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Incoming! A Nexus Publication

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## **Editorial**

Welcome to another issue of Incoming.

Much has happened since the last issue and the worst news in most peoples view is the scaling down of Fanatic. Fanatic is now concentrating on being not only online with its magazine after issue 10 but will be scaling down of the release of new miniatures. That is a shame for Epic because the Chaos and Tyranid core armies don't have even the old models to fall back on. Jervis is working on trying to get the old stuff back into production and I hope that the few new models we have seen so far; Chaos Warlord by Mark Bedford—Epic40 000 mag 8, the Chaos dreads and bikers painted by Tuffskull. I do hope they see the light of day as they looked really good. As far as Jervis is concerned the current Swordwind supplement and Feral orks will be released as planned which fits in with the summer 2005 deadline which Jervis has mentioned in various messages. I do hope Jervis succeeds in what he wants to do and hopefully Epic still has a chance to get some of the remaining stuff back into production. Whatever the case, we all owe Fanatic a great deal of thanks for what they have achieved and the new miniatures that have been made for this version of Epic so far. After the recent release of the Grey Knights one can only wonder what Forgeworld will be releasing next for Epic scale.

Any articles you have please send to: [incoming@netepic.org](mailto:incoming@netepic.org)

## **Epic Releases**

No releases have been made from the Forgeworld gang however when queried I did get the reply that a few projects required finishing first tying it in with the new Space Marine codex release so how long that will take I am not sure.

Fanatic has released the Ragnarok tanks, Space Marine character and IG character set. Hopefully by the end of December the new Ork character pack will be available.

## **Incoming**

Submissions have been quiet of late where either people were preparing for the conclusion of the painting competition on Epic40k.co.uk or life taking over things so I decided I wanted to get some stuff together for a really good Christmas Issue. Firstly I painted up a set of each Grey Knight units including some Inquisition units for support although my Grey Knight army is far from complete. I was going to do a battle report where the Tau take on the swift Eldar, Paul Tuffskull if you are reading this its your painted Eldar army ! However with a tough schedule and a few embarrassing games where we need to at least more practice, I took advantage of a last minute article submission from Paul on his Fanatic winning Space Wolves piece for Gamesday 2004, so the Battle report will come later. Tom and I also thought we would get a few words from various people about the current release of Epic. We managed to get a few words from Dave Perry, Steve Mussared and Agis Neugebauer on things so far. Dave Perry had worked for Gamesworkshop as a painter and modeller and Agis who paints for Fanatic also was around for the playtesting of the E:A rules when Jervis was looking for people.



## Editorial Cont'

Agis has a website [www.agisn.de](http://www.agisn.de) and paints some test pieces for Fanatic which included the Chaos Titan by Mark Bedford which is in the Epic 40000 issue 8 mag, first inside page and last inside page. Steve Mussared was also a painter and modeller with pictures of his work throughout many White Dwarf magazines especially in the earlier ones. There are also interviews with Paul Tuffskull, Peter Ramos (aka Primarch) and Stormseer. Warmaster Nice had given us an article regarding his ork airship and Paul has sent in his Space Wolf article.

## The Future

Incoming will be going through a revamp and will have an assigned team to it. I cannot do this job alone especially when there are so few contributions. At least then I wont feel alone trying to fill in the gaps which for me takes ages if I am painting for articles. A few have suggested that we could sometimes use 40k articles to fill in gaps and if really, really necessary that's what we will do, though remembering the poll we took regarding incoming content there was quite a lot of support for Epic only. This ezine has increased in popularity beyond what I initially expected and I would like it to remain that way. Hence a team, as I cannot take time off just to see to Incoming which is what I am beginning to do. Paul has luckily saved me a bit of work so that I could relax and not use the Tau battle report which helped a great deal. I could at least enjoy my weekend without having to spend even more time trying to write up the battle. We would like more articles sent in and the more the merrier. I know some people have little time so anything received would be really appreciated. For the moment things may seem a little up in the air but we are trying to organise what is happening and monitor whats coming in for articles. With the shared workload we can concentrate on producing an even better Incoming ezine. More details will be given when we have worked out who the people doing the magazine are and what the schedule will be.

Doug



The original front cover before I mutilated it! Happy Christmas!

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# Incoming!

## Credits:

### *Articles :*

Horus Heresy	Tom Webb
Index Astartes	The Fifth Horseman
Forgeworld Grey Knights & Inquisition Units	Douglas
Epic Interviews	Tom Webb & Douglas
The HiddenGork	Warmaster Nice
Insanity over skill	Paul Tuffskull

### *Incoming Gallery*

Warren Coleman  
John (Tangent)  
Justinel  
Warmaster Nice  
Maksim Smelchek  
Simon Evans  
Paul Tuffskull  
Chernobyl  
Stormseer  
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### *Front cover:*

Paul Tuffskull & Doug

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Douglas

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*Hours Heresy: Davin*

Davin's moon was silent; the thick red dust that covered the surface was still, no wind to disturb the trails of a thousand mining tractors. The heretics had been trawling through the ore rich sands, gathering resources for their raids against the Imperial convoys. The technology was staggering, they had been stealing Imperial supplies for years now and slowly building up their forces. The main fortress was located in one of the few areas of bedrock, four bastions surrounded the main keep. Razor wire and mine fields were staggered to channel any attacking forces. The keep itself was four towers studded with lascannon and heavy bolters, a circular curtain wall was thrown up to slow down attackers. The only entrance was a giant gate and studded into the gates mantle, heavy flamers waited with their cargo of death. When the Imperial fleet was spotted approaching the cultists reacted with the calm reactions of the highly trained fanatic. All tractors were recalled into the base and all personnel except for the operators of the massive defences, retreated deep into the tunnel network under the base. Deep within the bedrock miles upon miles of tunnels waited. Enough supplies for decades waited down below and they expected a lengthy siege. Traps, check points and turrets awaited any attacker who intended to take the base intact.

Unfortunately for the heretics Horus was a man of pride. He had no intention of taking the base whole. Despite the wealth of equipment waiting to be recaptured. His response to their raids was a pair of glowing comets. The defenders saw the comets hurtling towards them from the fleet, raising the bases perimeter shield they fired off the bases three torpedoes. Two tracked the largest comet and the third hurtled towards the smaller one.

Horus watched dispassionately as the defenders attempted to destroy his apocalyptic display of power, when the torpedoes were two minutes from impact he nodded to his flagships tactical officer. The officer flicked open a commlink channel.

"This is Osiris Command, launch from bays and intercept." From within the depths of the speeding comets thunderhawks powered out at full throttle, barely able to accelerate faster than the speeding comets they moved swiftly to intercept the torpedoes. Each torpedo the size of a small building, they didn't even try to close and dogfight, instead opening up the rear cargo holds they dropped a cargo of space mines and veered off at a right angle. They were far from the blast radius when the torpedoes were triggered by the precisely placed mine field. The comets sailed past the remaining shrapnel with impunity.

A smile tugged at the corner of Horus's mouth, his eyes glinted darkly as the comets smacked into the moons surface. The bedrock sundered and the planet tilted on its axis. Earthquakes ripped across the planets surface. The last remaining tractors trying to get back to base were shredded by sand storms of an unprecedented ferocity. The flagships view screen zoomed in on the crater that was the fortress, the explosion of the bases ammunition had turned the surrounding sand to glass. Cracks were ripping through the rapidly solidifying surface, it seemed as though nothing could have survived, but standing in the centre of the ruins was a miracle building.

A black pyramid laced with glowing green veins stood unscathed, a main entrance slowly swung open, an undisguised challenge to the Primarch in orbit. Horus growled with surprise and disgust, his second in command approached his throne.

"Primarch, should I notify the inquisition? Procedure dictates that the grey knights be dispatched to neutralise this artefact." A glimmer was in Horus' eye, and he stood up.

"This is my battle Abaddon, not the inquisitions, prep cohorts one through four; we are teleporting down to cleanse the pyramid immediately!"

Anger flooded his mind; he would not tolerate the survival of this moon for another day!

The Sons of Horus were a unique chapter. Due to the prestige of its Primarch and his ability to reroute supplies, they had a far larger compliment of terminator suits than usual. Fully half the legion was equipped with the mammoth armour. So it was that the four cohorts, each with a thousand armoured behemoths teleported down. Each man a veteran of a hundred battles, the structure in front of them held no fear to them. The ground underneath them hissed and popped as the now solidified glass took the weight of the marines. The metallic rasping of their respirators filled the commlinks.

Horus snarled as the teleporter crackled with energy and he burst through the warp to appear with a bang. The hated structure loomed in front of him. However, for all his anger, Horus's emotions were tempered with experience. He turned to Abaddon.

"Send the scouts to secure the entrance." His voice was steady, his earlier anger dissipated. The terminators around him had formed three concentric rings covering the entrance, with a narrow line circling the pyramid. Between the hulking figures covering the entrance, ran the scouts. Lithe and nimble they ducked under the heavy weapons and armoured limbs of their fellows and approached the entrance. Bolt pistols in their hands, two ran to each side of the door. Thick veins throbbed with a deep fluorescent green. The corridors glowed with an evil light. The sound of drums boomed from the depths. Chanting could be heard in a strange dialect, a perverted form of Imperial Gothic. A gentle clicking could be heard, a faint heartbeat reverberating round the soldiers helmets. Runes appeared on the walls as they penetrated the pyramid, disappearing as they walked past. Whispers echoed around the men, a faint chuckling caused them to whip round and aim there guns at empty shadows.

Horus waited patiently until the scouts reported back.

"The main entrance is secure, evidence of heresy is plain. The walls seem almost possessed. There is runic scripting in ancient Gothic. They almost seem alive." The scout spoke quietly, gently with the utmost caution. Horus could almost taste the tension in the mans voice. He tapped his commlink, connecting to the fleet's frequency.

"Teleport down a lore master, I want those scripts examined." Horus paused for a moment then turned to Abaddon. "I want the lead elements of the third cohort to enter the complex. Once contact with the enemy is established the Terminators are to shield the scouts. The scouts are only to detect enemy concentrations not to engage. We will enter next with the first cohort."



The marines filtered into the structure, the first floor was swiftly secured. There was no resistance. No signs of life, except for the whispers that surrounded them, haunting and chilling voices in a language that seemed alien, yet at the same time strangely familiar.

Horus entered the structure, immediately aware of the presence of daemonic energy. He had never honed the psychic powers that were part of his birth right, but he could sense the strength of will that buffeted him within the walls of the pyramid, it was like rolling thunder across his mind. Behind him was one of the legions lore masters, a master of the ancient languages. The lore masters hands brushed the blank wall. Where his skin touched the damp, obsidian he could see runes flash in a vibrant green. Horus turned to Abaddon.

“The third company is remaining as a reserve on the first floor and continue searching. I want the entire structure scanned. The second company is to descend to the next level.” Marines filed past him, following his orders. Next to him the lore master began to speak.

“It is an ancient form of an ancient Earth language, from before unification. Called Latin, it reads as follows.”

*We are the guardians. We are the creators. We are the rulers.*

*They are the mind spawn.*

*This is there prison, these are there chambers, there cells.*

*Our children spawned them, there minds were sick, the echo living on within these walls.*

Horus snorted.

“I want answers not riddles!” Horus, grew impatient, the sounds of conflict erupted from his commlink. His head snapped up. Reports started coming in.

“This is Baker Squad, rebels in fortified positions, well equipped. We are outnumbered five to one. Situation normal.”

“This is Delta Squad, encountered resistance, resistance has been crushed.”

“This is Zeta Squad, located the entrance to the next level, minor resistance, enga...”  
The report broke off in a squeal of white noise.

Horus smiled. Motioning to Abaddon, he gestured for him to follow. The first cohort moved with them as they descended. The lore master remained, studying the runes intently.

The sounds of battle filled Horus’s ears, status reports indicated that the second level had been cleared. He walked past the thick, clustered corpses of dead rebels. The occasional Terminator lay dead. The rebels had been equipped with huge stockpiles of Imperial weaponry; thankfully they had lacked the implants necessary to use the suits of armour they had captured.

Nearing the third levels entrance, he saw the empty shells of ten armoured marines. Stepping close, he could smell a sickly rotting smell. Deep rents in the Terminator armour showed the fate of the occupants. He pulled off one of the helmets and frowned. One of his guards gasped, and Abaddon growled. The armour was empty, the bodies were gone.



Tracing the slashing in the armour with his lightning claws Horus wondered briefly what kind of a weapon the rebels possessed that could destroy a squad so quickly and efficiently.

He descended the stairs; the floor was spongy, a mucus covering that stuck to his feet. Squelching through the stagnant mess he marched onwards. Daemonic energy was strong here; he didn't notice a green shape appear on the wall, a face silently wailing. Fists appeared smashing against the wall as if the entity was trapped inside. Had he seen it, there was a chance he might have recognised the sergeant of Zeta squad.

His squad followed him, years of training and total dedication quelling their fear.

Horus stopped. His guards brought up their weapons, gazing around. Then suddenly Horus flicked on his lightning claws, moving into a combat stance, a corona of power crackling around his weapons. The floor erupted into motion; tiny daemons emerged all the way up the corridor, heavy flamers doused up and down the floor. The diminutive creatures, less than a foot in height but equally wide, were trying to drag down the marines. Abaddon was sweeping his power sword in an arc of green gore, power fists gripped the daemons causing them to erupt into a pile of slime. Miniature horns crested their heads and they giggled insanely throwing themselves at the marines, without fear of death. Horus bellowed.

"Move! We must locate the source!" Behind him the rest of the first cohort charged to support them, but the numbers of daemons seemed limitless. "Bring up the fourth cohort as reserves!" Horus led the charge; massive armoured feet trampled the creatures. Daemons loomed in the distance, formed like a man, but with one eye and single horn erupting from their brow. Wielding thick, notched, two handed bastard swords, the dull metal was pitted and rusted and they lumbered forward like zombies. Then as one their eye blinked and they roared charging with an unbelievable speed. Horus leapt forwards without a pause, his claws splitting the enemy in two. A thick mist shrouded the marines' vision until their filters automatically flicked into infra red. The Daemons were invisible to their eyes, the sinister spirits gave off no heat. Blinded for a moment Horus never saw the blade which swung towards his exposed side. He manually flicked off the visors' infrared. Time slowed as he saw Abaddon's blade parry the daemons' death blow. With a brief smile, he continued forwards. The ichor stained his armour. The scent of decay filled the air. More died under his hands, the clunking of his armour echoed through the dank air. Black armour glinted in the foul light of a thousand eldritch fiends. The Storm Bolters' chatter threw out bursts of explosions, their fiery blossoms illuminating the faces of the walking corpses. Abaddon walked at Horus's side, they had the momentum of victory now. The daemons died as soon as they appeared, the phantoms of the pyramids mere shadows dancing to their doom.

Light appeared up ahead. Horus walked towards it faster, a huge doorway opened to a giant antechamber. Ancient statues leered at them, the faces of long dead guardians looking down upon them. Silence fell as the daemons dematerialised. The soldiers cried out. "Victory is ours!", then the voices died down once more. Not a whisper was heard as a shadow fell across the men. The wedge of terminators raised their weapons once more wearily as a voice echoed across the room.

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The word "Incoming!" is rendered in a bold, metallic, 3D-style font with a dark, shadowed base, giving it a heavy, impactful appearance.

*Horus Heresy*

“Well, well Horus. You do look all grown up. Look around, do you not remember this place? Do you not remember me? I remember you Horus, oh yes... I remember you.”



## PART II: THE WHITE SCARS

### WS 1. White Scars army list.

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

#### WS 1.1 Special Rules

*Always on the move:* White Scars detachments cannot take Sustained Fire orders. When on Marshal orders, they must move unless movement in any direction would bring them within 15 cm of the enemy, and if it is the case, then they are allowed to shoot on enemy as per normal rules for Marshal.

In addition, White Scars can only have one Garrison detachment per every full 2500 points of their total points allowance.

Unless they are used as a garrison or are left in reserves to enter the game later, all White Scars detachments must be equipped with transport vehicles if they have such an option allowed, unless they enter the game from off-table by Teleporting, deploying through Drop pods or in Landing Craft. This does remain true also for the Terminators, who have to pay for their transports an additional points cost.

*Power Lances:* If a White Scars Character is added to a Bike, Attack Bike or Land Speeder stand, his Power Weapon gains First Strike ability.

*Born in the saddle:* All White Scars Bikers have Walker ability.

#### WS 1.2 Using the Army list

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

The White Scars' 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.

White Scars can spend normal 33 % of their total points allowance on Titans and Imperial Navy, BUT the cost of Titans themselves can never exceed 20 % of the total points allowance.

White Scars Detachments			
Detachment type	Units	Upgrades allowed	Cost
Assault	Four Assault units	Commander, <b>Specialists</b>	175
1+ Bike	Five Bike units	Commander, Attack Bike, <b>Specialists</b>	200
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200
Landing Craft	One Landing Craft	NONE ALLOWED	350
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Hunter, <b>Specialists</b>	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, Razorbacks, Hunter, <b>Specialists</b>	300
Terminators	Four Terminator units	Land Raiders	325
Thunderhawk	One Thunderhawk Gunship.	NONE ALLOWED	200
Whirlwind	Four Whirlwinds	Hunter, <b>Specialists</b>	300

White Scars 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)
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 Rhino replaced
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 <b>Specialist</b> , 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

Imperial Navy Aircraft	
Formation	Cost
Three Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

Titan Legion Battlegroups		
Formation type	Units	Cost
0-1 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: The White Scars are a very fast moving army, and so they will rarely join with Titan Legions - most of them are too slow to keep up with the Scars' speed! The Warlord Titans are limited in number allowed. This forces a different approach then most Space Marine armies. Combined with requirement of most of the army being quickly mobile, this leads to a lightning-fast army, who strike and fall back, only to strike harder again, just a while later.



## PART III: THE SPACE WOLVES

„Follow me Sons of Russ, this night our enemies shall feel the fangs of the Wolf!”

„As many administrations have found to their cost, the one way you can guarantee to get the Space Wolves to do something is order them NOT to do it.”

### SW 1. Space Wolves units.

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

WOLF LORD				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
Frost Blade	base contact	Assault Weapons	Extra Attacks (+1), Macro-Weapon	
<b>Notes:</b> Character, Invulnerable Save, Commander, Leader, one Wolf Lord per army can be upgraded to Great Wolf, effectively gaining Supreme Commander ability.				

FENRISIAN WOLVES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	-	4+	-
Weapon	Range	Firepower	Notes	
Claws and Teeth	base contact	Assault Weapons	-	
Notes: Infiltrators				

WOLF GUARD BATTLE LEADER				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
Frost Blade	base contact	Assault Weapons	Extra Attacks (+1), Macro-Weapon	
Notes: Character, Invulnerable Save, Commander, Leader				

RUNE PRIEST				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon		Range	Firepower	Notes
Runic Weapon		base contact	Assault Weapons	Extra Attacks (+1), Macro-Weapon
Stormcaller		base contact	Assault Weapons	Extra Attacks (+1), First Strike
Notes: Character, Invulnerable Save, Leader				

WOLF PRIEST				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
Frost Blade	base contact	Assault Weapons	Extra Attacks (+1), Macro-Weapon	
Notes: Character, Invulnerable Save, Leader, Inspiring, <i>Medic</i>				

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

WOLF GUARD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	15 cm	Small Arms	-	
Missile Launcher	45 cm	AP 5+/AT 6+	-	
Power Weapon	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
Notes: Leader				

WOLF GUARD TERMINATORS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	3+	3+
Weapon		Range	Firepower	Notes
Storm Bolters		15 cm	Small Arms	-
2x Assault Cannon		30 cm	AP 5+/AT 5+	-
Power Weapons		base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)
Notes: Reinforced Armor, Thick Rear Armor, Leader				

WOLF GUARD BIKERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35 cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters Power Weapon	15 cm base contact	Small Arms Assault Weapons	- Macro-Weapon, Extra Attacks (+1)	
Notes: Mounted, Leader				

WOLF SCOUTS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Shotguns	15 cm	Small Arms	- Sniper <i>Special Weapons</i>	
Sniper Rifle	30 cm	AP 5+		
Plasma Gun	15 cm	AP 5+/AT 5+		
Notes: Scouts, Infiltrators, Teleport				

DESIGNER'S NOTES: The Teleport ability represents the Wolf Scouts' ability to sneak up at the enemy and strike at their rear lines, rather than use of any sophisticated teleportation devices.

IRON PRIEST				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon		Range	Firepower	Notes
Thunder Hammer	base contact	Assault Weapons	Extra Attacks (+1), Macro-Weapon	
Notes: Character, <i>Technician</i>				

THRALLS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	6+	5+	-
Weapon	Range	Firepower	Notes	
Combat Implants	base contact	Assault Weapons	Extra Attacks (+1), Macro-Weapon	

GREY HUNTERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Power Weapon 0-1 Plasma Gun	base contact 15 cm	Assault Weapons AP 5+/AT 5+	Extra Attacks (+1), Macro-Weapon <i>Special Weapons</i>	
<b>Notes:</b> Only one in every two Grey Hunter stands has a Plasma Gun. Simply divide the number of Grey Hunter stands shooting at the enemy by two and round up to receive the number of Plasma Gun shots.				

BLOOD CLAWS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	3+	6+
Weapon		Range	Firepower	Notes
Bolt Pistols		15 cm	Small Arms	-
Chainswords		base contact	Assault Weapons	-
Notes: Infiltrators, Fearless				

BLOOD CLAW BIKERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35 cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	15 cm	Small Arms	-	
Chainswords	base contact	Assault Weapons	-	
Notes: Fearless, Mounted				

BLOOD CLAW JUMP PACKERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30 cm	4+	3+	6+
Weapon	Range	Firepower	Notes	
Bolt Pistols	15 cm	Small Arms	-	
Chainswords	base contact	Assault Weapons	-	
Notes: Fearless, Jump Packs				

LONG FANGS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
4x Missile Launcher	45 cm	AP 5+/AT 6+	-	

LEMAN RUSS EXTERMINATOR (Fenris pattern)				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	20 cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
Twin Autocannon	45	AP 4+/AT 5+	-	
Lascannon	45	AT 5+	-	
2x Heavy Bolter	30	AP 5+	-	
Notes: Reinforced Armour				

### SW 2 Space Wolves army list

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

**DESIGNER'S NOTES:** Strategy rating has been lowered by 1 for two reasons, one being that Wolves pay little attention to complex strategic plans, taking more interest in combat itself, and the second that the large warbands can be quite unwieldy sometimes.



### SW 2.1 Special Rules

*No Matter the Odds:* Space Wolves never know when to give up and will keep fighting no matter the odds. To represent this, once per turn when the Space Wolves 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 Space Wolves 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 Space Wolves that if the Space Wolves player did not use this ability and lost at least one assault during that turn, his opponent may use it on any Space Wolves warband losing an assault in the next one.

**Transports:** As the Space Wolves use a lot of new units, there might crop up misunderstandings when it comes to transporting them. To prevent this from occurring, I wrote down the table below. „Unit” column lists the name of the Space Wolf unit, while the „Transports as” shows which unit it is treated as for purposes of using transports or taking space in them.

Unit	Transports as...
Fenrisian Wolves	Space Marine Tactical
Venerable Dreadnought	Dreadnought
Wolf Guard	Space Marine Tactical
Wolf Guard Terminators	Space Marine Terminators
Wolf Guard Bikers	Space Marine Bikes
Thralls	Space Marine Tactical
Blood Claws	Space Marine Tactical
Blood Claw Bikers	Space Marine Bikes
Blood Claw Jump Packers	Space Marine Assault
Long Fangs	Space Marine Tactical
Leman Russ Exterminator	Predator

### SW 2.2 Using the Army list

The following army list allows you to field an army based on a Space Wolves Chapter.

The Space Wolves are organised into formations called warbands. These only vaguely resemble the highly organised cookie-cutter detachments that other Chapters field, as the Space Wolves’ organisation also only vaguely resembles this of other Chapters (in other words, they throw the Codex Astartes out of the window), being much more flexible than the others.

The warbands that may be taken are shown on the chart below. The chart also shows what units can comprise the detachment and what upgrades are allowed.

As the Space Wolves Warbands can drastically vary in their size, there is no fixed points value for most of them. Because of this, I removed the „Cost” column, and listed the points values in the Units column instead. The value is always for a single unit of given type. Unless there is an X-X limitation on number of units of given type in the Warband, there is no restriction of how many of them should be there.

**Command:** Space Wolf Warbands, Space Wolf Armoured Companies and Blood Claw Bike Warbands must take one **HQ** upgrade per every 500 points worth of units and upgrades it does contain. (rounding up, and including the HQ units themselves in this quota) No more and no less **HQ** can be added. Also no more than a certain number of most HQ’s can be present in a single detachment or in some cases in the army as a whole. These limitations are listed in the Upgrades table under the HQ entry.

Space Wolves Warbands		
Warband type	Units	Upgrades allowed
Space Wolves Warband	3-16 units chosen from the following list: 0-3 <b>Wolf Guard</b> (75 pts each) 1+ <b>Grey Hunters</b> (50 pts each) <b>Blood Claws</b> (45 pts each) 0-3 <b>Long Fangs</b> (125 pts each)  Plus 0-3 tanks chosen from the following list: Predator Annihilator (75 pts each) Predator Destructor (75 pts each) Vindicator (75 pts each) <b>Leman Russ Exterminator</b> (75 pts each) 0-2 Land Raiders (100 pts each)	Dreadnought, Fenrisian Wolves, HQ, Hunter, Iron Priest, Rhinos, Razorbacks, Wolf Guard Terminators
Space Wolves Armoured Company	3-6 tanks chosen from the following list (may take duplicate units and mix different types within a single formation): Predator Annihilator (75 pts each) Predator Destructor (75 pts each) Vindicator (75 pts each) Whirlwind (75 pts each) <b>Leman Russ Exterminator</b> (75 pts each) 0-2 Land Raiders (100 pts each) 0-3 Hunters (75 pts each)	HQ, Hunter, Iron Priest
Blood Claw Bike Warband	4-8 <b>Blood Claw Biker</b> stands (60 pts each)	HQ, Wolf Guard Bikers
Blood Claw Jump Pack Warband	4-8 <b>Blood Claw Jump Packer</b> stands (60 pts each)	NONE ALLOWED
Wolf Scouts	3-6 <b>Wolf Scouts</b>	NONE ALLOWED
Land Speeder Warband	4-8 Land Speeders	Typhoon / Tornado
Strike Cruiser	One Strike Cruiser (200 pts)	Battle Barge
Landing Craft	One Landing Craft (350 pts)	NONE ALLOWED
Thunderhawks	1-3 Thunderhawk Gunships (200 pts each)	NONE ALLOWED

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Space Wolves Upgrades		
Upgrade	Units	Cost
Dreadnought	Up to 4 Dreadnoughts	50 pts each
Fenrisian Wolves	Up to one <b>Fenrisian Wolves</b> stand per HQ unit in the Warband (not including <b>Venerable Dreadnoughts</b> )	30 pts each
HQ	0-1 <b>Wolf Lord</b> / detachment <b>OR</b> 0-1 <b>Rune Priest</b> / detachment <b>OR</b> 0-1 <b>Wolf Priest</b> / detachment <b>OR</b> <b>Wolf Guard Battle Leader</b> <b>OR</b> 0-1 <b>Venerable Dreadnought</b> / detachment (no more then 3 per army)  <b>Wolf Lord</b> can be upgraded to <b>Great Wolf</b> (Supreme Commander Ability) for +50 points.	50 pts (+50 if <b>Great Wolf</b> ) 50 pts 75 pts 50 pts 75 pts
Hunter	Up to 2 Hunters	75 pts each
Iron Priest	1 <b>Iron Priest</b> plus 0-2 <b>Thrall</b> stands plus (only if <b>Thralls</b> are taken) 0-1 Rhino	Iron Priest: 35 pts Thralls: 35 pts each Rhino: 15 pts
Razorbacks	Up to 3 Rhinos can be replaced with 2 Razorbacks each	50 pts per Rhino replaced
Rhinos	Up to 8 Rhinos.	15 pts each
Typhoon/Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 pts per Typhoon +10 pts per Tornado
Wolf Guard Bikers	Up to 2 Wolf Guard Biker stands	75 pts each
Wolf Guard Terminators	Replace any number of Wolf Guard stands with 1 Wolf Guard Terminator stand each	35 pts each

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

## PART III APPENDIX: 13TH COMPANY

„«The Ulfheddin.» (...)

«The Lost - they return?» asked Logan

«Aye, my Lord. For good or for ill, the Were-Kin shall once more stalk the domains of Man.»”

### TC 1. Thirteenth Company units.

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

WOLF LORD				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon		Range	Firepower	Notes
Frost Blade		base contact	Assault Weapons	Extra Attacks (+1), Macro-Weapon
<b>Notes:</b> Character, Invulnerable Save, Commander, Leader, one Wolf Lord per army can be upgraded to Great Wolf, effectively gaining Supreme Commander ability.				

FENRISIAN WOLVES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	-	4+	-
Weapon	Range	Firepower	Notes	
Claws and Teeth	base contact	Assault Weapons	-	
Notes: Infiltrators				

13TH COMPANY RUNE PRIEST				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
Runic Weapon	base contact	Assault Weapons	Extra Attacks (+1), Macro-Weapon	
<b>Notes:</b> Character, Invulnerable Save, Leader <i>The Gate:</i> Any 13th Company detachment containing a Rune Priest can be issued a Special Order. Place a marker (dice, glass bead, whatever) anywhere within 30 cm of the detachment, and then roll a Scatter dice, moving the marker D3 * 5 cm in the direction rolled. Then move the detachment to the location indicated by the marker. If landing in Difficult Terrain, a Difficult Terrain test must be made. If the marker scatters into impassable terrain, then place the detachment as close to the terrain piece as possible and roll a D6 for each unit, on 4+ it receives a hit with no saves of any kind allowed. After using The Gate, the detachment can make one move and fight an assault (but without the bonus for being the attacker) OR shoot heavy weapons with a -1 modifier to hit.				



WOLF PRIEST				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
Frost Blade	base contact	Assault Weapons	Extra Attacks (+1), Macro-Weapon	
Notes: Character, Invulnerable Save, Leader, Inspiring, <i>Medic</i>				

GREY SLAYERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	15 cm	Small Arms	- <i>Speical Weapons</i>	
Plasma Gun	15 cm	AP 5+/AT 5+		
Notes: Scouts				

WULFEN				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	2+	-
Weapon		Range	Firepower	Notes
Savage Claws		base contact	Assault Weapons	Extra Attacks (+1)
Notes: Infiltrators, Fearless				

STORM CLAWS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	3+	6+
Weapon	Range	Firepower	Notes	
Bolt Pistols	15 cm	Small Arms	- - Macro-Weapon, Extra Attacks (+1)	
Chainswords	base contact	Assault Weapons		
Power Weapon	base contact	Assault Weapons		

FENRISIAN WOLVES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	-	4+	-
Weapon		Range	Firepower	Notes
Claws and Teeth		base contact	Assault Weapons	-
Notes: Infiltrators				

STORM CLAW BIKERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35 cm	4+	3+	4+
Weapon		Range	Firepower	Notes
Bolters	15 cm	Small Arms	- - Macro-Weapon, Extra Attacks (+1)	
Chainswords	base contact	Assault Weapons		
Power Weapon	base contact	Assault Weapons		
Notes: Walker, Mounted				

LONG FANGS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	5+	3+
Weapon		Range	Firepower	Notes
4x Missile Launcher		45 cm	AP 5+/AT 6+	-

## TC 2 Thirteenth Company army list

Space Wolves Thirteenth Company armies have a strategy rating of 5, with an extra +1 on the first turn ONLY. All Thirteenth Company formations have an Initiative rating of 1+.

### TC 2.1 Special Rules

*No Matter the Odds:* Space Wolves never know when to give up and will keep fighting no matter the odds. To represent this, once per turn when the Space Wolves 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 Space Wolves 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 Space Wolves that if the Space Wolves player did not use this ability and lost at least one assault during that turn, his opponent may use it on any Space Wolves warband losing an assault in the next one.

### TC 2.2 Using the Army list

The following army list allows you to field an army based on a Space Wolves Thirteenth Company.

The Thirteenth Company is organised into formations called warbands. These only vaguely resemble the highly organised cookie-cutter detachments that other Chapters field, as the Space Wolves' organisation also only vaguely resembles this of other Chapters (in other words, they throw the Codex Astartes out of the window), being much more flexible than the others.

The warbands that may be taken are shown on the chart below. The chart also shows what units can comprise the detachment and what upgrades are allowed.

As the Thirteenth Company Warbands can drastically vary in their size, there is no fixed points value for most of them. Because of this, I removed the „Cost” column, and listed the points values in the Units column instead. The value is always for a single unit of given type. Unless there is an X-X limitation on number of units of given type in the Warband, there is no restriction of how many of them should be there.

**Command:** All Warbands must take one **HQ** upgrade per every 500 points worth of units and upgrades it does contain. (rounding up, and including the HQ units themselves in this quota) No more and no less **HQ** can be added. Also no more than a certain number of most HQ's can be present in a single detachment or in some cases in the army as a whole. These limitations are listed in the Upgrades table under the HQ entry.

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Space Wolves Warbands		
Warband type	Units	Upgrades allowed
Thirteenth Company Warband	3-16 units chosen from the following list: 0-6 <b>Wulfen</b> (60 pts each) <b>OR</b> <b>Storm Claws</b> (60 pts each) 1+ <b>Grey Slayers</b> (50 pts each) 0-6 <b>Fenrisian Wolves</b> (30 pts each) 0-3 <b>Long Fangs</b> (125 pts each)	Fenrisian Wolves, HQ, Lord of Wulfen
Storm Claw Biker Warband	4-8 <b>Storm Claw Biker</b> stands (80 pts each)	HQ

Space Wolves Upgrades		
Upgrade	Units	Cost
Fenrisian Wolves	Up to one <b>Fenrisian Wolves</b> stand per HQ unit in the Warband	30 pts each
HQ	1 <b>Wolf Lord</b> / detachment <b>OR</b> 0-1 <b>Rune Priest</b> / detachment <b>OR</b> 0-1 <b>Wolf Priest</b> / detachment	50 pts 150 pts 75 pts
Lord of Wulfen	Replace all <b>Grey Hunter</b> stands with one <b>Wulfen</b> stand each.	10 pts / stand

## PART IV: THE IMPERIAL FISTS

### IF 1. Imperial Fists units.

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

EMPEROR’S CHAMPION				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon		Range	Firepower	Notes
Black Sword	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1), First Strike	
Notes: Character, Invulnerable Save, Inspiring				

### IF 2 Imperial Fists army list

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

#### IF 2.1 Special Rules

*Blind to risk:* If there is an enemy detachment within charge range of an Imperial Fists' detachment that contains at least one Infantry unit, then the detachment **MUST** be issued an Engage order.

Broken Imperial Fists detachments that have been assaulted will never fall back, but instead fight to an end - thus if they lose an assault, treat it as a draw instead.

*Siege Masters:* The Imperial Fists have formidable siege skills and as such count as Siege Masters. This has several effects on the scenario-specific special rules concerning fortifications, as detailed below:

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

*Stubborn defence:* When Siege Masters are in fortifications, they are Stubborn in addition to any extra special abilities they might have.

If a Stubborn detachment loses an assault, it becomes an automatic draw. Proceed as per normal rules for tied assaults. If the re-fought assault ends again in the Stubborn detachment's loss, then proceed as per normal rules for losing an assault.

If several detachments are fighting in an assault, and at least one unit among them has the *Stubborn* ability, all of them are subject to it.

#### IF 2.2 Using the Army list

The following army list allows you to field an army based on Imperial Fists Chapter. It can also be used as a "stand in" army list for any of the Imperial Fists' successor chapters, like the Crimson Fists, for example. It should be stressed, however, that Black Templars Chapter differs from their parent Chapter so heavily, that they had their own, separate army list written by Jervis Johnson. Also to him goes the credit for the Emperor's Champion datasheet.

The Imperial Fists 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.



Imperial Fists Detachments			
Detachment type	Units	Upgrades allowed	Cost
Assault	Four Assault units	Commander, <b>Specialists</b>	175
Bike	Five Bike units	Commander, Attack Bike, <b>Specialists</b>	200
Devastator	Four Devastator units plus transport	Commander, Razorbacks, Dreadnought, Hunter, Vindicator, <b>Specialists</b>	250
Landing Craft	One Landing Craft	NONE ALLOWED	300
Land Raider	Four Land Raiders	Commander, <b>Specialists</b>	400
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200
Predators	Four Predators (may choose either Annihilators or Destroyers or a combination of the two)	Commander, Hunter, Vindicator, <b>Specialists</b>	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, <b>Emperor's Champion, Specialists</b>	300
Terminators	Four Terminator units	Commander, Land Raiders, Dreadnought	325
Thunderhawk	One Thunderhawk Gunship.	NONE ALLOWED	200
Vindicator	Four Vindicators	Commander, Hunter, <b>Specialists</b>	300
Whirlwind	Four Whirlwinds	Commander, Hunter, <b>Specialists</b>	300

Imperial Fists 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 Rhino replaced
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 <b>Specialist</b> , 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
Emperor's Champion	Add one <b>Emperor's Champion</b> character to the detachment. Emperor's Champions are limited to 0-1 per army.	50 points

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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

## PART V: THE BLOOD ANGELS

### BA 1. Blood Angels units.

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

BLOOD ANGELS COMMANDER				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon		Range	Firepower	Notes
Power Weapon	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
Quickening	base contact	Assault Weapons	Extra Attacks (+D3)	
<b>Notes:</b> Blood Angels Commanders can be one of four types: Captains, Librarians, Sanguinary Priests or Supreme Commanders. All are <i>Characters</i> and have <i>Invulnerable Save</i> and <i>Leader</i> abilities. Each of them has also another ability, representing their specific qualities. These are as follows: Captains have the <i>Commander</i> ability. Librarians have a <i>Quickening</i> attack (listed in the weapon section above). Sanguinary Priests have the <i>Medic</i> ability. Supreme Commanders have the <i>Supreme Commander</i> ability.				

BLOOD ANGELS CHAPLAIN				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon		Range	Firepower	Notes
Power Weapon	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
Notes: Character, Invulnerable Save, Leader				

DEATH COMPANY				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30 cm	4+	2+	5+
Weapon	Range	Firepower	Notes	
Bolt Pistols	15 cm	Small Arms	-	
Chainswords	base contact	Assault Weapons	-	
Power Weapon	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
<b>Notes:</b> Jump Packs, Fearless, Reinforced Armour, <i>Berserk</i>				

**DESIGNER'S NOTES:** The Death Company datasheet assumes there is at least one Death Company Sergeant per stand.

VETERAN ASSAULT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30 cm	4+	2+	5+
Weapon	Range	Firepower	Notes	
Bolt pistols	15 cm	Small Arms	-	
Plasma Gun	15 cm	AP 5+ / AT 5+	-	
Notes: Jump Packs				

FURIOSO DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15 cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
2x Power Fist	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
Meltagun	15 cm	MW 6+	<i>Special Weapons</i>	
Notes: Walker				

BLOOD ANGELS SCOUTS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Shotguns	15 cm	Small Arms	-	
Notes: Scouts, Infiltrators				

BAAL PREDATOR				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30 cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
TL Assault Cannon	30 cm	AP 5+ / AT 5+	-	
2x Heavy Flamer	15 cm	AP 5+	<i>Special Weapon, Ignore Cover</i>	

## A 2 Blood Angels army list

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

### BA 2.1 Special Rules

*Black Rage:* All Blood Angels Infantry units improve their Close Combat value by 1, e.g 3+ becomes 2+, 4+ is upgraded to 3+ and so on. On the datasheets above it has already been included, so it does apply only to the units taken from the Codex Astartes army list and used in the Blood Angels army.

In addition, roll a D6 for each unbroken Blood Angels detachment (except the Death Company) on the beginning of turn. You must specify for which detachment you will roll BEFORE rolling the dice. Best would be to have 5 or 6 pairs of different colored dice, to speed up the process.

1: Only Engage, Advance and Double orders can be issued to the detachment. Every move the detachment makes MUST be directed straight towards nearest enemy detachment it has LOS to. As a result, if there is an enemy detachment in charge range, it must be charged.

2-5: No effect.

*Death Company:* Before the battle, roll a D6 for each Blood Angels detachment that contains at least one Infantry unit. You must specify for which detachment you will roll BEFORE rolling the dice. Best would be to have 5 or 6 pairs of different colored dice, to speed up the process (One to mark the detachment and one to roll for it).

1-3: No effect.

4-5: Remove one Infantry stand of your choice from the detachment, and add one Death Company stand to the Death Company detachment.

6: As 4-5, roll again for this detachment.

After you finish rolling for Death Company, the initial Death Company detachment must be split into smaller detachments, numbering anywhere from 4 to 7 stands each. A free **Blood Angels Chaplain** is added to each of these detachments.

*Berserk:* The Death Company are almost uncontrollable on the battlefield. As a result, they must be issued a Charge order if there is an enemy detachment within charge range, and if there is no such one then they must make ONE move towards nearest enemy detachment, and assault it if within charge range. If it is outside the charge range, then Death Company detachment makes another move.

### **BA 2.2 Using the Army list**

The following army list allows you to field an army based on Blood Angels Chapter. It can also be used as a "stand in" army list for any of the Blood Angels' successor chapters (Blood Drinkers, Flesh Tearers, Angels Vermillion, Angels Encarmine, Angels Sanguine etc).

The Blood Angels 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.



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<b>Blood Angels Detachments</b>			
<b>Detachment type</b>	<b>Units</b>	<b>Upgrades allowed</b>	<b>Cost</b>
1 Death Company*	One <b>Death Company</b> stand plus one <b>Blood Angels Chaplain</b> character plus any <b>Death Company</b> stands generated.	NONE ALLOWED	125
Assault	Four Assault units	<b>Blood Angels Commander, Veteran Assault</b>	175
Bike	Five Bike units	<b>Blood Angels Commander, Attack Bike</b>	200
Devastator	Four Devastator units plus transport	<b>Blood Angels Commander, Razorbacks, Dreadnought, Hunter, Vindicator, Specialists</b>	250
Landing Craft	One Landing Craft	NONE ALLOWED	350
Land Raider	Four Land Raiders	<b>Specialists</b>	400
Land Speeder	Five Land Speeders	<b>Blood Angels Commander, Typhoon/ Tornado</b>	200
Predators	Four Predators (may choose either Annihilators, Destructors, Baal or a combination of the three)	<b>Specialists, Hunter, Vindicator</b>	300
0-1 Scout	Four Scout units plus transport	<b>Blood Angels Commander, Razorbacks, Sniper</b>	150
Blood Angels Scouts	Four <b>Blood Angels Scout</b> units plus transport	<b>Blood Angels Commander, Razorbacks</b>	100
Strike Cruiser	One Strike Cruiser	Battle Barge	200
Tactical	Six Tactical units plus transport	<b>Blood Angels Commander, Dreadnought, Razorbacks, Hunter, Baal, Furioso, Specialists</b>	300
Terminators	Four Terminator units	<b>Blood Angels Commander, Land Raiders, Dreadnought, Furioso,</b>	325
Thunderhawk	One Thunderhawk Gunship.	NONE ALLOWED	200
Vindicator	Four Vindicators	Hunter, <b>Specialists</b>	300
Whirlwind	Four Whirlwinds	Hunter, <b>Specialists</b>	300

\* This means you must purchase one Death Company and cannot purchase more than one.

<b>Blood Angels Upgrades</b>		
<b>Upgrade</b>	<b>Units</b>	<b>Cost</b>
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
Baal	Add one or two <b>Baal Predators</b>	75 points each
Blood Angels Commander	Add one <b>Blood Angels Commander</b> character to a unit in the formation. The Commander may be a Captain, Librarian or Sanguinary Priest.  One <b>Blood Angels Commander</b> in the army may be a Supreme Commander.	50 points (+50 if Supreme Commander)
Dreadnought	Add one or two Dreadnoughts	50 points each
Furioso	Add one or two <b>Furioso Dreadnoughts</b>	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 Rhino replaced
Sniper	One Scout unit may be given the Sniper ability	+25 points
Specialists	One Techmarine.	50 points
Veteran Assault	Replace all stands in the detachment with <b>Veteran Assault Squad</b> units	100
Vindicator	Add one or two Vindicators	75 points each

<b>Imperial Navy Aircraft</b>	
<b>Formation</b>	<b>Cost</b>
Three Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

<b>Titan Legion Battlegroups</b>		
<b>Formation type</b>	<b>Units</b>	<b>Cost</b>
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

## PART V APPENDIX: DEATH COMPANY

This army list is based upon Chapter Approved article which dealt with matter of fielding an all-Death Company army. As strange as it might sound, such army would be quite powerful... and almost uncontrollable. It stroke me, that such an extra army list would make a perfect additon to EIA... As they say, the rest is history.

This army list is highly suitable to represent, for example, the battle at Hive Tempestora, where Captain Tycho and the Blood Angels 3rd Company succumbed to Black Rage. Please take note that it is not an army for feint-hearted, and therefore it is recommended mainly to veteran Epic players who want to experience something both new and unusual. You must remember, that this army is comprised mostly of infantry, and they cannot expect any extra fire support in form of Predators, Vindicators or the awesome Land Raiders. You will have to do with just the Dreadnoughts, Razorbacks, Attack Bikes and your infantry... but since they are Death Company, this might be easier then it seems...

### DC 1. Blood Angels units.

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

BLOOD ANGELS COMMANDER				
Type	Speed	Armour	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
Power Weapon	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
Quickening	base contact	Assault Weapons	Extra Attacks (+D3)	
<b>Notes:</b> Blood Angels Commanders can be one of four types: Captains, Librarians or Sanguinary Priests. All are <i>Characters</i> and have <i>Invulnerable Save</i> and <i>Leader</i> abilities. Each of them has also another ability, representing their specific qualities. These are as follows: Captains have the <i>Commander</i> ability. Librarians have a <i>Quickening</i> attack (listed in the weapon section above). Sanguinary Priests have the <i>Medic</i> ability.				

VETERAN ASSAULT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30 cm	4+	2+	5+
Weapon	Range	Firepower	Notes	
Bolt pistols	15 cm	Small Arms	-	
Plasma Gun	15 cm	AP 5+ / AT 5+	-	
Notes: Jump Packs				

FURIOSO DREADNOUGHT				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15 cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
2x Power Fist	base contact	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
Meltagun	15 cm	MW 6+	<i>Special Weapons</i>	
Notes: Walker				

BLOOD ANGELS SCOUTS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Shotguns	15 cm	Small Arms	-	
Notes: Scouts, Infiltrators				

## DC 2 Death Company army list

Blood Angels Space Marine Death Company armies have a strategy rating of 7. All Blood Angels formations have an Initiative rating of 1+.

### DC 2.1 Special Rules

*Death Company:* Since all units are Death Company, it would be pointless to roll if they become Death Company again. However, they all enjoy certain... benefits, which are as follows:

- All infantry and vehicle units in the Death Company army are Fearless, with no exceptions. Yes, this applies to Thunderhawks too.
- All Infantry and light Vehicles have Reinforced Armour
- Dreadnoughts gain +1 bonus to their armour saves
- Scout and Tactical units benefit from Infiltrators special ability

*Black Rage:* All Death Company Infantry units improve their Close Combat value by 1, e.g 3+ becomes 2+, 4+ is upgraded to 3+ and so on. On the datasheets above it has already been included, so it does apply only to the units taken from the Codex Astartes army list and used in the Death Company army.

*Berserk:* The Death Company are almost uncontrollable on the battlefield. As a result, they must be issued a Charge order if there is an enemy detachment within charge range, and if there is no such one then they must make ONE move towards nearest enemy detachment, and assault it if within charge range. Rather than automatically making one move (like the Death Company stands in „normal” Blood Angels army) if there is no enemy detachment within charge range after the move, the detachment in Death Company army can choose to shoot once without modifiers or make another move. Death Company Thunderhawks are not subject to this rule, as if their crews have managed to keep themselves in check enough to pilot the gunship so far, they are unlikely to succumb to Black Rage during the battle.

### DC 2.2 Using the Army list

The following army list allows you to field an army based on Blood Angels Chapter Death Company army.

The Blood Angels 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.

Death Company Detachments			
Detachment type	Units	Upgrades allowed	Cost
Assault	Four Assault units	<b>Death Company Commander, Veteran Assault</b>	225
Bike	Five Bike units	<b>Death Company Commander</b> , Attack Bike	250
0-1 Scout*	Four Scout units plus transport	<b>Death Company Commander</b> , Razorbacks	175
Blood Angels Scouts*	Four <b>Blood Angels Scout</b> units plus transport	<b>Death Company Commander</b> , Razorbacks	125
Tactical*	Six Tactical** units plus transport	<b>Death Company Commander</b> , Dreadnought, Razorbacks, <b>Furioso</b>	375
Terminators	Four Terminator units	<b>Death Company Commander</b> , Dreadnought, <b>Furioso</b>	400
Thunderhawk***	One Thunderhawk Gunship.	NONE ALLOWED	200

\* the Infantry of these detachments benefit from the *Infiltrators* special ability.

\*\* Tactical units in Death Company army have Plasma Guns instead of Missile Launchers.

Weapon	Range	Firepower
Plasma Gun	15 cm	AP 5+ / AT 5+

\*\*\* might not make to much sense, but Death Company army would need some effective air support, as they don't have any AA weapons nor do they have any aircraft support from Imperial Navy. Therefore, you might want to keep more with background by using the following:

Death Company Thunderhawk	Roll a D6 before battle: 1-2: One Thunderhawk Gunship. 3+: Nothing	NONE ALLOWED	100
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Death Company Upgrades		
Upgrade	Units	Cost
Attack Bike	Replace any number of Bikes with 1 Attack Bike each	25 points each
Death Company Commander	Add one <b>Blood Angels Commander</b> character to a unit in the formation. The Commander may be a Captain, Librarian or Sanguinary Priest.	50 points
Dreadnought	Add one or two Dreadnoughts	75 points each
Furioso	Add one or two <b>Furioso Dreadnoughts</b>	75 points each
Razorbacks	Replace any number of Rhinos with 2 Razorbacks each	+50 points per Rhino replaced
Veteran Assault	Replace all stands in the detachment with <b>Veteran Assault Squad</b> units	100

The next and final Installment for the Emperor's finest will cover the Iron Guard, Ultramarines, Salamanders and Ravenguard, which is issue 21. However for those who want the rules now rather than later can get the information for the following site:



When the Grey Knights were released for Epic by Foreworld I was over the moon! Not only had the Grey Knights recieved attention from Will Hayes but it was based on the new 40k models. The older models were still nice but I have to admit that I have a few 40k squads to paint of these guys, they just look really cool.

Although they were due to be released around the end of October beginning of November, I couldnt wait and had phoned Forgeworld as soon as I got the newsletter and ordered them for the UK gamesday. I wasnt disappointed and decided there and then that this would be the perfect opportunity to take a break from the Tau force I was still assembling and paint up some of these guys and this article will take you through the steps that I went through as I frantically painted to what I had hoped to be a high standard.



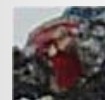
### Step 1

I primed the knights in a Chaos black which I sprayed on, not only was it primed evenly but no details were lost. Next I used Boltgun Metal for the armour and painted as thin as possible so as not to loose the details. I then used a watered down Blue ink which I used to give a blue tint for the armour and it brings out the details more sharply. I did this first instead of later so that at the end I only need to tidy up rather than mess up anything by blue inking it.



### Step 2

I painted the one shoulder pad Blood Red as you can see and the purity seals, parchment label for the name and book on the opposite shoulder was painted up using a light coating of Bestial Brown, Vermin Brown and Bleached Bone. I then used Blood Red for the Purity seal heads. I then painted the bolters back to Chaos Black.



### Step 3

The armour was matched against the 40k models in the codex to locate where all the gold trims were and painted in on the chest plate as well as the leg armour and around the belt. This was highlighted very lightly with Shining gold. The halberds were then coated black and head of the halberds painted with Brazen Brass then Shining Gold to highlight the gold bit on them. The blade itself was Boltgun Metal with Mythril

Silver. Then finally a touch up of Mythril Silver for a few highlights here and there and then a touch up of Blue Ink on the armour. The bolters were highlighted with Codex Grey.

### Bases

These were sand painted black and drybrushed with Codex Grey, Fortress Grey and finally Ghost Grey, with Scorched Brown around the edges and static grass added.



**Grey Knight Terminators****Step 1**

These were really great to paint and I followed the same principle as with the power armour. I had primed using Chaos Black which was followed by a coating of Boltgun Metal. As with the power armour Knights I used Blue Ink for more definition.

The shoulder pads were then painted Chaos Black and then with a very thin brush I tried to imitate writing with Brazen Brass. This was then highlighted Shining Gold here and there. The black should still show through here and there but should look a little like the Codex pictures where the scripts are shown on the 40k models

**Step 2**

Using the codex as a guide I marked out the gold trimmings with Brazen Brass then highlighted lightly with Shining Gold. The purity seals were then painted in using Bestial Brown, Vermin Brown, Bleached Bone, and a light coat of watered down Brown Ink. Purity seal heads were Blood Red, and the parchment on the shoulder pad and Book were painted the same way as the seals. The shields were coated white and then Scab Red used with Chaos Black for the Knights Heraldry although I was unable to paint a sword on as it was too small and I couldn't get the scale correct. Halberds and bolters painted as described before.

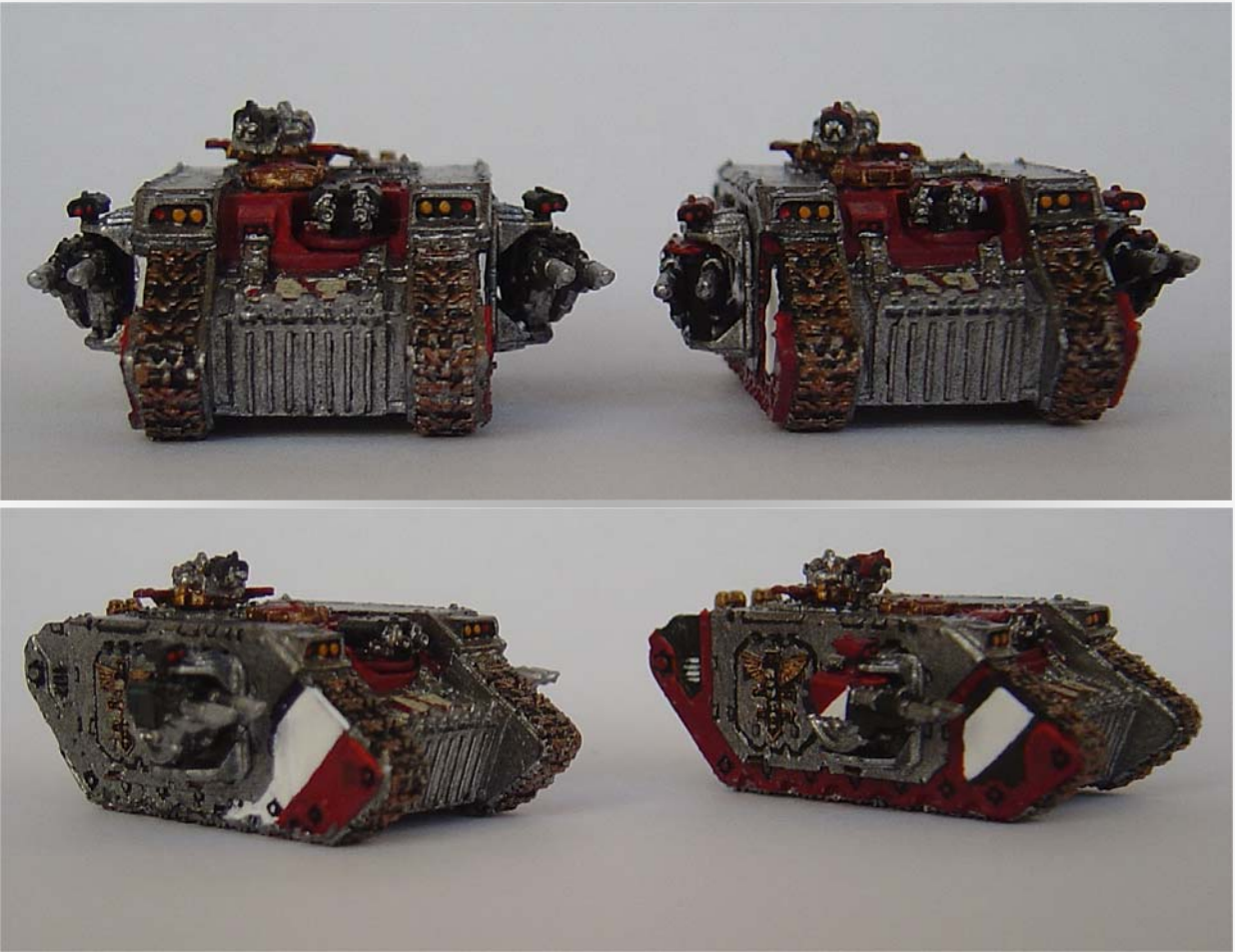


**Grey Knight Dreadnought**

Without sounding like a broken record, the same methods used for the Power Armour Marines and Terminators were applied here. The only difference being that Codex Grey and Fortress Grey was used on the sword which goes through the open book. I still attempted to do the script effect with the gold on black which didnt seem so bad. It wasnt easy to get what I got!

**Grey Knight Land Raider**

Again nothing completely different. The lights were Leprous Brown rather than a yellow and seemed to have a nice affect. On the eagle wings I drybrushed a little Bleached Bone to make the wings stand out even more.



### **Inquisition Troops**

The Inquisition troops looked really good in the Daemonhunters codex so I thought that the Epic Stormtroopers looked really good as well with the same colours and I really liked the results.



The Base colour was black and broken up with Scab Red. Magenta Ink and then highlighted with Red Gore. The black is highlighted with Vallejo Black Grey. Weapons a mix of Boltgun Metal and Mythril Silver or Brazen Brass with Shining Gold highlights.





### **The Inquisition Rhino**

The was again a base coat of Chaos Black and then painted several layers of Scab Red with Magenta Ink and the Red Gore Highlight, although its not as highlighted as I wanted to I will have to revisit the highlighting. As you can see I used Boltgun Metal with Mythril Silver and the black highlights were a very faint Vallejo Black Grey which seems really good for highlights. Then I used Brazen Brass for the rusty bits around the tracks with Shining Gold here and there.

The Rhino isnt finished yet, I would like to do something for the hatch and so far I have to either paint the Inquisition insignia on or maybe green stuff it on so hopefully when you next see this model it should have quite a look to it.

Hope you enjoyed, now its time to get back to finishing more units of Tau.....

We wanted to find out just what people thought about Epic now that it has been available for some time. I also wanted to interview a couple of people who had seen Adeptus Titanicus and was around to paint up some of the models. Which leads us to our first person Steve Mussared who was happy to answer a few questions.

**When Adeptus Titanicus was been developed what was your role in the team ?**

I was just freelance - at first a guest painter for WD, then later Design and Manufacture - Citadel was looking for cheaper alternatives for their metal Ork Gargant, but didn't have the design time to experiment.

**What was it like being involved in a game such as Epic compared to say Rogue trader? Was there any similarities between RT and epic from what Jervis wanted to get out of the Epic system?**

My only meetings were with the top brass - Bryan Ansell, who would chair the meeting would explain what he wanted, John Blanche would conceptualize it, then we would have seperate discussions with individual designers - Kev Adams was very helpful on the Orks, and Jez Goodwin was also very helpful, giving us access to his concept library.

**Many models both resin and metal were produced for the promotion, what was the idea behind it, considering the infantry and titans were to be plastic?**

In the beginning there wasn't going to be any infantry - Titanicus was just going to be a big futuristic warmachine battle - then a couple (I think 3?) metal marines were made, and were put in the metal titan blisters, as extras, and of course people wanted to buy them seperately in large numbers - hence the plastics. The metal and resin versions of plastic models were just made for promotional purposes, as metals could be made far quicker (and cheaper) than the plastics. They were used for adverts, box art, and the like

**Who came up with the gargant variants which were resin? Was the idea going to be expanded?**

The Original Gargant was not the multi section one that Kev did (which was the first one they released). The Original Gargant was split right down the front, with a seperate back plate and different head - that was what we based our shape on for the resin gargants - though ours were bigger. The idea was to have several different gargants - we designed 3 different, and were contracted to produce 1000 in resin. The short squat one there was about 600 - 700, the middle sized one there were 300 - 400 and the tallest one there were only ever 10 produced. Our next project was the Emperor Titan.

**Did you ever get into the game yourself and if so what was your favourite army?**

Not Adeptus Titanicus - I was a Fantasy Gamer and had a fantastic Chaos Army

**I know you still paint and sculpt but do you actually get any gaming in?**

Yes - at the moment I am developing my own Fantasy Horror Games (and figures) - Disturbia, Gotterdammerung and Field of Reeds. I am hoping to get the first one published in 2005

**What do you do now so many years later?**

Still designing, still painting, but for myself now. GW gave me that all important break, which made me realise that there was a living to be made from what I had previously only considered to be a hobby

**Being someone who likes to preserve the history of games and has helped me get a few old pieces, have you seen some really old stuff that brings back the old days? Do you miss anything from those days when the likes of Adeptus titanicus, Rogue trader, Dark Age was around?**

I think that quite rightly that period is called the Golden Age. GW was so much more diverse - more games, more diverse ranges, all of the licensed figures, and figures just for the sake of it regardless of whether they appeared in an Army book or Codex. It was a magical time! Ah nostalgia!

Next up Paul Tuffskull!

**Hi Paul,**

**Thanks for agreeing to spend the time to answer a few questions -Just quickly as an introduction. Paul was the webmaster of Epic40k.com, and now runs his own company: (The Mercenary Brush <http://mercenarybrush.com>) as part of his work he regularly paints for Fanatic and has recently begun sculpting as well. He is a very talented painter and recently picked up the Fanatic award for his amazing Epic Space Wolves, Wolf Guard detachment (complete with Logan Grimnar). He is available for hiring via his website at a competitive rate.**

**When did you first come onto the EPIC scene?**

It was with the release of Space marine II that I first witnessed a game of epic & was instantly in love with the hordes of tanks. I guess I must have been about 10... OK ... that's quite scary.... I guess my first entrance onto the "Epic scene" as such was with the launch of Epic40k.com back in 2000.

**When did you really get into painting? and then sculpting?**

For Many years I wasn't interested in painting, just collecting the largest possible force & fielding it in massive battles. I put more time into lots of simple conversions than I did into my painting (I have a chapter of Blood Angels that are red. Just red. Except the command stands - they have helmets picked out. That was my level for many years - & no, you CANT see any pictures!). However, about 4 years ago (start of 2000) I found myself without any opponents & too many models to be able to afford to just "Give up". Thus I started to take more interest in the painting & modelling side of things. It was also at this time I started up Epic40k.com. The sculpting side is far more recent. I've done conversions from the offset of my painting interest, but true sculpting has only happened in the last few months. I did a Logan Grimnar conversion for GD 2003 & followed it up with my Logan MKII this year. This years Logan might count as my first sculpt - there's certainly not much of the original terminator left visible!

It was after my success at the show that I was asked if I would be interested in doing some sculpting for Fanatic & started working from scratch on a few pieces for the first time. Unfortunately with the current climate at Fanatic its unsure if they'll be able to use my work, but we'll have to wait and see! Either way I've learnt a lot about this new skill in the past few weeks alone.

**How did you learn to paint so well, any tips for where newbies like myself could find resources?**

Many, many hours being a bit of a hobbit with nout but a paintbrush & a collection of lead to pass the time! I don't really know how I got good to be honest - I'm still rarely pleased with my own work. The best resources are critiques from other painters. I benefited a lot from my Local GW staff - they always made jokes about "only 2 colours on an Epic Tau's eye lenses??" & thus I upped it just to shut them up. The Yahoo Masterclass Miniature Painters group has been of great interest & use for me in more recent months as well. Some of the world's best painters

Having a local painter (or someone online) to "compete" with is very very useful. If you're of a similar standard, you tend to try and best each other & force yourself to higher standards & try new styles. Then you get to gloat & teach the other guy, until he does something a little better than you & returns the favour. In this way I went straight from dunk painting to winning a local contest inside 2 months.

If you want to see what a beginner can really do with the right mindset & determination, this article blew me away when I first read it - the guy had only been painting for a year & won a Slayer Sword! <http://www.hobbyhawk.com/MagmatraxTutorial.html>

Were there any pitfalls that you fell into that perhaps you could warn us of when starting up? Looking at Golden Demon pieces & thinking I couldn't do it, rather than looking at them as a target & pieces to learn (steal..) styles & techniques from. Its very easy to see great work & let it get you down as an unachievable goal or simply dismiss it as impossible when you're starting out. Remember that painting miniatures is simply "advanced colouring in" (the guys at my club hate it when I say that - but its true!) for the most part. The sculptor has defined the lines for you to stay within & if you're neat it will look good. Highlighting is just the same - you're just staying within a smaller outline with each layer. If you have the patience (& in 6mm scale, the eyesight..) anybody can paint a display miniature (assuming they can colour in.....).

With regards to starting up as a professional - I recommend anyone contemplating it to think long & hard. It has to be a labour of love. You cant be in this profession for long if you're in it for the money - There isn't much there! It also kills of some of your interest in it as a hobby - working on miniatures 10 hours a day every day means that your enthusiasm to game, let alone paint, in your free time (if you have any!) will be severely limited. I love epic (as all should know!) but I've not played since its release & haven't really missed it. I'm painting miniatures for the game almost every week & quite frankly I see enough of the miniatures now! The challenge is to find different areas of the hobby to keep you interested enough to still want to work. The WWII gaming is a nice change, both in scale and style.

### **What snacks do you recommend for during painting?**

Good question! I live off of the three C's. (diet) Coke, Crisps & Chocolate.

### **What paints/brushes do you use?**

People never believe me when I say it but a Citadel Small drybrush is my favourite, but I do have a wide selection of fine detail brushes as well. The size of the brush doesn't matter as much as the quality of the tip & certainly in comparison with the rest of the citadel line, the drybrushes hold their point far better than the rest.

### **Have you ever used magnets/air brushes or other equipment and what do you recommend?**

I have a couple of airbrushes, but I've never really got along with them. I used the first one once, then upgraded & I don't think I've ever used the better one!

I'm not a magnet guru either so I'm afraid I'm rather useless here.....moving on...



**Do you prefer based or unbased vehicles?**

Based. But that is a by product of the unfortunate truth that most of my figures spend the majority of their life in cabinets rather than on the battlefield!

**On an unrelated subject, who is your favourite slayer, Original Buffy (Kristy Swanson), New Buffy (SMG), Kendra or Faith :p**

Ms Gellar wins it for me - especially in the earlier episodes ;o)

**Your diaries, both Iyanden and Desert Ferrin were very well received by the EPIC community - any plans for more?**

If I get time (& ££!) to paint another epic force, then I probably will do it as a diary but I don't think that will be for a while yet. I enjoy writing them & they also form a useful reference for myself to remind me how my styles & abilities have changed. I'm keeping a close account of my Space wolf force, but its not really diary material as the time frame is so long!

**With the changes in recent Fanatic (department downsized, moving to an internet based support structure) has this effected your Fanatic commissions?**

Yup. My sculpting career lasted a total of 10 days! I also think that with the move to the main studio, more of the work will be done in-house so us freelancers are in trouble! Please note anything I say on this matter is 100% unofficial & may be totally wrong - I am not the voice of Fanatic!

**Your articles in Incoming! have always generated a lot of interest - have you any plans to release a form of purchasable painting guide from the Mercenary Brush?**

Now there's a thought.....Seriously, I have enough trouble finding time to write a few pages for my website & Incoming! so its unlikely - I do have a long list of half complete painting articles which one day I'll complete though so the stuff should keep coming (if a bit slowly) for incoming! readers.

**Have you any involvement in NetEPIC Gold?**

Every time the shout goes out for images, I promise some & offer up the produce of my website, but I never get off my lazy butt & paint anything specifically for the project. I've not had any involvement in the playtesting side though - my gaming has been hugely limited since I started to paint as a profession.



**With your recent forays into WWII, how have you found the contrast and similarities? Anything you think could be added to Epic:A? Have you given thought to Epic:WW2?**

To be honest, I really enjoy both games (E:A and Flames of War) as separate entities. Both systems work really well & make for an enjoyable game. The thought has crossed my mind to combine the best bits of both, but I decided I'd rather keep them as two unique rule sets & two unique gaming opportunities (again to keep variety & interest as mentioned above). Of course, simply converting epic rules for WWII has been on my mind a lot.

The only thing holding me back is the money & unfortunately I think that will be the stopping point for a long while yet!

**Thanks for your time Paul, we all appreciate the effort :D.  
Tom.**

**Hi Peter,**

**Thanks for agreeing to spend the time to answer a few questions -just quickly as an introduction. Peter is a member of the NetEPIC old guard, he is a founding member and has been gaming through all the various versions of EPIC released. He is moderator of the NetEPIC mailing list, and co-ordinator of the NetEPIC Gold project. He has working feverishly on the NetEPIC 5 rules revision and this is now almost at an end.**

**When did you first come onto the EPIC scene?**

I came across epic during its first incarnation with Adeptus Titanicus from an ad in Dragon Magazine back in late 1988. Although I had played Battletech previously I was intrigued by this game of "giant robot combat" and picked it up.

**What attracted you to EPIC rather than to other gaming systems? What does it offer that you can't get elsewhere?**

I have always like games of massed combat on levels of platoons, companies or even battalions. My particular gaming preferences are for games that place you in "the generals chair". I don't like skirmish games much, since I really don't enjoy small engagements of one man versus one man or several squads. I like games of grand scope where fates of countries, continents or even worlds are determined. I've only found that scope in epic.

Certainly, there are other games of this scope. For example, Battletech also has giant robots, infantry and armored vehicles and games like microarmor WWII, while not having giant robots have all the rest. While all these games certainly put you in the generals chair and have a grand feel and scope, only epic, in my view, give you a true EPIC feel. Epic not only provides an interesting background with a multitude of foes to choose from, but the choice of units is vast and covers virtually every tactical niche imaginable. For example, with Battletech has giant robots, the rules have basically de-emphasized the units. The robots are the stars. In Epic, EVERYONE has value and even lowly infantry can shine. While historical microarmor games are fun, they lack that quaint background and the slew of fun weapons and units. For all these reasons I think epic offers a gaming experience not easily matched by other similar systems.

**How did you manage to assemble your famous 'Primarchload' of miniatures? Any tips for wannabe Primarchs?**

A popular question that one... ;-)

Unfortunately it's one of those things not easily attainable nowadays. First, I used to run a hobby store in the days when epic was new and a core GW game. That means I could buy loads of minis at a retailer discount of around 50%. That means for even on blister and average customer could buy, I could get two.

Second, the failure of epic 40k produced a glut of unwanted stock from GW and independent retailers. I bought blisters for 2 to 3 dollars from GW online and even gargants for 5 dollars. I also "bought" out independent store stocks (everything they had) for discounts in excess of 70% discount. Neither of these are realistic for the average gamer to do in the present epic market. The only thing I have done that perhaps fellow gamers can do is to locate ex-epic gamers and buy up their collections. Sorry that couldn't be more upbeat, but it's uphill to do it at present.

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**What the highlight of your EPIC life?**

There are two. One from a personal gaming point of view and one from the point of view of the NetEpic project. When I ran the store many years ago, over a two week period around Christmas, I played nearly 50 epic games! I still remember it fondly. I don't think I will ever come close to match that. The other was when NetEpic version 1.0 was released and it became obvious people were downloading it and playing it. Enormous satisfaction when that happened!

**What was the biggest disappointment of your EPIC life?**

Epic 40k. I apologize to those who like this system, but it KILLED epic. It has not recovered since. It went from core game to NO GAME. Even the current effort is doomed to failure with the elimination of Fanatic Games. The golden age of epic was under 2nd edition Space Marine, those days will NEVER return. That is enormously disappointing for an epic fan like me.

**What is the future of Heresy? Any plans?**

I need to update it to include the newer units FW and Fanatic have released. After this I will attempt to produce a "gold" version, a full color downloadable e-book with pictures, layout and the whole nine yards!

**With EPIC Armageddon released, what is your view on the future of EPIC?**

With the news of Fanatic Games being eliminated the future is dim. My fervent hope is that FW will take up the mantle and continue to produce epic minis. It is my view that support from GW will trickle to inconsequential levels. The fans however can continue to support epic with their own rules as long as someone can make models. For me FW holds epic future.

**How do you view the recent changes at Fanatic studios?**

Bad. There is NO way to spin this into something good. It means less support, less miniatures, less generated enthusiasm. Simply put epic will go into another period of "nullity". The only hope I see is that FW picks up the slack. IF that happens the future will be considerably brighter.

**Original or New Charlies Angels?**

New. I like the action a lot better than the original one..... ;-)

**If you were to wish for one thing in the EPIC community, what would it be?**

A consistent, accessible and affordable source of epic miniatures. The way the epic community has evolved it is naive to think any one rule set will "unite" all the different groups and tastes. People have shown they can support the rules part of epic independently from GW. In fact in my view GW's making rules for epic is unnecessary. Miniatures however are something EVERYONE needs. So that need far outweighs anything else.

**Your tactical articles on the EPICentre have always generated a lot of interest (I for one have had many victories after stealing some of the unit combos and tactics in them) is there any plans for a Tacticus? So every race gets covered?**

Ah, so many things to do, so little time. That has been in queue for a long time, but the necessities of the revision and other more urgent game aids have taken precedence. It will get done, but it looks very long term at the moment.

**Do you see any future for a new commerical EPIC scale game in todays gaming climate?**

I do. At the moment with Fanatic's elimination there will be a void any company can fill. People do like "epic" scaled games. But no company has come out and committed itself to produce. I for one would consider and buy any such game from a company who choose to do so. :-)

**Do you have an ETA for NetEPIC Gold and NetEPIC 5?**

Since, after all, this is done with people's free time and time constraints, it seems it will be pushed back further (sorry guys :( ). I hope that by next summer it is done.

**Could you ever be tempted by a fantasy or historical EPIC scale wargame (IE: DBM, DBA, Warmaster)?**

I like warmaster, a lot, but would NEVER pay those prices. So if another company came out with such a game at a reasonable price, I'd buy it!

**Thanks for your time Peter, top guy ;).**

**Thank you for the fun time!  
Tom.**

**Dave Perry.**

I meet Dave when I was pursuing many of the OOP models and happened to spot one of Dave's Ebay auctions. After a few emails I had realised that Dave was around at the release of Adeptus Titanicus. After a break of contact, an auction was spotted for Mike Mcvey's Eldar titan and so I got in touch again to get his views on what's happened with Epic. Dave has been painting and modelling pretty much most of his life and selling some stuff on Ebay.

**When Adeptus titanicus was being developed and then released what was your role in that project?**

Actually, I did not play any role in the development of Adeptus Titanicus... However I have fond memories of the game and miniatures. Suddenly it gave a sense of scale and enormity to the 40k Universe. I imagined games with hundreds of Titans marching across the table top...

**I know you have mentioned to me on several occasions that you really liked some of the models but did it really tempt you to getting an army?**

Certainly. I collected and painted dozens of Titans. Back in those days plastic miniatures were still a thing of novelty... They seemed expendable and were easy to convert, thus I soon had a collection of 'Battle Damage' Titans, probably inspired by the 'battle damage' X-Wing fighter I had as a child. I also had a soft spot for painting the camo on the carapaces of the titans. Great Idea... Shame it's been forgotten...

**What did you think of the game and did you ever play it? What did you think was its main strengths?**

Well, as previously mentioned, the sense of scale was fantastic. Commanding huge robots always seemed like great fun. Why fight over a muddy battlefield when you can stride over buildings and city blocks? Aesthetically speaking, the large scale of the miniatures looked impressive on the table top. Something to really sink your teeth into.

**What was your opinion on its expansion to involve other races and infantry; codex titanicus and Space Marine's first edition?**

I liked the idea... However at the time ranges never really got enough support. I was never keen on infantry etc. However tanks were great. The biggest problem was the lack of miniatures... The Eldar titan was great but after collecting a few of them it became boring... At least these days, the range of miniatures is far more complete.

**There were many models released as such but were there any that got left out and any reason to why?**

Indeed! What ever happened to the Psi Titan ? Remember the Jes Goodwin drawing? As for the reasons; time and money.



You have to remember that these days, GW has a strong, large range upon which to add further releases, thus providing bigger, better ranges. How many times has Warhammer been re-released now? Not far off 20 years of development has gone into the miniatures and background...

**What did you think of Space Marine's second revision and then the subsequent Titan legions game? Do you think that they lived up to its predecessors?**

The revision of Space Marine marked a new era in Epic and in GW games in general. The brightly coloured armies and clean, bright terrain [all by Adrian Wilde]. It was an exciting time in term of collecting and painting. However, I felt that Space Marine lost some of its darkness... It's hard to speak objectively, as I've always got a soft spot for the 'good old days'... I often felt at the time, and even now, that the new look and user friendly products lost something... I don't know... There was a character to the old games... Certainly Epic was expanded and the miniature ranges grew.

As for Titan Legions, that was interesting. I can remember how proud the studio was with sheer volume of stuff crammed into the box! The Emperor Titan and Mega Gargant alone were incredible in terms of size, if not in design. It was an impressive game that's for sure. I have bad memories of painting far too many Knights and Ork tanks... Not much fun really... The big yellow Mega Gargant was painted by me... Really hard work! These days it would look dark and heavy, but back then the brighter the better!

**Titan legions and then Epic40k certainly showed us all that casting/quality and details to models of the epic range had certainly improved and move us a long way from the original models and concepts what did you think of such changes?**

As far as I'm concerned, any increase in the casting / quality of miniatures is always a good thing. At the end of the day, the designers were improving all the time... Some in leaps and bounds. Also the tooling process for plastic was becoming more advanced [and expensive] and we were capable of turning out plastic of much sharper definition and better form. However, Epic was always limited in terms of what could actually be done with the miniatures. You have to look at the 28mm stuff to really examine the changes that were taking place in miniature design. I was never keen on the new Eldar Titans... Did not work at all as far as I'm concerned... I loved the Warlord. Looked like a big Battle ship. However, if I had to choose, I'm still in favour of the Adeptus Era Warlords... Titans in themselves are a great idea, and could be turned into awesome designs and miniatures. I'd like to see a game based solely on them again. Having said all that, despite periods of stagnation, GW always manages to up the level of their products over time. If we really take the time to think back to the way things were, it was often pretty grim in some respects in terms of miniatures and availability.



**What type of projects and work do you do now? I know you sell stuff via Ebay under the user id \*tai-pan\* and at some point even mention a painting service.**

These days, I don't really collect for myself anymore... Since I left the industry I find it preferable to watch and comment from the sidelines. I see a lot of great new things happening. Many new companies and miniatures of a high standard, new levels of painting... I like to keep an eye on new miniatures, and at time get the urge to paint and game... I'm really impressed by Rackham these days. Keep meaning to paint some... However, I'm currently halfway through a degree in Japanese, and therefore don't have much time. When I'm not busy with that, I'm selling games related products and painted miniatures on Ebay. Yeah, I'm always available for painting commissions... If the price is right. I like the idea that people can still enjoy my work, even if not on quite the same scale as in my GW days.

Thanks Dave Perry!

**Agis Neugebauer**

I hadn't spoken to Agis for quite a while since the Chaos titan was going to be released during the Epic40k era. I had seen much of his work on [www.agisn.de](http://www.agisn.de) which has since been revamped. So after stumbling on his website again I thought I would send an email and find out just what Agis had been up to during the time we hadn't spoken and just what his thoughts were on the current edition.

Hi Agis,

**How did you get into Epic and what made you become such a fan of the game?**

It was a funny coincidence. I played 6mm back in the days of Space Marine. When Epic 40K came out I loved the minis but was shocked about the very high price of the minis. So somehow I missed Epic 40K. I was getting very late into the game and liked the rule system very much. At that time I was painting Warmaster minis for Specialist Games and so I asked Jervis about something to paint for Epic. During the mail conversation we got to talk about his plans for a new version of Epic and invited me in the original playtesting team: The Titans. It was a very rewarding experience. The core rules are a real team effort. OK – Jervis did most of the rules, but we had quite some influence how the rules shaped.

**I saw on your internet site [www.agisn.de](http://www.agisn.de) that you love painting and have some brilliant stuff there, you also have a little history on how you got started in painting; how did you become one of the guys who paints stuff for Fanatic and Forgeworld?**

I started painting minis about 25 years ago. At that time I used to paint Airfix soldiers. When I first saw some GW minis – Blood Bowl 1<sup>st</sup> Ed Humans-, I really liked them. Since then I am hooked.

A couple of years ago I started to attend some GW Tournaments. My armies were painted good enough to get some nice comments and some talks with guys like Jervis, Rick Priestley and so on. I then proposed Jervis and Rick to paint some of the Specialist Warmaster armies.

**Do you still have active armies and if so what Epic gaming system do you use the most?**

I play 40K and Epic. My active Epic army are the Black Templars and I only use the Armageddon system.

**I know you were asked to help out in the development of Epic Armageddon, and by what you write on your site you were more than happy about Epic's return, what made this version different from the other previous editions in your opinion?**

Armageddon is in my opinion the best Epic system so far. It combines the best of all previous systems: Streamlined, not too simple, quick to learn and difficult to master.

**Had you worked on other editions or just submitted painted models like your current work the Black Templars?**

See answer 2

**Do you still try to play the other versions even though you think E:A is the best so far?**

See answer 4

**With Epic having such a history behind it what do expect from this new version?**

See answer 4

**Although Fanatic is changing its plans and at the moment it has been said that we will have all releases planned up to summer 2005 what do you think of the way Epic will continue through the support of its fanbase, rules forums and people like Carl Woodrow and yourself who inspire people by updating your epic sections regularly?**

To be honest I am not happy with the way Epic is developing at the moment. Too much online discussions. I can only agree with Pete Hayes "Last Words" from Fanatic Magazine #5. Too much opinions. IMO GW would be better advised to get some serious players on a good playtest list and not publish everything for Epic in advance.

**There are many who sought after the really old models from the Adeptus Titanicus and Space Marine 1 era, do you collect epic stuff or just enough stuff to play games?**

I am not collecting at all. On the contrary, when I did not find the time to paint the mini in a certain timeframe, I sell it on ebay or so.

**Although you contributed to the development of E:A and obviously helped paint models for Fanatic's showcase, are you still involved in stuff for the future? I know that the Black Templars is one project but do you still participate on the other rules, were you involved in the supplement Swordwind?**

I tried a couple of times to revive the Titans list, but I am not interested in the endless rule discussions on the Epic forum. It is just too much for me. Back in the development stages of Armageddon I wrote some rule proposals for the Eldar, Black Templars and Dark Angels. Also some additional Psychic Powers and a list for the Sisters of Battle. Quite recently, when the great Grey Knight minis of Forge World came out, I wrote a list for them. You can find it on the Epic forum and my website:

[http://www.agisn.de/html/epic\\_daemonhunter.html](http://www.agisn.de/html/epic_daemonhunter.html)

The feedback on the Epic forum was disenchanting.

cheers

Agis Neugebauer

Tom managed to get hold of Stormseer and see what he had to say including his new role looking after the DeAynes Gallery.

Hi Stormseer, thanks for joining us and consenting to the interview

**What made you decide to volunteer for the role of DeAynes curator?**

Well- Epic had always interested me from when I first saw E40k advertised a few years ago in White Dwarf- by the time I had decided to collect though, Epic was a few months away from being removed from sale, although I did manage to nab a few nice pieces.

The original epic40k.com and epic40k.co.uk were browsed through for many hours, and DeAynes was probably my favourite part!

With the move to the new format, it got even better, and when Chris stepped down, I thought I could make a go of running it, with a few new ideas....

**What was it about DeAynes that caught your attention?**

Probably all the older items- as a new collector, the likes of the Ordinatus, Warmonger titans, Mk1 beetlebacks and so on were very cool to find out about- new painting schemes and interesting conversion ideas were an attraction as well...

**With the release of EPIC:A and the transition of Fanatic to an online only company. How do you see the future of EPIC?**

An interesting question for most Epic fans- I see Epic:A as a hugely positive move from SG, and Jervis deserves all the praise he gets for dragging it a little more in the mainstream- we have seen some great new models, and I am particularly looking forward to Swordwind and the new items in the Eldar range!

As for the downsizing of the SG department, it is difficult to see this as anything other than bad for Epic and the other games in the SG range- less models, less investment, less staff are all not so good. However, it may mean that we get the other core armies (Nids & Chaos) released sooner, although it is a shame that the possibilities of a new sprue for the Tyranids is now virtually nil.

Of course, Epic is still in a much better shape than it was a couple of years ago- many new fans are around following the release of E:A, we have new models and other great stuff. - Fan support from those who are really dedicated, like this publication, the various epic forums on the web, the Netepic project, De'Aynes and sites like Dropship 40,000 means that new players have a huge resource to look at, be inspired by and contribute too, so Epic is far from dead (or even ill )...

phew...

**And how do you think DeAynes can evolve to meet the challenge of a growing fan base?**

Well- we are always open to submissions from anyone at all, new players and old!  
New sections like the conversions and terrain galleries which I have recently added will hopefully allow people to show off some more unusual and creative items in their collections- I'd love to get some submissions to fill these new categories!

**How have you found the communities support? Have they been supporting DeAynes with the submissions it needs to survive?**

Hehe- I'm just about getting by....

Yeah- I've had a lot of images sent directly, and several excellent people have allowed me to use a lot of images from their personal galleries or sites- I will always welcome more though!

**Thanks Gabriel - your input has been very much appreciated!**

I'd just like to say a big thanks to everyone who has sent photos in the the gallery, recently or in the past- keep them coming!

Also thanks to Tom and the rest of the Netepic.org team for giving me the opportunity to run the gallery in the first place, it has been good fun so far!

Cheers!

~Gabriel (aka stormseer)

Warmaster Nice also managed to give a quick word on what he has been up to. He has his own site and does some really cool conversions, well errmm I will just let the guy speak for himself .....

The Epic Lounge  
[www.mustangsalling.dk/epiclounge.html](http://www.mustangsalling.dk/epiclounge.html)  
by Warmaster Nice/Brodersalsa

The Epic Lounge is my little pet project. The site is basically a display gallery with pics of my painted Epic Armies which include Imperial, Orks and Chaos. Eldar will follow soon when I've got enough models painted up. The site also features various sections dedicated to painting and modelling in general and soon a Battlefleet Gothic section will be added which feature my Imperial and Chaos fleets.

I made the Epic Lounge because I always loved the Epic sites which contained lots of pics (you know who you are;-). These were particularly inspirational during the during the Epic "Dry-period" and I wanted to contribute to this positive side of the hobby myself. I admit that I'm not exactly a web expert so there's bound to be various odd things happening but I've found that the site works relatively problem free in a 1024x768 resolution displayed in Internet Explorer.

I hope you'll enjoy :-)



## Da HindenGork -A Feral Ork Madboy Airship.

By Warmaster Nice

*Oi Ladz. Gather 'round da Kamp fire cuz ol' Urglub iz gona tell yer a story. A story wit lotsa good ol stompin an DAKKADAKKADAKKA... oh, erhm.... sorry 'bout dat.... Anywayz as I wuz sayin: (the following text has been translated into English for ease of reading and to protect the sanity of the reader.)*

*Feral Orks are traditionalists. The generally shun technology but a few erratic individuals known as Boilerboys have broken from the norm and construct crude steam powered machines.*

*One particularly bright Boilerboy called Badkruk in a stroke of genius (well, by ork standards anyway) came up with the idea of constructing a flying machine to carry da Boyz into battle.*

*After years of experiments (and the subsequent loss of countless of Grot test pilots) his "kreashun" was finally ready for it's maiden voyage.*

*A proud Badkruk presented the machine to his tribe but unfortunately his fellow Feral Orks didn't share his enthusiasm. Feral Orks had always kept their feet firmly planted on solid ground and the tribe intended to keep things that way. Disappointed Badkruk left the tribe to search for a crew for his machine but everywhere he looked the response remained the same.*

*Finally one day over a mug of fungus beer the Boilerboy met an Ork who claimed to have a crew of able bodied Orks. A surprised Badkruk enquired as to how the Ork, who called himself Kaptin Robur, could be so certain that his Krew would fly the Airship.*

*Robur erupted in a roaring laughter: "They iz Madboyz! Dem Ladz do wot I tell 'em. No kweshuns asked as long as dere's good stompin an plenty of loot!"*

*The next day Kaptin Robur brought his Krew to the Boilerboy's wurkshop and after a bit of discussion (which involved only a few broken bones and a single fatal casualty) the Kaptin and his Krew decided that they would indeed go where no Feral Ork had gone before and fly the Madboy Airship to battle.*

*So begins the Legend of Da HindenGork. Tales of Kaptin Robur and his Madboyz have since been told over many an Ork "Kamp-fire" on the eve of the battle to fill the Boyz with will to fight.*

The concept of the Feral Ork Madboy airship has been brewing in my mind for quite some time. Originally I wanted to convert the Forge World Warmaster Dwarf Airship but I never could pull my self together to spend the money let alone chop up such a nice model!

The result was to build the model completely from scratch. I have never undertaken a scratch building project on this scale before so naturally I had to try out a bunch of new techniques I've never had much experience with before.



The first step is to cut the rough shape of the airship from a block of polystyrene. On the bottom I cut off a flat slice where I wanted to attach the gondola. I then cut the basic fins from cardboard and attached them to the balloon by cutting slices into the hull. Use PVA glue for this as any other glue will probably melt the polystyrene. Then draw where you wanted the wires for holding the balloon together to give you a rough idea of how the ship will look.. Once everything has dried, cover the entire model in thinned down PVA glue to protect the polystyrene and also give the Green Stuff a better surface to attach to.



To create the “inflated” appearance of the balloon itself I then rolled out sausages of Green stuff the length of the airship. Use a sculpting tool or a hobby knife to flatten the sausage so it fits more or less with the drawings underneath. I only did every second section at a time to ensure that I didn’t accidentally damage the sections I’d just been working on.

Anyway: once the sausage is flattened you cut it into squares. Using the sculpting tool you then “draw” lines towards the centre of the square. Vary the length and depth of the lines for a random appearance. Make sure you round the edges of the square –you don’t want any sharp angles on the balloon. Once you’ve done half the sections leave the GS to dry overnight before you do the second half.

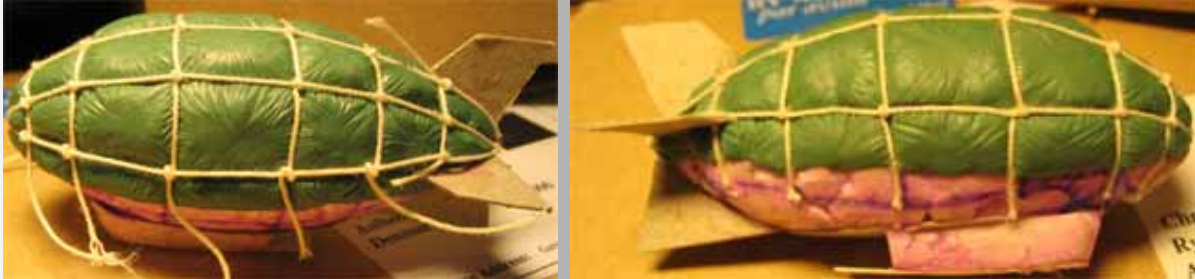
The next step is probably the most fiddly but also one which will be well worth the effort if you take the time and be careful.



Use some kind of relatively thick string to represent the ropes. I’ve used some stuff for model ships. It has the advantage of a rich texture and relatively little loose fibres. To make the net you start by attaching the strings to the front end of the ship with a drop of Super glue. Make sure the glue has dried pretty well before proceeding: it is kind of annoying to have the strings detach when you’re in the middle of “fiddling”. Simply run the strings down the length of the ship and glue them in place at the rear end. The strings should be pretty tight but just loose enough for you to be able to get a small object such as a hobby knife underneath. You can choose to skip the next step if you find it too difficult but I think it looks better: Carefully lift the vertical strings and stick a horizontal string underneath. Roll it around the vertical string once, stick it underneath the vertical string and proceed to the next one. It sounds more complicated than it actually is but look at the pic for reference.. The finished result should look more or less like a knot. Don’t worry too much if the vertical strings are tight or not to begin with: you’ll want everything fairly loose and flexible while you’re working on it. It can get a bit tricky around the ends of the ship in particular if things are too tight.



Once you've tied all the knots your ship should look more or less like the one below. Now it's time to tighten the vertical strings. Fixate them on one side with a drop of Super Glue. The carefully tighten and attach them to the other side. It is a good idea to add a bit of super glue to some of the knots and press them into the balloon's recesses in order to get the net to follow the shape of the balloon properly. Once finished you can cut off any excess string.



When everything is dry it can be a good idea to cover the strings in a wash of thin PVA glue. This has several benefits. First of all you get rid of most loose fibres which would otherwise become a problem when it's time to paint the model. Secondly you make the entire net more durable and thirdly the addition of water will cause the net to contract just a tiny bit (if the string is made from cotton that is) thus tightening it even more. This concludes the first and most difficult part of the project.

The Gondola:



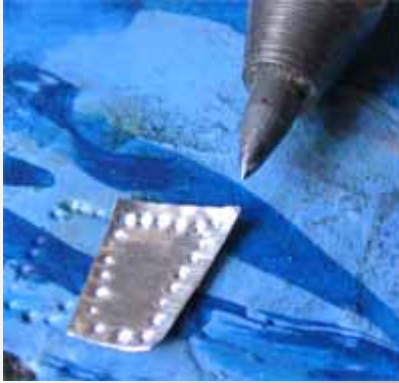
This is the fun part : ). True to Orky nature I've decided to go for a nice "bodgy" feel of adding random pieces of armour plating. For this I've used a number of different packing materials, plasticard, cardboard etc. The most interesting discovery I made, was how to make riveted armour plates. This is a technique which I'll most definitely be using on other of my Ork models in the future.

First you cut the basic shape of the armour plate you want from a piece of metal foil. I use this stuff which comes with my Contact lenses. It is somewhat thicker than household tin foil, fairly durable and easy to manipulate. The consistency is very similar to the metal used in certain tubes such as tooth paste tubes. I'm not sure if there's a similar material easily available in large quantities. However someone suggested using the metal foil from beer cans instead. It's a bit stiffer and the edges can be sharp so do be careful if you plan to use this material.

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**Incoming!**

## *The Hinden Gork*



Use a pointed object to press the rivets into the material (Use some kind of piece of wood underneath to protect the dining table or your mother/girlfriend/wife will most definitely explode!) Then it is a simple matter of gluing the plate in place where you want it.



For the Airship's engines I used a few pieces of Plastic rod and added the propeller from a couple of Deth Koptas. If you don't want to chop up your Deth Koptaz you can build a suitable propeller from three thin pieces of plasticard.



I also added some Bommz from the Forge Work Ork Bommer which I had in spare and also some gun turrets from the Landa kit. To finish the model off you can then add a few Ork Boyz, a Blood Axe Kommando, grots or similar to really make the model come to life.





Stay tuned for pics of the painted model! These may be featured in a future issue of "Incoming!", on the Epi-Comms website or in the Epic Lounge ([www.mustangsalling.dk/epiclounge.html](http://www.mustangsalling.dk/epiclounge.html)) Untill then: Have fun, keep modelling and Keep Epic Alive!

*Cheers!*  
*Warmaster Nice*



**"Insanity over Skill"*****Making a Fanatic Award Winning piece of Lunacy.....***

Its Now 2 months since the highlight of my painting career to date & I still don't believe I ended up on stage at the UK Golden Demons!

Getting there was a 2 week journey of sleepless nights, eye strain & a very understanding Girlfriend (yet again....). I kept a record of the progress over the course of making the miniatures, for fear of ruining them before completion! Thankfully, I ended up with a complete set without too many problems & only one minor breakage!

Since the photos were first posted, I've been asked many many times in the past two months how I made the pieces, and Logan in particular, I thought I'd put the WIP pictures to some use & give those who think its impossible to really convert below 15mm scale an insight into true insanity! I'm afraid I cant present them as a complete "how to", as it would take far too long to both write & read, but I hope the images & information below provides some interest & even better, some inspiration for others to try their hand and some micro scale detailing!

**Where it all starts.....**

At the UK Golden Demons in 2003, I entered a Logan Grimnar piece in the Open category. Sitting beside him on the display base was a 6mm Logan I've (heavily) converted from a standard plastic Terminator model. (a full article on this model can be found at

[www.mercenarybrush.com/articles/logan/making6mmlogan.shtml](http://www.mercenarybrush.com/articles/logan/making6mmlogan.shtml))



The piece didn't get anywhere in the competition & wasn't expected to - the epic piece was the real entry & the 40K model was horribly rushed. However, it did raise the bar for my expectations of myself when it came to sculpting with greenstuff in 6mm scale.

Very little greenstuff passed through my hands in the following year after this piece, but I continued to convert the odd piece in epic scale, always slightly daunted by a feeling of expectation now on me.

Then comes Golden Demon 2004. I'd promised myself (& more to the point I'd promised Helen ...) I wouldn't enter. I always have a manic week previous to the event, annoy everyone I know by focussing far too much on the entry & never really gets anywhere. So Where was the point? 2 weeks before the event, I remembered the point. I kind of enjoy it. Its the only real excuse I get to try being really silly in my work & attempt stuff that I'd normally ignore as beyond my capabilities. he next day Helen came over to find me surrounded in plastic rod, with a scalpel in hand, concentrating fully on something she couldn't even see.

Work on Logan MkII had begun.....

### **How he was made.....**

When it came to start work on Logan MKII, I was very thankful for having written up the original piece & I could follow my own instructions to some extent in the construction of the basic model.

A standard plastic terminator (same model as the current metal ones, but from the old plastic sprues) was cut along most of the joints of the model, leaving me with no less than 10 parts from the 1 model. The Head & the right arm were put aside (never thrown away - they might be useful one day!) but the rest would be reassembled in a more dynamic pose along with some plastic rod to form the basis of the conversion.

There were improvements which I knew I wanted to include, mainly in the pose of the piece. The original was made working purely from a catalogue image & I didn't actually buy the 40K model until after the epic piece was complete. With them standing side by side, it was clear instantly that I'd misjudged the pose of the 40K model & the epic piece was leaning in the wrong direction. But with the 40K model close to hand, MKII would suffer from no such lack of research.

I spent a long time (far too long in fact...) cutting a tiny piece of plastic rod & filing both ends to give Logan's left leg the correct angle to match the 40K model & readjusted the right leg so it also mirrored its larger cousin as accurately as possible. Along with two axe heads from Blood Axe Komandoze, a Scout's head & Bolt Pistol, some rod for the axe shaft, more carefully angled rod for his arms, & two tiny individual barrels for his gun, the basic parts were ready for assembly:



*(please note: the right leg & hips had already been reconstructed before I took this shot & the marks above the pieces are millimetre markings on a ruler.... )*

Because of the large number of parts involved, I decided to construct him in 4 major sections & let each one dry completely before completing assembly. This also allowed me to adjust the pose on some areas without worrying about ruining other bits whilst they dried. In the picture below you can also see where I've started to file off the knee pads in keeping with the 40K model.



*I cut a section of his base away to allow me to bend his toes up without cutting the leg back off!*

When those pieces were all dry, they were glued together & then it was on with the first stages of greenstuff sculpting. It was at this stage that I decided I was going to try & really go a stage (or ten...) up on my previous year's piece. Looking at the detail on the larger model, I realized that I was going to have to do something I'm not very good at & avoid the temptation to rush in and do everything at once in a fit of enthusiasm!

The sculpting ended up being done in numerous layers, each one being left to cure completely before any other details were added. First to be done were the sections which needed work simply for stability. Gaps in the shoulders & elbows were filled but left smooth to be detailed later. His right hand had to be sculpted far thicker than I would have liked as it was in fact also the sole support for the axe he was carrying - the tiny Super glue bonds broke soon after the greenstuff was applied. Whilst I was being rather restrained in comparison to my normal self, I couldn't help but to do the first sections of his hair to start giving him some character & also test my finer detailing skills a year after I'd tried anything quite like this.

The Moustache was actually added as part of the next stage, along with the mouth / jaw which you can see below. This show also gives a better view of the new shape to the leg armour.





The next 2 shots shows him after approximately 3 more separate stages of sculpting, now looking more like his namesake & also showing the advancements in detail from my previous attempt. It also shows what I mean when I say the details are layered up in separate stages of sculpting. The In particular, this shot shows the detail I achieved on his belt buckle which was later largely obscured by his necklace which was done only when the previous section had cured completely so as to ensure I wouldn't damage the detail on the lower layers.



The teeth of his necklace are actually held in front of the belt, so the detail is still viewable & was painted. You can also see the detail on his left power fist, with individual fingers & covering armour plate below the gun barrels.

It was at this stage that the inevitable happened. My restraint broke & I forgot pictures completely until I was well into the painting!

5 layers of highlights were applied when the model was completed, working from Shadow grey & mixing in space wolf grey until I was using Space wolf grey on its own for the final highlights. Most other areas recieved a minimum of 3 layers (shade/wash, base & highlight).





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**Incoming!**

*-Insanity over skill*

Anyone who reads my posts on various forums probably knows I'm not keen on freehand work, which is why the prospect of replicating his shoulder pad design filled me with horror, but it had to be attempted after the details I'd managed to sculpt which had me on something of an "Optimism High"



**But there was more.....**

Oh yes, I'm afraid there was far more! Logan was complete, but this time he would not be alone. He needed a Retinue & to surround a piece that I was so seriously happy with, they would have to be something special too!

All of the terminators in the accompanying squad were converted to a greater or lesser extent, from the simple addition of wolf pelts or a heavy weapon, up to individual lightning claws & complete re-posing. The basics however were all the same as above - starting with terminators cut along their joints & repositioned. Looking back, I think some of the "basic" retinue have more work than my previous Logan just 12 months before - I guess my standards really have risen!



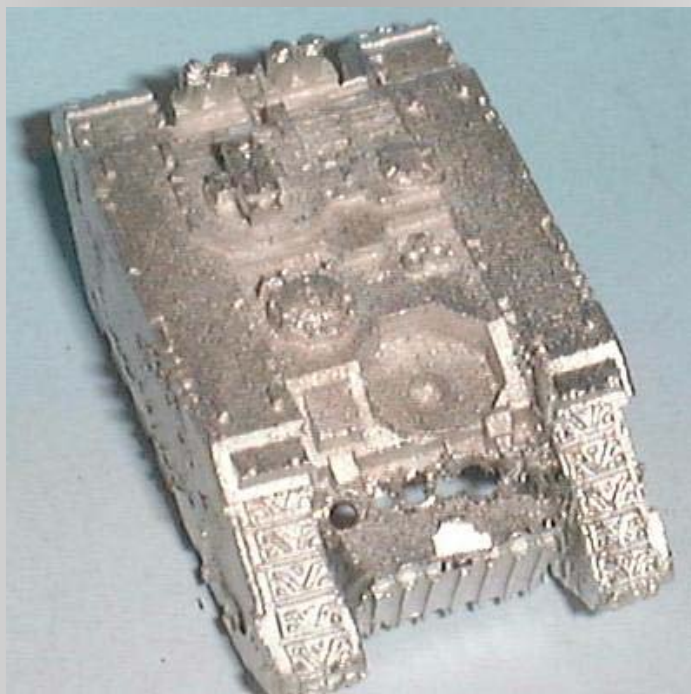
As you can see from the picture above on the right, considerable time was put into the Terminators with lightning claws. Each claw was individually filed down from a piece of plastic rod as I didn't have (couldn't get!) anything small enough to cut them straight out of. Having exhausted a long time & a good deal of blood making the weaponry I also paid careful attention to the other details on these pieces & sculpted their wolf pelts to look more fluid, flowing with the movement of the models I tried to convey with the repositioning work.

When the converting of the infantry was almost complete, I realised that I still needed something to catch the judges eyes & force them to take a closer look & see the details on the retinue & logan himself. Thus I decided to upgrade my squad with a couple of Land Raiders. Which certainly qualified as "something a little larger" (in epic terms at least...).

### **Raiders of the Wolf....**

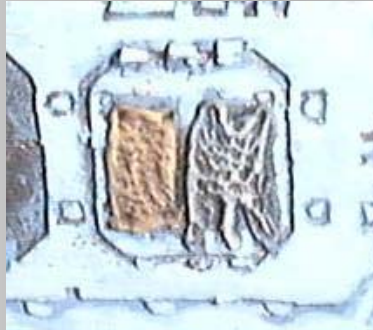
It was then that I also started to think about a base for the models. Picture frames make the perfect large display bases for a modeller on a budget & thankfully I'd retrieved one a few days earlier which was suitably sized to hold the retinue & 2 Land Raiders. Whilst figuring out how to place the models on the base & how I was going to model that base around them I realised that space alone meant I could do with at least one base orientated longways front to back rather than left to right as was standard. Otherwise there simply wouldnt be room to do much to the base itself.

Thus the squad emerging from the land raider was born & it was clear that the theory of "a quick couple of land raiders" would soon be a project within themselves. They're big chunks of metal & having cut down the insides of the tracks I realised I didnt have a saw that would fit over the tracks to cut the section away from the main hull. After a quick think , out came the hobby drill. equally spaced holed were drilled along the width of the Hull & then I started to play Join the dots....



Much filing & boredom followed, but eventually I was at a stage to add two bits of plastic on the inside of each track & a further two for the open doors, but not before sculpting the Baying wolf Icon onto the top one ;o).

I also added some details to the side doors in the form of a selection of pelts, crux terminati (sp?), wolf skulls & an ancient text. After painting the miniatures I attached the sponsons only to realise that the twin linked lascannon obscured most of these details, but they remained for the sake of authenticity



### **Back to Bases....**

I'm not sure why, but when it came to the basing, I knew three things from the start:

1. I wanted to base them on snow. No reason. Just did!
2. I wanted to move away from using plaster of paris for display bases as, well, its annoying to make & takes a lot of repairing over time. However, whatever I did use still had to fit the model's own bases as accurately as possible.
3. I wanted it to be slightly dramatic to help catch the eye at the competition but the gaming bases should be plain so as not to detract from the work on the models.

With those points in mind, I sat around for ages wondering what the heck I could do! finally I realised a very simple solution that would fulfil all my goals.

I used plasticard for a base which was the same thickness as the gaming bases of the models.

Onto this I drew round the miniature's bases & also the lines where I'd have my cliffs. I cut out the holes for bases & also cut along my cliff lines, giving me all the pieces I needed in the right sizes without worrying about transferring winding curves onto secondary sheets for each layer. As you can see from the photos, I let the lowest models sit straight on the photo frame whilst I glued some plastic offcuts in place under the holes in the raised areas to prevent losing logic into a crevasse!

I built a simple frame from strips of plasticard to support the main ridge whilst the highest section sits straight on a bed of greenstuff for support. Greenstuff was then added in huge quantities to form the cliff faces with some very simple vertical lines & a few other dents added using a blunt knife. It really was the simplest cliff I've ever made, but somehow I think it worked!

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**Incoming!**

*-Insanity over skill*



Phew!

Without rushing to an end, that's close to what I said at the time & certainly what I'm repeating now after typing all that!

It was basically done.

A quick lick of paint for the base, a layer or two of "Soft Flake Snow" from Woodland scenics & the beast was complete.

less than 24 hours later & with the smell of varnish still hanging heavy around the models, I found myself with a new weapon.....



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**Incoming!**

*-Insanity over Skill*

less than 24 hours later & with the smell of varnish still hanging heavy around the models, I found myself with a new weapon.....



Then for some reason I said I'd do a whole army like this.... Oh Dear.....

For more detail shots of the completed squad, go to <http://mercenarybrush.com/eapuppies.shtml>



As promised we start looking at Tank units for each race. This issue will start by focusing on the Superheavies for the Imperial Guard.





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**Incoming!**

*-Incoming's own eavy Metal Showcase*





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**Incoming!**

*Incoming's own eavy Metal Showcase*





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**Incoming!**

*Incoming's own eavy Metal Showcase*





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**Incoming!**

*-Incoming's own eavy Metal Showcase*

