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Changes at the EpiCentre

Article by Tom Webb

The EpiCentre should be 100% working now, if any bugs are found then please email them to me and I will repair them ASAP.

The army cards are now almost finished, nearly all the cards have been indexed and are awaiting download in the NetEpic 4 section of the site.

A new section is being added to the site, the Miscellaneous section will contain hybrid games, or games designed by NetEpic players. EOTS will be moved there shortly and Trench Warfare by Ivan

Serensen will also be placed there.

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New Units

Article by Jyrki Saari

Imperial Guard Units

Leman Russ Conqueror

The Conqueror is one of the less-produced variations of the Leman Russ. Produced almost exclusively on Gryphon IV forge world, it is meant as an assault version with shorter version of the common battlecannon, three stormbolters and improved engines.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Leman Russ Conqueror	25 cm	3+	+2	Conqueror cannon Lascannon	50cm	1	4+	-1	Turret
				Stormbolters	75cm	1	5+	-1	
					15cm	1	5+	0	

Leman Russ Vanquisher

The Vanquisher uses a long version of the standard Battle Cannon. It has greater velocity and range, but requires more sophisticated stabilizers and recoil dampers and as such is expensive to produce. They are usually found supporting regular Leman Russes in taking out enemy armor.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Leman Russ Vanquisher	20 cm	3+	+2	Vanquisher Battlecannon Lascannon	85 cm	1	5+	-2	Turret, +1 to damage rolls
				Bolters	75 cm	1	5+	-1	
					15 cm	1	6+	0	

Leman Russ Executioner

The Executioner is one of the rarest variants of Leman Russ, due to difficulties in reproducing the magnetic containment field equipment required in the Plasma Destroyer

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Leman Russ Executioner	20 cm	3+	+2	Plasma Destroyer Lascannon	40 cm	1	4+	-3	Turret
				Bolters	75 cm	1	5+	-1	
					15 cm	1	6+	0	

Destroyer Tank Hunter

Destroyer mounts a Laser Destroyer in a turretless Leman Russ chassis. It is a very advanced piece of

equipment and, as such, very rare. Usually only one platoon can be found even in largest of regiments. The Destroyer is usually used to snipe enemy tanks in long range from a carefully concealed position. It lacks any close combat armament and so is very vulnerable to infantry assault.

Chimera Command Vehicle

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
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Destroyer	25 cm	2	0	Laser Destroyer	100 cm	1D6	1	3	Sometimes Imperial company commanders are lucky enough to receive a special command version of the Chimera troop carrier. The command Chimera has enhanced communications equipment but can carry only one stand of infantry. When used, two command Chimeras replace an infantry company command vehicle. Due to improved communications, the chain of command range for that HQ is increased to 30cm.
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Thunderer Assault Gun

The Laser destroyer is so complex it is practically impossible to repair in field conditions, so when a Destroyer main armament is disabled it is usually converted to assault gun by replacing the Laser Destroyer with a Demolisher Cannon and adding bolters.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Rogal Dorn	15 cm	2+	+4	TwinBattlecannon	75 cm	2	4+	-2	Turret
				MissileLauncher	75cm	1	5+	-1	
				Bolters	15cm	4	6+	0	

New Army cards and Composition

Company cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Rogal Dorn	3 Squadrons (3 Rogal Dorn tanks per squadron)	5	4	9	900
	1 Company HQ (1 Rogal Dorn tank)				

Support Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Vanquisher Squadron	3 Vanquisher Tanks	2	4	3	250
Conqueror Squadron	3 Conqueror Tanks	2	4	2	225
Thunderer Squadron	3 Thunderer assault Guns	2	4	1	100
Rogal Dorn Squadron	1 Squadron (3 Rogal Dorn tanks)	2	4	3	300

Special Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Executioner squadron	3 Executioner Tanks	2	4	2	225
Destroyer squadron	3 Destroyer Tank Hunters	2	4	3	200
Scout Platoon	2 Chimera Scout Vehicles	3	4	2	200
Command ChimeraSquadron	1 scout squad (4 tactical stands) 2 Command Chimeras (replace the company command vehicle)	-	-	-	50
Special RussCompany	1 Squadron (3 Conqueror tanks)	7	4	9	900
	1 Squadron (3 Vanquisher tanks)				
	1 Squadron (3 Executioner tanks)				
	1 Squadron (3 Leman Russ tanks)				
	1 Company HQ (1 Leman Russ tank)				

New Space Marine Unit

Jaghatai Khan

This is a relative newcomer in the arsenal of Space Marine chapters. Basically an assault version of

the Predator it is favored by the more aggressive commanders.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Jaghatai Khan	25 cm	3+	+3	Flamer	Template		4+	0	Turret
				Multi-melta	25cm	2	3+	-2	
				Bolters	15cm	1	6+	0	

New Army card and Composition

Support Card

Name	Contents	Break Point	Morale	Victory Points	Cost
Jaghatai Khan	1 Squadron (3 Jaghatai Khan tanks)	2	2	3	250

New Eldar Unit

Shining Spears

Shining Spears aspect warriors are the true fast assault units of the Eldar armies. They ride improved version of the standard jetbike armed with deadly laser lance augmenting their close combat capability.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To Hit Roll	TSM	Notes
Shining Spears	40 cm	None	+4	Shuriken Cannon	15 cm	1	5+	-1	Skimmer

New Army card and Composition

Support Card

Name	Contents	Break Point	Morale	Victory Points	Cost
Shining Spears squadron Back to top	4 Jetbike stands	3	2	2	250

The Art of Attack

Article by Ron W DuBray

To say most gamers try to kill all their opponents forces all at once in a knockout blow is an under statement. It's also a tactic that never works unless your opponent is using the same tactical move and it turns into a blood bath of epic proportions. Or they move their most powerful units in to shoot it out with the enemies most powerful units to the same end. With that said lets talk about a better way to use your armies destructive power.

To start you have to move your forces to attack a point in your opponents line that will disrupt his defense and put his force out of place to attack back with any effect. This will make some of his army useless and beaten with out even being shot at. The whole art to this is attacking the right point in your opponent's line. Unfortunately there are no set rules to this. One point is not to choose you enemy's strongest point, but a weaker one. You have to look at the ground and how it covers you and stops your opponent from bringing his army into your attack. See the holes he can move his force into to disrupt your attack and put a blocking force there to stop it or delay it until it's too late. Bring enough force to the point of attack to kill all the opponents' army there.

The next thing to look at would be how to use the units you bring to your attack. At this point in your gaming you should know what a unit can and can't do and what units in your army are good at killing what right?

Sometimes you have to break all the rules you've made in your mind about this and attack a unit with a weaker unit to tie it up until some of your more powerful units are free to take them out. Sometimes you have to burn manpower for the big picture. Also you need to think about units that help other units and try to take them out before you try to kill the main unit. The best example of this is an air unit taking on an artillery unit with AAA cover. Simple right? You need to take out the AAA but you don't need to kill it you need to tie it up, make it fire at another unit, charge it in hand to hand, use a weapon to block its line of sight. Try anything to attack your target and stop it's defense units from helping it.

Another thing to keep in mind is not to make you attack predictable by going in a straight line. Try a feint (feign) to the left then go straight in, or turn to the right. Attack at an angle to the table. Hit the far side and turn down the length of the table (my personal favorite) this is called rolling up a flank. Also a zigzag route really confuses you opponent to no end. Another way is to split your force into a power force to go in at any of these trajectories, and is used to hold you opponent in place. With a fast force that is used to move in and take out any units coming in the help the units engaging the power force.

All in all try to bring as much firepower at one point in your enemies line as the terrain and your army will let you and you will see an endless variety of possibilities to use your force to open up your opponent to losing the battle. Also remember what works for you and what almost worked and try it again and think about changing your total plan if you're fighting the same person repeatedly.

If you would like more info on this line of thought I suggest reading a book called "The art of maneuver" by Robert Leonhard









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Robots vs Stunties











Article by Nils Saugen and Eivind Borgeien

A 3100 points battle between the Necron and Squat armies, fought by Nils Saugen and Eivind Borgeien.

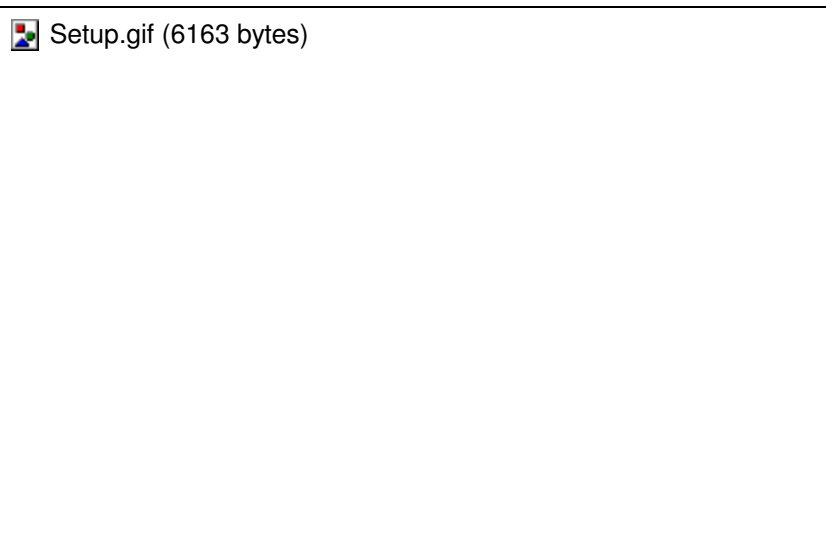
Necron

-  Mantis Missile Launcher
-  Nemesis MBT
-  Cubemaster
-  Necron Raiders
-  Necron Assault
-  Conqueror
-  Necron Lord
-  Necron Stalker

Squat

-  Termite Detachment
-  Grudgekeeper Detachment
-  Gyrocopter Detachment
-  Bike Detachment
-  Trike Detachment
-  Overlord Armoured Airship
-  Collosus
-  Recon Gyrocopter
-  Warlord
-  Grand Warlord

The Setup



Necron Forces

- Necron Assault Company
- Necron Raider Company
- Nemesis MBT Detachment
- Conqueror SH Tank

Squat forces

- Biker Guild
- Termite Company
- Iron Eagle Gyrocopter Wing
- Collossus

Empire of the Stars

Article by Tom Webb

Empire of the Stars is a new rules system designed for NetEpic players, it has a fully integrated space combat system so it works with Battlefleet Gothic as well. If you wish to have the campaign as a purely NetEpic affair it has an automatic combat resolution system for space combat, likewise it has one for ground combat too if you wish to concentrate Battlefleet Gothic.

Currently I know of two campaigns in progress, one is a play by email game by Robin Wood (if you are interested he is accepting players, you can contact him at (DIB_DOB@hotmail.com)). The other player who not only is running a game but is writing a strategy article for Chaos in EOTS is Jeff Brooks, who can be reached at (Khorneman@hotmail.com).

The main advantage of the EOTS system as a tabletop system is that it does not require a DM like many other campaign systems. Robin Wood is acting as a pseudo DM when he does it as PBEM game to ensure that the games integrity holds and that no cheating takes place over the internet.

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The Black Legion

Article by Anon

This regiment represents the Black Legion as a 'modern' force, i.e., in the 41st millenium, not ten thousand years ago when they fought as the Sons of Horus. In the Horus Heresy they could be likened to any of the other traitor legions, but ten thousand years has changed their chapter a great deal.

When created along with the other nineteen First Founding chapters, they were named the Luna Wolves, though the Emperor himself changed this after Horus' Ullanor Crusade, to the Sons of Horus. After the Warmaster's defeat in the Heresy, they fled Terra bearing the Warmaster's body.

The other traitor legions followed them into the Eye of Terror, which very quickly became the Realm of Chaos, and condemned the Son's early retreat. The Sons were provoked by this to start various wars against the other traitor legions, as if trying to atone for their previous cowardice - this seemingly endless violence was only stopped when the Death Guards entered the Son's fortress, stole the Warmaster's body and all but annihilated the remaining legionnaires.

Their Warmaster gone, the Sons turned from their worship of him and became the Black Legion. In a daring raid on their part, the Warmaster's body was destroyed and they fled, aboard their last

remaining barge, deeper into the Eye of Terror.

The Black Legion is recovering, but this is so very slow. Many centuries will pass before they will be able to recover from this turn of events. The first thing that Black Legion commanders will notice is the lack of manpower. In the absence of traitor legionnaires, commanders have had to fall back on troops such as beastmen. They have learnt to use their troops efficiently and with the minimum loss. Geneseed is the most precious commodity in the universe for this legion. The Black Legion places great value on the information that reconnaissance can give, and it was detachments such as these that were built up first alongside the Devastator detachments. Firepower is the last remaining 'God' of the legion, but adequate reconnaissance is necessary to use it effectively. Once this fails them, they will have nothing left, their future will be uncertain.

Equipment stores were destroyed when the legion's fortress fell. The Techmarines have worked long and hard on new equipment and, to a certain extent, this problem has been rectified. Resources are still strained, however, and commanders will notice that the numbers available are lower than those of the other chapters.

The Black Legion army list is given below;

0-6 Tactical Detachments

0-6 Assault Detachments

0-8 Devastator Detachments

0-4 Terminator Detachments

Any number of Possessee Detachments

Any number of Beastman Slave Detachments

0-10 Support Weapons Detachments

0-10 Dreadnought Detachments

0-12 Robot Detachments

0-12 Skimmer Detachments

0-6 Recon Detachments

Any number of Bike Detachments

- 0-5 Chaos Steed Detachments
- 0-10 Armoured Detachments
- 0-8 Ordinatus Detachments
- 0-2 Capitol Imperialis Detachments

Limited Transport Pool . Only ten detachments in the whole Regiment may be mounted upon these vehicles.

The 1st Company of the 1st Battalion may be made Elite by paying 25% extra as normal.

At Regimental Level -

- 0-4 Knight Detachments.

See House Octavia below.

Special Rules

All legionnaires in these Regiments hate Imperial Space Marines and will always charge into close combat if within range. In addition, they know virtually no fear and are never forced to take Morale Tests.

Possessee Detachments;

The Black Legion has discovered a way of summoning Daemons that doesn't destroy the mortal host. As a result, there are many legionnaires that are willing to risk their minds to bring in another Daemon from the Warp.

The Stands are best represented by a normal marine stand with no heavy weapon, with a different coloured base. Before the battle, roll on the following table to determine each different characteristic. Mutations are rife amongst the possesseees, and you can never be sure of what you will get. If preferred, time can be saved by making one roll in total, and using the whole line for the detachment's stats. This makes particularly good sense when many detachments are being used.

<u>D6</u>	<u>Speed Save</u>		<u>CAF</u>
1	10/20	4+	+8
2	7/14	5+	+7
3	8/16	2+	+4

4	9/18	3+	+6
5	5/10	3+	+5
6	6/12	4+	+3

- 1) When a stand is destroyed, flip it over instead of removing it. Possesses have the power of regeneration, and often live beyond the death of their mortal host. Roll a die for each overturned stand in the Endphase. On a roll of 5-6, it has regenerated; on a 1 it is permanently dead. The stand cannot be attacked in anyway whilst it is regenerating to all intents and purposes it is dead.
- 2) The Daemons that inhabit the bodies of the legionnaires are very strong. Opponents suffer a -1 save penalty when fighting them in hand-to-hand combat.
- 3) The stand's troops all carry bolters, but no support weapons are taken.
- 4) Possesses do not require a commander to function effectively on the battlefield
- 5) Detachments consist of two stands and cost 150 points.

Beastman Slave Detachments;

These are different from those used in the Imperial Guard. Often hideously disfigured by mutations wrought by uncaring powers, they are led in battle by a single Techmarine, and want nothing more from life than simply slaying in the name of the foul chaos Gods.

- 1) The Techmarine is represented by a command flag on one of the stands.
- 2) The detachment consists of four stands and one commander, and costs 150 points.
- 3) Due to the explosive collars around the necks of the beastmen that are controlled by the armies commanders, the detachment will never fall back as a result of a Morale Test while a single stand has LOS to a Black Legion commander or HQ.

Chaos Steeds;

Chaos Steeds are horses that have had more than their fair share of chaos' touch. The Black Legion has readily adopted them as a cheaper and more readily available alternatives to bikes.

- 1) Any infantry detachment, except Terminators, may be mounted upon Chaos Steeds for 100 points. Assault stands in Battalion HQs are free to exchange their jump packs for Chaos Steeds at no extra cost.
- 2) Chaos Steeds change their stands statistics as follows. Speed: 16/24. CAF: +1/±2 when charging.
- 3) For models, I suggest you use Imperial Guard Rough riders with their lances cut away and small Milliput helmets and backpacks added.

House Octavia

House Octavia is a group of knights that have allied themselves very closely to the Black Legion, even going as far as replacing their bright yellow and grey colours to the pure black of the traitor legionnaires.

The Sons of Horus had built their last fortress on Greenharm IV, House Octavia's home world in the Eye of Terror. Minor disputes aside, the two forces readily accepted the other as an ally. House Octavia benefited from the legion's superior skill when maintaining the Knight Suits, whilst the knight's swelled the ranks of a greatly depleted force. When the Black Legion fled from Greenharm IV, they took the knights with them.

Battleforces

The Black Legion loathes allying itself to any other force, but this has become necessary due to their severely depleted force, and the commanders have learnt to adapt to new situations quickly and efficiently. Follow the rules for normal marines in Battleforces, but note that the Black Legion will NEVER ally itself with another traitor legion. Ten thousand years of fighting against them has bred a type of hatred that is difficult to imagine. Remember that many of the existing legionnaires are the original warriors that took part in the Horus Heresy.

Sample Army The Black Legion

Designing regiments is all a question of balance. The classic example of an unbalanced situation is an army that has geared itself up for close combat, but is faced with a faster enemy with missile weapons. You should aim for a force that can deal with most battlefield situations that fate can fling at it, but the choices made will still be influenced by your particular style of play. For example, this regiment listed here will be designed to suit my particular style, which is hard wave assaults, backed up by powerful support machines, preferably with some form of indirect fire. The main problem I face when designing a Black Legion regiment is the lack of manpower, however, if care is taken, I should still be able to maintain the all important balance.

1st Battalion

As the 1st company has the option of being made Elite, it is usually made to take the brunt of any assaults that are attempted. By simple extension, the whole Battalion suits this purpose. My 1st company will be the actual spearhead for my probing assaults, and will be expected to hold their own for a few turns until help can arrive. To this end I choose elite assault detachments along with a Terminator group. The assault command stands have a CAF of +7, making them able to compete even with enemy Terminators. One of the Assault detachments is given Chaos Steeds, making them a pretty much decisive unit when charging (CAF +9)

The 2nd Company provides more Assault detachments and a group of tactical legionnaires to 'make up the numbers'. This company will be used to follow through any holes—the first company makes in the enemy lines, and will keep the gap open, so that the Elite units wont get cut off.

Assault companies are great when used against infantry, but you must always temper their veracity with adequate support. You must keep a constant stream of support fire coming as your assault troops move into action, or you will find them cut off, and your enemy picking them off with long range weapons. To this end, the 3rd Company is organized to provide supporting units. For general battlefield duties, it must be said that I dislike robots immensely, but for providing supporting fire, there is little that can excel them for those sort of point values

Battalion detachments are totally given over to support units. Whirlwinds provide adequate indirect fire and will probably prove devastating if kept hidden from enemy fire. Rapiers will provide a superb anti-infantry battery, with a fairly good range to keep it out of small arms fire.

I opt to use rhinos in the vehicle pool to carry the Devastator Detachments, as I feel speed will be more important than firepower for this battalion. I take the option of having a HQ, as I have enough miniatures to cover this.

I also mount the Assault stands on Chaos steeds to give them a little more in the way of survivability in hand-to-hand situations. the steeds are not much slower than the jump packs they replace, and can help great deal in close combat.

2nd Battalion

This will comprise mainly of armoured attack and support vehicles that will be capable of taking on both infantry and the scores of titans that my opponents like to spring on me.

The 1st and 2nd companies are identical, and go most of the way in demonstrating this ideal. The plastic Land Raiders in the basic box set make this vehicle the most attractive proposition money-wise. On the battlefield, it is both more heavily armed and armoured than its cousin the Predator, but the Predator has weight of numbers in its armoury. Again, this decision is a matter of balance.

The 3rd Company is designed as a 'stand-off' unit, something that can be put

behind a convenient building or hill, and pound the enemy with little or no risk. A Guard unit, in the form of a tactical detachment is also employed. They will be put aboard a group of Land Raiders from the Transport Pool to provide even more firepower for the company.

The Battalion Level detachments are used to fill out the Battalion as a whole with rank-and-file troops. The Devastator detachment is used to give more heavy firepower, and will be transported by Rhinos. It would be wasteful, points—wise, to put them in Land Raiders, as it would be cheaper to place them on tanks from any of the companies.

As it is free, the HQ is, again, taken but the Chaos Steeds are not, as I simply cannot get hold of enough of the appropriate miniatures.

3rd Battalion

This is going to have to be a mixed pot, after looking back on my other two detachments. In those two, I have a total of 320 troopers. A fair number, but I prefer to have 4-500 foot- sloggers backed up by a large amount of armour well, I certainly have that, but I would like another 80-100 troopers to balance things up. I have chosen to make this a pretty standard regiment up to now, and so I will now look at the detachments that are particular to the Black Legion. Beastmen won't be too good against Imperial Marines, but they are very cheap, may cause enemy Imperial Guard some trouble and in any case, they will make excellent cannon-fodder when protecting my more valuable troops. Imagine a charge led by beastmen, closely followed by Terminators. The beastmen will take the brunt

Conclusion

At 17125, this has got to be one of the most expensive regiments that I have ever designed. My Ultramarine force only rates at just over 13,000!, This high cost won't prove too unwieldy in battle, as most of the high cost is in the Regimental and Battalion support sections, so whole companies won't have to be dropped as and when I fight in low point value battles. The Knight Lancers are very expensive as detachments go, and I will not be able to use them in the smaller battles, but they should prove to be a fairly decisive unit when paired with the Paladins.

In total, I have 470 infantrymen, of varying quality (from the lowest beastman to the God-like Terminators) and over 30 armoured vehicles; all of which are capable of taking out titans and such machines.

This is a balanced force which, though expensive, has a good mix of unit types that should be able to handle most situations.

Acknowledgement

Many thanks to the author who wrote this although I have no idea who it is, as I found 20 pages of house rules typed using a typewriter in my second hand copy of Adeptus Titanicus. If this belongs to you contact me and I will assure that credit is given where it is due.

I do not have the actual sheet with the sample army detachments on

I also have three pages with tactics typed on, but am missing the first page and 4 pages of house rules for propaganda

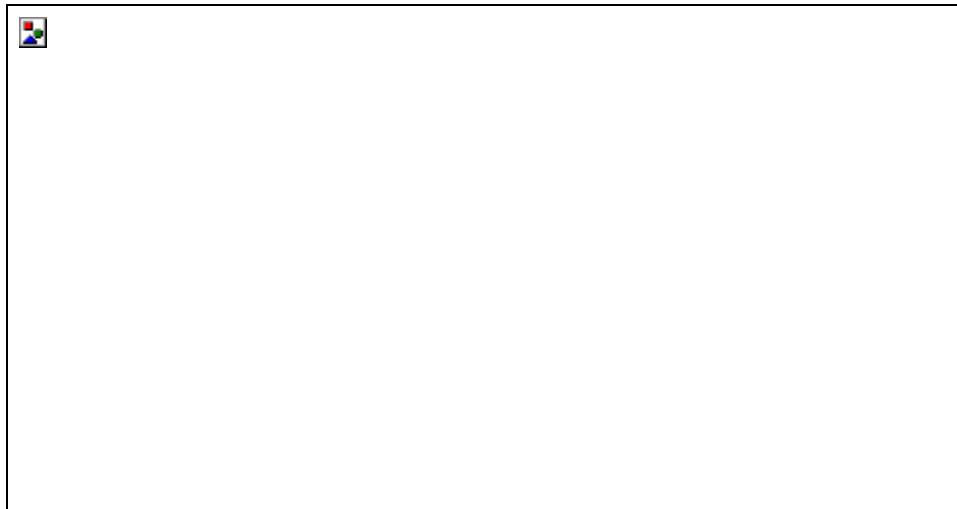
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Painting Tips

Article by Quester

“Easy ways to put super detail into your epic minis”

To start with you should prime the mini with a thin cote of black paint.



Step two is to dry-brush a light cote of white paint to bring out the high lights and deepen the shadows. I use a 1/2" flat bush for this step.



Step three is to paint you minis with thin paint in the colors you would like them, bring out all the details and shadows you can see in the bigger minis with less work to get them. Give it a try and you wont believe how easy painting super paint-jobs can be.



Just need to add more colors add these will look totally battle ready.

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Rot in Lemptus IV

Article by Phoenix

Laser fire flashed by Colemans head, his lasgun flashed back at the shadows in the forest line. A scream echoed from the trees as a cultist sank to his knees dead. Lothar ran up next to him, ducking under a pipe he rolled into cover behind a crumbling section of wall. Coleman fired another burst of laser blasts before being forced to duck back by a volley of enemy shots. Not trusting his cover to take much more he picked up the commlink.

“Smoke ahead and advance!”

The commlink crackled and the rest of his squad confirmed his orders, a flurry of grenades hit the ground one hundred meters ahead of them. A staccato of small explosions filled the air with a dense smokescreen for them to advance through, ceasing fire half of the team leapt over the rumble and took up positions in the shell holes separating the opposing factions. Sprinting through the smog Coleman dived into a nearby crater. Lother was gone, looking to his right he saw his comrade trading pot-shots with the enemy in another crater. At once the team unloaded an entire energy pack into the enemy ranks, no casualties occurred but the enemy ceased fire for a few brief seconds enough for the remainder of the squad to regroup. A thunderous roar erupted from behind them and massive shells arced over their heads smashing into the enemy ranks and setting alight the trees. Taking advantage of the cover Coleman pumped a shot into the skull of a retreating enemy. His commlink crackled distracting him as he rolled onto his back and picked up.

“Squad Coleman, take the forest”

Confirming the order he relayed the information to his team mates, leaping up he threw a grenade from his belt at the enemy a massive bright light illuminated the sky as the Photon Flash Flare blinded the defending cultists, the squad charged as one, the remaining targets were down before Coleman could score another kill. Leaping into the forest he scanned the trees, seeing it is clear he moved forward his rifle at the ready. The radio crackled and he delivered a status report, a trio of Marauders flew overhead towards the main cultist temple. Glancing up at the Marauders Coleman saw a glint in one of the trees overhead, squinting up he never saw the cultist in the tree behind him jump onto his back time slowed as he rolled in an attempt to grab the attackers knife knowing that it was too late...

A twisted smile filled the features of the cultist as his knife smashed into Coleman's jugular, Coleman winced with pain and red filled his vision as he drifted into death he pulled out the pin from a plasma grenade on his pouch and smiled back the cultist looked down in horror and leapt forwards but was too late to avoid the flaming blast which enveloped them both...

The cultist captain stood in the centre of the forest around him the screams of the dying filled the air. Watching the priest he urged him onwards, the Imperial guard were closing in, they still didn't know that the forest was where the ceremony was taking place but it was only time. If the priest could summon daemons to assist then the tide would turn, a cultist ran to him.

“Captain, the Imperials have broken through our lines they are closing on this position... we can't hold them they are butchering us!”

The captain dismissed the cultist with a wave, the simpering fools were the only troops he could obtain to fill the bulk of his army. Mostly farmers and city workers they had little idea how to shoot let alone how to fight against a trained enemy.

Reached down he picked up his las pistol, built for him by his ex-wife he stroked it with fond memories...

“No, I mustn't think that way”

He turned and stroked her hair on the alter as she stared at him with blind terror, reaching down he kissed her on the forehead and then took up a position by the barricades, the Imperials were coming.

Kneeling down by a fallen tree he trained his las pistol on the horizon awaiting the approaching Imperials. His commlink bleeped, tapping the open channel button his lieutenant from the temple responded.

“Captain, Grey Knights have beamed down and are storming the temple. We cannot hold, our men in the trenches are retreating. We have lost any form of cohesion and sensors have picked another Leman Russ company heading this way.”

Growling into the commlink.

“Hold them for another five minutes then we shall show them the power of Chaos.”

He prayed again for salvation from the dark lords. A shadow appeared in the distance. Snapping off a shot in he watched as it rolled into cover, these Imperials are good he thought.... Should be after all he helped train them. Ducking down he heard the priests knife slice across his

wives throat. The hairs at the back of his neck began to stand on end as static energy swept across the land, a laser blast snapped past almost hitting the priest. A cold sweat swept across him as he fired off a trio of shots into a charging guardsmen. Another pair emerged from the undergrowth, slamming a shot into one he tried to avoid the fire of the second.

Ducking down the first shot flew past him, but the second smashed into his shoulder sending him crashing back against the altar. Firing back without thought he missed completely, his spine was heavily bruised by the impact and he couldn't focus properly. Ahead of him a vortex was opening, a deep roar emerged from the heart of it and he smiled, a blood red daemon leapt from the portal and charged into the approaching Imperial guardsmen a black blade slipping through the spine of the lead warrior, as the vortex grew a huge winged creature began to emerge. The captain struggled to stand, the priest helped him up and together they gazed at the carnage being wreaked upon the enemy.

One of the guardsmen fired a volley of shots into the bloodletter and sent it snarling back into the warp, no longer smiling the Captain drew his pistol and tried to return fire, it's charge expended the pistol whined and died on him. Pulling out an autopistol from his belt he cried out as the first bolt of energy hit his chest, the priest tried to run but another volley cut him down. As the priest died the vortex slowly shrunk, the guardsmen fired into the vortex at the screaming daemons which tried to fit through the ever shrinking gap. Finally the gap closed and the guardsmen took up a defensive perimeter.

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Standing over the enemy Lothar grimaced, turning him other and looking into the Chaos Captains dead vacant eyes he was disgusted.

“Coleman, you are avenged...” Picking up his commlink he growled into it.

“This is Sergeant Lothar reporting, the forest has been taken some sort of Vortex was opened. The priest and his guards are dead, we came under daemon attack but it ceased after the priest died and the vortex closed. Captain Coleman is down, I have taken command.”

There was a pause before command responded.

“This is Inquisitor Karak, move away from your position assist in the temple destruction. I am moving to investigate.”

Nodding Lothar shouted to his men and then they advanced to the forests perimeter, looking down he could see the Chaos forces in retreat. The traitor infantry was being mown down as they fled, one detachment of traitor Vindicators halted and tried to stem the advance of the attacking Imperials but they outnumbered, isolated and alone as the Imperials struck.

In the distance they could see the massive forms of a pair of Warhounds sprinting towards the battlefield, tank companies rumbled forward and mechanised divisions joined them. Overhead Marauders strafed the fleeing enemy, pausing every now and then to send the crimson shafts of their rockets into the enemy armour.

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