



Games Workshop, the Games Workshop logo, Epic, Inquisitor, the Inquisitor logo, Inquisitor:Conspiracies, Battlefleet Gothic, the Battlefleet Gothic logo, Necromunda, the Necromunda Plate logo, the Necromunda Stencil logo, Mordheim, the Mordheim logo, City of the Damned, Blood Bowl, the Blood Bowl logo, the Blood Bowl Spike device, Fanatic, the Fanatic logo, the Fanatic II logo, Warmaster and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, Warhammer 40,000 universe and the Warhammer World are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

This EZine is completely unofficial and in no way endorsed by Games Workshop Limited

Incoming! A Nexus Publication

Editorial

Welcome to another issue of Incoming.

I haven't been around much on epic40k.co.uk, but that's not without good reason. Planning a wedding and looking after kids for the Easter break isn't easy. I couldn't even finish a few example models of the latest releases from Forgeworld, oh well.

Although I haven't been around please keep those articles coming in! incoming@netepic.org

Epic Releases

The second Epic batch has been released in the U.K and I had a better chance to take a quick look at the models. This time I managed to take a few better photos and compare some models to the previous Epic system.

Forgeworld have been busy over the last month or so by releasing the Chaos Talon Hell bomber and the new epic ork bombers.

Incoming

Incoming has been undergoing a gradual make-over, and finally I managed to get round to the format of the ezine itself. It looks a lot more tidy if you ask me and certain goes easy on the eyes. So enough about that, what do we have for you this issue?

This issue we have from Tom the next instalment of Horus Heresy, Mark Conz has provided an E:A battle report. Warmaster Nice has sent in a specialist formation article and Vanvlak has sent in an Eldar article. I have the review of the new models (Specialist games only) and last but not least our own 'eavy metal showcase' from netepic's gallery.

Thanks again for all the contributions! Enjoy.

Doug

Contents

1. Horus Heresy - The Angelic Prophecy
2. Specialist Games release review
3. Flat Bonesinger
4. Penjakov's Private Army - An E:A specialist formation
5. Tuffskull's painting workshop
6. Incoming's 'eavy Metal' page

Hours Heresy: The Angelic Prophecy

The air was stagnant, the room poorly ventilated and dusty, once proud marble adorned the walls, cobwebs stretching across ornate statues. Lighting filtered in through huge windows in ancient frames. The whole room was filled with a sense of neglect; in stark contrast to the rest of the palace which gleamed from floor to ceiling. This room however was special, it was the home of Sanguinius, the regal Primarch of the Blood Angels, every night when he was home at Baal he would retreat to the room and then whilst deprived of food and drink would sit for hours gazing intently at his latest acquisition, a painting or a sculpture from a liberated planet. Sometimes insanity would come across him and he would move to an empty canvas and lose himself in the sheer brutality of his paints, his pots consisted of less than ten colours yet somehow he blended them on the canvas into pictures of such power and beauty that they could move even the most soulless and craven of men. The most amazing thing about the pictures was they always depicted a scene that at some time, either in the past or in the future would come true. Not one picture drawn whilst he was in these trances had failed to come true as of yet, his throne room was covered with portraits that showed the victories of the Emperors armies, the cries of despair of the losing nations and the exultation of mankind at the Emperors wise rule. Sanguinius's face, smooth like a child's, eyes blue with innocence and his thin lips, mouth pressed tightly together with concentration worked on a new painting, his brush flickering across the canvas with frenzy. As the hours passed and the sun moved across the sky of Baal a picture slowly began to take form. When the light faded he lit a candle and continued, the picture gaining more and more clarity.

Konrad sat on his command ship, his dreams had been troubled. Daemons stalking his mind in the night, he looked up at the ceiling, gargoyles lurked in the crevices of the room, hiding in the dark. He smiled, supposedly they were guardians against foul daemonic activity but mostly they just watched. His face travelled down a gothic tapestry depicting a woman beckoning alluringly to a group of ancient Earth warriors, snakes crawling up her thighs hidden from their sight. His smile faded when he saw a small blood stain on the lower right corner. He shook his head as his eyes travelled down to the floor which was covered with the corpses of over a hundred ministers from Argalla III, they had come to plead their innocence. To claim, that they had not consorted with foul creatures of the night and were free from the taint of Chaos. Konrad smiled at their naivety, he had listened to their pleas and then when they awaited his verdict, he had stood and decreed their guilt. Drawing his sword he had carried out his sentence there and then and executed the lot of them, looking down he could see his hands were covered with blood, his gaze wondered over his body and he saw the gore that covered it. A tear welled in his eye, hatred swelled within his soul; he uttered a silent curse on the weakness of mankind, the weakness that forced him to commit such acts of wanton destruction for the greater good. Razor sharp nails clawed at his face, he desperately tried to tear off his own skin to cleanse himself from the horrific filth that pervaded his physical form, and already self loathing was tearing into his soul.

Climbing across the bodies he left the room to the cleaning servitors and walked through the corridors, his Marines, the Night Lords used to his eccentricities stood to attention as he first shambled and then ran, leaving a trail of bloody footsteps. Eventually he reached his objective, bursting through the ancient wooden doors, oak imported from earth and now stained with the bodily fluids of the dead. As the doors parted they revealed an antechamber, lined with statues of the mightiest rulers of Nostamo. He felt their immortal gaze as he leapt into the pool in the centre of the room, ice cool water slapped against unyielding adamantium, droplets slowly fell from the faces of the statues like tears whilst the Primarch cleansed himself of his guilt.

Moments later Konrad emerged naked, walking down the halls his flesh crawling from the temperature change. He arrived back at his chambers and retreated into his large four poster bed, knarled mahogany formed the beds frame whilst deep crimson, velvet covers caressed his skin. His sleep was troubled by dark dreams, when he awoke in the morning his eyes were clouded and his mind weary, his battle with the daemons in his soul leaving him no more refreshed than he was last night.

The Emperor sat on his throne thoughtful, a data slab in his hand he read the report one final time. His sons, the pinnacle of humanity were a great source of pride to him, but unfortunately the curse of humankind itself stripped them of perfection. Slapping the data slab down onto his knee, he nursed his chin, summing up his options. Three Primarchs were crossing the line, he always knew that they were ruthless, but the extent of the savagery stunned him; from the Inquisitorial reports it appeared that his atrocities were getting worse. Konrad, Angron and Russ were butchering their way across the galaxy in his name, Konrad was ruthless, Angron was aggressive and Russ was an uncultured barbarian. Rising from his seat, the years bearing down on his immortal brow he made a decision; he needed to make an example out of one of them. As Konrad was the worst, he would receive the punishment, he couldn't afford to pull back three Primarchs at the height of the crusade, the loss of morale in the legions would be devastating. He slowly walked towards the centre of the room, a nimbus of green, warp energy crackled overhead. With a wave of his hand he dismissed his guards, and breathing in deeply he began funnelling further warp energy through his body, his mind burst through the immaterial erupting in the form of a telepathic projection.

Konrad lay rooted to the spot, sheets shrouding him in a cloying layer of protection. The once proud warrior lay shivering with guilt as his father's voice boomed around the room, disappointment resonating through his voice.

"Konrad! Answer my summons, you are to report to me immediately, take your fastest strike cruiser and return to Earth, questions have been raised and I require your answers. Do not tarry, my patience is already stretched thin." His father's voice faded and the silence was almost tangible, doubt ripped through his mind and he clutched at the sheets in desperation. He wanted to be a good son, he wanted his fathers respect, but his father was detached from the world, he never had to survive in the underworld. How could he know what he was up against? The wicked thrive unless curbed in the only language they understand... violence.

He couldn't return to Earth that much was certain, he had a duty to his people to protect them from Chaos and the criminals who would rape his liberated kingdom. His mind cleared and clarity of thought flooded his brain, he would do the only thing he could. He would begin fortifying his realm, the Emperor would be forced to dispatch his brothers against him, and regardless of the outcome he knew that they wouldn't kill him. His father was fated to do that, he would defend Nostramo and the surrounding worlds and then when the defences began to crumble he would fall back, he wouldn't die easy. Reaching out and rummaging through the gown at his bedside he pulled out his commlink and gave orders for the Night Lord fleet to regroup at Nostramo.

Fallen rubble littered the city, Angron leapt over a large pile of bricks into what used to be a cinema multiplex. Rifle rounds clattered around him and his power armour rocked with the impact of high velocity shells, his chain fist whipped out and it's under slung grenade launcher pelted a frag into the ticket collection kiosk eliminating the resistance there, leaping through the glass into the refreshments area he surprised another knot of rebels and cleaved through them with his chain sword. A grenade burst into the sweets stand showering him with sticky treats. Grunting with disgust he leapt up firing off another two frags, his gaze flickered to the tactical display on his wrist comp, his men were getting bogged down by a concentration of troops in a block of night clubs and bars further down the street. His commlink crackled.

"Commander, this is Lieutenant Romero, the strike cruiser Revenant has just broken orbit and is heading out of the system."

Angron growled popping out from the counter to leap forwards blasting another knot of troopers and running the survivors through with his chain sword, booting open the toilet doors he slaughtered a soldier trying in vain to hide. Running out he signalled to a group of reinforcing World Eaters and started to purge the screening rooms. As he stormed the rooms he bellowed into his commlink. "What do you mean gone? Forget it, reroute the 'Carnage', it will have to cover our sector as well!" A group of soldiers taking cover behind the seats provided momentary distraction, a grenade blew one column of seats to shards of plastic and shredded foam, in a second he was bounding over the seats. Stabbing his chainsword down into the back of one of his victims, he simultaneously lashed out with his chain fist at a fleeing soldier, ripping down through the shoulder bone and down across the groin he left the corpse to behead his comrade who was vomiting with fear. Another two World Eaters burst into the room horrific face masks echoing the terror of the defenders as their chain axes tore through the survivors of Angron's assault with tearful ease. Regrouping the three charged back into the main complex, entering the management suite and blasting anyone in their path. Angron's fury at the Night Lords cruiser abandoning the field exacerbated by his psychosis implants, adrenaline flooding his system he embarked in an orgy of violence and frenzy of pain slaughtering the defenders, leaving nothing but rent skin and shattered bones in his wake.

Sanguinius emerged from his reverie to look at the picture, deep in thought he regarded the canvas critically, walking to the windows he flung them open, the candle light casting shadows on his angelic face, white feathered wings stretched from his back and he leapt from the sill to soar through the air. The desert air blew through the open windows and the painting rocked. An image of a daemonic craft, Sanguinius lay dead on the floor, body rent and sundered, his father the Emperor was locked in combat hatred, desperation and self loathing in his eyes as he fought against a daemon, it was impossible to see the creatures face as its debased form was seen from behind.

Specialist Games Review

March and April saw the release of more Epic models for E:A. Although some of the models looked similar to the designs used for Epic 40 000 there are some differences even with the more familiar models. I myself have ordered the models released in March and now there are more models available for the April release. The only thing that I find a shame after looking at the models is that they can no longer be customized. Obviously it makes sense financially to start reasonably small and work up and cut down on the extra costs like moulds which are not needed, however the upside was that there are new models that are looking really good. I am looking forward to checking out the batch I ordered from the April release.

Ordering

You might have to be patient because, as far as I have been told, there is a little problem with the production. Whether it is bad or good I am not sure, all I do know is that many of the models are out of stock and have to be back ordered. There is a lot going on with future releases from the various different games and hopefully because Epic is also beginning to cause a stir.



Below is a list of the models I managed to get hold of. I should be able to review the other models for the next issue in June.

Space Marine Scouts

These models are the same as the plastic models, in detail and size. The metal versions are much better quality than the old metal AT1 freebies you got but AT1 versions are still great in their own way. These new models are more delicate and can be bent quite easily although at the time of taking the photos I didn't want to see how flexible they are.

Space Marine Bikes



3 stands of bikes, attack bike and side car are supplied per packet. In Epic 40 000 you didn't get the metal bikes although you could get the attack bikes which came in 3 different variations. The main bike and side car could be mixed and matched using the 3 variants of the same relevant part. In the Epic:A version there is just the standard attack bike variant 1 and side car variant 1. So although we get the single bikes in metal, which by the way look cool, the attack bike no longer has variant possibilities. The designs are much like their 40k counterparts.

Battle fortress



Not really much to be said here really, the Battle fortress is of a new design. Though again the variations are no longer available. There is one form and no means of changing the form by buying different parts.

Baneblades



As you can see the main body is a single piece; that being variant 1 from the Epic 40 000 range. With this model you were able to use three different choices of part for each piece that was needed for the tank. Something I liked was the ability to choose the hatch to customize each tank you had as well as the different parts available. I have checked the other packages of the Baneblades and they are standard moulds.

Shadowwords



Main body one piece although in the Epic 40 000 range there wasn't a variant available. The exception was that you could change the hatch. This is not possible for this model.

Onk Big Gunz



This packet is the same as what was released in the previous version, although the Smasha Gun option is missing. At least I couldn't find it in the package I had opened.

Incoming!

- *Specialists Games review*

SooPa Gunz



As can be seen in the picture, the cannons are different. I have checked the latest White Dwarf and the internet page but the second cannon which is in the middle of the picture is not shown, however I haven't checked the Epic catalogue because it was out of stock when I last visited a GW store. Apart from being a new model there isn't much to say.

Killa Klans



The versions of dreads here are the Epic 40 000 dread versions 3 and 4. After checking the old catalogues there are 2 new dreads supplied and that was nice to see.

Space Marine Dreads



Epic 40 000 models 1,3, and 4. The battle claws are already attached, and from what I could see, there was no lightning claw present. Apart for the left power fist all the weapon options were available as before.

Terminators



Very much like the scouts, the metal versions of the terminators are great. The detail and size are the same and once painted you wouldn't notice the difference, unless you pick them up!

Stompers Mekboy



Main bodies come in 3 parts. The Stompers have a choice of three weapons each however I was not sure if they could all be used on either side.

Imperial Guard



Imperial Guard continued

4 * the infantry sprues although you can no longer get the heavy weapon and rough rider sprues shown below:



The heavy weapons team and rough riders are now available separately. The heavy weapons team are shown later in this article.



Fire Support

The fire support or heavy weapons team as I call them look really cool, I like the way they are hiding behind the wall of sacks.



Warlord

Nothing has changed in design for this model.

That ends this issue's review.

The Flat Bonesinger

If you'll pardon the unforgivable pun, my battle with the Eldar is becoming an epic affair. It's a long time since I managed to spend a couple of months working for a few minutes (!) almost every day on an army, and it took the promise of an army-building diary on Epicomms to get that result. Yes, I'm the prototype uncommitted wargame multitasker, with odds and ends of armies from half a dozen game systems littering my workplace. I've had to stop for a while to try to get a 40K army ready for a tournament, but I'm looking forward to getting back to Bonesinging (or sawing, rather) the ends of my Eldar army together.

A history

My Epic Eldar army began in Space Marine mk2 days with a blister of Eldar Knights, followed by the green plastic guardians and wedge-shaped Falcons included in the box – my very first wargame! A Warlock Titan appeared, and then nothing. In the glorious year of 50% discount I splashed on a few vehicles and troops; more knights; and a couple more Warlock Titans. Full stop. I had almost decided to sell the lot, but my Craftworld heroes were saved by a Major Change Of Heart. I had decided never to sell any models. Ever. The Eldar were here to stay.

With EA imminent, I was recently lured to ear-sharpening habits by the new war machines – the Storm Serpent and the Great Hawk. I cheerfully posted my intention to make a war diary, and started numbering my troops: the final tally was a dismal array.

The Maltese Falcons

My tally was:

3 Warlock Titans - when you can have just 1 in an army...

6 Eldar Knights - my favourite models, alas without a role in the modern Eldar forces

12 plastic Falcons – a very un-Eldar-y model

several smallish-sized Eldar guardians from the Space Marine box – the numbers

2 Eldar Warhost boxes, with 5 Epic Armageddon sprues each – no army without these

2 Warp hunters – weird but likeable stuff

2 Firestorms – enough gun barrels for a couple of craftworlds

3 Adeptus Titanicus period Nightwings – hopelessly out of scale and as weird as they come (well, I've not got the old Wave Serpents, after all....)

So – several troops, a few weird tanks and flyers, unusable knights and titans, and the most useful tank in the Eldar army in a form I could never reconcile with wraithbone. Part of this mess can be seen in pic.1.

How could I have gotten into such a mess? A few days before dropping the fatal hint of a diary I had been puzzling about how to convert my plastic Falcons. I was at the time working on a Mega-Gargant conversion when I ended up with a few spare 'cowcatcher' blades (never throw anything away, much to wife's despair) – the spiky curved bits on the Mega-Gargant's bumper.

An idea for a possible conversion glowed into dim existence, so I got the drills and saw and cutters out and started hacking away.

Orky bitz for the Eldar

How can you turn a Gargant into an elegant hovering Eldar tank? Well, you gets the cowcatcher blades and a file, and you tries not to file the entire blade away, and you gets some good glue, and you sticks on the wings – no, not like that, the other way round – see pic. 2. I called it a Firewing – I couldn't see it carrying troops (no obvious hatches!), so I use it as a Fire Prism, and call it a Firewing. Luckily enough, you can currently get whole troupes of these, so I would be able to use most of my old Falcons.

The dark depths of a display cabinet ...and a doom-laden name

It was time to come up with a colour scheme for my creation. I was in my bright period, and thereby hangs a tale. My wife had at one time suggested we buy a display case for my diverse bits of armies. We did, and I piled my armies in less than elegant serried ranks within. The catch was that long before Games Workshop, I had turned away from the colourful bolters-are-scarlet style to a sombre (ok, easy to paint) black and tinbitz for most of my troops and tanks (or chariots). A brighter coloured army was demanded, and I humbly and hastily conceded – currently in progress are red and yellow Empire gunners, white Tau Fire warriors, red and white Bretonnians and High Elves, Red Dark Elves, and darkish Orcs with a redeeming yellow trim; not to mention Sunz and Moonz for Epic. I found myself enjoying the break from black, and carried over the Empire army red and yellow to the Eldar – here's the recipe:

1. black spray undercoat
2. yellow coat on top side only
3. 2nd yellow coat over the first
4. red splinter markings
5. copper details (e.g. cockpits)
6. chestnut or flesh wash overall
7. bone drybrush
8. matt varnish spray

The painted Firewing is shown in pic.3.

I'm adhering to this scheme for most of my army, making for a colourful but unified theme. The Aspect Warriors will have standard Aspect colours, but I would like to include a spot of red or yellow on each. The Avatar is red. Wraithlords will be red, or yellow, or possibly white or grey or black (neutral colours) with red or yellow areas; the same will apply to the Titans.

Finally – a name for my army. I immediately decided to settle for a new craftworld, as my colour scheme is different from the GW set.

I was tempted by Iybraezil, mentioned in Codex Eldar; but in the end I settled on a nice Maltese name – the Mingel (pronounced Min-jell) Craftworld came into being. ‘Mingel’ (the ‘g’ should have a dot above it - or perhaps a soulstone - to be strictly correct) means ‘scythe’, which seems sufficiently doom-laden for the 40K universe.

Pointy ears and pointy wings

The Gargant blades for my Fireprism-equivalent was a partial solution at best. I had seven blades (dust off your old Mega-Gargant and count ‘em – 7), so I could create 3 Firewings (plus maybe a crashed one). I’d still have 9 more Falcons to spare. One was shackled to a Cobra conversion (more later); 8 to go. The solution came in the desolate rusting form of WH40K Dark Eldar jetbike. I eyed the pointy fins and planes, and pictured a Firewing – mark 2; the incarnation of this equally red-and-yellow vision, using jetbike fins for winglets and a scorpion-like tail, can be seen in pic.4. My second Firewing troupe was rounded off by a pair of old Warp Hunters, totally unconverted. I don’t mind mixed squadrons - I picture them as troupes made up of different vehicles with similar capabilities. My Firewing – ah – wings can be seen in pic. 5.

It was at this point that I realized that the Storm Serpent could be based on the fuselage halves of the jetbike. This was a crucial factor – a Storm Serpent would be my only troop transport vehicle, something essential for the fire and fly Eldar army. In the end I sacrificed a pair of jetbike fuselages. Expensive, you might say; but the other remains of the jetbikes will eventually fulfil their original aim – modified, of course, but that’s another scale altogether.

The pointy and spiky Dark Eldar bits were starting to give my Eldar army a more sinister look. I incorporated this in my army theme: these Eldar are a shady lot, a bit closer than norm to the Harlequins (to be added later) and even to their Dark Kin. Eventually, even Slaaneshi bits would end up in the army...

To baptize or chastise

The 2 readers of this article will possibly have realized that I failed to punish the Warp Hunters with gifts of cha – er - conversions. Truth be said, I like these old beasts with their barrel-like gun barrels (this just gets worse). I couldn’t bear harming them, so I just rebaptized them as Firtestorms. In the end, one of the Warlock Titans, all the Knights, most of the troops, and the two Warphunters will remain unslighted, undergoing at worst a change of name. The Knights, for example, were conveniently slotted with the Wraithguard as Wraithlords. The remaining Warlocks will have to be converted to Phantom Titans if they want a place in the army.

The Falcons had already succumbed to the knife. The FireStorms and Nightwings would fare worse – they would be split down to component parts and distributed amongst a diversity of war machines.

The troops

I have so far painted a warhost of guardians, in yellow armour and red helmets. The paint recipe is identical to that described above. It has the great advantage of being extremely rapid to complete – one stand can be finished in 10 minutes, barring drying time. I used a mix of base types, with bits of ruined buildings off the troop sprues and some slightly massacred plastic gears off a scrapped printer as scenery. Simple green flock to cover the troops' round bases, with the odd bit of clay-based (Fuller's earth) cat litter acting as rubble, all glued with PVA glue. Vast numbers of guardians can be seen in pic.6, with a Farseer in pic.7. The Avatar (pic.8) originally came as a 'free' gift with one of the Titans. As leader of the army he is in red. He still lacks his escorting court.

The Storm Serpent

Currently the most important model in my army, being the only transport. Slotted for use with the as yet unpainted Aspect Warriors, the Serpent body is made of the two halves, complete with the blades which go in between (after some deliberation), of the Dark Eldar jetbike. The rear end is a huge, black engine, alias a tooth filling material container provided by the wife. The wings are the tail fins of the 40K jetbikes, with the 40K scale splinter cannon becoming Epic shuriken cannon. Inboard of these I stuck a pair of ancient 40K Eldar plastic weapon barrels – these are the pulse lasers. A pair of old Nightwing tails stuck pointing upwards from the wings complete the Serpent. Standard colours, with a pair of 40K Eldar Guardian transfers added on the ample fuselage space – see pic.s 9 and 10. Lacking more tailfins, my second Serpent will be slightly different from the first – I don't really mind this, and I might emphasize the difference by leaving my existent Serpent to transport Guardians, and building a more sinister (i.e. weird) second one for transporting the Aspect Warriors.

Great Hawk

The Great Hawk rules, with the high damage potential of the Avenger Night Spinner Array, were irresistible. I imagined a vehicle with a wide wingspan from the very start – something suitably Hawkish. I tried different configurations, including two Falcons bridged by bits of Dark Eldar jetbike fins. I abandoned this solution (although I might adopt it for some other vehicle) and instead used the first of my Firestorm hulls. After filing one end of each of a pair of Dark Eldar jetbike wings to improve the fit to the lower side of the Firestorm hull, I fitted one of these to either side. My two Firestorm cannon arrays were fitted on the central section of the jetbike wings, and a Nightwing tail (once more stuck pointing upwards) in the hollow of the Firestorm hull, completed the model. The multiple cannon replace the Nightspinner array, giving the same barrage effect. This (pic.11) is my weirdest model, but I've taken to it and it's currently my army centrepiece. The colour scheme takes advantage of the moulded panels in the hull to make life easier.

The Cobra

Following my early Firestorms, this was my second conversion attempt, but is still unfinished. A second Firestorm hull is at the centre of the conversion (useful stuff, these old hulls). Another of my ubiquitous plastic Falcons, with its rear chopped off, was fitted in the forward end of the Firestorm hull. A piece of sprue was used to build up the vehicle body behind the Falcon and beneath the Firestorm, with gaps filled in with green stuff. Yet another pair of Dark Eldar jetbike fins were fitted, one on each side below the Firestorm hull. A WH40K Eldar D-cannon provides the armament for the Cobra – pic. 12.

My original plans for a Scorpion were to build a similar hull with different weapons, but as I have run out of Firestorm hulls and fins, I will have to devise something new.

Revenant

I still regret never purchasing a pair of the old Revenant titans. My solution was to adapt a Slaanesh Subjugator war machine by removing its claws and adding a pair of missile launchers – the pulse lasers are provided by the armament in the Subjugator body. I diminished the Chaotic appearance by eliminating the claws entirely. I chopped off the warty ends of a pair of pscannon from one of my Warlock Titans, and drilled a hole in the exposed end to serve as an aperture for launching missiles; the rear end of my missile silos houses the Revenant jump engines, and Slaanesh is your uncle – aunt – whatever. I always felt the Slaaneshi war machines are based on Revenants and Wraithlords and War Walkers, so my sinister Revenant (pic.13) would be a precursor to a Subjugator – yet another dark highlight.

Postwar...

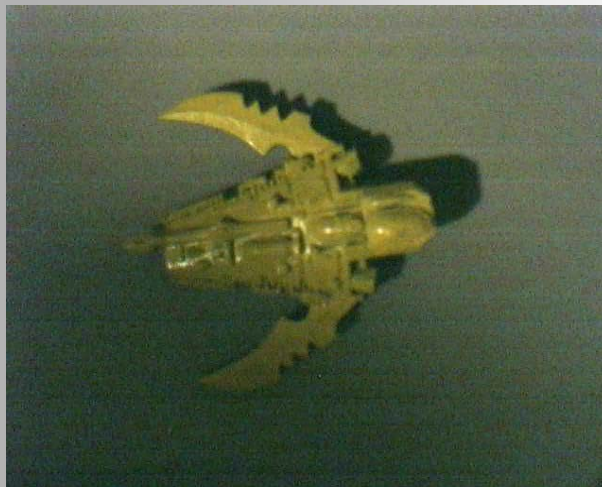
Or at least, after the upcoming WH40K tournament, I plan to continue expanding the army. Wraithlords and Wraithguard first, for a bit of fun, then the badly-needed Aspect Warriors. In the future are three more Guardian warhosts, a second Aspect Warrior warhost, the second Storm Serpent, more Firewings, and my Warlock. I'll then have to convert my other two Warlocks to Phantoms. By which time the GW Eldar models will be out, and I will be able to buy some badly needed Falcons and fliers. For a start.

The alternative Eldar

This description of my madness should hopefully show that it is possible to convert and create Eldar vehicles quite easily, at least if you're prepared to sacrifice a few bits. The secret is never throwing anything away; the down side comes from using bits of not yet completed models, as in the case of my Dark Eldar jetbikes, which I will now in turn have to convert as well. The fun aspect comes from having an army of models many of which are still to be released, and which will complement the official models once this happens – variety is good for your health. The more sinister Dark Eldar/Slaanesh undertones are, of course, an extra added bonus.



pic.1 – some of the raw material



pic.2 – a jaundiced Firewing – note the Orky wings



pic.3 – colours of the Mingel Craftworld
on a Firewing



pic.4 – Firewing mk.2 with WH40K Dark Eldar jetbike bits



pic.5 – two troupes of Firewings (= Fire Prisms)



pic. 6 – Eldar guardians

Incoming!

- the Flat Benesinger



pic.7 – the Farseer postures in front of half a plastic gear Wheel



pic.8 – Avatar minus court



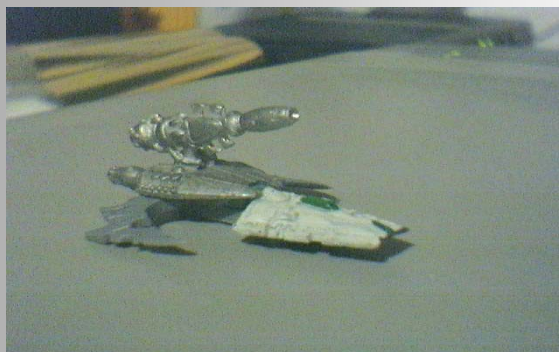
pic.9 – Storm Serpent and escort



pic.10 – Storm Serpent & co. again



pic.11 – Great Hawk, bristling with barrels



pic.12 – a future Cobra

Incoming!

- the Flat Bonesinger



pic.13 – watch out, Slaanesh is about in this Revenant

Incoming!

- Penjakov's Private Army

Penjakov's Private Army –An E:A Specialist Formation.

By Warmaster Nice



One of the best aspects of the Epic hobby IMO is to create special units and formations with a more detailed background. Giving each model a specific story and reason to be on the battlefield rather than just picking a lump of metal and rolling some dice.

The subject was touched upon in a recent issue of White Dwarf but unfortunately they didn't come up with any suggestions for an Epic equivalent. What to do, what to do...

Anyway I went to the library and got a few good books about WWII; more specifically the war in Africa as my gaming boards are Desert terrain. Suddenly my eye caught an interesting notice on the bottom of a page: Popski's Private Army.

Colonel Vladimir Penjakov –known as Popski- was the charismatic leader of a rather unconventional Special Force during the African and subsequent Italian campaigns. Originally named the 1st Demolition squadron of the British 8th army it became famous as “Popski's private army”.

To begin with the squadron consisted of 28 men, 4 jeeps and 3 trucks and was assigned to sabotage operations far behind enemy lines. Their list of successful operations are many –plenty to make a very exciting Hollywood movie (I wonder if anyone has already done so?) but among my favourites are a rescue mission to free a member of the team and two trucks (!) and a mission where Colonel Penjakov himself, impersonating an Italian officer, walks straight into German Headquarters and steals a bunch of classified papers.

If you want to read more I can recommend this link: <http://www.regiments.org/milhist/uk/specfor/popski.htm>



How to translate this into Epic terms... Scavenging through my bits box I came across a bunch of the old Imperial Bikes –This, I decided, would be the core of my specialist formation which would become known as “Penjakov’s Private Army”.

I wanted a fast, independent, hard hitting formation with a minimum of ranged weapons based loosely on the historical force. The Bikes would be my equivalent of the WWII Jeeps and I decided to throw in some sort of mechanized infantry to simulate the Demolition experts and their trucks.

I decided to use the SM bike stats for my Elite Guard bikes. Not allowing the “And They Shall Know No Fear” SM special rule would make them less powerful than SM bikes but still much more powerful than normal IG.

As this was an Elite force I chose the Stormtrooper stats as the basis for my Demolition Troopers.

However I felt that I needed something to represent their Demolition Special Ability. I decided to give them a powerful short ranged, one shot weapon for this. Imagine something like a Bangalore which the Troopers have placed before the assault. The enemy runs straight into the booby trap!

For transport I wanted something fast enough to keep up with the bikes. I looked at the Salamander for a while but didn’t like it’s relatively poor armour (also I didn’t want to use any of my FW models but that’s a different story altogether). The Chimera was too slow; also the Multilaser really didn’t fit with what I wanted the formation to be doing. Thus the “Newt” Chimera was born. Background-wise I reckoned that the Chimeras could have been stripped of their turrets to reduce weight and gain that extra speed to keep up with the bikes.

The refitting of the Chimeras has been seen as blasphemy by the Adeptus Mechanicus but local commanders protect Colonel Penjakov from the Inquisition in recognition of the results he produces on the battlefield.

Incoming!

- Penjakov's Private Army

The final formation consists of the following units:

HQ: Colonel Penjakov on bike

8 Bike units

4 Demolition Troopers

2 "Newt" Chimera transports

Points cost: 450



Stats:

Colonel Penjakov:

Speed: 35cm, Armour: 4+, CC: 3+, FF: 4+ Bolt pistol (15cm small Arms) Chainswords (Base Contact, Assault Weapon) Mounted, Leader, Inspiring

Elite Bikes:

Speed: 35cm, Armour: 4+, CC: 3+, FF: 4+ Bolt pistol (15cm small Arms) Chainswords (Base Contact, Assault Weapon) Mounted

Demolition Troopers:

Speed: 15cm, Armour: 5+, CC: 5+, FF: 4+ Hellguns (15cm small Arms) Plasmaguns (15cm AP5+ AT5+) Demolition charges (15cm MW4+ Titan Killer, One shot), Scouts

"Newt" Chimera

Speed: 35cm, Armour: 5+, CC: 6+, FF: 5+ Heavy Bolter (30cm AP5+) Transport 2

Tactics:

The idea is to create a fast CC force for the IG. Imagine the bikes and chimeras racing up the side of the board trying to outflank the enemy. The bikes engage in CC while the Demolition Troopers dismount from their vehicles and lend supporting FF fire. The Newts stay at the back soaking up suppression fire. It seems most within character to use them against a specific target like a bunker or perhaps an enemy warengine though technically they are capable of attacking a frenzied mob of Khorne Berzerkers... I plan to only use them for scenarios where they are given a mission to destroy a specific target.

Modelling Penjakov's Private Army

As previously mentioned I had a bunch of old IG bikes in my Bitz box I wanted to use for this project. No conversion really needed there. Paint job really easy too: Spray White, Wash with thinned down Snakebite Leather, drybrush Desert yellow. Details painted black and silver and the rider painted the same way as the demolition troopers as described later.



For Colonel Penjakov I cut of the IG guardsman and replaced him with a Commissar. A bit of trimming was necessary to keep his coat intact and still retain a natural pose on the bike. I undercoated him black and highlighted with Shadow grey. Then I trimmed the coat with Blood red. Finally painting face and hands flesh colour and adding gold and silver details.



The Demolition troopers was done using the standard Valhallan IG. 4 riflemen and one loader. The loader had his grenade cut off and replaced with a piece of spaghetti to represent a (rather oversized –but hey, this is Warhammer 40k!) Bangalore.

The whole thing was undercoated black. The coats painted first Snakebite Leather then Desert yellow. Helmets Shadow Grey, Stowage and Bangalore: Cataphan green and Camo green. Guns: Gunmetal and Silver. Faces: Flesh.



For the “Newt” Chimeras. I had already discarded the idea of using my expensive FW Salamanders. Instead I decided to use my old IG artillery chassis. I added top hatches made from bits from an old Tank stowage kit and an engine at the back.

The Newts were first undercoated White then painted using the same procedure as with the bikes. I painted on some markings in Black and white and painted the imperial eagle at the front Shining gold with a black wash over it.



Special thanks to L4, Tas and Vanvlak from the EpiComms Forum for their input and ideas

Warmaster Nice a.k.a. brodersalsa

TuffSkull's Painting Workshop

Hello and welcome to my workshop!

Some of you may already know me from various websites.

For those who don't know me, I suppose I should start by introducing myself. My name is Paul Townsend, better known to the epic & online community as "TuffSkull". I've been involved in many websites over the past few years. Most notably, I created & ran Epic40k.com up until 2003 and can still be found regularly scanning the forums & sites of the Epic Hub.

I've been war gaming for 15 years, with epic as my main passion since I first saw Space Marine II in action. In the past 3 years have turned more and more to the painting aspects of the hobby and now work as a part-time professional painter for private collector's and companies alike, Fanatic being one of my favourite customers (they pay me to paint epic stuff - the perfect job!).

Well, that's pretty much me in a nutshell, so I guess its time to rev those brushes.....

Painting Imperial Guard armour

This article will run you through one way to paint Imperial guard armour in a step by step tutorial. The sole aim of this article is to provide ideas. Its not intended to lay down any strict guidelines for how Epic imperial guard armour should be painted, it is merely one option and the one I chose to use for my latest army. Using this technique gives a good looking force without labouring for too many hours. Your army could be painted faster, or indeed with more detail, but results from this method are a good compromise between speed and quality that makes it perfect for painting truly epic sized armies!

1. Clean up the parts & glue the model together. For metal miniatures, this simply involves removing any pieces of sprue & cutting / filing away the mould lines. For resin pieces, also wash them in warm soapy water to remove release agents from the casting process.
2. Undercoat the model with chaos black spray.
3. Basecoat the model with bubonic brown using a tank brush. You will probably find that 2 coats are required to give good coverage on the model.
4. Drybrush using bleached bone.



Tuffskull's tip: Big brushes are better for dry brushing! They don't work their way into the recesses & you also minimise the viewable brush strokes which you can get using smaller brushes.



5. Wash the entire model with a watered down Brown wash of equal parts, water : wash. The watering down allows the ink to flow more easily & gives a greater definition between highlights and shadows on small models /areas. Leave the model to dry for a couple of hours.



6. Paint the tracks, hull & Turret weapons and any other metal details with Boltgun Metal.



7. When stage 6 is dry, give all the metal areas a black wash to dull them down & bring out detail.



8. The model is now basically complete. However, I do as many gamers do and add company markings to all my IG armour. I start with two strips of Space wolf grey down either side of the hull, and also on the back of the turret. Between these, I apply a single strip of the company colour, in this case, Liche Purple.



9. Final details. On these models, all that was left to add was some highlights on the company markings. I used Skull white and Warlocke purple to pick out the leading edges on each of the markings, also highlighting the joins between the stripes to make them stand out a little more.



Similar techniques can be used for Factory grey vehicles (Bubonic brown=Shadow grey, Bleached bone=Fortress grey & Brown wash=black wash), “agri” green (bubonic brown = catachan green, Bleached bone = Camo green & use the same brown wash) or any other myriad of versions. This can also be used as a base for camo patterns painted over the top of these basic styles. A few examples are shown below!



Happy painting,
Paul “TuffSkull” T.

10K Epic Armageddon - Orks vs Marines

This is a report of a 10,000 points a side game, Orks against Marines using standard tournament rules for Epic Armageddon. We arranged it a 4 player game, each player controlling a 5000 point tournament army. The Orks were to be controlled by myself and my friend Mike, and the Marines were to be controlled by Paul Hutton and Kevin Nielson. As it turned out, sadly Mike had too much squig beer the night before the battle, and I was left in sole command of the orks... probably for the best anyway...

Some of the pictures are slightly blurry due to me shooting without a tripod, but hopefully what's happening is clear enough!

The table was 8'x6'. I set up the terrain, and the Marines chose to set up in a corner. Here is an approximate listing of forces involved...

Forces

<i>ORK ARMY 1</i>	<i>ORK ARMY 2</i>
Warlord in Great Gargant (Soopa)	Warlord in Great Gargant (Soopa)
Landa (4 Nobz, 6 Boyz, 2 Grotz)	Gargant (Zzap)
Landa (4 Nobz, 6 Boyz, 2 Grotz)	3 Fighta-Bombas
4 Fighta-Bombas	6 Stompas, 2 Flakwagons, 6 Dreadnoughts
4 Fighta-Bombas	8 Warbuggies
12 Gunwagonz including 3 oddboyz (zzap)	12 Gunwagonz including 3 oddboyz (zzap)
12 Gunwagonz including 3 oddboyz (zzap)	12 Gunwagonz including 3 oddboyz (zzap)
2 Battlefortresses, 2 Flakwagonz, 4 Nobz, 4 Grotz, 12 Boyz, 2 Kommandos	2 Battlefortresses, 2 Flakwagonz, 4 Nobz, 4 Grotz, 12 Boyz, 2 Kommandos
2 Battlefortresses, 2 Flakwagonz, 4 Nobz, 4 Grotz, 12 Boyz, 2 Kommandos	2 Battlefortresses, 2 Flakwagonz, 4 Nobz, 4 Grotz, 12 Boyz, 2 Kommandos
16 Warbikes	



- 10k Epic Armageddon

<i>DARK ANGEL MARINE ARMY - Kevin</i>	<i>STORMCLOUD ARMY - Paul</i>
2 Warhound Titans	Warlord Titan
Thunderhawk (8 Assault, 1 Chaplain, 1 Commander)	Reaver Titan
2 Thunderbolts	2 Thunderbolts
2 Thunderbolts	4 Whirlwinds, Hunter
2 Thunderbolts	4 Whirlwinds, Hunter
4 Landraiders	4 Landraiders, Supreme Commander
4 Landraiders	4 Landraiders
4 Devastator, Dreadnought, Hunter, Supreme Commnder	6 Tactical, 3 Razorback, 2 Rhinos, Hunter
4 Devastator, Dreadnought, Hunter	6 Tactical, 3 Razorback, 2 Rhinos, Hunter
4 Terminators, Captain	4 Terminators, Librarian
4 Terminators, Captain	4 Terminators, Librarian
4 Devastator, 2 Rhinos, Hunter	
4 Devastator, 2 Rhinos, Hunter	
4 Predator Annihilators	

Incoming!

- 10k Epic Armageddon



Turn 1

Above is a shot of the battle at the end of turn 1. O1-O3 are the Ork objectives, and M1-M3 are the Marine objectives.

Most of this turn consisted of units on both sides advancing. Fighta-bombas destroy a Landraider, 3 Thunderbolts, and lose two of their own number in return. The Warlord strips a few powerfields from a Great Gargant, and whirlwinds knock out a couple of gunwagons.

Incoming!*- 10k Epic Armageddon*

Turn 2

Above is a shot of the ork left flank at the end of turn 2. The Stompas deployed near the marine objective here lose several units, and are suppressed by fire from Landraiders, the Reaver Titan, and Marine Tactical units. In return 24 Gunwgonz including 6 Supa-Zzap Gunz are moved up to reinforce the ork position, and destroy 3 Landraiders. In the top left of the photo you may be able to see the mob of 8 ork warbuggies racing around behind the marine lines.



The photo above shows the ork right flank. The first big ork infantry mob unloads from their transports, supported by gargants and gunwagons. Landraiders open fire killing gretchin and a battlefortress. Two more Landraider detachments fall back under fire from Gunwagons and Gargants. The Warlord Titan advances at the double and its shooting destroys all but 1 of the first Great Gargants powerfields.

TURN 3

Seeing the situation at the start of turn 3, I realised that I could potentially win in Turn 3 using the Ork Landas to capture the cluster of objectives near the marine baseline objective. The landing zone was lightly defended with only two Devastator, and one Whirlwind formation present, although that also meant 3 Hunters (Anti-air units) for my Landas to contend with. A line of Predators, Warhounds, and Landraiders was between my main ork ground attack and the landing zone.

The turn started badly for the orks with the Warlord Titan advancing behind a rock outcrop and blasting the still loaded-up ork battlefortresses sheltering there. After the smoke cleared, the wreckage of a battlefortress, two flakwagons, and 50 ork infantry littered the ground, and the remainder of the ork mob broke and ran.

However over 300 ork infantry with support from gunwagonz, battlefortresses, warbikes, and the gargant smashed their way through the imperial line of armour in the centre, destroying the Predators, Warhound Titans, and mauling the Land Raiders. The two Great Gargants advanced and opened fire on the marine formations guarding the potential ork landing zone, not doing much damage, but suppressing some of the marines including one of the Hunters.



Above is a shot of the battle at the end of turn 3.

The ork left flank breaks, and the gunwagonz surviving the marine onslaught redeploy to reinforce the ork centre attack. Meanwhile on the ork right flank, a Thunderhawk lands and Assault Marines with support from the Warlord Titan destroy one of the ork Gunwagonz mobs.

Incoming!*- 10k Epic Armageddon*

The ork Warbuggies race up and kill a Hunter and a Whirlwind. I then commit all my remaining fighta-bombas to try and destroy the Hunters guarding my landing zone. I get one of them and lose a fighta-bomba.



Now the time is right and I send in the Ork Landas. The remaining hunter misses the first Landa, and the lone thunderbolt only damages it. The Landa dives to ground and 50 orks charge out and overwhelm the suppressed marine formations. Before the second Landa even unloads its troops the objectives are captured and the Marine players realise the battle is lost!

CONCLUSION

Well even at 10,000 points the Epic Armageddon rules seem to work fine. The game took about 4 hours including set-up and fluffing about.

I think the main mistake the Marine players made was to leave few detachments defending critical objectives... especially when they were aware that Ork Landas were going to be arriving. Another lethal mistake was that the four expensive and deadly Terminator detachments never saw action. The Marine players were saving them for a decisive teleportation strike in the 4th turn, but the battle ended before they could do this!

As the ork player, well almost everything went according to plan really. Losing a big mob of orks to the Warlord Titan in such horrific fashion was bad, but at least it drew the Titan even further from the crucial objectives. I was also pleased to see the buggies do well, after being ridiculed by the marine players who refused to waste ammo on them!!

In conclusion - great game! I can't wait for the next one!!

Incoming!

- Incoming's own early Metal Showcase



Incoming!

Incoming's own early Metal Showcase

