



Editorial

Hi All,

Welcome back to another edition of Incoming. With Gamesday been and gone, most of the focus is on whats happening at GW with the new EpicA and what new models are in the pipeline. Unbeknown to me it seems that the specialist games site (www.specialist-games.com) is hosting pictures of work in progress and so far there are a few really decent pictures.

The Epic painting competition will soon be ending (31 Oct 2003) so if you are going to enter please don't forget the date as it would be a real shame to miss out on it and we would miss out on some really great pics ;)

This time round, Incoming had quite a few articles to choose from and although I had a good idea what I wanted regarding this issue, I ended up changing it and shuffling a few articles around. So don't worry, articles that have been sent will make an appearance at a later date. I promise ;)

I had been sent a few pictures of some converted Epic Ork models and couldn't resist contacting the guy to get some more for Incoming. Some of the pictures have been seen on one of the Yahoo epic forums, but I thought I would grace some pages from Incoming with them as well with some having brief descriptions of what Kr00za did, so many thanks Kr00za. I haven't shown all of them so the rest will be shown at a later date.

Cybershadow has come up with some new rules and background for a warband for EpicA. Paul Tuffskull has sent us a review of the harridan, which he managed to pick up on gamesday. He also sent us a painting guide for this model as well but with all the stuff packed into this issue I have decided to keep it for the next issue (sorry Paul!!) along with more of my next part to my Tau army. Tom (netepic) has not only sent us the second instalment of Heresy but also had the great idea of interviewing some of us and finding out what we get up to, including thoughts from Jervis himself. As Tom couldn't interview himself I sent a few questions his way to find out what started netepic and its site. So with a few of the members meeting up at gamesday I just had to include the interviews in this issue.

As you all know Incoming has a set email address for people to send in articles, painting tips, army rules. It is: Incoming@netepic.org so please keep sending stuff in!!

Special thanks goes to Tom (Netepic), Kr00za, Cybershadow and Paul Tuffskull for the articles used in this edition of Incoming.

Doug

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Chapter One: The World of Darkness

Darkness filled the halls and only a dim light shone from the glow orbs in recesses, deep into the gritty stone walls. Black armoured figures crept through the night, patrolling the corridors and maintaining security in the newly conquered fortress of shades; they saluted and parted as I wondered through this twilight realm. The combat had been harsh; many falling, battling the daemonic rulers of this world, but at least it had been wrested from them. Their screams now echoed in the warp, this world would be cleansed and rededicated to the Emperor.

The silence and the foreboding atmosphere would have filled many men with terror, or even driven them to madness... but not I. Even the warlocks who have advised me for years cautioned me against the fortress, evil magic was ingrained into the very blocks this building was made from. They called it a psychic footprint. However I felt safe here, the dark was like home, the atmosphere wrapped around me like a blanket enveloping me in its black bosom.

Here I was myself, my power radiated from me and was amplified, every sense tingled, the memories of the battle filled my mind...

The daemonettes circled round my troops, bolter shells and missiles exploded into their ranks, they laughed at me, they goaded me... they thought that I didn't have the power to destroy them all and they were wrong. As my troops covered us I sallied forth with my terminators. They danced around us cavorting in ecstasy and feeling the bite of my chainsword as it tore through their skin covering me in gore. My combi-bolter spat shells into their chests cracking open their rib cages and hurling them back into the warp demonstrating the impotence of Chaos against the Imperium's light. A greater daemon loomed above me, I stood in admiration of this beauty, the perversion of the daemon, and the raw power that it possessed... it motioned for me to come close and I wandered forwards my combi-bolter clattered to the ground. The daemonettes parted letting me through, my bodyguard continued to fight as I left them behind. I knew at that moment the glory of Chaos, the glamour it possessed, and I looked at it and saw its true nature. I could feel its tendrils curling round my mind, every ounce of the daemon's will caressed me, begging me to join it leading my forces against the Emperor. I came closer and as it kneeled before me, it asked me to love it. Around me my terminators were struggling their lines starting to buckle, the daemonettes were in combat with my other troops now, my havoc's leapt forwards from their hidden positions in a shower of grenades and pistol fire and landed behind them. Now the daemons were in the middle of the hammer and the anvil. We were alone the Daemon and I, as I advanced to within a meter of this dark and magnificent angel, it looked at me and filled me with a sense of longing even as I thrust my chainsword deep into its throat. Surprise glimmered in its single red eye and it collapsed to the ground, gripping its hair I pulled up its head and decapitated it. Holding the head up for my troops to see, I watched as instability gripped the remaining daemons and they began to shimmer and fade.

I looked at the corpse on the ground and smiled.

"I am sorry daemon, your promises do not affect me, the night is my love, and there is no room in my heart for any other mistress. You never stood a chance."

Turning to my blooded and bruised troops I threw back my head and exclaimed.

"Night Lords! I call to you, this planet has worshipped daemons and fallen to Chaos, the population has committed every depravity known to man... but we are more than men, you... my loyal legion, will teach them exactly what the price of heresy is!" Viewing my soldiers with a bitter pride, I knew that they alone understood on this world understood the price of failure and the corruption that Chaos can set in your heart. It is like a drug; it makes you stronger, more confident but ultimately destroys you.

"Depopulate the planet; from children to geriatrics I want no survivors. Broadcast the executions to all the planets in the area, with the warning of what will happen to any that refuse to join the

Imperium." We knew that people would never stop worshipping Chaos unless they had something they feared enough to keep them under control.

"For all their heresy, for all their false hopes they had failed. We had prevailed even against the might of Chaos, the Emperors finest had won yet another victory."

I relaxed on my throne, revelling in my own power, I, who could destroy worlds with a single command lingered before selecting a flask of the finest wine. I waited as reports of the massacre came in, no doubt father would disapprove but already three worlds had offered their allegiance after just the first four hours. He cannot argue with the results of my methods. Worlds that I liberated from the hordes of Chaos rarely re-offended, the enforcers that I left behind kept crime to an almost non-existent level, after all they had the expertise of an ex-crimelord to lead their actions. Things were so much simpler when I ran my cartel, controlling the criminal activities of an empire, so much more black and white. It was then that I learnt that it was power that controlled the universe; those with it dominated those without. Some people were not strong enough to wield power, that was where people like me came into play, I controlled all the power that mortals were too weak to hold and used it protect them from themselves and those that would seek to hurt my servants.

A small rune appeared on my thrones display, tapping it I read the encoded report transmitted from the inner circle of warlocks. Apparently a courier had arrived, and father required my presence. Summoning my guards I prepared to move out. My flagship would leave with an escort immediately.

Chapter Two: Thorgrims Vault

Grum ran down the corridor, shots crashed into the wall behind him. Attaching a melta bomb to the wall he span and pumped a pair of plasma bolts into the closest Ork as it rounded the corner.

"Suck on this greenskin!" He muttered in between hate filled, ragged breaths, then he was running again. He had run for miles, but his legs were short and the Orks had slowly caught up. His flak armour stuck to his skin, sweat holding it in place as he struggled forward, pain lanced through his chest as his heart pounded to the sound of the Orks feet. His only hope was to warn the brotherhood that the Orks had taken the mines and would soon be attacking from beneath! Just a few more minutes now until he reached the first signal point, the melta bomb erupted behind him, knocking him to the floor and bringing down rocks onto the Orks in pursuit. Leaping up he continued onwards, with shaky hands he pulled out the communicator, he was so close now that hope rose in his chest, he saw the signal point and relief blossomed in his heart. A final burst of speed and he leapt to the floor stabbing at the communicate button, it crackled into life. Relief flooded into his system and he shouted out

"Orks attacking through the tunnels, sector eight, warn the brotherhood!" His pistol blazed into life again showering the Orks with fire, in the enclosed space the first Ork perished, but the Ork behind him merely used his body as a shield and kept coming. His breathing rapid, Grum pulled out an ornate axe from its shoulder holster.

"Come ta me Orks! And learn true Dwarven courage!" The axe hummed into life and hacked the dead Orks corpse in two; shoving the pistol into the gap he blew the second Ork knocking him back into the horde behind him. An Ork shell smashed into the wall behind him and then the third Ork shoulder barged him to the ground. Grum fought with the last of his strength to bring up his axe, but the Ork was too strong, pinning him down. His energy gone after his long exertions, he tried to head butt the Ork, but his opponent's arms were too long. He fought on with every ounce of willpower and pride he possessed until the Orks comrades piled in stabbing with blunt hatchets and knives, not content with just shooting him... after the long chase they wanted to tear him apart.

Blood loss weakened him enough for the Ork to stop pinning him and reach down to snap his neck. Dwarven ale ran from the broken hip flask at his side mingling with his blood, as the Orks trampled over his body. An escaped squig and a pair of grots began to feast on his carcass.

On the desert above the mines, massive gargants piled shell after shell into the walls of Thorgrims vault; the shields hummed and flickered under the strain but held. Cunning weapons and desperate defenders held back the green tide; the ruin was terrible to behold, as the sands were stained green with Ork blood. The shields on the outer perimeter walls collapsed all of a sudden and a solid ball round burst into the centre of the wall creating a massive breach. The defenders were hurled to the ground and shots riddled their bodies, they tried to make it back to the inner walls and were cut down as they ran by a stream of bikes, buggies and ramshackle trucks that poured through. The dwarves send out a large desperate, defiant gesture as their mining vehicles hastily converted rolled out the gates and hurled mega-tons of death in the greenskins ranks and tossing them about like rag dolls. Into their disrupted ranks the defenders poured a stream of their own bikers and trikes, cover fire from the newly reinforced inner wall turned the entire area into a killing field.

Hargin rode forth; gunning his engine he took another swig from his bottle and burped, leaping a dune he turned with his brothers towards the centre of the horde. Dust swirled around him and he shook his beard with little effect attempting to get rid of the itching sensation of embedded sand. Rubbing his shades and grimacing he picked out the nearest Ork, bullets were pelting around him and he started weaving, downing the rest of his drink and spitting out the sand he hurled the bottle to one side with distain, pulling out his bolter he fired into the Ork ranks. Flicking a switch, a grenade popped into his hand, as he leaped the last dune he hurled it into the Orks, behind him the rest of his brothers cut into the Orks with him, the dust was so thick that you could see no more than 10 meters all around, thankfully this meant the Orks superior numbers meant little. To his right Grong fell from his bike seat his head blown off by a lucky shot, squinting through the dust and incoming fire, Hargin spotted Grongs killer, gunning the engine and spinning the bike round Hargin rode down Grong's killer and put a bolt in his brain as he was knocking him to the floor. Muttering foul curses he turned too late.

An Ork, bigger than most of the Orks in the frenzied battle (though not nearly as big as they were in the Age of Isolation) leapt through the dust, blood oozed from his cracked lips and a manic gleam lit up his scarred and pockmarked face. Hargin swore and tried to turn, as the Ork smashed into him, knocked to the ground and pressed deep into the sand he flipped the Ork to one side and battered his skull repeatedly with the butt of his bolter until the skull cracked and he was sure that the Ork was at least temporarily dead. Then emptying the bolter into the Ork ranks he cast it to one side. Flicking a switch, his right hand was covered in blue crackling energy. Spitting sand and phlegm onto the scorched desert sands, he pulled out his bolt pistol and waded forward through the sands.

Around Hargin the conflict raged, the massive Land Train 'Thorgrims Hammer' was surrounded by an azure glow as its shields took the strain of incoming fire. For a moment they seemed to flicker as another salvo rocked the giant vehicle but then as the fire eased off for a second the shields stabilised and solidified. A group of Ork kommandos tried a direct assault on it but were driven back by a storm of bolter fire, one of the battlecars opened up and in a flurry of activity and sand; hundreds of Squats disembarked charging into the ranks of the Orks. He couldn't see far in the sand storm created by the sheer scale of the firepower being unleashed, through the sound of massed artillery and marauding bikers he could hear the bestial cries of the charging Ork infantry, planting his feet as firmly in the shifting sands as he could. Heavy bolter fire from the walls above him ripped into the charging Orks, he doubted they could see anything other than a moving cloud of dust but he could hear the effects. Sporadic return fire from the Orks started getting closer to his position, grunting he threw himself forward to take cover in a dune. Holding his bolt pistol ready for any greenskins that came near he slowly took aim. A bolt thudded into the sand in front of his face, luckily the shoddy Ork made round didn't explode, but sand still cut into his face he growled, fury masking his face.

As the rush of Orks came into view he began pumping shots into their ranks, then watched in awe as a rippling salvo of rockets burst into their ranks scattering them, the bikers rallied and rushed past Hargin into the Orks, covering him with sand. The Orks surprised at the ferocity of the counter attack began to flee.

In the distance laser fire from low orbit was shredding the Gargants and hundreds of small gunships appeared behind the Ork lines disgorging an army of grey armoured troops. The squats joined the new arrivals in the battle as the brotherhood sent out its finest warriors to assist the bikers, artillery pounded from behind the walls giving supportive fire. Soon there was silence, and the squats stood facing off against the grey armoured troops. After a few tense moments a human with his helmet off strode through the ranks of his troops. The human had long grey hair, and his armour was adorned with trophies from past victories. He flicked his hair back, baring a set of fangs in greeting.

Hargin walked forwards, removing his gloves and dropping them to the ground.

"You came as promised then human"

Spitting and then rubbing together the palms of his hands, he held one out in an offer of peace.

Taking his hand in a firm grip the humans' eyes narrowed.

"Looks like you didn't need us bud, there was a Squat fleet no more than a hour behind us. We ain't the only people with fast ships apparently. Now can we sit down and talk because I don't jump through hoops for nobody and I could really do with a barrel of your ale, before my throat becomes as dry as this god forsaken rock you call home."

Holding his gaze for a moment seriously, the dwarf suddenly laughed.

"I see that you have the caution of a dwarf, and the temper. Within an hour this fortress would have been in ruins, already I have troops dashing down to the mines to reinforce our tunnel guard. We would have been caught in between a hammer and an anvil... falling back to the very interior of the mountains themselves, our relief force would have taken a heavy toll relieving us, your help was needed, and it cements our friendship. We agree to your terms, we sign a peace treaty with your Imperium and we will supply your forces with fresh ammunition and supplies as your advance against the Orks in this quadrant. The Spaces Wolves have the eternal friendship of the defenders of Thorgrim's Vault, well met Leman Russ!"

Clapping his back, Russ bellowed.

"Yeah, thanks, but too much praise makes me nervous, now lead me to the ale, and my companions will need some water, they are not bred for desert warfare."

Slapping his thigh, two giant wolves ran forwards and flanked the two departing warriors. Laughter was heard in the distance as they swapped tales of past glories. On the Space Wolves flagship a summons was received from the Emperor, and a lone strike cruiser departed with a small escort the next day carrying Russ back to Earth to meet his father.

Chapter Three: A Gathering of Might

Encircling the world of Earth was ships from the combined warfleets of 20 Space Marine legions; the pearly white ships of the Adeptus Custodes maintained their eternal vigilance. A sense of excitement filled the crowded population of Earth, the mightiest warriors of the Imperium had returned, heroes who had proved their might time and time again by pushing the borders of the Imperium almost to the outer reaches of the galaxy. Soon within this century mankind would rule the entire galaxy... and nothing seemed able to stop them.

One by one, Thunderhawk gunships came down to land by the Emperors palace and the Primarchs of the marine legions departed to meet their father, the God Emperor himself, ruler of the Imperium.

Magnus, Primarch of the Thousand Sons strode forth from his gunship gazing round, his honour guard of warrior mages maintaining a solid barrier of warp energy around him protecting him from sniper fire. With a wave of his hand he had them dispel it.

"Enough! There is no threats here, we are at my fathers home and surrounded by my brothers. Ah! Fulgrim!" With that he wandered over to where his brother's ship had just landed.

From the shadows Rogal Dorn watched as the warrior mages removed the barrier. A seed of jealousy formed; he was one of the Primarchs who lacked any psychic ability and he hated feeling inferior in any way. What he didn't understand he feared, and what he feared, he hated.

"So my brother, you use the warp now as if it is a mere toy, we shall see what father has to say about this..."

In the meantime, Magnus had caught the negative thoughts as a dark shadow in an otherwise bright and joyful room. Homing in with shock and dismay he found the source to be Rogal Dorn. He had begun to probe his mind when Fulgrim called out; leaping down the steps from his gunship in one and jogging forward breaking Magnus's concentration.

"Brother! It has been too long; you should come and visit more often! I almost forgot what you looked like... or would have done, if you hadn't got such a distinctive look."

His guards, members of the 'Emperors Children' legion, carried hundreds of chests of luggage with them towards their Primarchs suite. A rake thin woman wandered up towards Fulgrim and draped herself over him arms attaching like fungus and gazing up in adoration.

"Is that your new queen?" Magnus motioned to the beautiful, yet painfully anorexic model that was now nibbling on his ear.

"One of many, my friend, one of many, a Primarch has needs you know" winking with a schoolboys gleam in his eye. "Not now, dear, can't you see I am busy?" Grinning at Magnus as he dismissed her, he raised a hand to where Russ was departing his shuttle.

"RUSS! Now there is a man, who knows how to party!" Russ storms over, a scowl on his face.

"What do ya want runt? Have you been taking drugs again? Stick with the ale; it doesn't mess up your head." Nodding to Magnus, Russ departs, his eyes dark and brooding, silence left in his wake, the only exception being a chuckle from Magnus as he watched the dismay on Fulgrims face.

"Well now... that was just rude... well.... well that is what you get from being nice to barbarians! They just have no sense of style!" A haughty look filled Fulgrims child like face as he pouted with distain.

"And I thought you were supposed to have a way with people, perhaps, you are losing your touch in your old age." Mock shock registered on Fulgrims face as Magnus chided him.

"My dear, I will always be irresistible, if I wished to woo Russ, I would just need to fetch a bear skin and a club to batter some sense into him... that is the Fenrisian seduction method of choice isn't it? Please correct if I am wrong..."

They both laughed as they turned towards the exit corridor.

"As F.E Smedley said, 'All is fair in love and war'... and you are certainly adept at both of them my friend." Magnus bowed in feigned admiration.

"You are too kind, well I must go get ready, I have not yet decided on what I should wear to the gathering. See you soon Magnus, and do try and make an effort this time, maybe something in a deep purple... yes that would suffice quite nicely. I will of course have to show you my new armour later, it looks positively divine!" Backing away with a leap, Fulgrim disappeared back towards his quarters at a jog waving back at his brother who was just shaking his head.

"What will we do with you...?"

As Magnus watched, he could see another gunship arrive, seeing his old friend and brother Konrad, Primarch of the Night Lords, he sent a telepathic greeting. Konrad turned and smiled, his face alabaster white, obsidian black armour, and with black hair that hung down to below his shoulders.

"Read my mind Magnus... and tell me what is it that I see"

Magnus closed his eyes and sensing Konrads aura he homed in, like a moth to a flame he encircled his friend, probing gently and then returned to his body.

"How can I Konrad? You are blocking me, why ask if you do not wish me to see?" Magnus was puzzled and hurt, but most of all, confused.

"You held back Magnus, even though I gave you permission, you held back. You could have smashed through my barriers like a plow through the sods of Attila. That is your problem brother; there is always a line that you won't cross..." Konrad smiled again, sending a chill down Magnus's spine. "Brother, I will always love you; you have power that I could never dream of, but a heart the size of a planet. I don't know what I would do if I had your abilities, but I can only think that they are safer with you. Come with me, we have much to discuss, for I believe I have beaten your score at planetary conquest, you teach me your powers, and I will teach you mine." Konrads eyes squinted in the bright lights of the hanger deck.

Magnus could not help but shiver when Konrad spoke; it was like talking to a hollow man, a man devoid of soul. Nodding, his face concerned he wondered what had happened in Konrads past to make him so bitter and uncaring. So cynical and hurt, maybe father could help.

"Agreed, a meeting of minds it is then Brother! But have no fear, for in round two, my forces will certainly overcome your score." With a grin, Magnus followed him as walked towards his quarters.

Chapter 4: The Premonition

Later that night Konrad was lying asleep in his bed, tossing and turning, sweat dripped from his brow as his slumber was troubled by dreams of the most fearsome intensity. His hands clenched into fists and insane mumblings rippled off his tongue.

Gazing around he saw that he was in the Emperors Palace; shivers ran down his spine as he realised that he was naked, something was wrong. Rivers of blood ran down the wall, the guards were gone, no servants roamed the halls. He tried to move but his limbs were slow and wouldn't respond. Pulling himself along with his hands, he finally got to the entrance to the throne room, as the doors rumbled open, the sound of battle freezing his heart with fear. Looking in, his brothers were fighting, the Emperor was gone and it looked like a free for all. With horror he tried to shout but no sound escaped, he tried to stand his arms were too weak and his legs were like lead weights holding him down. Over the din he heard confident steps behind him, rolling over he saw with relief his father looming over him. Smiling in relief he again tried to speak, he was certain in his heart that his father could stop the battle, then his look of relief turned to horror as his father pulled out a platinum bolt pistol and pumped bullets into his chest. Feeling life flow from his body he murmured "Why"

The Emperor cast a final look of disdain then walked away, a few moments later calling out "Because Konrad you are different, you don't play by my rules and my sons will obey me, otherwise there is no purpose to their ongoing existence. Don't forget why I created you boy."

Konrad woke up, sitting up he knew instantly that it had been a premonition, a storm was coming, a battle between his brothers and no matter who's side he joined or even if he remained neutral he was a dead man. His father was going to kill him and nothing he or anyone could do could stop him. His revelation filled him with a fear and pity, not for his sake but for his family that would be torn apart battling against each other. Going to the window he gazed out into the night sky trying to image stars through the dense smog created by the heavy pollution that covered the planet. After a while he called Magnus telepathically.

The future of Epic: A selection of interviews with some of the leading members of the EPIC community.

By Tom Webb

The interview with Jervis Johnson, lead designer of Epic: Armageddon

- **What inspired you to create Adeptus Titanicus and then later add infantry and vehicles with the Space Marine rules?**

"Well, to be honest, Bryan Ansell (who was director of GW at the time) asked me to "write a game about giant robots fighting each other", so I went off and did it! Seriously, though, the job of a professional game designer is to design games to a brief, and this brief will *usually* be given to you by somebody else. Bryan wanted to have the chance to do small scale miniatures as part of the Citadel range, and had decided the best place to start would be with (what we later called) Titans. Adding infantry and vehicles was an obvious next step, and once AT proved a success we quickly added them to the range, publishing the rules in WD first of all."

- **The Horus Heresy era background was written because there were limited resources when AT was released and a plausible reason was needed for why the same equipment was fielded on both sides, are there any other instances of the background being written or modified around production difficulties and schedules?**

"These kind of things happen all the time. Generally the starting point for a new bit of background will be an idea for a cool model. The background is written to give the models context and to bring them to life. Citadel miniatures can't shoot their guns or talk or move (well, not yet anyway ;)) so the background material we produce and the illustrations we have drawn are used to show these things. Players can then 'transfer' this imagery into their games, making the whole gaming experience that much deeper. Because of this the background is *always* written around production difficulties and schedules; there is little point writing background for models we'll never be able to make (Invisible daemons, for example)."

- **The original Horus Heresy background was very dark and gothic, what caused GW to make such a break from the light hearted Star Trek, Star Wars, Buck Rogers heroic views of either a paradise future or a future where good triumphs in the end?**

"Rick Priestley mainly. Rick came up with the background for 40K, and wanted to create something rather less 'comic-book' than the backgrounds you mention."

- **Do you feel that the overall tone of the fluff is becoming less dark and gothic? Or will the near victory of Chaos at the EOT campaign signal a return to the very dark days of the Imperium?**

"No I don't, not at all. If you look at all of the latest Codex's, and also books like Inquisitor and the new Codex's it has inspired, then I'd say that the background is every bit as dark, if not darker than it has ever been. Gamers have a tendency to put on rose-tinted glasses when they think back to things like RT, ROC and AT; if you actually go and check them out you'll find that they are far less grim and dark than you might remember."

- **What motivated you to change the system to the second edition of Space Marine?**

"There have been three published editions of Epic so far, Adeptus Titanicus (AT), then Space Marine (SM), then Epic 40K (E40K). Each is rather different in approach, though the change from SM to E40K was much more radical than the previous update. AT started life as a game where 2-3 Warlords battled it out, and so was very tactical and detailed. With SM we wanted to make it easier for players to field large combined force armies, so we stream-lined the rules from AT to make the game more playable, and greatly expanded the army lists provided with the game. E40K represented a reaction against the tremendous rules creeping in SM: in SM almost every unit had its own unique special rule, and while characterful, this slowed play down a lot. We wanted a game that played fast and where players could concentrate on strategy rather than flicking through rulebooks."

- **After Epic40k didn't fair as well as hoped, what encouraged you to make a new version of Epic? How do you intend to promote Epic: Armageddon and do you have any predictions as to its success? (Sorry for the mammoth question there!)**

"The new edition of Epic is called Epic: Armageddon (E:A) and is an attempt to create a fusion between the entertaining 'chrome' found in SM and the fluid game-play found in E40K. IMO it's done a good job at achieving this, but I'm biased :) We're not going to promote the game heavily at all: my plan is simple to get it back in print, get Epic scale miniatures back in production, and then support the Epic hobby in an on-going way by bringing out new models, providing magazine support, and generally doing the same kind of stuff that we do for the other specialist games ranges. The plan is not to compete with 40K (what would be the point of that?) but to give players, especially veteran or experience players, a choice as to what style of game they want to play.

One thing I should underline is that you're unlikely to see the full Epic range in stores. It will be mainly a 'direct sales only range'. However, it will be fully in production and permanently available through these channels."

- **What armies have you favoured through the various editions of EPIC and do you have a current favourite for Epic: A?**

"As the lead designer I can't have a favourite army; the trick is to love each and every one equally, but for different reasons. So I love the bravery and élan of out-numbered Marine armies taking on a more numerous foe, and I love the massive artillery barrages and massed companies of tanks of the Imperial Guard, and I love the gung-ho waaarginess of the Orks... you get the idea I'm sure."

- **Do you have any favourite models or units?**

"Yes I do, but they are almost too numerous to mention. I have a real soft-spot for the old Capitol Imperialis, and plan to have a new version made based on the *original* model. Jez's Reaver and Phantom are awesome models that stand up well against anything in the range to this day. Tim Adcock's work on the E40K range is awesome, especially his Imperial Guard vehicles and the Marine's Thunderhawk. And now designer Martin Footitt has done an awesome new Land Raider, Rhino (plus variants), and

Land Speeder, and is working on some exciting new models for us as I speak. But this is the tip of the iceberg, and there are loads more models I could mention if I had time!"

- **How long will the official Epic: A forums be kept open? Will they be kept open after play testing and will model discussion be encouraged in it?**

"The Vault and the Forum will stay open permanently. Although the core rules and lists will have been published, it's going to take *years* to work through the other armies and start producing new ones like the Tau and Necrons. So the forums are going to be a permanent part of the Epic website for the foreseeable future."

- Several of the EPIC armies have received much more support than others by Forgeworld and GW over the years with multiple versions of the same unit, is this a sales decision or an artist one?

"Both I would say. However it's important to understand that what Forgeworld do is up to them rather than me (and vice-versa, for that matter), so you really need to ask Tony about why he's brought out the models he has." Fanatic and Forge World are two completely separate departments - we don't even work in the same building! Tony has his own plans for the Epic scale miniatures he produces, and these are primarily driven by a desire to make cool resin models as collectors pieces rather than gaming pieces. What this means is that we'll *try* to integrate the FW range into the support we provide for Epic, but this may not always be possible. In addition Tony has a tendency to get carried away and bring models out without letting us know about them first, which can lead to a delay in us publishing support for the models.

- **What is the current army release schedule for Epic: A**

"Marines, Orks and Imperial Guard will come out with the game. We'll then work through the three 'existing' Epic armies at roughly 6-12 month intervals in the following order: Eldar, Tyranids then Chaos. Then we'll start on new races, probably with the Necrons, then the Tau. This whole process will take about five years or so I reckon... after that we'll see what we want to do next. BTW, players with existing armies will be able to use them by downloading the test lists from the vault."

- **We keep hearing rumours of an Ork submersible can you confirm or deny that one is in production?**

"We do plan to do this, but not as part of the initial release."

- **Is there any chance of a Plastic Imperial titan being produced?**

"No... it's just too expensive to tool."

- **With Forgeworld producing new models for characters such as Yarrick and Thraka will there be special rules for them in Epic:A or will they just be treated as a standard character stand?**

"E:A has a set of 'tournament' army lists for head to head play, backed up with plenty of information to allow players to create their own scenarios. For special characters like Yarrick or Ghazghkull we'd provide information letting players know what to 'count them as' from the GT army lists (supreme commanders in this case), and we'd provide stat's and special rules for players that want to use them in scenarios.

The important thing is that the scenario information will NOT include point's values, avoiding any chance of creating situations where players end up using potentially game unbalancing special rules in a tournament game.”

The interview with Tom who runs Netepic.

- **How long have you been in the epic hobby?**

Started when I was 10, ironically I was in Games Workshop with my Dad, he bought me Advanced Heroquest the year before (cracking game BTW) and then again the next year, so I got it swapped for Warhammer. The irony being that I thought EPIC was bad value for money as the figures were so small not realising how many you got in the box!

Anyway, my friend had more sense and bought EPIC, soon Warhammer went out of the window (only so many times that you can play 40 High Elves vs 60 Goblins). EPIC became a regular thing for us even though we goofed up the rules for the first few games, (assuming that each Barrage point was an individual marker, his Ork army was almost wiped out in turn one every time!).

So technically I have been in the EPIC hobby for 11-12 years now, although I missed out on EPIC 40k almost entirely as I was distracted by the fairer gender and alcohol for a while. In fact got engaged at one point, thought it was by stealth so I didn't know... it is a complicated story.

- **What got you into to Epic in the first place?**

Mass combat! There is something about the massed formations of Space Marine that appeals to the megalomaniac in all of us, plus the fact that it was immensely tactical, large formations are very forgiving to bad dice rolls. It was the depth as well, you really got the feel of all the different races, the stat line was simple which meant it was dead easy for us to pick up and play, the rules were simple (even with our stupidity we managed it!) and the special rules added character without bogging down the game. It was also well supported and had a large playing base so I could always find a game going on in my local club :). It is so unfortunate that it crashed like it did, as now finding games is so hard.

- **What started the idea to create your own website?**

That was when I was at college, I created a website called <http://www.webbsoft.org> and a game called Solar Traveller that was quite popular, especially as your crew was entirely comprised of various beauties from around the globe. Over the years I created a few more computer games and put them up there. Then I found that the EPICentre (back then it was a Geocities account) needed a webmaster, as a fully qualified web designer and a huge EPIC fan I stepped in to assist. I updated the website but Geocities didn't give us enough webspace (back then we were running on 10MB of webspace), and we kept being shut down as our bandwidth exceeded the limits set. So I paid for <http://www.NetEPIC.org> to be registered and signed up with Powweb, right now we have almost 500MB on our server, which shows you how much we have grown! Our main limit is the number of files we have, we are almost at our limit again, having over 15,000 files on our server :).

- **Who started the concept of netepic and its rules?**

That would be Primarch and a key group of following, then hordes of people started jumping on his band wagon :p. Now he runs one of the (is it THE biggest now?) EPIC mailing lists on the web.

- **What was the main reasoning behind having all epic versions supported in one way or another on netepic?**

The idea was that the EPICentre became one stop shop for EPIC, all the material you could ever need was on there :)

- **What do you think were the main benefits from the epic community coming together last winter?**

Well, it is easy to find what you need now, Epic40k.com and NetEPIC.org share a search engine so there material is easy to locate, the Nexus links to all the major sites in a easy to use format and the Gallery is a combination of artwork from all the different sites so you don't need to trawl the net for pics any more.

The main thing was that we could promote new material easier and make it simple for people to find the information and files they need. They know that if they need something EPIC related they just need to go to <http://www.epic40k.com> or <http://www.netepic.org> (points to the same site) to be able to access all the nets best EPIC material, whether it is the forums on EPICComms or the armylists for NetEPIC. Also I was able to create statistic programs for Epic:Armageddon to log the game results and ensure that Jervis could see how balanced the various armies were and of course which lists were proving most popular!

- **There are many newcomers and people beginning to participate in the running of netepic ie the gallery, incoming... was this something that was planned originally?**

When I took over Epic40k.com it was apparent that it was a community project and as such it felt right to expand it to provide roles for the whole community, now the EPICentre has a dedicated team behind it. As one man, even if I gave up my social life and career totally, I could not give the EPICentre the support it deserves. With Doug producing Incoming! Our superb Bi-Monthly magazine and Chris running the huge and totally stunning De'Aynes gallery the EPICentre has grown from strength to strength. Our average unique hits per month has grown exponentially and since April 2002 has risen by 610%, Incoming! and De'Aynes are vital contributions to this.

- **What are your plans for netepic's future?**

I want an online game of some sort on there - I think Empire of the Stars will be good step for that. I also want to port all of the material across to our new redesigned website at <http://www.netepic.org/INCOMING/html/index.php>. Some more advanced Battlestats would be cool, but our main aim is to gun for Epic:Armageddon, we have huge amounts of material stockpiled for it's release, with more being written every day, so remember to stop by for the latest news, scenarios and campaigns.

With NetEPIC, we have almost finished NetEPIC 5, the most recent revision of the NetEPIC rules, which has been a massive amount of work especially for Yarr, Primarch, and the supervisors for each race. After that – well NetEPIC Gold, but I will leave it to Peter to fill you in on that!

The interview with Peter Ramos, co-ordinator of the NetEPIC project (a community grown set of house rules based on the Space Marine rules created by Games Workshop)

- **Did the sheer growth in the popularity of NetEPIC surprise you?**

“Yes, actually. When you do a "home grown" project like this you set your expectations rather low. It was mostly to please those on the project and maybe a small group of fans. I am humbly surprised to this day by the support it gets.”

- **Why do you think it turned out to be so popular? When it lacked support in White Dwarf or the GW stores?**

“I tend to view the epic player base as a pretty "tight knit" group, much more so than fans of 40k or fantasy. Also a lot of epic gamers who you can consider "proactive" meaning they like diving into these web-based projects seem to be common in the online epic community. Once a lot of these people gathered under the NetEPIC project and the versions were produced they were extensively played by list members, they in turn spread their knowledge by word of mouth to their gaming groups and through their contacts in the Internet. So you can view NetEPIC as a very successful "word of mouth" effort.”

- **Well that certainly registered in the hits from the <http://www.netepic.org> website, which have been growing exponentially. What are your plans for the future of NetEPIC?**

“Currently, we are getting closer to the end of the 5th revision. This will mark a milestone in the NetEPIC project because it will be the last full revision where absolutely everything was put under scrutiny. In the future, revisions will only attend to experimental rules and units that will be included as "core". The bigger project for the future is the "NetEPIC Gold" project. This will be a fully fledged e-book with a layout worthy of one. It will include fluff, pictures and schematic diagrams all made by NetEPIC fans to be available by download from the EPICentre. Also the book will contain all rules, army lists, counters and perhaps a separate booklet with the new army cards. Did I mention I was making new army cards? Well I will be, while the old ones are okay, I wish to update them and give them an even better look. So as usual, I'm up to my eyeballs in projects for the future.”

- **As part of your role of NetEPIC coordinator, you have had to moderate the mailing list for quite a time, how do you manage to avoid the flame wars and disgruntlement which has tarnished so many other lists?**

“That is something the NetEPIC list and all its members can be proud of! In over six years of constant debate we have only had two "incidents" which could qualify as "flame wars" and those were pretty mild by comparison to the equivalent in other forums. The credit, I think, goes to the quality of people on the NetEPIC list. While we have many passionate supporters and participants and debates can get quite heated, they still remember that it's only a game and its opinions and there is no need to be harsh with people who share the same love for the game as everyone else on the list does. This makes my moderating duties extremely easy. I follow a few simple rules. Make a clear distinction between what "Peter's" opinion is and what the "moderators" decisions are. It's a fine line, to be treaded lightly, but so far, so good! Also one must be impartial. I have to weigh both sides of any debate and curtail any natural bias I may have for one position or another. I take great pains in highlighting minority opinions so they don't get lost in the general discussions. Everyone has a say, I think that's why we have lasted so long. Everyone likes to feel his opinion has worth and merit. That's the true job of any moderator.”

- **What impact do you think Epic: A will have on the NetEPIC community; can you see it taking members away or bringing in fresh blood?**

“Anything that brings more interest to epic will, in one degree or another, benefit players from all versions. There will be new models and support from GW, which will translate into more rules and support from the NetEPIC list. So we have much to gain, as do all epic fans. In regards to if more or less people will play net epic as opposed to Epic A, I haven't a clue, since no one is sure just how many people play NetEPIC to begin with. I suspect it may get quiet on the list around its release and then pick up again as the inevitable comparisons and discussions of the virtues of one and the other pop-up. It will be fun!”

- **Will NetEPIC be supporting and creating new rules and lists for the model releases as they come out?**

“Absolutely! Any new model made for epic A will in due time receive NetEPIC rules to go with it so players can use models new and old in their games.”

- **Do you have a time scale for NetEPIC gold?**

“The first thing is to finish the 5th revision. I expect that to be done by the end of the year. In the meantime a lot of work to compile pictures, diagrams and artwork will be done, which will be the most laborious part of the process. Once that is done we can start to layout the actual book. Obviously, like everything we do, it's a labor of enthusiasm, so it requires some free time which is always scarce, but I hope to have it out by the end of 2004.”

- **That is quite ambitious; will the De'Aynes gallery be providing pictures for the Gold Edition seeing as there is over a thousand pics there?**

“I will ask, since it's definitely a large repository of pictures, but some may not be suited for what is needed and new ones need to be taken. That is especially true when it comes to battle scenes and such which I definitely want to include and will have to be "staged" so they look appropriate for the e-book.”

- **Sounds like an exciting time to be in the EPIC community all round what with NetEPIC and Epic: A both having so much development**

- **When did you first get into the EPIC and Battlefleet: Gothic gaming systems?**

“I am one of those poor people who have been playing these games as long as they have been around. I still have the original Space Marine in the cupboard, but I have not had the courage to play it for a while. I also have the AT set somewhere, which is a great resource. The only Epic that I didn't get was second edition. I didn't like the minis at the time (shoe box preds, etc) and the force organisation was too rigid and structured for me.

As for Gothic, I played the original Space Fleet, with the 'fantastic box lid combat tray' (!) and I have the trial Gothic rules that were printed in WD. I seemed to do quite well at Space Fleet and this probably helped my enthusiasm a lot. The original Eldar minis are great too and, combat tray aside, the rules were actually quite good.”

- **How long have you been creating websites for?**

“Not so long really. I had a few of the usual home pages, and my original one is still out there. But this was created more as a method of me learning HTML than for any real web presence. <http://www.epic40k.co.uk> is my first serious foray into the internet world, and it has taught me a lot. Those who have been with the site for a while will no doubt have seen my ability change considerably over the last few years, thank goodness. Things are going well, and I may well get a second site up and running fairly soon.”

- **Where you surprised by the amazing success of the EpiComms forums?**

“Yes and no. On the one hand, the EpiComms forums have been around for a while, in one form or another. It all started as an idea to put up simple notes from people, which were emailed to me. This evolved into a free web forum, which had a total of about three people on it, including me (plenty of schizophrenic questions and completely depressing mornings checking if someone else had joined up!). So, on the one hand the boards have actually grown quite slowly. However, the evolution of the Epic sites caused by Tuff passing things over really did inject some much-needed energy, into both the web sites and the boards (ironically, it was Tuff who suggested that I should include a forum in the first place). In the end, I was lucky. I had just upgraded the boards to something that was under my direct control, with a load more features and no ads. The pooling of resources of the various sites drew a lot of new members almost overnight, and continues to help the boards grow.”

- **How do you manage to maintain order with the users of EpiComms?**

“Simply put, I don't really. To a large extent, the boards are self-moderated, and fairly successfully. There is a focussed community who are mature and accept that others have different opinions. Pretty much everyone is happy to discuss their views without forcing them on others. The first lines of defence are the mods, and these guys do a great job. In general, most of my time is spent keeping an eye on things, checking new members as they join, backing up the boards in case of the worst and tasks behind the scenes. I feel that the sign of a successful board is that the admin has less posts than most of the members and new members are not immediately aware of who they are.”

- **Have you ever had problems with flame wars or disgruntlement?**

“In the relatively short history of the boards, we have had few problems. There was a time when a couple of people tried to join up to cause problems, but these were not interested in the hobby and were dealt with quickly (one of the reasons that new members are checked). Of course, there have been disagreements, but I can’t think of anything that would be classed as a ‘flame war’ on the boards between members (which obviously means that there will be a huge war tomorrow!).”

- **What are your opinions on the development of Epic: Armageddon, how do you think that it will affect the Epic Community?**

“That is a tough question. I like the direction that Epic: A has gone in, and it looks like being my favourite version of Epic so far. I think that it has been a little difficult on the ‘old timers’ of Epic. For Epic: A to do well, it has to sell more than Epic40K. For this to happen, it has to appeal to new members, and I feel that the development of Epic: A has reflected this heavily. In the end, most of the older players had decided whether they like Epic: A long ago, and were not about to change their minds considerably. I also feel that Jervis’s approach has changed from the start of the project. I think that he has learned the hard way that there are times when he just has to say that the game will be a certain way, and that he can’t please everyone. I do welcome the ability of Fanatic to open their doors to the players in this way. This is the kind of development process that players were screaming for a few years ago. If you had told me two years ago that there would be a fourth edition of Epic, which people would be able to download for free and have a say in the development of, I would not have believed any of it.

I think that this will have a very important effect on the Epic community. Whether Epic lives or dies, this will most likely be the last version of Epic. That means that it will define Epic, and the community to a certain extent. I hope that Epic: A does well, but that will depend on a lot of factors, which the players have no control over. It will be difficult to persuade some wargamers to even look at this version with the stigma attached to Epic. This, coupled with the distribution problems and the effort, which GW will put into its promotion and growth, could all cause problems. I would like to see the web Epic community continue to stay focussed, and to get more focussed. It would be great to see more sites out there devoted to Epic, and for the forums and groups to grow with the new edition. I do think that any growth will be gradual.”

- **What plans do you have for the future of www.epic40k.co.uk?**

“I must admit that I have never really had concrete plans for the site. My original desire was to have a site that would allow people to send pretty much anything, and I could find space for it. The De’Aynes Spotters Guide to Gothic is something which I would like to see grow, and once the races are covered I will put more effort into the individual vessels. In general, I would just like to see the site grow in as many ways as possible. More background on people’s armies, more fiction, more pictures and battle reports. In addition, the Epic Painting Competition is about half way through now, and it would be good to see this as a success and possibly make it an annual thing. It would also be good to explore the links with other Epic sites more.”

- **When did you first get into the EPIC and gaming system?**

"It was November when I was 9 or 10 (1991/2). I know it was November because I missed my School's Autumn fair being entirely distracted with the new rulebook & models but I can't remember which year! I'd been doing Historicals since the age of 6 with my Granddad & my mates at school started getting into Warhammer. I dedicated myself to the task of scenery builder for the group since the larger models didn't interest me too much. Then I saw the Space Marine box set & the rest is history....."

- **How long have you been creating websites for?**

"Good question..... Having just checked the guestbook on one of my first sites (which amazingly is still lurking around online!) the entries go back to 1998. However, I started messing around with sites a year or so before that one, so about 6 years."

- **You managed to create an online community for Epic40k practically from scratch, was this an uphill struggle or did you find it relatively easy?**

"When I first thought up the idea, I proposed it to various online communities (The mailing lists, Blackorc.com etc.) to get a feeling for the level of interest and whether it would be worth doing. The general consensus even from the dedicated epic groups was that there would never be enough interest in the system to support such a plan & it would never work.

Throwing the logic of my "market research" aside, I said "Sod 'em" and started working on it anyway.

The first few months were an uphill struggle as it was a far bigger plan than I'd ever attempted on a website and I knew little about real site layouts for something I hoped would end up being a BIG resource. But people started submitting articles pretty quickly, submit ideas on new sections etc. and that gave me hope that it could really work.

The first year of the site was A LOT of hard work, though I wouldn't say it was a struggle - I enjoyed it! The period covered the end of my A-Levels and time working for BT. Both of these afforded me lots of time to write articles, and write articles I did! I found that I pretty much had to write most of the content myself, but then on occasion other people would appear and frantically submit articles on a weekly basis for a month or so, then disappear again. I hate to think the Hundreds of hours I spent both writing my own articles and editing other's in the first year!"

- **Did you find the community supportive in the development of the website?**

"Definitely. Once I had proven to the sceptics that I was determined to make it work, I got a lot of support, not least from the guys who are well known in the community to this day. There were always guys on hand to lend a hand with the Technical side and getting articles submitted was always a great feeling as it meant people liked the site enough to want their own work displayed on it, and in my mind that was a great complement as well as useful support."

- **Your articles on painting have always been very well received by the EPIC community and now you have your own company ('The Mercenary Brush' at <http://aofk.co.uk/mercenarybrush/index.shtml>) will you be branching out into sculpting?**

“Hehe, I wish.

I can't draw to save my life (and that's serious - if I try to draw a human it'll look like a picture done at a primary school). I have taught myself to paint miniatures, and sculpting is definitely next on the list, but I don't think I'll be much good for a long time yet. I've tried a number of times to sculpt from scratch with little success. However, I currently have a large Kray (a creature of my own creation from my wargame "AoFK") display piece under way. It uses the body of a Koralon Hydra from I-Kore, as the piece is almost exactly right for the Kray, but the upper Torso, head, arms, weaponry & details are all being done from scratch. I'm hoping to get him finished by summer next year - It's an important piece to me and I have no intention on rushing it! I'll post some pictures when I do complete it as it will make a number of major firsts for me where sculpting is concerned!”

- **What rates do you charge for 6mm EPIC painting?**

“It varies A LOT! I was offered £50 for a copy of my Logan Grimnar model at Games day but turned it down. I know That's extreme for a single 7mm high model, but you have to understand that it took me three days to complete!

Working down from there, I still do Tau now and again for £5-10 a stand/battle suit. They take a couple of hours a stand.

Imperial Guard infantry I've been commissioned on a number of occasions, and they're £2.50 a stand for the same level as my own army (highlights, individual wristbands etc.)

I've never been commissioned for a basic epic paintjob, but I'd guess It'd still work out at about £1.25 a stand.

Basically, its £5 an hour (or less if I like painting it!).

My problem is that I'm not keen on painting epic with 1 dry brush and calling them done. My crusade is to show my painting comrades that detail CAN be achieved below 15mm. However, if someone wants a basic paintjob, I hold nothing against them at all - Good for them for enjoying the game!”

- **What projects do you have on at the moment?**

“I always have far more work on the go that I could ever list - I paint so much I find it easier to have a lot of varied stuff in process so I don't get bored.

Ignoring commissions:

I've just finished the basic work on my 40K IG army, but lots of details need to be done. With over 100 infantry, it could keep me well occupied for a while yet!

I have a couple of display pieces in epic scale which I'm working on for various competitions, no least Golden Demon next year (I _WILL_ get my hands on the Fanatic trophy....).

I have an 18inch high dragon candlestick I'm doing which is a nice change and a 12 inch high medieval knight awaiting some work (but that one's scaring me!).

My epic Reaver titan is STILL awaiting completion.

Finally for myself, I am working on re-building my LoTR army having been forced to sell half of it a few months back.

So not much really..... ;o)

Also, just because I'm proud & cant resist mentioning it, I hope to start work on lots more models for Fanatic in October, not least display models for E:A - so you can expect <http://www.epic40k.com> to be the first site with reviews of new models once more!"

- **Now that Epic: Armageddon is being developed, how do you think that it will affect the Epic Community?**

"I am trying to be entirely optimistic & think that it will be a great thing for the community. We should certainly see an influx of new players & interest in all areas.

With the release of Epic40K, the community was split in two. It seemed for a long while that you couldn't mix the two groups without flame wars over which was/is the better system. Thankfully, I think the community as a whole has grown out of such bickering and I can't see such a divide occurring again. Certainly looking at the members of the EpiComms forums, we have a good mix of SMII, NetEPIC & Epic40K players (As well as Epic: A play testers) with a good number who play their own variations and there's never been any hostility there, so fingers crossed it never occurs!

As long as the sites manage to retain their current atmosphere and not get overwhelmed, it can only be a good thing, even if the game does (god forbid...) flop once again. From my point of view, it will hopefully also open the doors for more acceptance of epic scale in the big painting competitions, but that might be pushing it slightly!"

Interview with Chris Corker, administrator of the De'Aynes Gallery

- **How long have you been playing epic then?**

“I started collecting the models about 1 and a half to 2 years ago, when it was Epic 40k. I only had a couple of games at best, and am yet to have a "proper" game of Epic: A, although I have seen it played many a time. I'm more of a collector now.”

- **So you fell in love with the miniatures rather than the rules?**

“Yep, I love the idea of a massive army all laid out to see, and my previous purchases reflect that. I have full chapter assembled (currently being painted) and 40 sprues of IG untouched in a box! I'm also into some of the older stuff, and have a couple of hellbores, a leviathan, numerous moles and a knights household made from models originally made in the late 80's!!

The models are what have made epic, not the rules”

- **A true collector then, this must have set you in good stead when you started work on De'Aynes for Epic40k.com**

“When Paul came up with the original idea I thought it was excellent, and I volunteered instantly. I had a good knowledge of many of the older models being a collector and all, but as you can see, I'm not much of a painter, as non of my models are currently in De'Aynes! Hopefully more of that in the future... I think I was in a good position when De'Aynes started, but I am in an even better position

“Now due to all the research I have done for it. Since De'Aynes was set up it has grown and become so much more and so much better than it was ever envisioned”

- **Since De'Aynes was first set up, it is kinda gone independent and now has its own site. How has this change affected it?**

“Even though it is independent, it is now kind of part of three or four sites all connected through the Nexus. It has affected it as it is now a much bigger beast that it started out as, and we now get submissions from a wider range of people, not just visitors to Epic40k.com. In my view moving it was one of the best things ever done with it.

I would like something like De'Aynes.com though perhaps a bit further down the line”

- **That would be cool, you would have lose the ' mark though**

“Beggars can't be choosers.”

- **So how do you see De'Aynes expanding to cope with the EPIC: Armageddon miniatures line?**

“Things like the infantry will be the same so no new folders will be needed, but as soon as we have official word of what models will be released, I will create new folders for them, Mk4, Mk2, Armageddon pattern etc.”

- **Sounds interesting, so what are your plans for the future of De'Aynes?**

“We are in the process of setting up the Phase 2 section of the gallery, working out what to do with it so it doesn't just die. When it is finalised, you will get to know, until then, my lips are sealed...”

Interview with Douglas, editor of the Incoming ezine

- **When did you first get into the EPIC gaming systems?**

1989 was my 'First Contact' with the Epic system. I was round a friends place and noticed a beetle back titan. I really did like it but at 16 I didn't have much money so I didn't start my collection until a good 3 years or so later and SM2 had been released. I had actually stumbled on a GW shop in the West End, London, and that was that, I bought as much as I could.

- **What made you accept the role of Incoming! Editor?**

That's a good question, I am not sure. I had only written a few articles for Epic40k.com and was interested in writing different but interesting pieces, namely on new models. I guess it was something new and to do with something I enjoyed most. So I took on the role as a challenge and as new motivation towards a hobby that I have started to take part in more regularly.

- **How have you managed to keep the articles flowing into Incoming?**

I have been asking around and through reminders both in the intro to the ezine and a few posts here and there, I have received quite a few responses, which had initially kept me busy with the first few issues I have released. Not to mention trying to continue writing myself and trying to paint stuff up while learning at the same time.

- **Have you ever experienced droughts in the flow of articles?**

Well, although I have articles lined up for the next 2 issues (that takes us into the new year), I will always continue to look for more to keep ezine going. It also shows the interest thats growing from what people are putting into the hobby. I myself have a few pieces that I will be submitted to, so I don't get away with just relying on others ;)

- **Recently Incoming! has been growing in popularity, what do attribute to this rise in hits?**

As I am new to this sort of thing I am not sure, my guess is that the articles so far in the last few issues I have compiled has generated interested in its own right. I know that Incoming had a following before so maybe word is getting around that Incoming is being released on a regular basis and so people want to see whats happening on the epic front.

- **What are your opinions on the development of Epic:Armageddon, how do you think that it will effect the Epic Community and what role will Incoming! play in it's development and support?**

Another good question. I went to Gamesday U.K to get an idea about how the game actually runs and what people themselves think about it. I haven't tried it myself but from what I have seen and heard it is quite interesting. I just haven't had the time due to work and other commitments to try it myself. As to the effect its had on the community, well that's rather a mixed reaction. A lot of people are thinking this will not last long which is a shame, I would have thought people would just enjoy it for what it is and give feedback about the game. After all its just a game to be enjoyed.

Many I have spoken to have played the game and are looking forward to the release. I myself cannot wait, like Chris I am also a collector of Epic models and there are very few models I still look for so I am looking forward to getting hold of some new stuff.

- **Are there any plans for other gaming systems to be incorporated into Incoming?**

That's something I am not sure about, I need more feedback to find out what people want as we did start off with Epic. I would like to get BFG articles into Incoming and see what we have when Epic:A is released. Void is one system that has been used in one of the issues and I would again need to find out what people thought about it and whether or not Void and its own site and support is enough and we stick to what Incoming was originally started with.

- **What plans do you have for the future of Incoming?**

That really depends on the submissions. I have a set of articles I have to do regarding some epic models that are either new or seldom seen within the epic community like the Eldar exodites. There are more plans to make Incoming more organized and accessible for users. Tom has been helping me start up a new site area for incoming, which is much more user friendly. Articles are more accessible and easier to find and Tom came up with the idea of being able to post feedback on stuff either in incoming issues or articles from the past that are available for download separately. These plans are still in progress but it looks like Incoming will become much more than just a simple ezine created by epic hobbyists.

For more information on any of these subjects please visit our websites from the Nexus – a hub of information containing links to the most important websites for EPIC on the net. A brief summary of links has been included below.

The Nexus – A portal to all the most famous EPIC sites on the net.

<http://www.netepic.org>

The EPICentre – Home of all things EPIC

<http://www.netepic.org/INCOMNG/html/index.php>

The De'Aynes Gallery – filled with pictures of pro painted epic models, past and present

<http://www.epic40k.com/GALLERY>

Epic40k.com – A great resource for Epic40k players

<http://www.epic40k.com/EPIC40k>

The EpiComms forums

<http://www.epic40k.co.uk>

Modelling with Kr00za





This is my BURNA Class Great Gargant.

The inspiration for this model was from the PC game Return to Castle Wolfenstein. I really liked the look the German soldiers had with their long coats, gas masks and flamethrowers so I've tried to make this Gargant resemble them somewhat whilst still keeping it looking Orky.

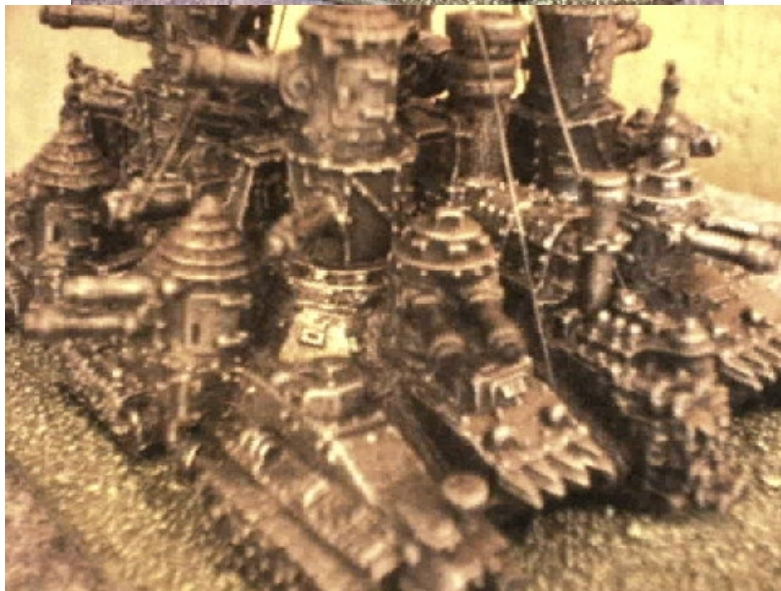
This model has been made using the basic Mk5 Great Gargant.

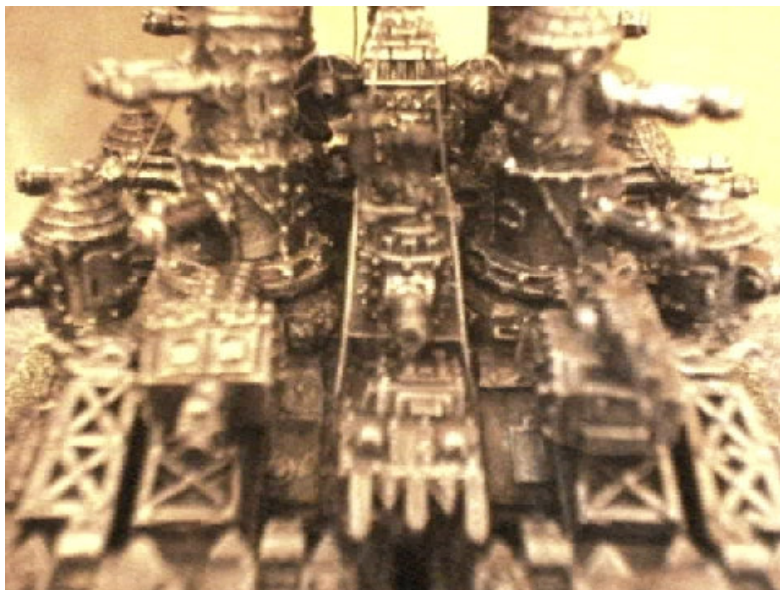
The Supa-Lifta-Dropa has been replaced with a Power-Claw from a WH40k Killa Kan.

The arm-mounted cannon has had its barrels replaced with a Mk3 Great Gargant Flamer, and fuel tanks from a WH40k Baal Predator have been added. The standard belly mounted gun has been replaced with a Machine Gun from a WH40k Baal Predator. The large rear mounted fuel tanks are from a WH Dwarfen Flame Cannon. The head has been replaced with the Weapon-Head from a Mk3 Gargant. The nose gun of this head has been replaced with the end of a Mk3 Great Gargant Machine Gun. This was done to make the Gargant's face look kinda like a Gas Mask. A round Squiggoth turret was added. "All my Gargants have this turret on their heads as it looks like a top hat." The left shoulder mounted gun turret has been changed by removing the original gun barrel and added some guns from an Ork Flak-Wagon. The right shoulder mounted turret is from an Ork Squiggoth. The Gargant is completely filled with MilliPutt to give it extra strength. I decided not to use one of the Gargant's legs so that the model would tilt to one side giving a better impression of walking. Extra detail has been added to the underneath of the model.

As with most of my models this one is only half painted. Hope to have it finished soon.







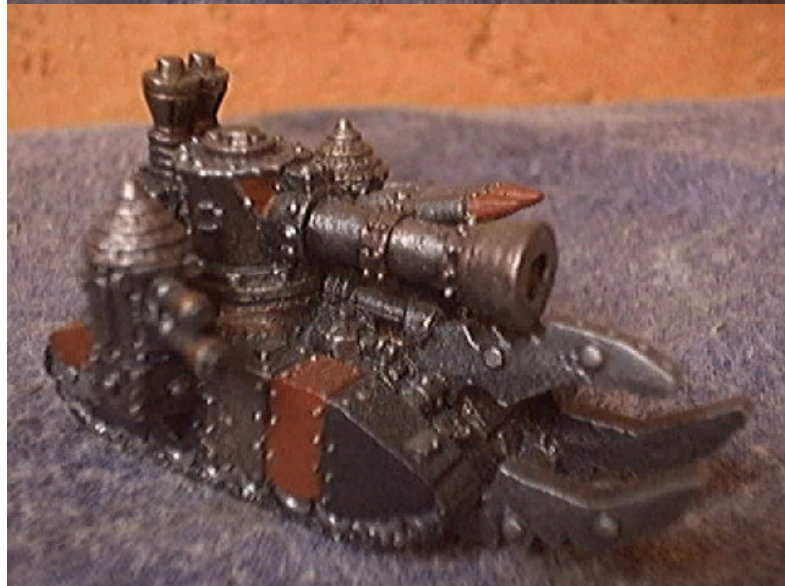
This is my Ork Leviathan. A huge mobile command center. I wanted to make something that resembled a land going battle ship.

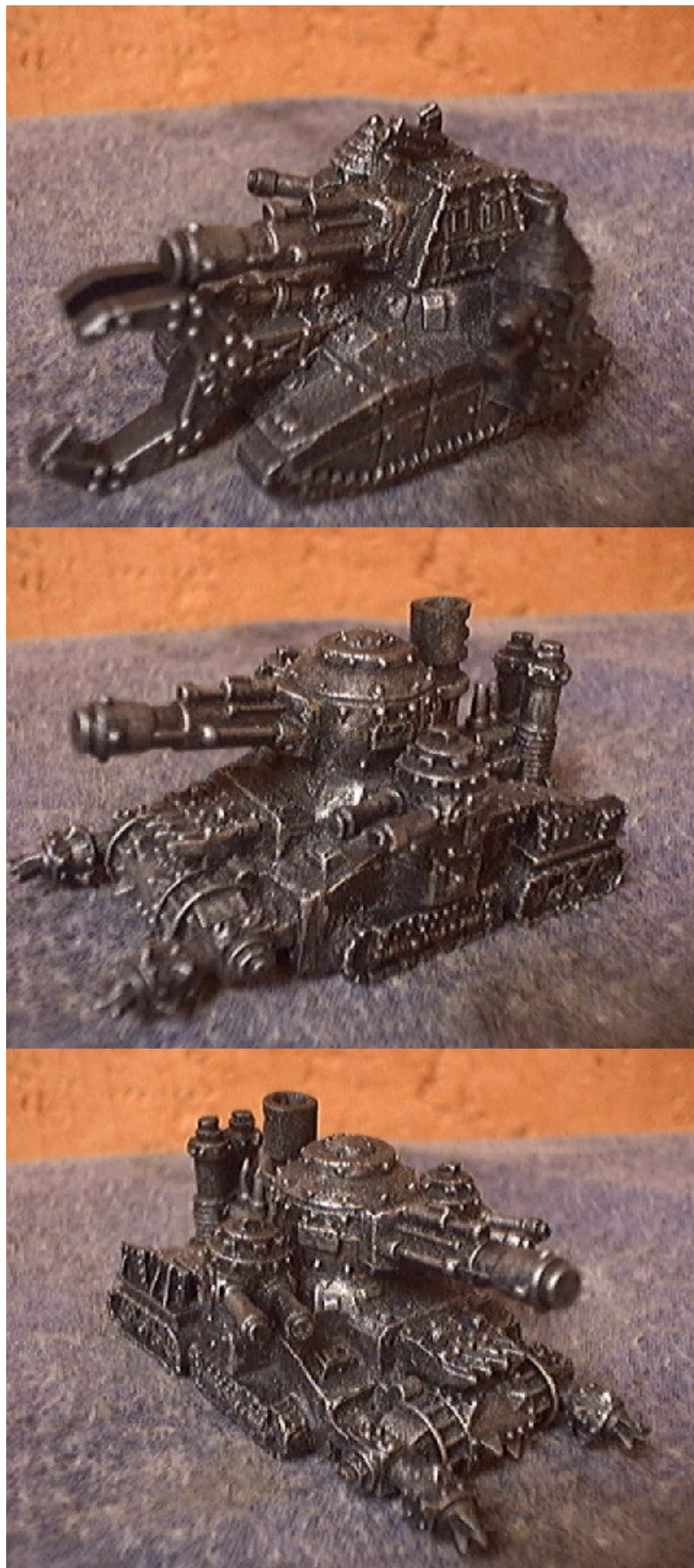
The model is made from four BaneBlade tanks stuck together "back to back and side to side". Four round Squiggoth turrets sit where the original BaneBlade turrets were. Two square Squiggoth turrets sit either side of the center. Ten Ork Battle Fortress turrets were then added. The front of the model has two Ork Battle Fortress Rollers with a Battle Fortress cockpit above them. The front spikes from a WeirdBoy Tower and the engine from a Battle Fortress sit front center of the model. The center of the model has a WeirdBoy Tower. The centre rear of the model uses another Battle Fortress engine and the engine from a WeirdBoy Tower. Either side of this sits another set of WeirdBoy Tower spikes. The set of six tracks are also from some WeirdBoy Towers. The centre post is a piece of metal rod with some WH40k Ork Icons added. The rigging is made from copper wire.





custom made battlewagons

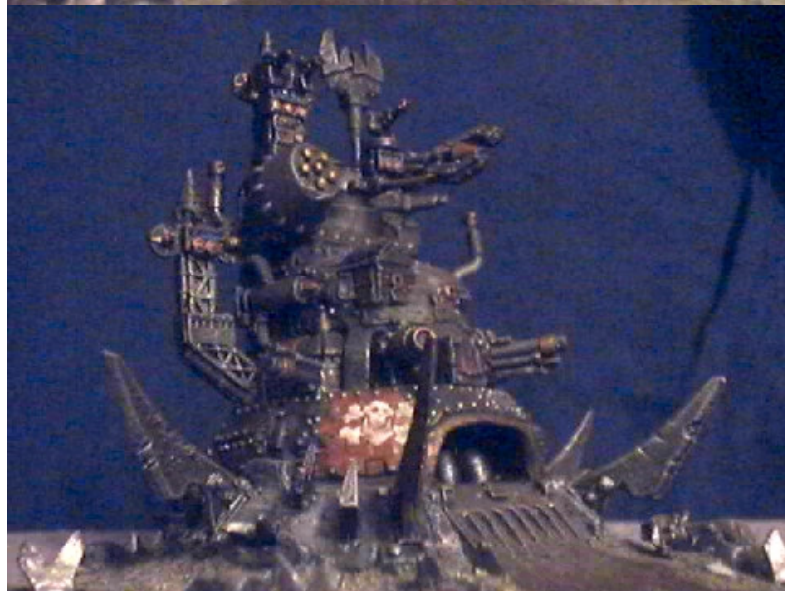




These are my custom made Battle Fortresses.

The top ones made from a BaneBlade Tank, Squiggoth Turret, two battle fortress turrets and some rockets from an Ork Fighta-Bomba. The other two are made from ShadowSword Tanks.

You'll notice I've used the old claw and ramming spikes from my Mega Gargant in these models.





This is the first and only piece of terrain I've ever made.
Imagine your Ork Army is in the middle of a campaign. They have won the battle and the enemy is on the retreat, needing time to regroup and gather strength before attacking again.

During the battle your Ork Army sadly lost a Great Gargant, smashed beyond repair. What would an Ork Warlord do? Just leave it there to rust? I think not. Far better to transform it into a Stronghold to defend the ground he gained during the battle.

This model is a good example of what to do with your spare bitz.

I had so much stuff left over from my other conversions I decided to make something with them. And this is what I came up with. The base is an old AOL CD. " see they do have uses" The rocky outcrop the model sits on is made from MilliPutt. The jagged metal spikes around the base are just bits of spur I've cut off models. The main part of the model is basically a Mk4 Great Gargant. The centre section is made from MilliPutt with some Stomper guns added to the recesses.

The rest of the model is just bitz n bobs I had left over.... such as WeirdBoy Towers n stuff.

The four huge spikes are from a WH40k model of some sort... sorry can remember what one.

Last but not least tyrannids in a big BFG way !!!!



Epic Armageddon - Crucible of Champions

Warbands in Epic Armageddon

Background

Authors Notes

Believe it or not, this all started with Warhammer Fantasy Battle. White Dwarf magazine number 283 (in the UK) had the collected rules for warbands in Warhammer Fantasy. I had been following this in the magazine for a few months, and generally remembering the 'good old days' of the Realms of Chaos books, which contained the rules for warbands in both Warhammer Fantasy and Warhammer 40K. This brought me back to the original Rogue Trader book, with random tables and so on. Now this was never very fair, and a lot of people were 'inventive' in their dice rolls for troops and equipment, but it generally didn't matter as the warbands had a bit of character most of the time. I got so into all of this that I even rolled up a few warbands using the recent Path to Glory Warhammer Fantasy tables - and I don't know a single person who even has the rule book!

Anyway, all of this got me thinking how I could combine this great narrative experience with Epic, one of my favourite games. At first, I was sure that it was a dumb idea and could not be done. But, the more that I thought about it, the more I thought 'why not'? Sure, there will be occasions when the background had to be thrown in with a pinch of salt, and times when the players would need to suspend disbelief a little with the various combinations of troops that came up. And surely Epic is a game of huge armies and battles? Well, yes, but the original Training Mission scenarios and starter games have about two formations of only a handful of units. So, why not? Well, I gave up arguing with myself (since that path leads to solo games and eventual madness) and threw together a few ideas. The more that I thought about this, the more I liked it. A warband style system would allow new players to put together a small force and get gaming relatively quickly. It relies on the narrative style of gaming, which loads of players really like, but which is rare due to the more complex campaign systems and experience calculations. It lets players create minis which are individuals and have character - you can actually customise and convert your champions transport vehicle and units generate a history of their own. I was getting enthusiastic about this, and before I knew it the entire idea was taking way too much time, until I got to the point that it was simpler to just commit it all in written form.

First, a warning. These rules are not balanced. You will not get a nice even game where the victor depends on strategy and tactics. Your warband may well be really weak and difficult to even draw with. Sorry, but tough luck. Add to this, the fact that it is really difficult to completely test and play all the possible combinations and tables, and you have something that is supposed to be fun. Let me say that again, this is about two players putting a few units in a box and playing a quick game to see how their history develops. This type of game will make you think a bit more about how you commit your forces, since there is a real chance that 'dead' troops will stay dead and that your warband won't be up to full strength next game. Anyway, there are broadly three sections to this article. The first deals with generating a warband initially, the second with getting together and playing games with the warbands and the third with the development of the warbands between and after games. I will also add various examples and experiences of my own.

So, without further ado, why are these warbands fighting, and how do they exist...

Background

The Dyphadian System has been scarred and almost stripped bare by decades of fighting. Lying close to the edge of the Eye of Terror, it has been plagued by Chaos incursion since history began, and being comprised mostly of relatively small hive and agricultural worlds, it would never make it to the top of the Imperial priorities. As a consequence, it was relatively ignored and left to self-rule, although an eye was kept on it for Chaos influences, which could not be ignored. Then, perhaps inevitably, Chaos arrived - in force. Within the space of twelve years, a Chaos force combined of

the four major powers, many minor factions and even more undivided bands had taken control of the entire system. In the following seven years Chaos did, literally, rule. Vast swathes of worlds were harvested and scrubbed bare, thousands fell as sacrifices were made, the air on many worlds was turned black with soot and factory exhaust. However, it could not last. Orks from a nearby sector saw the plunder and jumped at the chance of a good fight, and arrived in their thousands. The pact which had prevailed over the Chaos forces could not last indefinitely, and it broke down in spectacular fashion. Former allies turned on each other, and pockets of resistance grew up around the local PDF forces combined with small Imperial Guard garrisons. No one force was large enough to cut through the rest and unite the system, but they fought on for their small pockets of land, and slowly destroyed each other in wars of attrition.

There are many scattered Chaos followers roaming the lands, each feeling set upon and betrayed by other Chaos generals, and each waiting for a time to gather an army, confident that their particular Chaos power will reward them with a chance to assemble a mighty force and conquer an entire world. Most are sadly deluded. Joining these potential champions are bands of warriors, the remains of the various fragmented armies or small bands of survivors from less successful leaders. Combined, they have become an endless cycle of warbands rising up to take on all opponents, and falling prey to larger warbands or forces made of several warbands to halt the progress of rivals.

And so it continues. Step into the arena, draw your retinue close around you, recruit your warband from the lowest forms of life, and issue a challenge to all who can hear you. Let the cycle begin again.

Epic Armageddon - Crucible of Champions

Creating Your Warband

Getting Started

Creating your warband is a relatively simple process, consisting of three stages. Firstly, you must generate your champion's retinue, the group of warriors, which form the core of the warband, and the Chaos power, which they will follow. Then, your champion rises through the ranks, gaining a few skills to put him above the other warriors. Finally, the rest of the warband is assembled.

A note on Cult Marines: the type of Cult Marine generated will depend on the specific power, which your Champion follows. This is noted in the following table.

Faction	Marines
Undivided	Raptors
Slaanesh	Noise Marines
Nurgle	Plague Marines
Khorne	Berserkers
Tzeentch	Thousand Sons Marines

Stage One - The Retinue

The first decision to make is to select which Chaos Power your retinue, and therefore your Champion and warband as well, will follow. You can choose Nurgle, Tzeentch, Slaanesh or Khorne, or you can decide that your warband will dedicate themselves to Chaos Undivided.

Next, roll on the following table to determine what type of warriors make up your warbands retinue, how many units there are, and whether they have any transport vehicles attached to the formation.

2D6 Roll	Retinue	Number of Units	D6 Roll	Transports
2-3	Chaos Bikes	D6 +4	-	None
4-5	Chaos Havoks	D6 +2	1-3	None
			4-5	Rhino
			6	Land Raider
6-8	Chaos Marines	D6 +4	1-2	None
			3-5	Rhino
			6	Land Raider
9-10	Cult Marines	D6 +3	1-3	None
			4-5	Rhino
			6	Land Raider
11-12	Chosen Terminators	D3 +2	1-4	None
			5-6	Land Raider

Note: Where transports are assigned, enough are provided to transport all stands, but no more.

Stage Two - The Champion

From your retinue, rises a single champion to lead your warband. Whether you choose to model him (or her) as a single leader, or as a stand including your leader, is your choice. Whatever you do, your leaders unit has the same statistics as the rest of the retinue. However, in addition the unit has the 'Leader' ability and rolls twice on the following table to generate further abilities.

Once you have rolled and found the result you may chose to ignore it. However, if you do decide to do this, the ability is lost and you may not reroll it. This occurs, for example if you champion is a Terminator and rolls 'reinforced armour', or if the result is actually an ability which would replace an existing one, and is worse. Of course, you may also choose to ignore a result is the roll generates an ability which does not fit the theme of your warband.

If the same ability is rolled more than once, it is also lost the second time unless specified in the result table otherwise. The only exception to this is that if the ability is applied to a weapon and is rolled a second time, and could potentially be applied to a second weapon, then it may do so. Similarly, if an ability is rolled which cannot be applied, for example turning a weapon into a Macro Weapon, but the unit has only firefist weapons, then this is also lost.

This table uses a D66 roll. For this, roll a D6 for the tens, and then a second time for the units.

D66 Roll	Ability
11-12	The champion gains no ability this time, and the roll is lost.
13-14	<p>If the Champion already has an Assault Weapon, it is upgraded to include the ability Macro Weapon. If not, add the following stat line to his profile:</p> <p>Power Weapon : Base Contact : Assault Weapon, Macro Weapon (Note that you cannot use this result to add additional attacks to the Champions profile!)</p>
15	The Champion and his unit gains the Scout ability.
16-21	The Champion and his unit increases his speed by +5cm. This may be applied a maximum of two times.
22	The Champion gains the Infiltrator ability.
23-24	The Champion 'increases' his close combat value by +1. So, if he had a close combat value of 4+, it is now 3+. This upgrade cannot take the value to better than 2+.
25-26	The Champion is gifted with the Sniper ability.
31-32	<p>If the Champion has additional close combat weapons, then one is upgraded to add the First Strike ability. If he does not have any additional close combat weapons, the following is added to his profile:</p> <p>Lightening Strike Weapon : Base Contact : First Strike</p>
33-34	<p>If the Champion has additional close combat weapons, then one is upgraded to add the Extra Attacks (+1). If he does not have any additional close combat weapons, the following is added to his profile:</p> <p>Cat-O-Nines : Base Contact : Extra Attacks (+1)</p>
35-36	The Champion gains the Inspiring ability.
41	The Champion 'increases' his fire fight value by +1. So, if he had a fire fight value of 5+, it is now 4+. This upgrade cannot take the value to better than 2+.
42-43	The Champion and his unit gain the ability Immune to Panic.
44-45	The Champion gains an additional ranged weapon. Add the following stats to his profile:

46	If the Champion has a ranged weapon, add the ability Ignore Cover to it. If he does not, add the following stat to his profile: Flamer : (15cm) : Small Arms, Ignore Cover
51-52	The Champion gains the Thick Rear Armour ability.
53-54	The Champion 'increases' his basic save value by +1. So, if he had a save value of 6+, it is now 5+. This upgrade cannot take the value to better than 2+.
55	If the Champion has a ranged weapon, add the Macro Weapon ability to it. If he does not, add the following stat to his profile: Melta Gun : (15cm) : Small Arms, Macro Weapon
56-61	The Champion is gifted with the Commander ability.
62-63	The Champion and his unit gains an Invulnerable Save.
64-65	The Champion is gifted with Reinforced Armour.
66	The Champion gains the Supreme Commander ability.

Stage Two - The Warband

The final stage is to create the groups which make up the warband. To determine the number of groups, roll on the following table.

		D6	Number of Groups
		1-2	3
		3-5	4
		6	5
13-14	Mutants	D6 +8	

For each group, roll once on the following table. Each time, roll for the type of group joining your warband, the number of units and whether they have transports attached. (If transports are included, enough are provided to transport only that group, and no more than are needed.)

			1-4	None
			5-6	Chimeras
			1-4	None
			5-6	· · ·
			1-4	None
			5-6	· · ·
26-31	Chaos Cavalry	D6 +6	-	-
32-34	Chaos Warriors	D6 +4	-	-
			1-2	None
			3-5	Rhinos
			6	Land Raiders
			1-3	None
			4-6	Rhinos
			1-2	None
			3-5	Rhinos
			6	Land Raiders
46-51	Chaos Marines	D4 +4	-	-
52-53	Chaos Predators	D3 +1	-	-
			1-4	None
			5-6	· · ·
55-56	Daemons	See below	-	-
			1-4	None
			5-6	Land Raiders
62	Obliterators	D4	-	-
63	Chaos Spawn	D4	-	-
64	Land Raiders	D3	-	-

64	Land Raiders	D3	-	-
65	Defiler	D3	-	-
66	Champion and Retinue	See below		

Daemons

The type of Daemon pack which joins your warband depends on a dice roll, and the Chaos Power which your Champion follows. In addition, any Daemons which join your warband remain and do not disappear after a single game. They are treated like any other troop types for the purposes of being killed and surviving between games.

Chaos Faction	Daemon Pack
Undivided	D6 +2 Units of Furies
Slaanesh	D6 +2 Units of Daemonettes
Nurgle	Roll a D6: 1-3: D6 +2 Units of Plaguebearers 4-6: D6 +2 Units of Nurglings
Khorne	Roll a D6: 1-3: D6 +2 Units of Bloodletters 4-6: D6 +2 Units of Flesh Hounds
Tzeentch	Roll a D6: 1-3: D6 +2 Units of Horrors 4-6: D6 Units of Screamer

Champion and Retinue

A second Champion joins your warband. Generate this Champion as normal, but with the following exceptions:

- This Champion can only follow either the same power as the main Champion, or that of Chaos Undivided.
- This Champion only rolls a single time on the abilities table, although he also gets the Leader ability as normal.
- Obviously, he does not get to roll for followers of his own!

Finishing Up

You now have most of your warband created. But, there are just two things left to do. The first is to set your warband up into formations. Once you have set up these warbands, they may not be changed later (you will have to plan in advance for your games). In addition, you must assign complete groups to formations and you may not split groups. So, if you have seven units of Chaos Marines, you must assign all of these units to the same formation. However, you can choose to leave the group as a formation on its own, and not add other groups to it.

There is one, final restriction to your formations in that there are three types of formation:

Champions: Your Champion and retinue may not join any other formation, nor may other units or groups join their formation. This includes any secondary Champions in the warband. In addition, if you have two (or more) Champions and retinues, they must remain in two (or more) separate formations and cannot be combined in any way.

Cultist Formations: The only units that may be included in these formations are listed below. No other units may be included in this type of formation.
Units in these formations: Chaos Hounds. Mutants. Traitor PDF. Chaos Traitors. Bio

Mutants, Chaos Cavalry, Chaos Predator Destructors, Sacrifices, Daemons, Chaos Spawn.

Marine Formations: Like the Cultist Formations, the Marine Formations may only include a certain set of units, detailed below.

Units in these formations: Chaos Hounds, Chaos Marine Bikers, Chaos Marines, Chaos Havoks, Cult Marines, Chaos Dreadnoughts, Chaos Predator Destructors, Sacrifices, Daemons, Chosen Terminators, Obliterators, Chaos Spawn, Land Raiders, Defilers.

The final thing to note is that all Champions have zero Advancement Points on the creation of their warbands (Note: this may well change with the second part of this article. Right now, I am considering two ways of advancing the warbands, so please check back here later to make sure. Don't worry, this is the only thing that might be altered, the rest is fine), and that all Champions (including secondary Champions) begin their existence with zero Mutation Points. These will be used later to track the progress of the warband and the Champions themselves.

I have put together a PDF reference sheet on this site, which you can use to track the creation and progress of your warbands. You can find it in the web version of the article, at: <http://www.epic40k.co.uk>

Epic Armageddon - Crucible of Champions

Slaanesh Warband of Plyshtarin **The Rapture of Torment**

Notes

At the end of the day, most of the rules that I come up with are for me. I want new rules and ideas to play, and I want them to be balanced and fair, not just to my mind but in the eyes of others as well. So, after sitting down and pulling together all of the rules so far, I thought that I would put together a warband of my own. Doing this would also demonstrate how it all works and hopefully fire a few of you into doing the same for yourselves. So, here is the creation of the warband of Plyshtarin, the Rapture of Torment.

First up, is to decide which Chaos Power my warband will be dedicated to. I have never really bothered with Slaanesh in the past, but all of that changed when I read about Lucius in the 40K Codex. This guy is undoubtedly cool, and is fast becoming my favourite 40K character so far. So, I started to consider Slaanesh more seriously. This warband will be dedicated to the Lord of Pleasure, to give me an idea of the force and whether it will capture me at a larger level and inspire me to create a full Slaanesh army for Epic Armageddon later on.

Chaos Power: Slaanesh

Next up is to find out what troops make up my retinue. I roll an 8, giving me Chaos Marines. I am quite happy with that. Another dice roll later and I discover that a total of 9 units make up the retinue, and that they bring with them enough Rhinos for the formation, which is 5 vehicles.

Retinue: Nine Chaos Marine units, and five Rhino transports

This is all looking pretty good for me. I already have a strong formation as a retinue, and they have the ability to move rapidly around the battlefield. The numbers also work out nicely for me, as it means that I get eight Chaos Marine units transported by four Rhinos, and then Plyshtarin himself with his own personal transport. I see conversion opportunities!

Next up, are the abilities for my Champion. I end up rolling 32 and 42, giving him the First Strike and Immune to Panic abilities, which is added to the 'Leader' ability that all Champions get. Plyshtarin is starting to take shape.

Champion Abilities: Leader, First Strike, Immune to Panic

So, that is my Champion and his retinue of bodyguards sorted out, now onto the core forces of his warband. The roll to determine the number of groups in the warband comes up as 6! This gives me 5 groups of followers. (While I was very pleased at this result, a part of me was very sceptical that the rest of the rolls would end up being turkeys! Besides, I am sure that you guys don't believe that I even have dice in the room with me and that I am making up the numbers.)

Warband Followers: Five Groups

For the first of these groups, I roll 44, giving me Cult Marines, in this case Noise Marines. I am particularly pleased with this result, as I wanted to theme the warband closely to Slaanesh. Subsequent dice rolling gives me 6 units (highly appropriate!), and that they remembered to bring their transports with them.

Group One: Six units of Noise Marines, and three Rhinos

The second dice roll results in 33, Chaos Marine Bikers (they must belong to the cult of Doomrider). I score only 5 units of these guys.

Group Two: Five units of Chaos Marine Bikers

Group three of my warband, and the dice threw up 24, and so a group of 7 Big Mutants wandered up to join in the carnage. Unfortunately forgetting to bring their

Land Transporters with them.

Group Three: Seven Big Mutants

For the last two groups, I managed to recruit 8 Chaos Dreadnoughts and 12 units of Chaos Traitors, who also arrived without their wheels.

Group Four: Eight Chaos Dreadnoughts

Group Five: Eleven Chaos Traitors, One Chaos Traitor Arch Heretic

In all, I am quite happy with the selection that I got. I would have liked to get another Champion, and possibly some Chaos Predators, but I guess that you cant have everything and there is always a chance that these will turn up after a few games.

So, aside from giving Plyshtarin zero mutation points and zero advancement points, the only thing left is to assign the groups into formations. The Champion and retinue are easy, since they can only form a formation of their own and no-one else can join them. The Big Mutants and Chaos Traitors are also fairly straight-forward, and I combine these two groups together. This will make a very colourful formation. The last three groups are more of a trouble. They are all fairly fragile groups, but putting the Dreadnoughts in with the others will force the formation to move slowly, and I am unsure about combining the Bikers with any other groups as I like the thought of them racing around flanks and causing mayhem to small and vulnerable enemy formations. In the end, I decide to leave the Bikers as a separate formation, although I will have to be very careful with them, and combine the Dreadnoughts with the Noise Marines - even though this means that the Marines lose most of the advantage of having Rhinos. The factor which swung it for me was that both the Cult Marines and the Dreads have longer ranged weaponry, and the Rhinos should be able to provide fire support in an emergency.

So, the final warband looks like this:

Champion and Retinue:

- Plyshtarin - Chaos Marine Champion, with the Leader, First Strike and Immune to Panic abilities
- Eight Chaos Marine Units
- Five Chaos Rhino transports

Alpha Formation:

- Six Noise Marine units
- Three Slaanesh Rhino transport vehicles
- Eight Chaos Marine Dreadnoughts

Beta Formation:

- One Chaos Traitor Arch Heretic unit
- Eleven Chaos Traitor units
- Seven Big Mutants

Gamma Formation:

- Five Chaos Marine Bike units

Coming Soon - Rules to play games of Epic Armageddon using your warband, casualties and survivors of the games, your warband grows and attracts new followers and your Champion heads towards immortality as a Daemon Prince, or is disgraced as a Chaos Spawn.

Forge World Harridan Review

by TuffSkull

Well, we meet again. Its been a while since I did a review, but at games day UK 2003, I was pleased to be able to pick up one of the brilliant new Tyranid Harridan models from Forgeworld. I know, praise this early in one of my revies - but rest assured it will be picked to pieces as much as I can below.

Before I get into the review, I would like to thank Douglas Woodcock for the pictures of the individual parts of this model. I made a mistake and deleted my own set, only to realise after I'd painted the beast, so thanks to Doug for coming to the rescue!

In the style of old, I will go through the model piece by piece with a fine tooth comb and then summarise, telling you everything I can about the model, be it the good, the bad, the ugly, or tips should you yourself come to get one. To the dissection table.....

These models come as 7 pieces. These are:

- 1 body
- 2 wings
- 2 rear legs / scythes
- lower jaw (yes, its a separate piece!)
- tail

The Body:

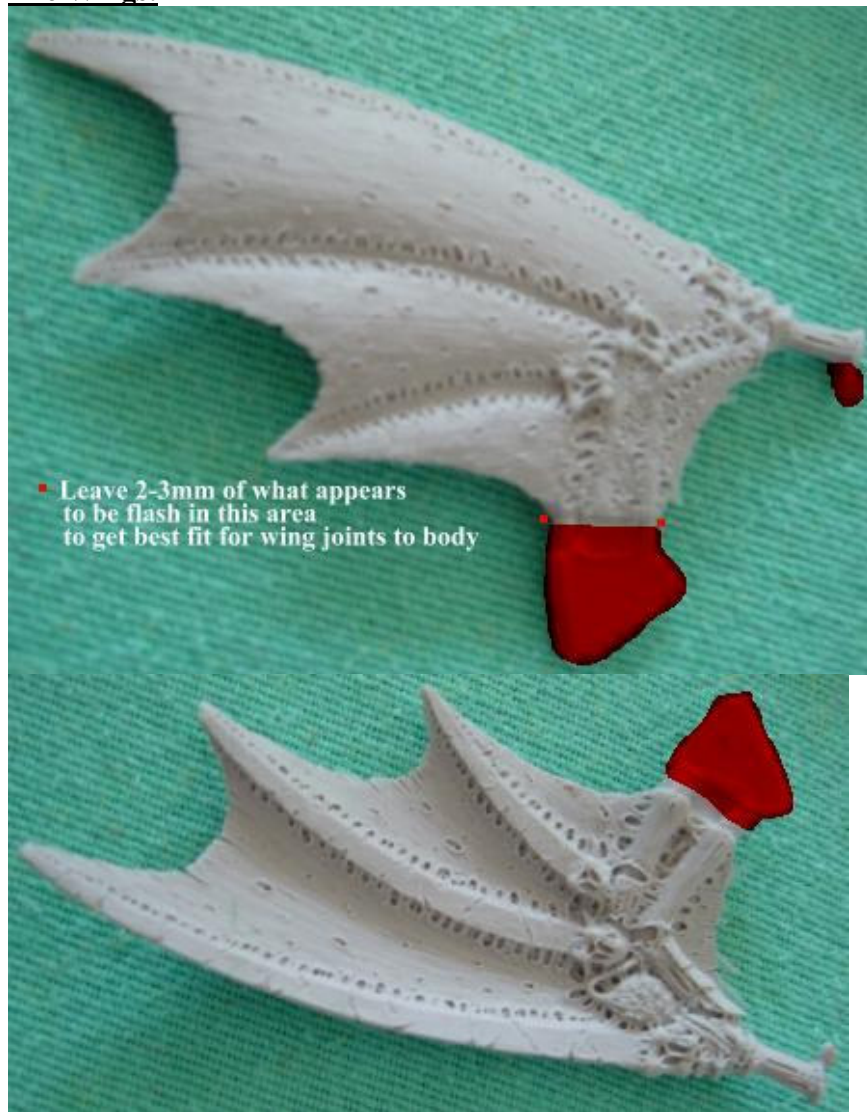


First thing to hit me was the amount of detail on the model. As you can see from the picture above, there are very few of the details from the massive 40K scale kits, which have been left off of its new smaller cousin. From the individual teeth sculpted on the upper jaw to the sinuous effect running under the ribs, its a frightening beastie even at this scale!

Whats more, the detail is continued over the armour plates. They're not just flat plates. No, they too have striations all over their surface, adding to the realism and overall effect of the model a great deal. From a painting aspect, it was the details included in the sculpt of this model which made me so eager to paint it - they instantly give the piece a unique feel which can be easily picked up with simple painting techniques.

Casting wise, my model was a very clean cast. There is one area of excess resin (flash) on the piece as marked in red on the picture. This is sensibly placed on the model so that it is easily removed. Other than that, the only other area on my piece with any sign of flash was the inside curves on the spines, which was easily trimmed off with a sharp knife.

The Wings:

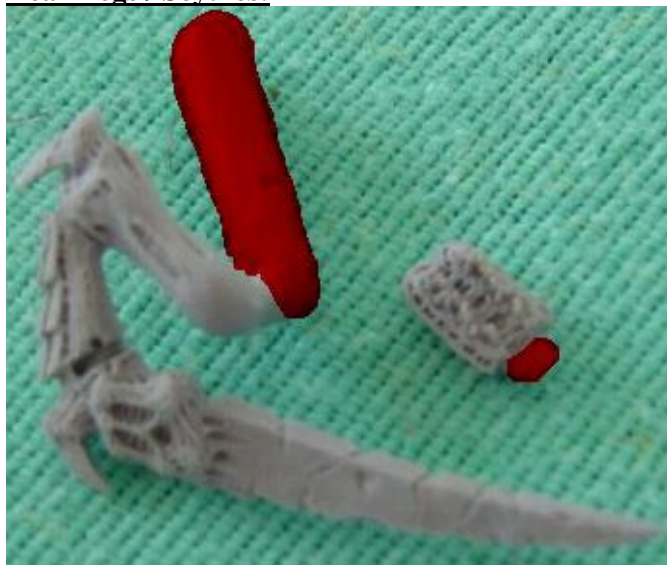


Once again, these are highly detailed pieces. It's the sheer amount of surface detail & texture that makes these stand out from the crowd. All this can be easily seen (I hope!) from the pictures to the left.

On the casting front, however, these are not quite as beautiful as the body was. There are only two areas where I had to trim, both marked on the photos. The slight spot under the venom cannon was echoed on my pieces, and is easy to remove. The large tab however, posed a slight "hic-up" for me. I duly trimmed down the piece flat the second I got it out the box. **HOWEVER**, don't be so eager yourselves! If you trim off the entire section, it leaves a gap where it joins the torso (as shown in the picture below). I have not had the chance to get a second Harridan yet to test the theory, but its worth taking the extra time to leave a strip & test the fit rather than diving in like I did and having to go through a stage with greenstuff to fill the gap.

The image above says leave 2-3mm. That should probably be 1-2, but just take care to trim & trial fit as you go until you reach as close to tight as you can get them. You have been warned!

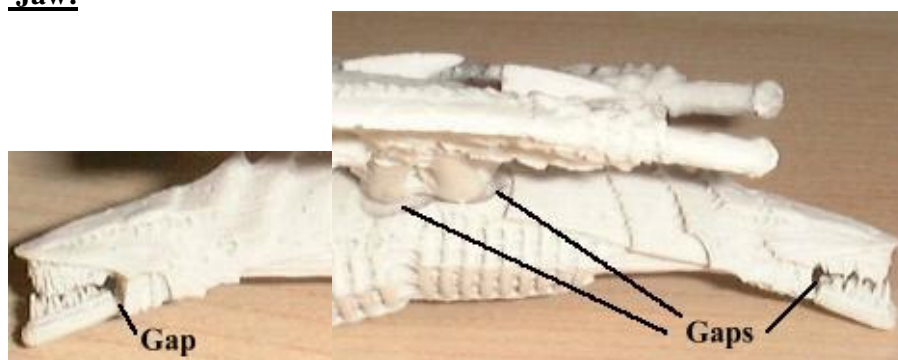
Rear Legs / Scythes:



These too have a slight anomaly in the casting. They join to the body via a simply cylindrical socket & pin joint. However, the pin on the leg morphs cleanly into flash, once again leaving you to slowly trim it down, test fit & trim again until you get an accurate fit. This to me is a shame since it would have been easy to have the pouring corridor (which is filed by what ends up as Flash) of a larger size than the joint, giving it an easily recognisable end. Its a minor point, and Forgeworld would say something like "these are collectors kits, such a thing shouldn't cause any problems". They'd be right too, they are sold as collectors pieces and as such those buying them shouldn't have a problem doing this, but its such a simple thing that could have been rectified before moulding that I think its a shame they're just adding little bits of hassle for the modeller where it doesn't seem needed.

Rant over, they're nice pieces. Detail cannot be faulted in any way, from the sinuous texture of the "soft bits" to the cracked and dented nature of the scythe bone - it all adds so much to the style of the model both before and after painting.

Jaw:



Wow! This thing has a separate lower jaw! Its mad, its insane, and its the kind of thing that only Forgeworld would bother to do and I love it! I've talked (some would say "raved"...) about the detail on the whole of this model but this jaw piece is just the dog's unmentionables (for those not in the UK, thats a good thing, trust me...). I get the feeling that if only I had one to compare, Simon Egan has actually copied the individual teeth from the larger version. That might be taking it a little too far, but when you see the piece you will get what I mean - row upon row of individual teeth are represented, all bound together by suitably tendinous gums & mouth walling in a way that only Tyranids could get away with.

There's one slight patch of excess resin at the back of the jaw. In a similar fashion to the wings, I trimmed this right back & when I came to fitting the parts together, was left with a slight gap. It may be wise to leave some of that on there & do a few trial fits before getting over excited & cutting it all off like I did!

As with the same problem on the wing piece, I haven't had the opportunity to get another Harridan and see whether leaving some of the flash does fill the gap - please let me know how it goes with your own experiences!

The Tail:



Not surprisingly, this piece is very much like the main body of the beast. Large chitinous armour plates, the odd spine and lots of sineous soft bits on the underside. The detail is great and the texturing still stands out for me as the best thing on the model.

Also very similarly to the main body piece, there are only two areas of flash - on the curved edges of the few small spines, and on the end where it joins onto the body. The join with the body IS a smooth joint, so on this one you can go ahead and file it nice and smooth without worry of leaving gaps!

They've given the tail some great shape, which in the end is what gives the model its appearance of motion as it's gliding over the battlefield. A very nicely executed piece.

Overall:

I'm not a great fan of Tyranids. Least of all am I a fan of their larger beasties. That said, this still remains as one of my all-time favourite models in the epic range. The detail is brilliant, and certainly in my eyes meant that the model almost painted itself - all the surface texture jumps out with a simple drybrush and gives great results as can be seen below & in my painting article which is (hopefully!) elsewhere in this issue and on Epic40k.com.



There are slight annoyances with putting it together and I get the feeling that you'll have to resort to green Stuffing a few holes even if the notes above do help to reduce them somewhat. This is a shame, but then if it weren't for that, I'd have nothing at all to criticise on the model and that would make for a very boring review!



The model is somewhat more expensive than its predecessor. This can be explained to some extent by the sheer quality of the piece, and also simply by showing the following photo - this model is BIG! (in fact its bigger than the picture implies now I look at it - bad angle I guess - but it still gives the right impression!)

To Finish in a one line summary:

"I hate to sound like a fanboy, but the second I get the ££, I'm buying at least 2 more of these!"

Happy modelling,
Paul "TuffSkull" T.

Editorial note:

Unfortunately due to this issue packed with stuff I actually decided to keep Paul's painting guide for this excellent model for the next issue. Rest assured that I will keep my promise. Till next time. Ed