

INCOMING!

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<http://www.webbsoft.org.uk/NetEpic>

Issue 4:

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Visit <http://www.webbsoft.org.uk/NetEpic> for more information.

Mail ezine@thewebb.screaming.net with any comments or submissions for the next issue.

Thanks to:

Peter Ramos

Questor

Jyrki Saari

Without their assistance this issue would not have been possible.

Changes at the EpiCentre

Article by Tom Webb



After a rather chaotic few weeks, the EpiCentre is almost 100% back on its feet. Regulars will notice that frames have been introduced to allow easier updates and that the original icons at the top have been replaced.

The army cards are now being indexed, Peter has kindly created them and uploaded them onto a server for me so the major work is completed. All I have to do now is run through them and index them this will be completed as soon as I can but for the moment you will have to wet your appetites on the Space Marine, Imperial Guard, Tech Card and Chaos army cards under the following path.

NetEpic4 > Army Lists > Space Marine Army Cards

NetEpic4 > Army Lists > Imperial Guard Army Cards

NetEpic4 > Army Lists > Tech Guard Army Cards

There are a few errors on the site, the famous runtime error is being sorted as I type this. I will go over the JavaScript find out the error and repair them possibly on Tuesday. As for the images, the server I used to contain the images seems a tad unstable so I have uploaded them to my own personal server and will get the images links updated as soon as possible.

Titan Hunting

Article by Peter Ramos



Different armies require a different approach.

Marines

These guys don't have real heavy support of the kind required to take out titans on a regular basis. You need to bring out your own titans.

There are two ways to do it:

1. Shooter titan:

You arm this titan with several high attack dice weapons like gatling blasters or turbo lasers to knock down the enemy titans shields. These are the majority of weapons you should have mounted. On a Warlord 3 gatling blasters of 3 turbo lasers will yield enough firepower to knock down all shields on a enemy titan. Use other capable ground units to help you out BEFORE you use the titan. Mount one volcano cannon for the kill.

The advantage here is that you can do it at a distance, but there's no guarantee you'll hit as many times as you need.

2. Close combat monster:

Use a Reaver, he's faster than a Warlord. Arm him with a close combat head (and a tail if playing Chaos), chain saw AND A power fist or a laser burner. On the carapace mount a single high yield weapon, in case you do have to shoot at some point. The tactic is simple CHARGE!! In close combat he is no match for your 3d6 + 12 + close combat head. Once you win use either the laser burner or power fist special ability to knock it out.

The advantage is if you catch him you got him dead! Of course the disadvantage is "IF" you catch him.

IG

You have a lot of leeway here without bringing titans of your own. Use storm blades, cheaper than most titan and 4 hunter killer missiles each, easily enough to knock down the shields between the three of them. Buy single shadowswords and hide far away from the titan and use the 100cm range to the most. A cheap alternative is a

company of heavy IG and a shadowword tank. You run around 650 for the whole lot and have 30 attack dice for shields and the shadowword for the killing blow.

Deathstrikes with warp missiles accomplish the same, but are unreliable as for when they will do it.

Tech Guard

Knights of course! Use Errants, they have a bonus against titans. Remember the knights shield is unmodifiable so this will be invaluable to close the range before close combat. Use Castellans and Crusaders for the long range pot-shots once shields are down. Lancers are particularly useful, since they fire just before close combat, go for weapons of the head to reduce the opponents CAF advantage over you.

Gargants

These guys are tough. Period. The lack of sensitive mind impulse systems and a reactor make Gargants withstand hits that would kill titans ten times over. I have seen Gargants walk away from vortex blasts!

The secret to killing them is fires, lots and lots of fires. The more fires you start the less effective it will be and the easier to kill. Don't always go for the high yield spots like the ammo. They have good saves, so unless you hit them with a volcano cannon or similar weapon it unlikely you'll get through. Hit the hull with minor weapons, it compromises its integrity and makes fires easier to make. weapons with a -1 modifier are great for this.

Incapacitate then kill. A Gargant that doesn't move is one big waste. it lacks for the most part the long range weapons of its adversaries. Blow of its foot and watch it grind to a halt. You can pepper it from 75cm while it can only bring to bare an occasional weapon. Destroy its high yield weapons then you can get closer still to pepper it with more firepower. Never engage a Gargant in close combat! Even wounded he'll munch you down for breakfast.

Once the enemy is incapacitated, shoot with your big guns to those high yield spots, by then there is little it can do to retaliate.

Chaos Strategies

Article by Peter Ramos



I had this laying around so here you have it.

While I play all the armies at different times, when I really want to kick some but I use chaos. It is funny that I have heard a wide spectrum of chaos players bemoan how difficult it is to win with them, but here I'll throw some tips to make it easier.

As with any army, know your strengths and capitalise on them....

Chaos is a close combat army by nature. More often times than not you win or lose by how effectively you get your troops into close combat. You have a great deal of troops at your disposal, each requiring a different approach.

"beasties"

These comprise all those units like beastmen, trolls and minotaurs. They are advantageous to you because they are relatively cheap, you get 11 units and their CAF is very high. A detachment or two of these thrown at a single objective is highly efficient in terms of cost to you and danger to your opponents. Even terminators are made much when 20 trolls attack!

Their great disadvantage is speed. They move on foot and even on charge they can take quite a while to get there. Some chaos cards may remedy this, but it is a small remedy. A far better solution is to use demon engines with transport capability or rhinos. Before other players cry foul (or cheese) remember these units are classed as infantry and also remember that the old models are horribly out of scale. Second, only TWO stands may board a rhino. At ten stands in a detachment you need 3 cards of rhinos to transport ONE detachment of trolls and such. you may find yourself running out of support card space VERY quickly when you do this. However never underestimate the power of all those beastmen attacking one or more objectives!!

Demons

This category encompasses all the minor demons and "champions" like disc riders and such. These troops can accomplish a lot without the restrictions of speed like the "beasties". Units like juggernauts, disc riders and Slannesh riders can cover the battlefield very quickly. These are the equivalent of the enemies fast attack troops, you need to them to counter enemy units like rough riders, bikes and jetbikes. A effective combination is to back up juggers and such with disc riders on advance or first fire orders to fire upon opposition to keep your juggers or whatever have you have until the decisive charge.

Minor demons like horrors and plague bearers pack a nasty punch and their powers are quite fearsome. The horrors of Tzeentch are an excellent defensive unit since they divide in two when slain, thus making it very difficult to take a position they have taken. If you have a objective that is hotly contested, pack a unit or two of horrors on it. Your opponent will have a very difficult time kicking you out. Units like Daemonettes are very useful against units in defensive positions since they can wipe out many using their powers. Use the "one-two punch" (explained below) to maximise their power.

Chaos marines

These guys are a power to themselves. They shoot and fight better than the average space marine and have a nasty power to boot. Also they are a "extra" card that does not occupy the slot of a support card. They are relatively expensive and lack speed, but this can be remedied with support cards. It is a must to have at least one detachment mobile with rhinos or....t-hawks...(ducks). The job of the mobile detachment is to "secure" a strike area, be it an objective or other suitable ground. This area is where the non-mobile detachments will concentrate. Use chaos cards and such to make the area as safe as you can, then go on first fire to snipe at targets or defend the objective while the rest comes in. Although they are good in close combat avoid it, they are more valuable as shooters.

Use their special powers wisely, they only get to use it once. The death guard power is best used around a objective where massive close combat is expected, preferably as close to the objective counter as possible. This is to guarantee it stays in you hands since with their death you can kill off any victorious enemy stands close to the objective thus claiming it for yourself.. Bloodrage, is best used to buy time. If you note a force is readying to attack the objective the world eaters are in don't hesitate-attack! with the added bonuses they will be tough to kill and it will blunt the opponents offensive. In the meantime, just bring up reserves who will quietly keep the objective in your hands. The juiced up variant of the Emperor's children's power can also buy you time. take over units that are quick moving and have them attack other enemy quick moving units so as to clear your invasion path. The vortex or the thousand sons has many uses, plop it on a heavily defended building or a nearby titan. Of course if t-hawks are available to you drop a detachment close to a titan and.....you can figure the rest!

Demon engines

Many criticise how expensive these are and their short range, but they usually have buckets of firepower. Use these as support to your infantry attack and keep them in a defensive, rather than attack role. An objective supported by a Tower of Skulls can be pretty hard to beat with all the attack dice it can hurl, plus if you are ahead it can be devastating! Cannons of Khorne while they can blow up, provide long range support within line of sight, very valuable! Go for buildings and other strong points before your assault comes in.

Your weaknesses are mainly large range support and firepower. Never get in to shooting matches, you will lose! Never stop moving, regardless of casualties, if you stop moving then it's over for you, your opponent will then shoot you up good. Even one surviving stand reaching a firebase is dangerous in the hands of chaos because chaos cards can change the situation in your favour very quickly. Once you silence such bases you're in a better position because of it. Your other units coming up will benefit. Also, ALWAYS use terrain in your favour. Run through woods around hills and ruins, any cover is better than no cover. Some chaos cards like eye stalks and invisibility can be invaluable in increasing your defence as you wade in for the kill. Anything that delays the opponent's firepower, even for one turn, even for one detachment is good news for you!

Chaos cards

This deserves its own section. The first law of chaos "if you finish the game with cards still in your hand you played a poor game". Most chaos player retain their cards too long, ever looking for that one moment to cash them in. Point is that "moment" may never come and you wasted your hand. Use your cards at any time it helps you obtain your goal, use them generously. A card used early to help you advance is ten times more useful than 10 cards you save for later.

Another common mistake is saving them to save your greater daemons. A greater daemon is a tool like all the rest of your troops. If you deem that that model has fulfilled its mission, why save it? Its wasting one or more cards that may be crucial to win the game. What if the opponent luckily draws that one card you really need for your plan to work? Think about these things before you decide its worth spending the cards. It more effective to use cards like iron hard skin and regeneration to save your daemons or cards that confer a bonus to the armour save. A +1 armour save bonus given at the right time negates a lot of shots. It means weapons with a -1 modifier only make you fail on a roll of 1, give the demon two such cards and the opponents is forced to hit you with volcano cannons and such to get the job done. Remember what was said above "each turn the enemy fires is delayed its goo for you!". Even if your daemon does nothing but be a fire magnet, that's good!! Better they shoot it than your precious troops who will take the objective and win the game!

"The one-two-punch" - most of the cards you get are either CAF cards or morale check cards. Use them with gusto!

Why use one morale check card when you can use two, three or more in succession? Remember two failed checks is a rout-instant destruction! You don't even need to shoot to accomplish this! Even against marines it is useful, even one failed check goes a long way. Now learn how to use this in conjunction with you troops.

Example #1 charge with a greater daemon, force one check, then use several cards to force a rout. Angron is great for this since he can do it twice without cards, add a couple and you got a rout-machine maker running amok.

Example #2 Use cards to provoke one failed check then charge with ordinary units that automatically provoke a second check!

There are many other variant ways to do this!

Card tricks

Here are some dirty tricks with chaos cards

1. Your Thousand Sons have thrown their vortex and as luck would have it scatters of course. As your opponent laughs use your telekinesis card to move the intended target into the nearby vortex!
2. March a juicy unit into a fire killing zone and let him fire at you with his most shootiest unit, then play the invisibility card rendering all his nominated shots useless. THEN march in you real attack force who is now a bit safer after he wasted good shots on the invisible units.
3. Grab a Primarch and charge a titan, he's a knight class unit he can do it, THEN play the growth card and watch Angron with a +24 CAF rip that titan limb from limb!!
4. You're defending an objective against grim odds, you are engaged in close combat, the end is near. Use spits acid or body slam to automatically kill units with out saves or inflict one hit at -2! Usually you will kill off your attackers and sit smiling on top of that objective for yet another turn!
5. Your opponent likes titans armed with turbo-lasers? Make him pay when his intended target has crystalline body and hurls all the shots back!
6. Damn opponent, he is lurking in the woods/buildings/ruins just waiting to pounce on me with those fast attack vehicles. Play burning body and you have 50% chance of killing everybody in the terrain feature AND make it unpassible!!

These are but some you can invent may others. Always remember a chaos card used in isolation is less effective than used in combination with other cards or your own troops.



How to deal with different armies.

Space marines

They are fast, can shoot well and fight in close combat well, but they are few. Don't trade shots with them, get into close combat and overwhelm them. Don't worry about t-hawks and drop pods they are just to distract you, go for his firing units and slay them, you can always turn around later and kill the para-dropped troops.

IG

They can shoot you to pieces! Hide, but keep on moving. Make him take shots with a penalty. Use your fast units to strike deep and take out that artillery! Use morale cards versus his fast attack units, watch his rough riders rout after a few well played chaos cards!! Isolate his troops in buildings and such then assault with beasties. He is so weak in close combat even one detachment of beasties will slay him.

Eldar

They have some nasty psychics, but so do you. You are many, they are few. Play the morale card game versus those pesky jetbikes or fire chaos spawns into their mists. Better yet play Filgrim and capture some and then make THEM hunt down those other jetbikes, once his fast attack is neutralised he is toast! He shoots well, but no barrage weapons to deal with, you can hide in buildings and close in for the kill. Use magic to eliminate aspect warriors, they are pitifully few, so each card you use against them hurts. Swarm him and watch him die.

Squats

Tough bastards. Great barrage, great firepower, not bad warriors, good morale. Too few. Take all the objectives they cant and concentrate on their support units, "juggernize" their heavy support since they can get shot but still fight close combat. Use magic to increase your saves as you close in. get Mortarion in close to his thunderers and breath on them, watch them die. This alone may win the game!

Orks

Many, fight good. This is the only army I'd recommend to trade shots with. You'll need some heavily armed titans and units. Shoot them up good as they close then charge them when they are sufficiently weakened and their numbers are down. Play the morale check game in earnest! Play every single morale check card you got on their core clans even if they just go on fallback orders it one more turn to shoot at them.

Tyranids

Problem. They use the same strategies you do. They fight as good as you do and are numerous too. Their chief units like the Dominatrix are a nightmare to contend with, ignore them. Go for the broods. Morale cards are useless <ouch!> Shoot when you can charge when weakened. Don't kid yourself it will be a bloodbath! take all the objectives you need to end this as early as possible. Retreat units that are broken, no need to give him double VP's!

Slann

Jerks. Morale is not an issue, they shoot great! they are few. Swarm, swarm, swarm. Be a Tyranid in everything but name. His close combat is poor so that's where you need to be. Destroy his support units, even their tanks can be a pain. Don't bother shooting at them, they self-repair. More than any other army you need close combat to win here.

Squats Vs Slaan

Article by Peter Ramos

Well, we got some playtesting done, both games were similar in results (close games), so here's one of them from the Slaan perspective.

Slaan forces

Gravguard company

Necron raider company

Necron assault company

Frog Mech pod

Necron titan

Small force, but I constructed armies to test the major changes in rules (warp jump), stat changes (Gravguard, Necron) and new units (titan).

Squat forces

Cyclops

Colossus

Leviathan

Squat Brotherhood

Squat Bike company

Squat Gyrocopter company

One Tarantula detachment

2 Rhino detachments

1 Ironhammer detachment

1 Goliath mega-cannon

1 Thunderer detachment

Each force is 4050 points. This is a rare battle were the squats have numerical superiority.

The objectives were in two ruins on the two flanks with an objective in the woods in the centre.

Turn one

Necron assaults warp jump to all three objectives to take them, while advance elements of the squat bike company engaged Necron assault units in the woods and right flank.

Gravguard and raiders followed on advance orders to give cover fire. The Necron titan went for the bikes to and to get in range of the Goliath mega cannon.

The squats sent out their gyrocopters deep into the Slaan lines to cause havoc. Using the HQ gyrocopters line of sight, many barrages fell in the raiders lines knocking some out, but most would return next turn after their repair rolls.

Slaan knights jump forward through the centre and right flank in support to engage the hosts of thunderers there. I risked a long 60cm jump with commander bonus and lost one mech to the warp, but fell very close to the thunderers.

Squat first fire started to pound me with the praetorians and Goliath shooting many barrages. damage in the end was minimal. The Necron titan was a fire magnet, shot after shot hit it and either the armour or the self-repair thwarted them all. Our fears of a pushover target were rapidly fading.. Return fire for the Slaan was mostly in the advance phase. Close combat left the woods in Slaan hands while assault necrons suffered badly in the right flank.

The left flank was mostly in Slaan hands for the remainder of the game.

Slaan fire was devastating. The Necron titan took out a whole detachment of thunderers and the Goliath cannon. Back

up fire from gravguards and raiders wiped out most of the bikes and gyrocopters.

Due to the squats high break point not much was given although they suffered grievous losses. The mech pod sustained its break point.

Turn one Slaan 18, squats 13

Turn two

I sense I could finish this now so I moved in for the kill. My raiders and Gravguard moved in advance further forward while the remaining assault forces consolidated the objectives.

The squats moved in their remaining bikes to attack the centre and right flanks, the praetorians moved closer. The whole brotherhood company moved to the left flank, but were too far to make it to the objective.

Squat fired relentlessly into the Necron titan, the thing was impervious, not one shot got through. more casualties poured into the raiders and Necron assault. The Necron titan destroyed the reminders of the bike company breaking it. The squat held the right flank, but lost the centre and left. Frog mechs jumped deep into squat lines, destroyed remaining thunderers and tarantula detachment. They started working on the Cyclops downing shields.

It was mostly a shooting turn with both sides dishing out a lot of casualties. Repair rolls were not so good to me now and a lost a lot more. The assault company broke.

Slaan 34, Squats 22

Turn three

I needed to break that brotherhood on the far left, so my titan went that route. It was a gamble since I would leave my exposed back to the praetorians (in retrospect a very bad idea). I mustered what I could to take the right flank. The squats had so little left they could not hope to take the centre and left. My Gravguard and raiders moved closer.

It was mainly shooting this turn.

I could not muster enough forces to take the right flank and praetorian fire started to hurt as it broke the gravguards and raiders. The final blow was a hit got through the mighty titans defences and turned the reactor off, then a second shot penetrated the head. The titan still stood, scarabs busily repairing damage. The third and final shot ripped through the head bursting it open. In the final act of defiance it toppled over bringing down a nearby Gyrocopter.

Then I knew it was truly over.....

Slaan 43, Squats 46

Comments

CRAAAAP! What a heartbreaker! I played a good game until turn three. I should have charged the praetorians and make them eat warp talon stew. In the end my infantry broke the brotherhood, I gambled and lost. Great game!

Regarding the Slaan units, quite frankly, I would not change anything. The Gravguard functioned superbly with their 50cm range. They are infantry support so as used them as such. The combination of following my assaults in advance was real good, even when the squats won close combat I'd mop up the victory very easily with their devastating fire. I think if you want 75cm range you should buy vehicles, that's what they are for. They don't need the range, they are excellent as is.

The Assaults and raider lower CAF worked out very well too. The raiders are very good shooters a good counterpart to the assault troops.

The warp jump rules are superb, just what is expected, the longer the jump the bigger the risk, everyone was very satisfied how they worked.

The Necron titan worked extremely well, granted I was pretty lucky. Darius and I agreed it should cost 750 points or so. I agree with Rune that it should repair on a 3+ like other Slaan titans. Its only defence is this save, especially versus mega-weapons like the Cyclops beam. Its chances should be better than 50%, so a 3+ is better after all its a titan. The weapons are very good, one short range but many dice and the other very effective titan/tank killer.

I await more testing from you guys, but on our end we are pretty much convinced we have achieved balance.

Peter

Star Conflict and Empire Of The Stars

Article by Tom Webb



Star Conflict has only two fleets at the moment. The Federation (Star Trek) and the Imperial Fleet (Games Workshop). We have been creating fleets for the various races that people have expressed interest in. The next race we complete will be the Empire Fleet from Star Wars, then the Klingons. Then we will complete the other races at our leisure, the Games Workshop fleet lists are being given the highest priority.

We have completed the beta edition of Empire Of The Stars, this is a campaign game which uses the Star Conflict rules to determine fleet combat and the NetEpic rules to determine land combat. The main reason we developed this game was to provide a structured and fun method of running tournaments, people become alot more conservative with there troops when they know that the army has to not only conquer the enemy planet but hold it from enemy counter attacks.

This makes certain units even more valuable, Medics, Techmarines all essential to protect your troops from incoming fire... One shot units become very costly indeed.

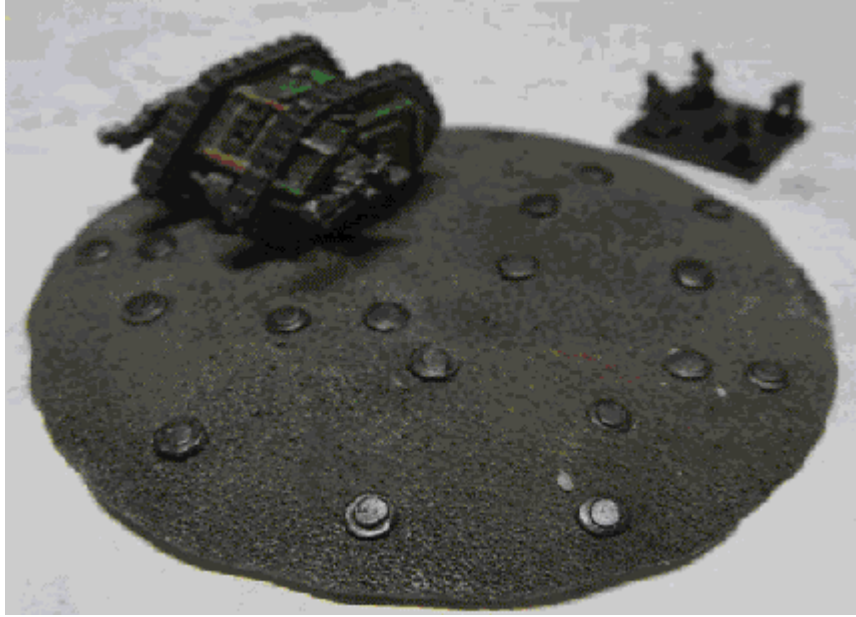
Integrating space combat adds another dimension to the conflict, when you attack the enemy system, you have destroy the defending enemy fleet whilst at the same time protecting your valuable and fragile troop transports from attack.

Another major feature of Empire of the Stars is that it can be played over email, the only elements that require a face to face meeting is the ground and space combat. This can be simulated if players wish using the tables in the rules (a blatant rip from the Mighty Empire rulebook but hey :-)!).



Alternative artillery ammo

Article by Questor



Minefield made by RuneSmith Studio

Any weapon that uses barrage points to hit can use these ammo's. All firing of artillery rules applying

Composite ammo: is a self-deploying sub munitions that bust over their target and leaves an 8 cm minefield on the table. (See figure1). The stats of the minefield are $\frac{1}{2}$ the firing units barrage points rounded up and $\frac{1}{2}$ the TSM rounded up. Set dice next to the minefield to keep track of different BP's and TSM. Units under the field when deployed are NOT attacked until they try to move in the field. Apply the rules for minefields for all units after deployment

Inferno rounds: are munitions that use the same fuel that flamers and hellhounds use to replace their high explosive. This gives them the ability to ignore cover, but they lose -2 TSM they might have. This might even add to a targets save

Ex. Units TSM is -1 it fires an inferno barrage at -2 TSM making its new TSM +1

Scatter rounds: are rounds that use a sub-munitions like the composite ammo but these don't leave a field they bust over their target scattering bomb lets to attack a bigger area. Thus using a 12 cm blast marker but their BP are half rounded up.

Alternative Marine Chapters in NetEpic

Article by Jyrki Saari

Desert Lions

The Desert Lions Chapter has an unofficial 11th company which is a robot company. The robots were inducted into the Chapter as honorary members after they had been crucial in mapping the fire-plans of the renegades during the second pacification of Iisstvan V.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Robot	10 cm	5+	+2	Autocannon	75 cm	1	5+	0	Special Rules

Company	Contents	Break Point	Morale	Victory Points	Cost
Robot	2 Robot Detachments 1 Company HQ (Command stand, Rhino)	8	-	5	200

Flesh Eaters

Flesh Eaters 4th company is a special assault company called "Jaws of Doom". They are equipped with two power gloves instead of normal pistol/sword combo.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Jaws of Doom	15 cm	6+	+5	Power Gloves	-	-	-	0	Jump Packs

Company	Contents	Break Point	Morale	Victory Points	Cost
Jaws of Doom	3 Assault Detachments 1 Company HQ (Command stand, Rhino)	15	2	3	750

Name	Contents	Break Point	Morale	Victory Points	Cost
Jaws of Doom Detachment	6 Assault stands, 3 Rhinos	5	2	3	250

Iron Hands

Iron Hands are siege specialists renowned for their heavy weapon skills. Instead of normal veteran company the no.1 company is veteran Devastator company. The veteran company may be fielded as Terminators, but they don't carry their heavy weapons and have normal terminator stats.

2nd company is Battle Company which has a flamer marine detachment in place of a tactical detachment.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Veteran Devastators	10 cm	6+	+2	Heavy Weap.	75 cm	2	4+	-1	Elite

Company	Contents	Break Point	Morale	Victory Points	Cost
Veteran Devastators	3 Devastator Detachments 1 Company HQ (Command stand, Rhino)	15	2	11	1200

Name	Contents	Break Point	Morale	Victory Points	Cost
Veteran Devastator Detachment	6 Devastator stands, 3 Rhinos	5	2	4	400

Mentor Legion

There are two kinds of Mentor detachments: the Tutors and the Elite Cadre. The Tutors are the "rank and file" marines of the Mentors but are still superior to most marine veterans. The Elite Cadre are the pinnacle of Mentor ideals and among the very best the Imperium has.

The Tutors move and fire as a command unit but are not a command unit in other respects. The Powered armour of the Tutors incorporates cameloline so if they are on first fire orders the enemy receives a -1 to-hit modifier which is cumulative with any terrain modifiers.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Tutors	10cm	6+	+4	Mentor Bolters	50cm	1	4+	-1	Elite

The Elite Cadre stands are individual command units and are not bound by unit coherency restrictions. They may take command of any leaderless Imperial units if they are within 6cm of the unit. The Elite Cadre are equipped with displacement fields which makes them harder to hit, enemy units receive a -1 to hit modifier which is cumulative with any terrain modifiers. In any movement phase a Elite Cadre stand may attempt to use their time warper which creates a local distortion in the time-space continuum allowing the Elite Cadre to move faster than normal. Roll 1d6 and consult the chart below to discover effects of the time warper.

1	No effect, the unit counts as having no orders.
2-3	2x normal movement
3-4	3x normal movement
6	4x normal movement

Regardless of the effects of the time warper the use is extremely disorienting and the units receive -1 to-hit and CAF penalty for the turn it was used.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Elite Cadre	10cm	6+	+5	Mentor Bolters	50cm	2	4+	-1	

Name	Contents	Break Point	Morale	Victory Points	Cost
Tutor Detachment	6 Tutor stands, 3 Rhinos	4	1	4	350
Elite Cadre Detachment	4 Elite Cadre stands	3	1	5	400

Both detachments are special cards. You may not have both Tutor detachment and the Elite Cadre detachment present at the same time and no more than one detachment of either may be present at any time.

Raptor Legion

This armylist is based on a 40k armylist made by T.A Lahdeoja. The list and history can be found here: <http://www.hut.fi/~tube/40karmy.html>.

Raptors are planetary assault specialists who differ from Codex Astartes in several respects:

1st company is veteran assault company, they have special jump packs and may be dropped from high altitude. After drop location is selected, roll a scatter die and 2D6 (as you would for an indirect barrage) to determine the exact arrival point of the assault detachment. Put first stand down at the place indicated. The remaining stands are placed so that they are not closer than 5cm to any other Raptor stand. The Raptors have Charge orders when dropped. Raptors can't be dropped into woods or impassable terrain and if a stand scatters in such a terrain it is eliminated. Enemy troop stands within 10cm of the drop point may snap fire at the descending Raptors with normal penalty. Any AA units may also fire at the Raptors if they are within weapon range of the drop point. Note that the AA units need not have LOS to the drop point since they fire at the Raptors when they are still in the air. Obviously, the 1st company doesn't have Rhinos.

4th company is a bike company. If it is fielded the player may choose to field one Baneblade and/or one Shadowsword as support cards. These may ONLY be chosen if 4th company is in play and, additionally, a techmarine must be purchased.

Raptor Legion Marines hate Emperor's Children traitor marines, and other beings originally from the Emperor's Children Legion. A Raptor Legion model within charge reach of such, must charge it.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Veteran Assault Marines	15 cm	6+	+4	Pistols/Swords	25 cm	1	5+	0	Elite, Special Rules

Company	Contents	Break Point	Morale	Victory Points	Cost
Veteran Assault Marines	3 Assault Detachments (6 assault stands per detachment) 1 Company HQ (Command stand)	10	2	9	750
Bike Company	3 Bike Detachments 1 Company HQ (Bike Stand)	8	2	4	375

Name	Contents	Break Point	Morale	Victory Points	Cost
Veteran Assault Detachment	6 Assault stands	3	2	3	250

Salamanders

Salamanders 3rd company is a tactical company which has exchanged bolters for flamers.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Flamer Marines	10 cm	6+	+2	Flamers	25 cm	1	4+	0	Ignore cover modifiers to hit

Company	Contents	Break Point	Morale	Victory Points	Cost
Flamer Marines	3 Flamer Detachments 1 Company HQ (Command stand)	15	2	8	750

Name	Contents	Break Point	Morale	Victory Points	Cost
Flamer Detachment	6 Flamer stands, 3 Rhinos	3	2	3	250

Silver Skulls

The 2nd company of Silver Skulls is an airmobile assault company which has Rhinos replaced with Thunderhawks. They are trained to jump from low altitude so the Thunderhawks need not land to unload the troops but must still have strafe orders. The troops must have charge orders if they are unloaded this way. The only support cards that may be chosen for this company are flyers. The thunderhawks need not stay in formation with the marines after they have disembarked. The captain has his own thunderhawk which is NOT a command unit.

Company	Contents	Break Point	Morale	Victory Points	Cost
Airmobile Company	3 Assault Detachments 1 Company HQ (Command stand, 1 Thunderhawk)	12	2	11	1000

Name	Contents	Break Point	Morale	Victory Points	Cost
Airmobile Detachment	6 Assault stands, 1 Thunderhawk	4	2	4	300

White Scars

White Scars have a long tradition of lightning war and mobility and they have been especially trained to hit and run tactics.

White Scars assault troops may be moved out of close combat the turn after they entered it IF the player controlling them wins initiative. They are treated as having charge orders. If they stay in CC they must fight until the CC is over even if the player wins initiative in the subsequent turns.

Provided they have not fought in CC White Scars tactical, veteran and terminator troops on charge orders may fire in advance phase but they receive -1 to hit penalty. They fire last, however, after all units on advance orders have fired. This ability does NOT extend to the Rhino or Land Raider transports of these infantry units.

The White Scars have a special vehicle company called "Fist of Khan" which has 2 detachments of Razorbacks, one detachment of Predators and a command Predator.

Since White Scars emphasize mobility, they have discarded the more static units. White Scars may not take Rapiers, Thudd Guns, Tarantulas, Mole Mortars or Scorpions.

Company	Contents	Break Point	Morale	Victory Points	Cost
White Scar Veteran company	3 Veteran Detachments 1 Company HQ (Command stand, Rhino)	15	1	9	925
White Scar Terminators	3 Terminator Detachments 1 HQ (Term. Command stand, Land Raider)	10	1	10	1075
White Scar Assault company	3 Assault Detachments 1 Company HQ (Command stand, Rhino)	15	2	8	825
White Scar Tactical company	3 Tactical Detachments 1 Company HQ (Command stand, Rhino)	15	2	8	825
Fist of Khan	2 Razorback Detachments , 1 Predator Detachment 1 Company HQ (Predator)	5	2	8	500

Name	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
Tactical Detachment	6 Tactical stands, 3 Rhinos	5	2	3	275
Assault Detachment	6 Assault stands, 3 Rhinos	5	2	3	275
Veteran Detachment	6 Veteran stands, 3 Rhinos	5	1	3	325
Terminator Detachment	4 Terminator stands, 2 Land Raiders	3	1	4	375