a pain to do this way! You can choose to shade the white a bit with some light grey if you want. Then draw fine lines in one direction. I usually pick the shortest. Then you fill in the check boxes with black. This way you get nice sharp corners to the checks and you don't get the problem when one of the colours checks tends to look much bigger than the other.



### Flames.

Flames are a must for any self respecting Speed Freek. To paint flames start by painting the flames white on the vehicle. Paint some rough "s" like shapes at various lengths and connect them at the bottom. Then paint the flame yellow. To give more depth to the colour paint a bit of orange/yellow mix at the base of the flame. Finally once the paint has dried you either draw the contour of the flame using a fine black pen or if you have a steady hand: paint it on with a brush. This produces a nice clearly defined flame.



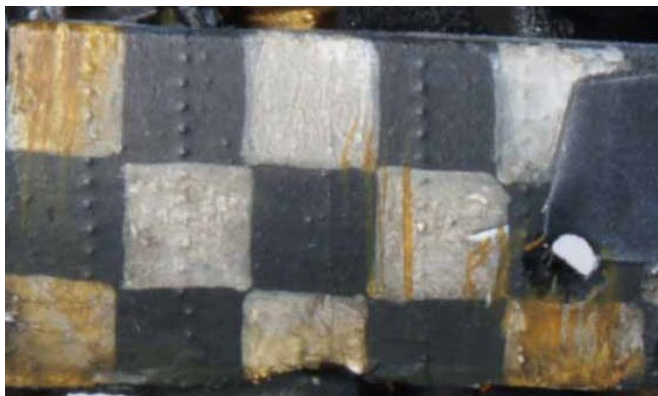
## Rusty metal.

There's a lot of recipes for painting rust on the net. This is my take for a nice greasy rusty look which is great for mechanical parts, and armour plating.

Basecoat the model black. Give a heavy drybrush of Tin bitz followed by a lighter drybrush of chainmail. Once the metal paints have properly dried you then apply a heavy wash of "rust mix" to make this start with a 50/50 mix of Snakebite Leather and Chaos Black and then thin this up with water for a 1:3 mix.

Pour it all over the model and leave it to dry.

Then you can apply a very thin drybrush of chainmail to pick out fine detail. Finally make a some more rust mix. this time only some 50/50 paint/water mix. make some rusty streaks from stuff like assemblies of armour plating, rivets and the like. Add more snakebite leather to the mix for newer rust and end up using a bit of pure snakebite leather on select areas. For large corroded areas you can put a bit of snakebite leather on your finger and "sponge" it on. This looks particularly nice on large flat areas such as armour plates.



## Riveted armour plating

If you are the type who like to convert and/or add some extra detail to your models here's a quick tip on how to do riveted armour plates.

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

## Paint chippings:

Paint chippings are really easy to do and adds a lot to the rag tag feel of the Ork army.

Choose an area of the model which is usually exposed to a lot of wear and tear: The front of aircraft wings, access panels, areas around hatches, doors, ladders etc. Paint the area with a very dark metal colour such as Boltgun Metal. Just a few small random streaks.

Then paint the centre of the chipping with a lighter metal colour like Chainmail. This produces a nice shading which really brings out the metal colour better than if you simply applied a blob of silver.



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.

## Krew

Ork vehicles always look great with a few orks or grotz stuck on to them. I recommend that you paint them before you stick them on though, unless you are making ones that are looking out of hatches and such. On large models such as Gargants you can really go overboard and tell entire stories with just a few simple models.



## Stretching your infantry.

You often run out of special units such as Nobz and Grotz. Supplement these stands with a few boyz. For the Nobz stands you could glue a banner pole to a Boy to make a standard bearer and Grotz need a Runtherder around so they don't run away! For grotz I don't think there's a problem in having slightly uneven numbers of models on each stand. You could easily have grot stands with only 4 grotz on them. It just adds to the slightly mad and chaotic feel of the Ork army.

Adding a few characters to the stands as well looks nice and really makes your army come to life.



## Ork flesh.

If you like to paint your armies quick there's a simple way to bring out the detail in orks and add that little extra which makes the difference between simply painted and well painted.

It really doesn't have to be very hard. It all starts with the basecoat.

For dark models such as Goffs and Blood Axes i use a black undercoat and dry-brush the base colour. For Speed Freeks, Bad Moonz and Snakebites/Feral Orks I use white, paint the base colour and shade it with a wash of thinned down Black or Black/Snakebite Leather paint.

For the flesh I usually start by giving it a simple basecoat of Goblin green. Then I wash it with thinned down Chaos black to bring out the detail. Afterwards it is usually necessary to touch up the highlights a bit with Goblin Green again. It is really quick to do and you can easily produce 15-20 stands in an hour or so.

If you want to add that extra, say for a display model or similar, I take much more time:

First I basecoat the shin Chaos black. Then a coat of Dark Angles green. I then work my way up using golbin green and gradually add more and more sunburst yellow to the mix. It takes a lot more time but the result is well worth it!



### "Go Fasta" Red.

Old modellers may remember this colour from the old Citadel range. Well this is not the original go fasta red but simply the technique I use when I paint my Speed Freeks. It's quick and simple and ...uhm... fasta! Start by spraying your minis white. Then give them a coat of blood red. Once the paint is dry wash everything with thinned down Chaos black. This should produce instant shading while leaving the red looking a bit greasy and dirty. When the wash is completely dry I then drybrush everything with Blazing Orange. It gives a really nice rough orangey red I think and it is dead fast to do as well. You can apply the same technique to other colours as well: For Bad moonz I use yellow and add some Snakebite leather to the wash. Looks really gritty and Orky!



### Conversion possibilities

The best thing about the Ork army is the endless conversion possibilities. With Chaos as the only possible exception, no other army allows you to go overboard like the Orks. You can even scratch build many of your models. I've made several Gargants, Battlefortresses and Battlewagons this way.

Of course you need a well stuffed bitz box but with some plasticard and lots of ingenuity you can go far.

When building my stuff I often leave various recognizable pieces from other models visible. the back of my Mekboy Gargant is a good example. It gives that "bodged" feel to the models, like the Orks have just picked up some scrap from the Battlefield to make their war-machines from.



### Conclusion:

I hope this guide has given you a few ideas for your own Orks.

Painting and modelling Orks is really forgiving since they are supposed to look messy. You can scratch build your Ork army if you want or mix and match models from other games systems as well. Unlike armies like the Space Marines, where you have a pretty strict code for what can be done, with the Orks the sky is really the limit.

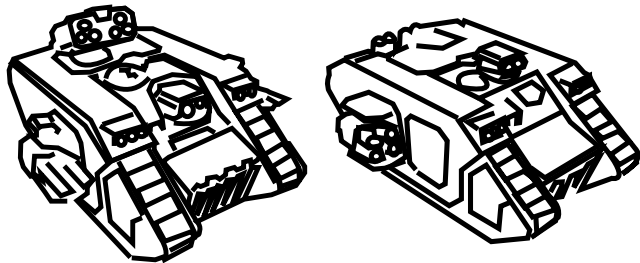
It is really just a matter of picking up the hobby knife and get to work. There's no excuse: Get spored and embrace the power of the Waaaagh!

# Runic Mechanics

by Mojarn Piett

Welcome to the infrequent publication of the most holy and venerable order of Adeptus Mechanicus. In these hallowed pages we bring to you the sacred new technologies of the Imperium and, less frequently, the heretical black-technology abominations of the Xenos scum. Thought for the day: Know your enemy!

The above blurb means: whenever I feel like it I'll write up rules for some new units for Net Epic and dump them into Incoming! in the hope they will be published. Most likely none of these have been playtested in any way so these are strictly optional and require the consent of your opponent to use. Any playtesting data is to be sent to the Net Epic group at Yahoo!



## Damocles Rhino

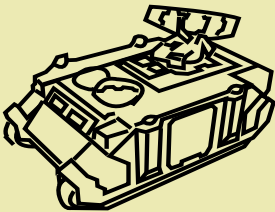
The Damocles is a command variant of the standard Rhino APC used by Space Marine chapters, Adeptus Arbites and the Sisters of Battle. It sacrifices the troop transport ability for a variety of sensors and C3 instruments such as communications arrays and holodisplays.

### Special rules:

- Enhanced comms:** During the movement phase the player may change the orders of any one detachment. Orders may NOT be changed in any of the later phases of the turn.
- Teleport Homer:** the player may re-roll the scatter die for any one teleporting detachment. The second result stands. A detachment may only ever get one re-roll no matter how many Damocles Rhinos are present in the battle.
- Forward Observer:** A Damocles is considered to be a forward observer with all the relevant special rules except that a Damocles spotting for off-board barrages succeeds on the communications roll on 2+ instead of 3+.

- Damocles is not an independent unit. Instead, it can be added to the following character units.  
General Imperial characters: Any Inquisitor  
Space Marines: Chapter Master, Chaplain.  
Sisters of Battle: Mother Superior, Prioress.

-The cost of a single Damocles is **75 points**.



Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit roll	Target's save modifier	Notes
Damocles	25cm	4+	0	-	-	-	-	-	HQ unit, PD(1), Special Rules.

## Land Raider Prometheus



Prometheus is a command variant of the Land Raider. It replaces the normal lascannon armament with four twin-linked heavy bolters. The space freed by the large capacitors of the lascannons is used to house extra communications equipment. While Prometheus lacks some of the specialised sensors of a Damocles it is, unlike the latter, a front-line combat vehicle with both heavier armour and armament. In addition, Prometheus has enhanced targeting systems for its weapons.

Special rules: Prometheus is used to replace the command rhino of a Space Marine company commander, Chapter Master or Chaplain for 75 points.

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit roll	Target's save modifier	Notes
Prometheus	20cm	2+	+4	Heavy Bolters	50 cm	4	4+	0	Command, HQ unit Transport(2), Quickdraw.

## Land Raider Helios



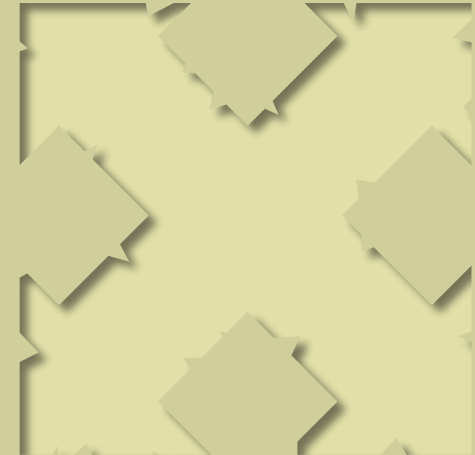
Land Raider Helios began its life as a field conversion made by the Techmarines of the Red Scorpions chapter during the siege of Helios. After its success it has since spread to other chapters as well. While Whirlwind still forms the mainstay of a Chapter's fire support the Helios is used when more heavily armoured fire support is needed. Since the Helios retains the twin lascannons of a normal Land Raider it is a versatile fire support unit capable of engaging both enemy armour and infantry at long range.

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit roll	Target's save modifier	Notes
Helios	20cm	2+	+1	Twin Lascannon Multi Launcher	75 cm 150cm	2 2BP	5+ Varies	-2 0	

## Land Speeder Tempest

Tempest is heavily armed and armoured variant of the standard Land Speeder. Originating from the White Scars chapter it is used in gunship role to support fast moving attack formations.

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit roll	Target's save modifier	Notes
Tempest	30cm	4+	+1	Assault Cannon Twin Missile Launcher	50 cm 75cm	3 2	5+ 5+	0 -1	Skimmer



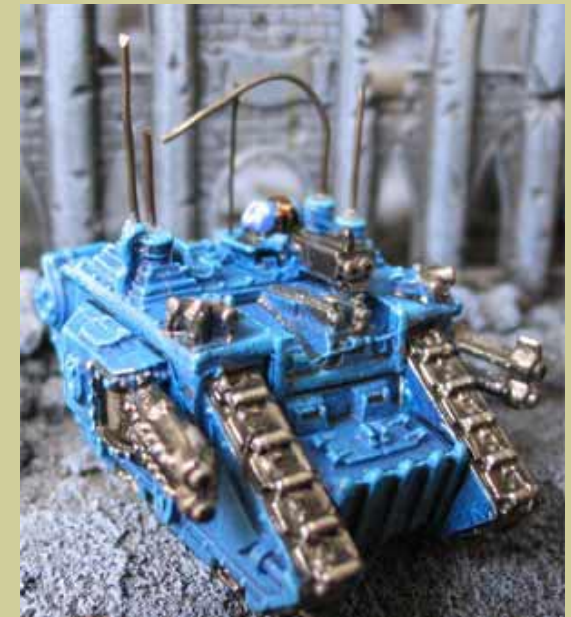
## New Army Cards

### Support Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Land Speeder Typhoon Squadron	3 Land Speeder Tempests	2	2	3	250

### Special Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Land Raider Helios squadron	3 Land Raider Helios Tanks	2	2	3	300



# Nunnery Practice

## - Epic Sisters of Battle

by Justinel

With special thanks to Vanvlak for coming up with the above quip.

Cheap and cheerful Battle Sisters to get you started on a Witchhunters army for Epic Armageddon (A list and stats is provided by T5H)

### What is required?

Several standard marines, a sharp knife, some green stuff.

### Method

Take a marine and carefully cut down between head and shoulder pads, about half way down, the shoulder pad is then carefully trimmed down until it resembles the profile (roughly) of a Battle Sister, ie flatter.

The next cut is between the head and the back pack, down to the top of the new shoulder armour. The head is then rounded at the back by two small trian-

gular nicks, again down to the shoulders and a little trimming to the head itself.

Next are the legs, carefully trim off the bulky lower leg armour of the marine, the back right to where the back of the foot would be, then the inside and outside leg, I've left the front as is. I would advise against excessive trimming here as you could easily end up with the loss of base and feet, just enough to give a more slender, feminine profile.



Next up is the green stuff, a tiny blob is inserted between the legs (no smutty sniggers, please) and formed into the loin cloth, this is where all the individuality of the Sister can be expressed! As you can see I'm no great shakes at sculpting, or rather I'm far too impatient and just blob them up any old way, I really should take my time a bit more

And that, basically, is that, all that is required now is painting.

Other variations can be included following the above guidelines, I have a Devastator version, now carrying a Melta (ex squat), a commander, now canoness and a scout, now banner (imagifier) bearer. Both the scout and commander need their breastplates trimmed and shaped to give, well, breasts.





# The Detmarsk Slaughter -A NetEpic Battlereport

The Imperial Guard Colonel was nervous the Inquisitor noticed. Corbinus turned away and looked across the battlefield. In the horizon something was moving; something big. Something not of this world. Obviously the source of the Colonels concern but only Inquisitor Corbinus knew the full scale of the horror the Imperial forces were about to confront.

Not that it really mattered anyway. The Exterminatus vessel was already on it's way. Soon the Grey Knights Strike cruiser would be entering the system.

Corbinus looked to his right. He could see the Imperial Battleline stretching into the horizon. The ground was alive with infantry and towering above them stood several Battle Titans.

Behind them stood something even larger. It's metre thick adamantium skin was ornated with gothic architecture, enormous guns protruding from every buttress. The Inquisitor couldn't even see the top off its mighty spires which disappeared in the thick clouds.

Corbinus turned back towards the advancing enemy and activated his CommLink: "Legate; Order the Princeps to power up their weapons. The Enemy is approaching."

The ground trembled as the mighty Titans took their first steps. The air filled with the deafening roar of gigantic servos and pistons as weapons the size of buildings swung towards the approaching Chaos Horde. Corbinus smiled. All was not lost yet.

## Chaos vs. the Forces of the Imperium

By Warmaster Nice and Renegade  
Written by Warmaster Nice

It's been quite a while since any of us last played a game of NetEpic /SM2 TL so in preparation for the battle we both had to read through the rules a couple of times. From the beginning we'd decided that the battle was to be turned into a battlereport so we agreed that our forces selection should be based around making an impressive looking and entertaining fight.

When E:A was released there was a couple of small battle reports in White Dwarf to introduce new players to the core rules. However the armies used really wasn't much more than a skirmishing force so the articles never really showed the true potential of Epic for massive battles. For older players like ourselves this was quite a disappointment as we both have fond memories of great 6000 point battles from the time of Titan Legions.

We decided to Chaos versus the forces of the Imperium in a massive 10.000 point game. Since the E:A rules tends to get a bit unbalanced in larger games we chose NetEpic instead. We also agreed to use a lot of Titans and infantry to really get that "Epic" feel.

## The Imperial Army:

C: Since we'd agreed to use lots of titans my first and obvious choice was to get some Titan Battlegroups. You get 3 titans for the price of two so they're great value for the money. I picked a Reaver titan battlegroup and a Warlord titan battlegroup. Titans also have the advantage that they don't need to check morale. Even the horrifying armies of Chaos don't look as scary when you're enclosed behind metre thick adamantium and plasticrete plating.

I would be fighting against Chaos, which is a very Close Combat oriented army, so I wanted to get as much firepower

into the army as possible. I armed my titans with lots of long range weapons, weapons with multiple dice and Barrage weapons. I only left a single Reaver with CC weapons: This titan would be hunting any non CC war engines my opponent would field.

For further firepower I picked an Imperial. If you want heavy weapons this baby does it all!

Finally I chose a pair of Warhounds which would try to outflank my enemy and attack him from the rear.

With so many points spent on titans already I needed some cheap formations. I picked a Tech Guard Titan Defence

company to occupy my Emperor's bastions and an Imperial Guard Infantry company. I also chose an Artillery Company and a Leman Russ Company. I also wanted some tough Infantry which would stand their ground against the Chaos horde. Few things are tougher than a company of Space Marine Terminators. They're expensive but their excellent CC and firepower + their 6+ fixed save should keep them alive for a long time.

For Special Cards my first choice was an Inquisitor. His presence would keep my Imperial Guard from running away. The Marines got a Librarian whose "Destroy Daemon" ability would probably come in handy as well.

For support cards I'd be a fool not to include a squad of Grey Knights so these were obviously my first choice. The Marines also got a squad of Devastators for even more firepower.

I needed something which would be able to stand their ground against the charging Chaos Hordes so I picked 4 squadrons of Robots. Since they're 100% mechanical they don't check morale nor are they vulnerable to any psychic attacks the Chaos gods might throw their way. My last choices were two Storm Hammers. 8 Battlecannons and more heavy Bolters than you can throw a stick at are always handy!



## The Hordes of Chaos

E: Since we'd agreed to use plenty of Titans my first choice was the Khorne Lord of Battles.

I also decided to make plenty use of some of the best troops in the Chaos army so instead of using a lot of Greater Daemons I chose the Daemon Primarchs which would allow me to use the Chaos Space Marine Legions. C would be fielding plenty of titans so my first choice was Magnus the Red whose Beam of Power with a hefty -6 save modifier should make mockery of any type of armour.

The second choice was Angron. +12 CAF and further enhanced with Chaos Rewards makes him easily capable of tearing any titan apart.

I also originally wanted to field Fulgrim

and the Emperor's children but since C hadn't painted that army yet that was a no go. Slaaneshi troops are great because of the Soporific Musk which ignores armour and thus is particularly effective against Super Heavy Tanks and titans. The Aura of Slaanesh can even turn your enemy's troops to fire on each other!

Instead I picked Mortarion and the Death Guard. Mortarion isn't that bad as his Plague Wind will cause horrible disease to spread among closely packed troops such as Imperial Guard. I also picked a Plague Tower and a Great Unclean One (Gotta love it when he burps!)

Since speed is the key with the Chaos army I decided to mount my entire Death Guard in Rhinos and Land Raiders

to get them to the enemy as quick as possible. I also chose a few extra plague Marines to bolster the Legion's numbers a bit.

For the Plague tower and Great Unclean One I chose 4 units of Plague Bearers. Their 4+ saving throw makes them pretty tough and their Cloud of Flies disables your opponents CC abilities.

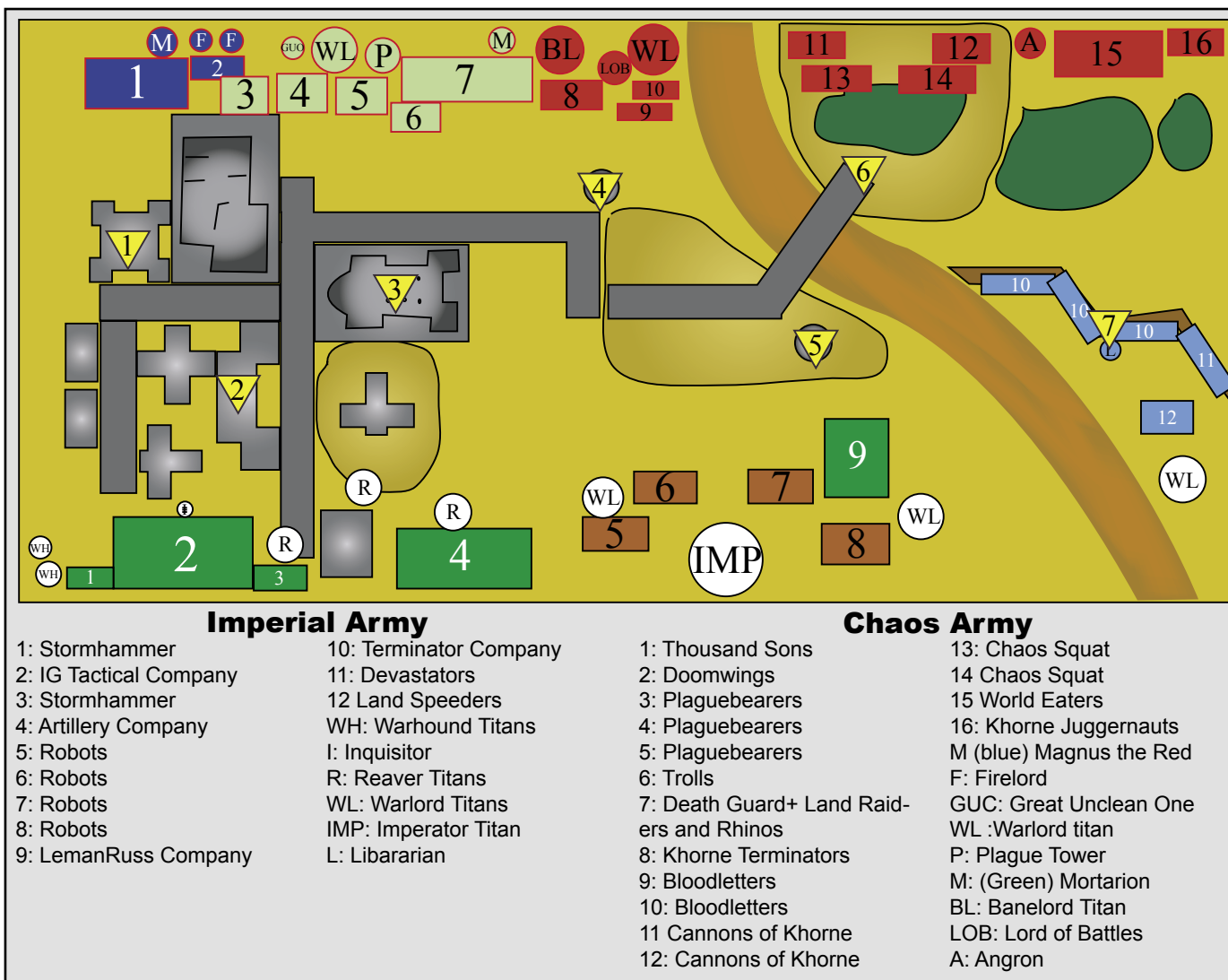
I also added a warband of Trolls. Their ability to regenerate is great and really demoralizing to your opponent! My final choice was a Nurgle Warlord Titan.

I wanted a warengine killing formation so to support my Lord of battles I chose a Chaos Warlord and a Banelord Titan. A Squadron of Khorne Terminators should also come in handy. For some Daemonic support I picked two units of Bloodletters.

With so many points spent on CC troops I thought I'd get a few support units as well. I picked 2 squadrons of Cannon of Khorne and two Chaos Squat warbands to support them.

Finally I picked some airpower. I was almost certain that C would pick some artillery so I needed something to race across the board to silence them before they could beat my Chaos Horde into a pulp. I picked 2 Firelords and a squadron of Doomwings which also fulfilled my minimum of 3 minion cards for each Greater Daemon.





## Imperial Battleplan:

Looking at the battlefield I was faced with one major problem. The river would effectively cut my forces in half. I decided to concentrate my army on the city side. At the centre I placed my Imperator and two Warlord Titans supported by

Russes, Robots and artillery. Inside the city itself I placed my Imperial Guardsmen. The cover save would be much needed. I also stationed my Inquisitor and Stormhammers with them. Furthest to the left I placed the Warhounds. Hopefully they would be able to make it through the city and attack the Chaos





army from the rear. Across the river the right flank would be protected by a single Warlord titan, the Terminators, Devastators and the Librarian. These would dig into the trenches and unleash a hail of storm bolter and missile fire on the advancing chaos forces.

## Chaos Battleplan.

I decided to focus my forces at the centre of the Battlefield. The Lord of battle, chaos titans and Death Guard would advance forward as fast as possible and hopefully cut the imperial line in half. I would then turn right and destroy C's

left flank.

The river was a big problem. Whoever I left on that side would probably remain there for the rest of the game. Angron and his World Eaters drew the shortest straw as I was afraid that the flank would fall if I used too weak units. I positioned my Cannons of Khorne on the hill near the centre where they had a great view over the battlefield. Finally I placed the Thousand Sons and flyers at the right flank where they'd advance through the city supported by the Plague Tower and Nurgle Daemons. The Plague tower has the advantage that you get a bonus when assaulting buildings so it's ideal for cityfighting!

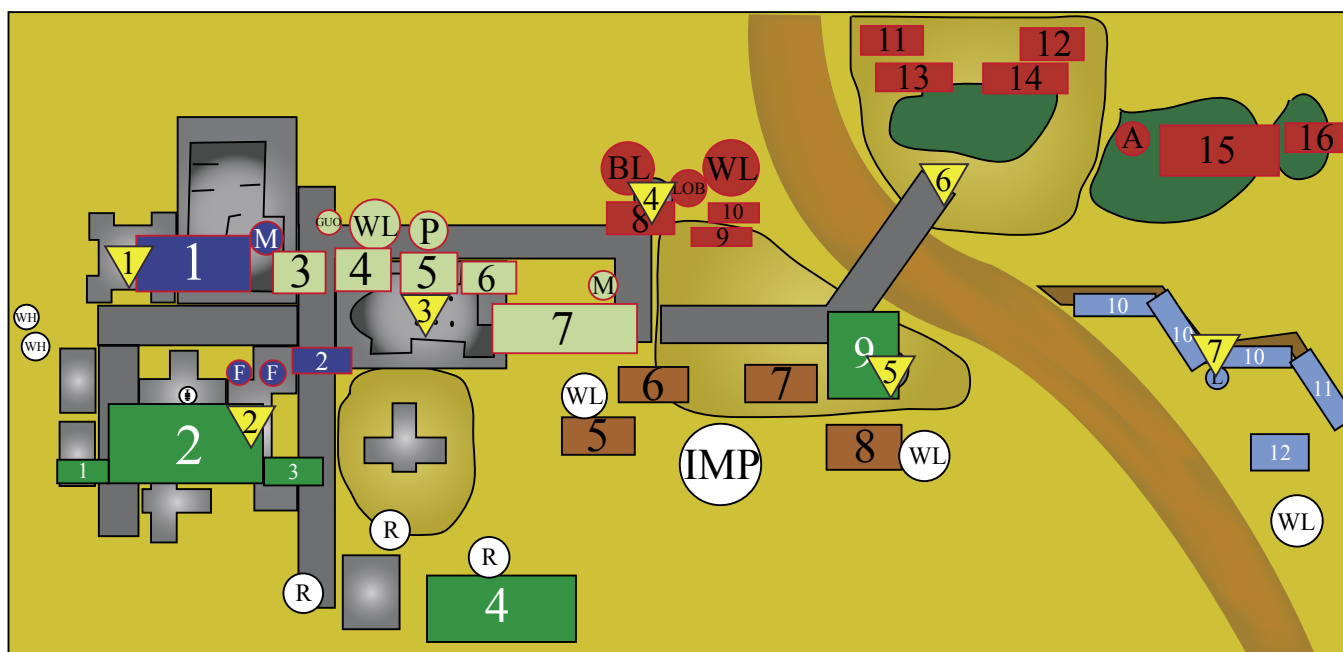


## Turn 1:

The Chaos army begins its advance towards the Imperial line under a cataclysmic bombardment. The World Eaters reach relative safety concealed in the woods with minimal losses despite being hit by two Barrage Missiles. 10.000 years of combat experience shows under these circumstances!

In the City the air is filled with magical electric energy as the Tzeentch flyers skim through the ruins. Behind them Magnus the Red unleashes his Beam of Power on one of the Reaver titans but the shot is absorbed by the Titans Void Shields.

Towards the centre of the Battlefield the Death Guard rumble towards the enemy



and capture Objective 4; an Imperial radar station.

The Imperial Titans and artillery is bombarding the Chaos horde with everything they got but in the Warp the Chaos Gods have cast their attention on the battle below. The massive shelling has little effect, only managing to destroy the odd Bloodletter or Chaos marine.

The Imperial Guard advances through the ruins towards Objective 1 and 2 and the Emperor moves towards the center hill for a better overview + to capture the bridge and objective 5.

## Turn 2.

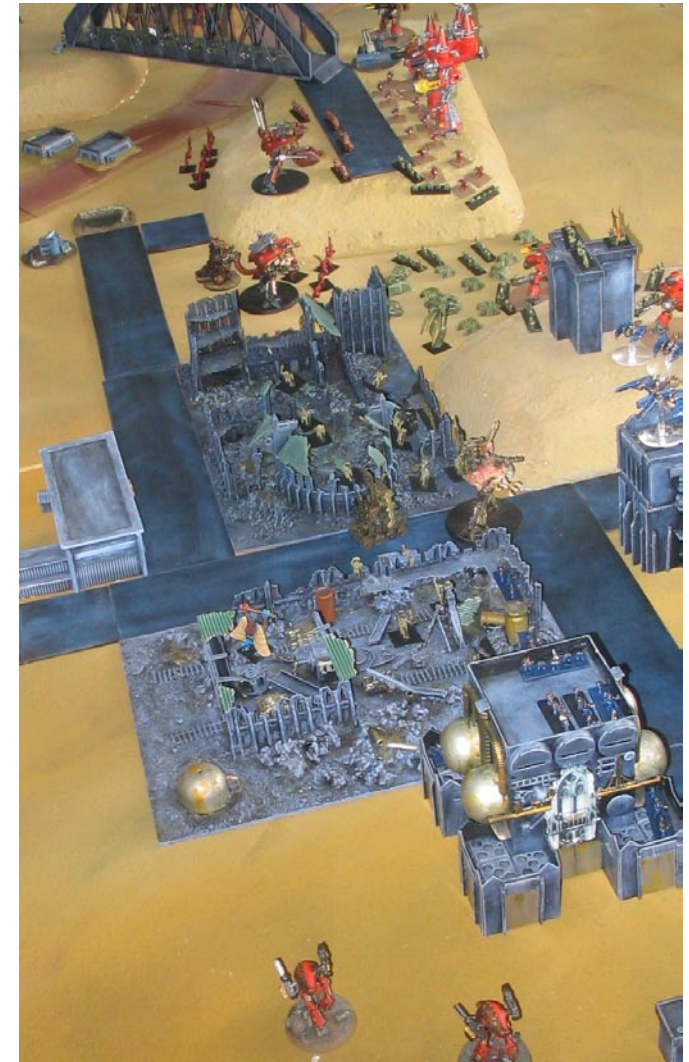
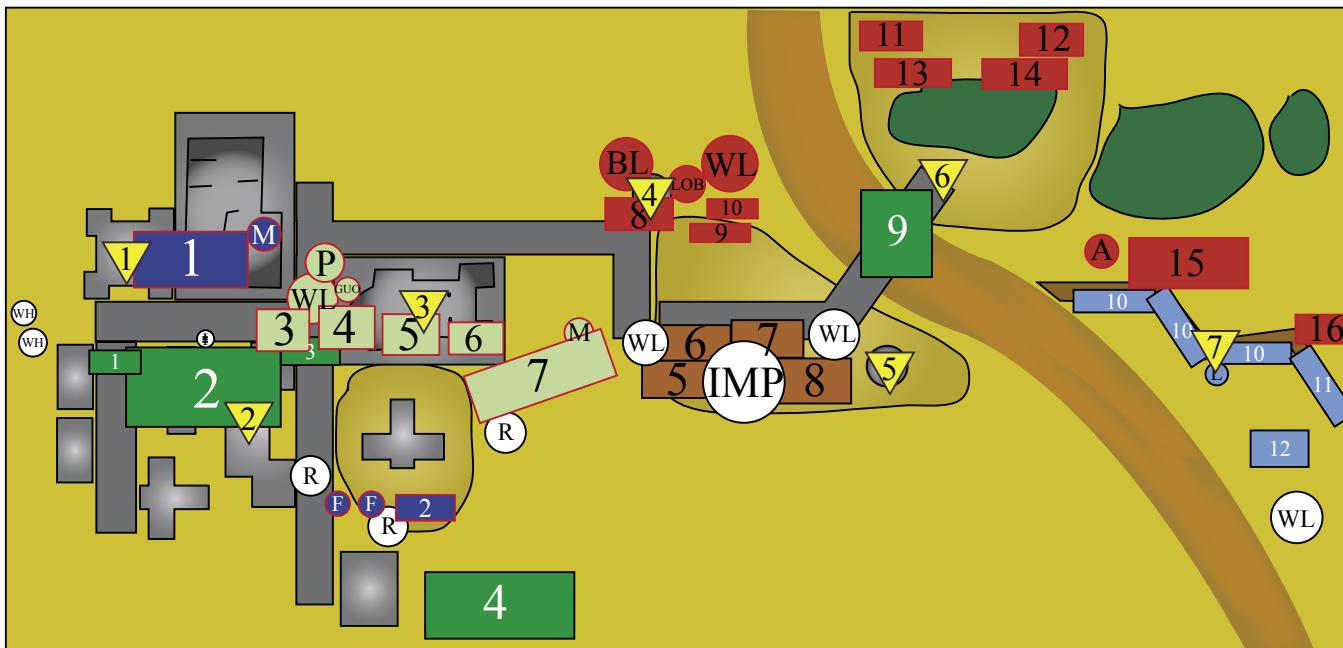
Howling with rage Angron and his World Eaters hurl themselves towards the Ultramarines. They are greeted with a wall of Stormbolter and lascannon fire. Angron is hit but Khorne isn't going to let his favoured servant return to the Warp just yet. Casualties are mounting fast but the frenzied traitors keep moving forward.

Behind them the Cannon of Khorne are blasting warp holes towards the loyalists but the fortified Ultramarines Terminators withstand.

At the centre the foul Chaos Titans open fire on the Emperor Titan. Its Void Shields flicker and die out one after

another but even this hellish bombardment isn't enough to penetrate its massive armour. The Emperor returns fire and destroys a weapon and cripples one of the Chaos Warlords. Meanwhile the servants of Nurgle continue their sinister advance under heavy fire from the Imperial Artillery and Reaver titans. They capture objective 3, a ruined Imperial Cathedral.

The Thousand Sons capture objective 1 and digs in, ready to face the Imperial Guard. However they are suddenly attacked by two Warhound titans emerging from the smoke and rubble. Meanwhile the Tzeentch flyers unleash a deadly storm of magical fire on the poor Guardsmen.



## Turn 3.

The World Eaters reach the trenches and the slaughter begins. The Librarian tries the "Destroy Daemon" power on Angron but to no effect. Angron mildly annoyed responds by smashing his tank sized Daemon sword into the trenches destroying the Librarian.

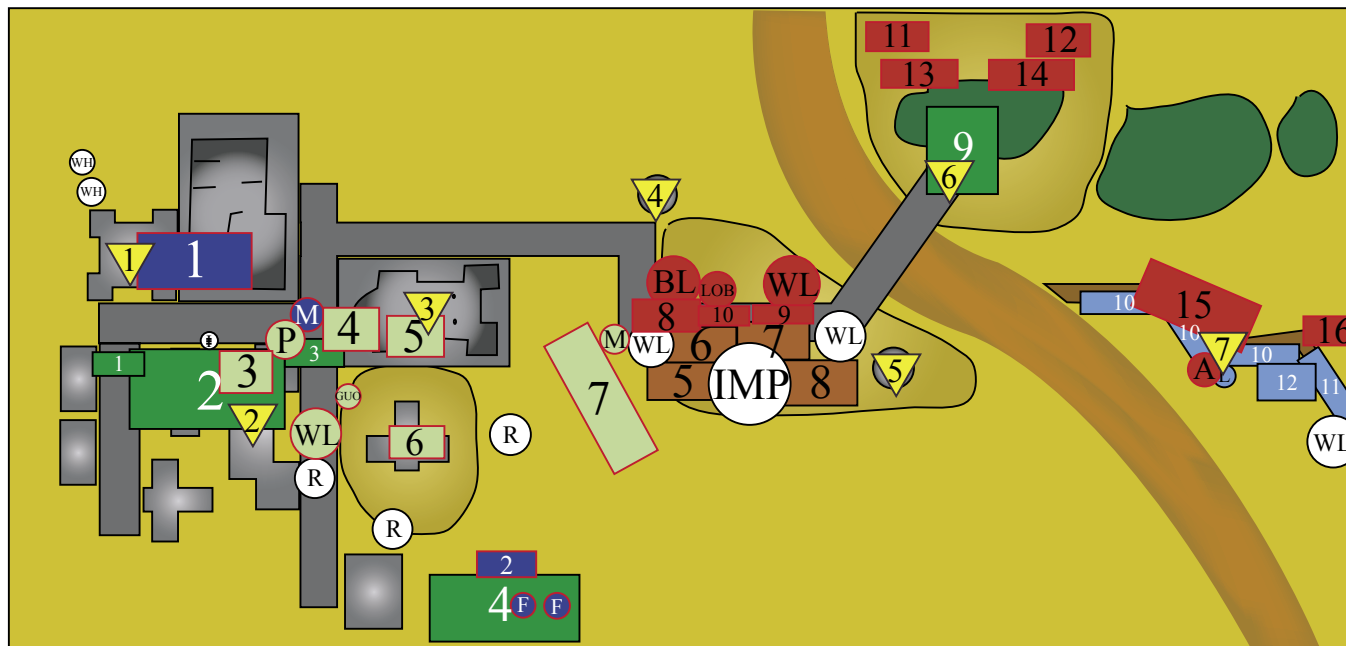
The Chaos Titans reach the Imperial Robots. The Chaos Terminators disembark from their Land Raiders and open fire on the Robots as well.

Meanwhile Mortarion and his Death Guard turn to attack the Robots and Imperator titan from the rear. A single detachment + the Land Raiders split



out and attack the Reaver Titan defending the Imperial artillery.

The Firelords reach their target: The Artillery. Taking heavy flak from titans and ground forces alike the arcane machines unleash their payload of bombs and obliterates the Artillery company.



In the city the Nurgle Warlord assaults one of the Reaver Titans while the Plague tower unloads a pack of Plaguebearers to contest objective 2. The Thousand Sons exchange fire with the Imperial Guardsmen and the Storm



hammers but are taking heavy casualties being caught in a deadly crossfire between the Infantry and two Warhounds. Their Primarch again fires his Beam of Power this time inflicting a solid hit in one of the Reavers MIU.

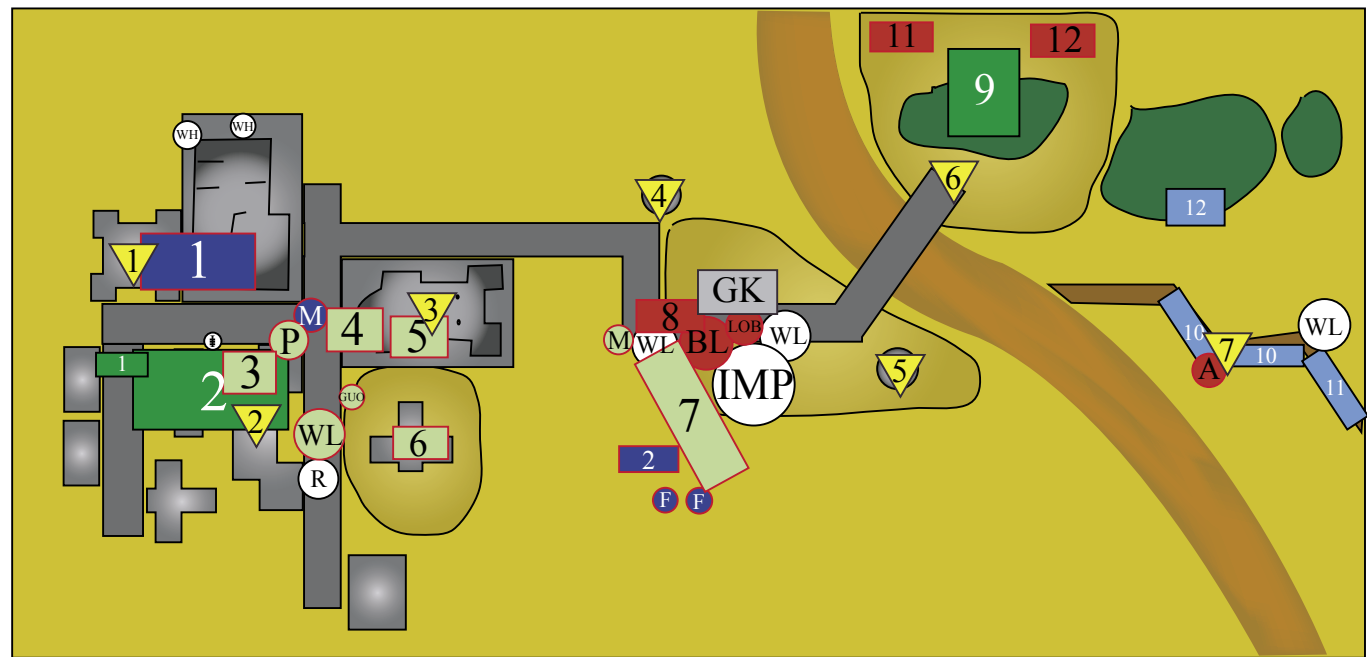


Finally the Leman Russ company makes it's way across the bridge to silence the Cannon of Khorne and capture objective 6. They are counter attacked by the Chaos Squats and a fierce melee ensues. At this point in the battle no side seems to be able to get the upper hand though the Imperial forces still hold the most objectives.



## Turn 4.

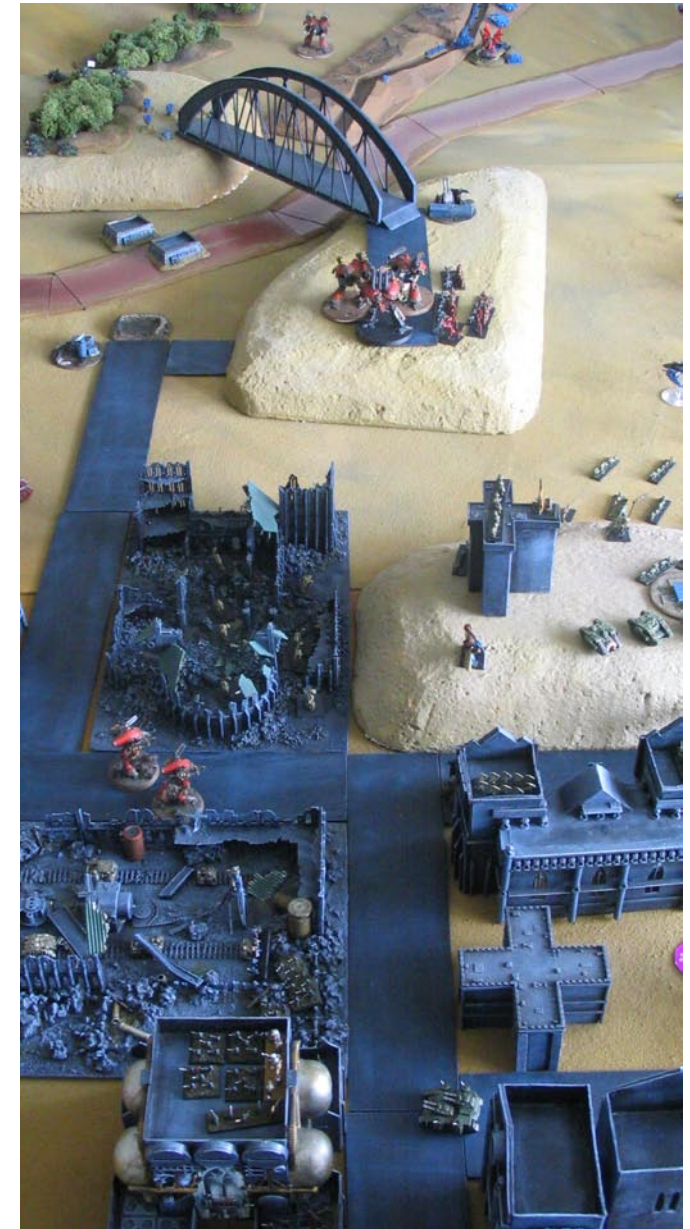
In the trenches the Warlord titan crushes the last Juggernauts and the Terminators destroy the last of the World Eaters. However Angron is still very much alive and continues to contest objective 7. The Land Speeders charge towards the remaining Cannon of Khorne who are also being shot to pieces by the remains of the Leman Russ Company. Things are getting critical at the centre of the battlefield as the last defending robots are destroyed. The Chaos Terminators board the Imperator's bastions and slaughter the Tech Guard defenders. In a desperate measure the Grey Knights teleport in and assault the Lord Of Battles supported by two Warlord



titans. The battle is short and fierce and as the Greater Daemon is hurled back into the Warp, the metal abomination crumbles to a mountain of brass and black iron. Cheers of victory are heard from the Imperial lines but the cheers suddenly turns into screams of fear as the two Firelords emerge from the skies. Along with the remaining Bloodletters they finally manage to overpower the Emperor titan which explodes in a cataclysmic meltdown. When the smoke clears only the Titans, Grey Knights and Chaos Terminators remain standing. Still no one seems capable of securing a clear victory.

Things are getting nasty in the city as well. The Thousand Sons are all but annihilated by the Warhound Titans who also manages to get a few shots in on their Primarch. Suddenly it seems that the Changer of ways has abandoned his champion. Magnus fails his saves and is forced to escape back into the Warp. Meanwhile the Plaguebearers are causing havoc among the ranks of Guardsmen. Nurgle's rot is catching on and the air is filled with the stench of bloated corpses exploding with puss. The servants of Nurgle are having a field day. The Death Guard continue to pour rounds of bolter and missile fire into the

Reavers which finally collapses due to structural failure.



## Debriefing.

We decided to end the battle here. Things were degenerating into a stalemate as no one seemed capable of gaining the upper hand. The Imperial centre had been completely destroyed but the Chaos forces had also suffered tremendous losses on the flanks. It looked as though the Imperial right flank might have been able to take on the Nurgle force on the centre of the table. The Chaos forces was in the lead when it came to victory points but they were on the brink of collapse with the Imperial forces still being able to field 3 undamaged Warlords and 2 Warhounds.

## Imperial Debriefing:

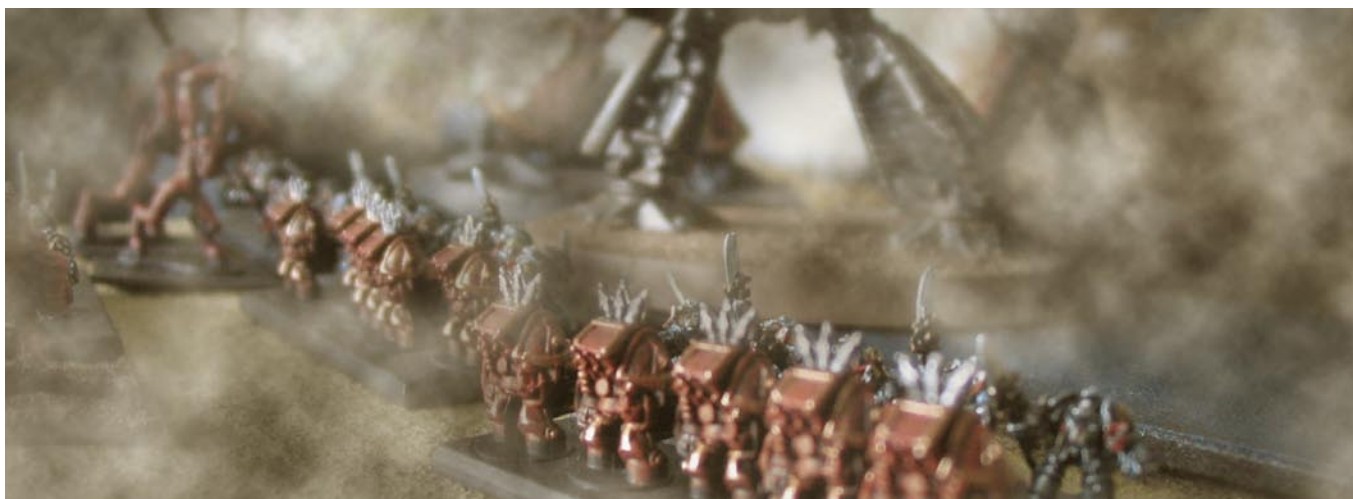
C: OUCH! I sure got the C\*\*\* beaten out of me! The loss of all three Reavers + the Emperor was simply horrific. In retrospect I think I completely underestimated just how much high grade infantry E would be able to throw at me! Combined with a series of extremely unlucky dice rolls during the initial bombardment in turn one I think that cost me victory.

I should have left out the Reavers for more Marines or some sort of Anti Air. It is telling that I didn't manage to shoot down a single enemy aircraft!

My single biggest mistake was probably that I stretched my forces too thin. with more infantry I would better have been able to withstand the Chaos attack at the centre. I should have completely forgotten about objective 7 and instead concentrated offensively on the rest. However I was very pleased with the performance of my Marines. Terminators in trenches are absolutely amazing! If I'd positioned them in front of my Emperor I'm sure it'd have survived much longer and perhaps even granted me victory.

## Chaos Debriefing

All in all I'm pretty satisfied with the performance of my army. The Nurgle forces did a particularly good job. However Titans are a hard nut to crack so I'm not surprised that it wasn't a decisive victory. My only real beef is with the Thousand Sons. Why oh why didn't I continue to assault them towards the guardsmen and Stormhammers instead of getting shot to pieces!!! The loss of the World Eaters was unfortunate but when faced with a company of Terminators things are bound to get ugly. I was however very surprised that C didn't play more offensively. By pressing the attack he could easily have crushed my entire right flank much faster!



# 'EAVY METAL

With the release of Swordwind we thought it would be appropriate that this month's 'Eavy Metal took a closer look at the "Engines of Vault" -the Super Heavy Grav Tanks of the Eldar.



# ‘HEAVY METAL



# ‘EAVY METAL

