

# INCOMING!

Issue #5  
01/06/2001



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

The All New Redesigned INCOMING! EZine

## **Contents**

### **[Changes at the EPICentre](#)**

(Important please read!)

### **[The Painting Competition](#)**

### **[Squat Tunnelling Land Train AKA 'The Hellworm'](#)**

### **[Building your own Hellworm](#)**

### **[Battle at Baena VI](#)**

### **[Creating your own bases](#)**

### **Tanith First and Only**

# Changes at the EPICentre

By Tom Webb

As most of you are aware NetEpic now has it's very own domain name! We are now <http://www.netepic.org> complete with 70 meg of webspace, this means that Adeptus Titanicus and Space Marine are now back up for download and the website is receiving a brand new revamp.

Unfortunately for this privilege I have to pay £10 (\$15) a month, this means that it is a very expensive privilege for me to maintain. Rather than plaster the website with banners, charge a membership fee or ask for donations I have come up with a novel fundraising solution...

<http://www.netepic.org/Store> is the location of our brand new online store. This facility offers 20% off all Games Workshop prices as well as 20% off all VOID and Celtos products.

Postage and packaging to locations outside of the UK cost an extra £10 unfortunately but with large orders this is often absorbed by the discount. If I find that the server fees are being paid with a bit extra on the side then I will run competitions and add further discounts, all I ask is that you support the EPICentre and use our store. It is completely automated and the credit card processing is very secure using an encrypted server by a well respected processor (Also used by POP Enterprises another wargaming store).

Unfortunately Games Workshop refuses to sell EPIC goods at trade discount, however there will be a special second hand section where you can buy or sell EPIC goods cheaper than buying it from the main website.

What you can buy from the store with the discount are the following products:

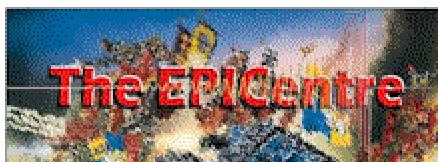
## **Games Workshop**

- Warhammer
- Warhammer 40k
- Battlefleet Gothic
- Mordheim
- Inquisitor
- Warmaster

## **I-Kore**

- VOID
- Celtos


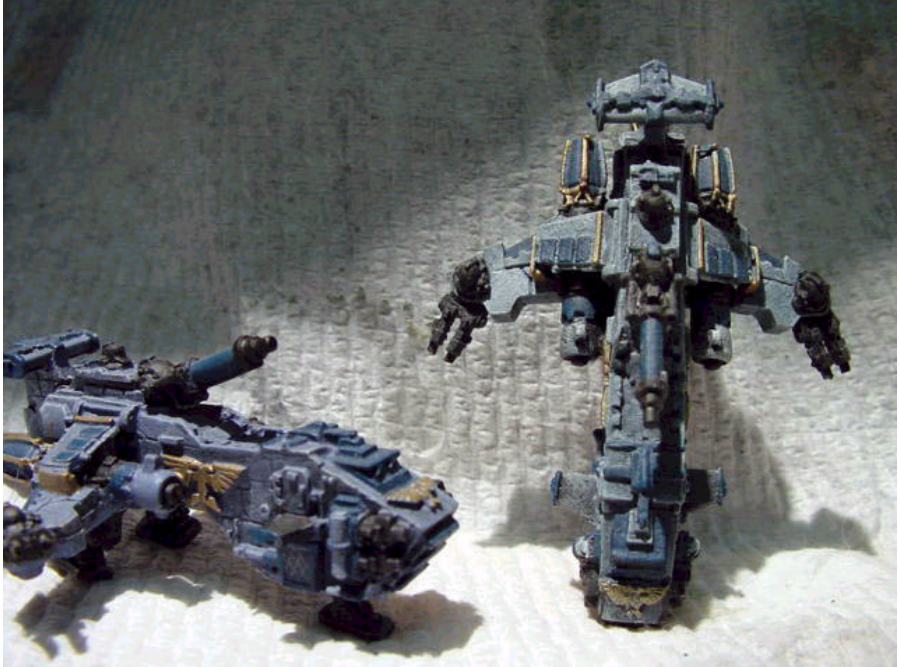
If anyone has any requests that are not on the website, for example, you want something pre-ordered or you are looking for something rare then contact me as I have plenty of sources in the industry that I might be able to obtain it from.



# The Painting Competition

By Tom Webb

Thanks to everyone who submitted their work to the Painting competition. There were three categories initially proposed however due to the low turnout in the diorama category that category was dismissed. The winners and there models are included below.

<b>Best Single Model</b>	<b>Best Detachment/Company</b>
	
<b>WINNER:</b> Christian Danckworth	<b>WINNER:</b> Ron DuBray

The winners have both been emailed a voucher for 5% off their next purchase from the Online Store. Enjoy it and thanks for your great artwork.

Thanks to all the people that took part, another competition will be held soon so people will have a chance to win more prizes (and hopefully larger prizes too!)

# Squat Tunnelling Land Train AKA 'The Hellworm'

By Albert Farré

**HellWorm** (or what happens when you mix a land train with a mole and add some drop pod flavour)

Just imagine a 1cm diameter worm, as long as you like, though not as long as Arrakis ones. It is made from different "cylindrical battle cars" steel armoured and loaded of bolters, each one carrying a different set of weapons or other things. Use all rules for tunnelers and Hellbore, though the template of impact when surfacing is only 6 cm (half the Hellbore's one). Note that Hellworm starts the game underground and doesn't have any transport, it can go underground again any turn provided fuel Battlecar is still linked to Tractor head. It cannot go underground and surface in the same turn. Tractor head can clean minefields.

Battlecars open with 2+ the turn they surface or automatic other turns. Player may decide to open or close battlecars during movement, and for each battlecar separately. Bolters fire even when closed unless specified. For orders follow the same rules as land train. All battlecars add 1 Void S. but shield Battlecar which adds 3 and repairs them easily.

## Hellworm Tractor head

Note this Segment doesn't need to open to use weapons

Move	Save	CAF	Weapons	Distance	Attack dice	To hit	Save Mod.	Special
15cm surfaced/10cm without fuel battlecar	1+	+8	<i>Acid cannon</i>	Flamethrower Template	Template	4+	-1	Ignores cover
			<i>Lascannons</i>	75 cm	4	5+	-2	
			<i>Bolters</i>	15 cm	6	6+	0	

Notes: Tunneler, SuperHeavy, 2 Void Shields, carries 6 stands, heavy armour (all round save)

## Cannon Battlecar

Notes: Must be open to use cannons, heavy armour (all round save)

Move	Save	CAF	Weapons	Distance	Attack dice	To hit	Save Mod.	Special
N/A	1+/3+ when opened	+4	<i>Battlecannons</i>	50cm	4	4+	-2	
			<i>Lascannons</i>	75 cm	4	5+	-2	
			<i>Bolters</i>	15 cm	4 closed 6 open	6+	0	

## Barrage Battlecar

Notes: Must be open to use DDay cannon

Move	Save	CAF	Weapons	Distance	Attack dice	To hit	Save Mod.	Special
N/A	1+/3+ when opened	+3	<i>Doomsday Cannon</i>	150cm	D6+3 BP		-3	
			<i>Bolters</i>	15 cm	4	6+	0	

## Carrier Battlecar

Notes: Carries 10 stands. Must be open to disembark them

Move	Save	CAF	Weapons	Distance	Attack dice	To hit	Save Mod.	Special
N/A	1+/2+ when opened	+4	<i>Heavy Bolters</i>	25cm	4 closed 8 open	5+	0	

## Shield Battlecar

Notes: Same rules as Land Train Shield Battlecar. Adds only 1 shield and doesn't give repair advantage if closed.

Move	Save	CAF	Weapons	Distance	Attack dice	To hit	Save Mod.	Special
N/A	1+/3+ when opened	+3	<i>Bolters</i>	15 cm	4	6+	0	

## Buoy Battlecar

Notes: All tunnelers may surface within 25 cm of Buoy Battlecar automatically without scattering. May act as Forward observer even when moving. Must be open to use Buoy and to act as forward observer.

Move	Save	CAF	Weapons	Distance	Attack dice	To hit	Save Mod.	Special
N/A	1+/3+ when opened	+3	<i>Bolters</i>	15 cm	4	6+	0	

## Fuel/Secondary engine Battlecar

Notes: This segment never opens. If the Fuel Battlecar is destroyed Tractor head cannot go underground anymore, though may move on surface. If destroyed it explodes on 4+ striking a -3 TSM hit to near battlecars and everything on d6 cm (but not other battlecars).

Move	Save	CAF	Weapons	Distance	Attack dice	To hit	Save Mod.	Special
N/A	1+	+3	<i>Bolters</i>	15 cm	4	6+	0	

Hellworm is a Special Card for tunneller companies only and it costs 300 points, gives 4 VP and is broken when the tractor head is destroyed or the break point is reached. Unit is composed of a tractor head plus a Fuel Battlecar attached ALWAYS after it.

Battlecars are support cards of 3 Battlecars (any mix) plus a secondary engine battlecar (total 4 battlecars) with a break point of 3, costs 350 points and gives 5 VP. Obviously you can only purchase them as support cards of a tunneler company with a Hellworm Special Card. You can attach as many battlecars as you want, though there's a limit of only 1 barrage battlecar, 1 shield battlecar and 1 Buoy battlecar in each worm. VP for battlecars are awarded for every 3 battlecars destroyed from the same worm, even if they are from different support cards. The Tractor fuel car doesn't count for this.

# Building your Hellworm

By Albert Farré

## Tractor head and closed battlecars:

Use the frontal cone of a Mole (or any similar con) adding a little gun on the front representing the Melta / Acid. The main body and the closed battlecars can be done with a tube, a cigar hard envelope, or any kind of cylindrical tube of about 1,5 - 2 cm diameter cut in several parts (one for each car plus the tractor head). With a fine modelling knife you can "write" some details on it. The outside of the closed battlecars should look as segmented and polished steel (say 2 mm each segment), with some little points drawn which indicate bolter firing points. Note that when closed, all Battlecars should be equal. That means (or could mean) that the opponent doesn't know what contents each Battlecar has (but the first, which is always a fuel one) until they are open. The length should be 3 cm for the tractor head and 2 cm for each battlecar.

## Open Battlecars (except for Carrier):

Cut the cylinder in half and then take the upper part and halve it again. Glue the quarters to the exterior part of the sides as if they had slid down. The contents depend on the Battlecar:

### Cannon Battlecar:

A turret with some guns or two turrets. You can also add bolter turrets from a StormHammer. An easy way is to use the upper part of the Land train berserker battlecar with some guns attached to the sides. (Ed. Alternatively use some of the Land Raider cannons from the Space Marine Tanks sprue)

### Barrage Battlecar:

The upper part of Land Train Mortar Battlecar will do perfectly.

### Buoy Battlecar:

A turret with any warship radar on a small armoured platform will do

### Shield Battlecar:

I don't know what a void shield generator looks like , but I think that something similar to the buoy Battlecar will do, don't be too exaggerated or it will look "orky".

### Carrier Battlecar:

This one is a little more difficult. Instead of halving the pipe, only a lower quarter is removed (obviously infantry disembark from both sides, but it wouldn't look very good). Even better if you can remove only a part of this quarter, thus it will look like a cargo bay door open, this way it can be done in both sides. Add some little guns all around with little bits of plastic that look like the opened steel windows where the Heavy bolters shoot from.

NOTE: Fuel and Secondary engine Battlecars don't have opening capability during battle

I also recommend to put some slag and "removed terrain" under the worm to add stability.

My initial thought was that each Battlecar unit would consist of two sets: opened and closed, but if someone feels like to make a worm with removable parts please send it to the list to look at it.

# The Battle of Baena VI

By Tom Webb (Special Thanks to Robin Wood and Reuben Parker who took part in the battle)

*'The Dark Angels had chased the Word Bearers for months, each time the Word Bearers had managed to escape, now however the Word Bearers were trapped. Short of supplies the chapter had been forced to attack an Imperial Forgeworld to repair their battered starships and rearm their weary troops. Seizing the opportunity to give their pursuers a bloody nose in the bargain they swiftly overran the planets defences, leaving only a few Imperial Guard regiments in the besieged in the polar fortresses.*

*The Dark Angels descended at night, their visors and night vision allowing them to fight as if it were daylight. They swiftly eliminating the attacking renegade Imperial Guard and joined up with the planets defenders. Moving on in a lightning fast blitzkrieg they smashed through the enemy lines and reached the main industrial complex, rather than defend the already shattered defences the enemy met them on the field of battle, two entire chapters and massive legions of Imperial Guardsmen clashed. The battlefront moved back and forth, where ever the combat was most intense the Dark Angels and Word Bearers stepped in and soon the battles became even more intense as brother marine fought brother marine.*

*One particular battle on the front is remembered as being the deciding battle of the conflict, at dawn whilst the armies clashed a small force of elite Word Bearers backed up with a large contingent of marine armoured support and a small Reaver titan smashed into the left hand flank of the front. The Imperial Guard stood no chance and soon a rout was in progress, two entire companies were eliminated and the rout threatened to spill across the Imperial ranks.*

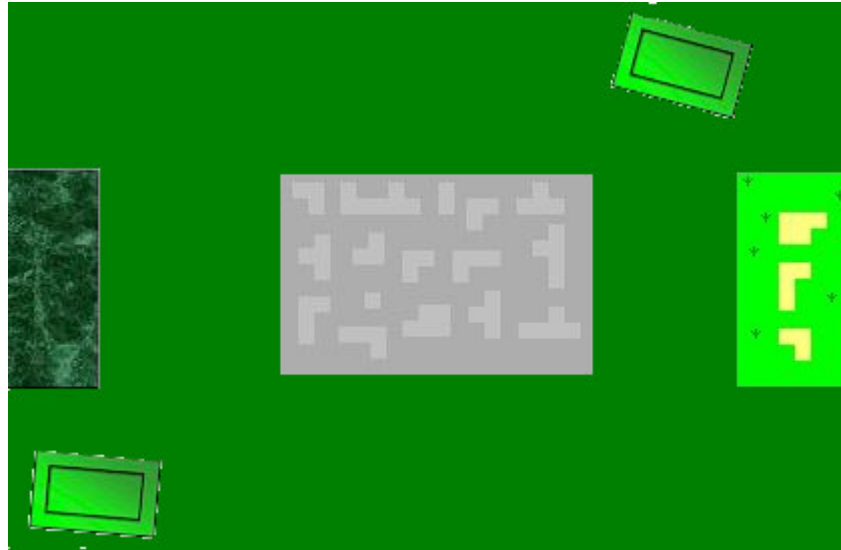
*The Dark Angels recognised the danger and immediately committed the 2<sup>nd</sup> (the infamous Ravenwing), 3<sup>rd</sup>, and 5<sup>th</sup> companies to shore up the front. A Land Raider company also joined them, meeting them on route to the warzone. The Imperial Guard took heart and the paltry remains of the regiment rallied and set up on top of a hill overlooking the field.*

*The two forces immediately raced towards each other, sitting in between them was the ancient city of Laza. The ground shook as the combatants began the battle in earnest.'*













## Deployment:



Terrain

	Tactical				Reaver Titan
	Assault		Barrage		Tactical Detachment
	Devestator				Land Raider
	Bike				Veteran Detachment
	Land Speeder				Predator Detachment
	Basilisk Detachment				Vindicator Detachment
	Bombard Detachment				Whirlwind
	Land Raider				Devestator Detachment
	Sentinel Detachment				Razorback Detachment
	Dreadnaught				Thunderhawk Gunship
	Deathstrike Detachment				HQ Unit
	Vindicator Detachment				Medic
	HQ Unit				
	Chaplin				

Key

## Setup:

### Dark Angels Army Selection

When I choose an army I take as many companies as I can get away with. The large amounts of troops and the reduced prices mean that often you can win a battle with numbers alone.

With Marines this is especially important as they lack the numbers that other armies possess. I decided that I wanted to take five companies, with a few support cards.

I model an army on my allies, it is a strange way to do it, but I have found that your allies often act as the centre point of your army. I knew that Robin was going to take a Titan, whether it was a Reaver or a Warlord I was unsure. These monsters require a horrendous amount of firepower to destroy and they can shred entire companies in a turn. I knew he expected me to take one, so I decided to leave it behind and surprise him. So I had to find a way to eliminate his titan, I decided to take an allied Imperial Guard Deathstrike detachment with two warp and one barrage missile. These should keep the Titan on its toes whilst I spent the rest of my allies points on my two favourite Imperial Guard units.

- An Artillery Company due to the massive amount of firepower it can put out and of course...
- A Sentinel detachment, fast, mobile and with a lethally accurate ranged attack they can hold the line against large numbers of infantry or swarm ahead to support my Ravenwing. I feel these are the most under-rated troops in NetEpic.

The other four companies were easy, a Tactical company to provide the bread and butter and hold the line. (Saying this Tacticals can easily take an assault role with their +2 CAF).

A Battle company to give me a wide range of tactical options, and provide me with both a lethal close combat unit (Assault Detachment) and a deadly long ranged unit (Devastator Detachment).

The Land Raider company gives me a large amount of armour to roll forward and hold objectives. Land Raiders have strong armour and twin lascannons to shred opposing armour or infantry alike.

The Ravenwing was another easy choice, with a bike detachment and two land speeder detachments it combines rapid death with the kind of support fire that most units can only dream of. The Land Speeders will wipe out almost anything

in range of them, they only lack long ranged firepower, but with their speed that is not a problem. They can also perform pop-up attacks which in a city are especially useful.

I took a dreadnaught detachment to test them out, they seem to slow on paper, but I had to give them a fair test just to check.

My last points were spent on a Vindicator detachment and a Chaplin, the Chaplin was to give my Marines an edge in combat which they would need as they were facing their brothers in combat with identical stats. The Vindicators were to flush infantry out of buildings or to destroy enemy armour in the streets (As I know Robin likes his tanks 😊)

### Word Bearers Army Selection

My army was based around two central 'core' forces. My infantry core was a Tactical company with supporting detachments which would capture the city in the centre of the table, they would also act in a support role for the armoured core. My Armoured Core, based around a Land Raider company would sweep around the flanks and smash up the enemy flanks before crushing the enemy centre from both sides.

I bought an extra Land Raider detachment to bulk out the Land Raider company along with Razorbacks and Vindicators, using the Razorbacks and Vindicators to herd Toms infantry into the centre of the city would allow my Whirlwinds to provide crushing firepower and rapidly erode his forces attacking the objectives.

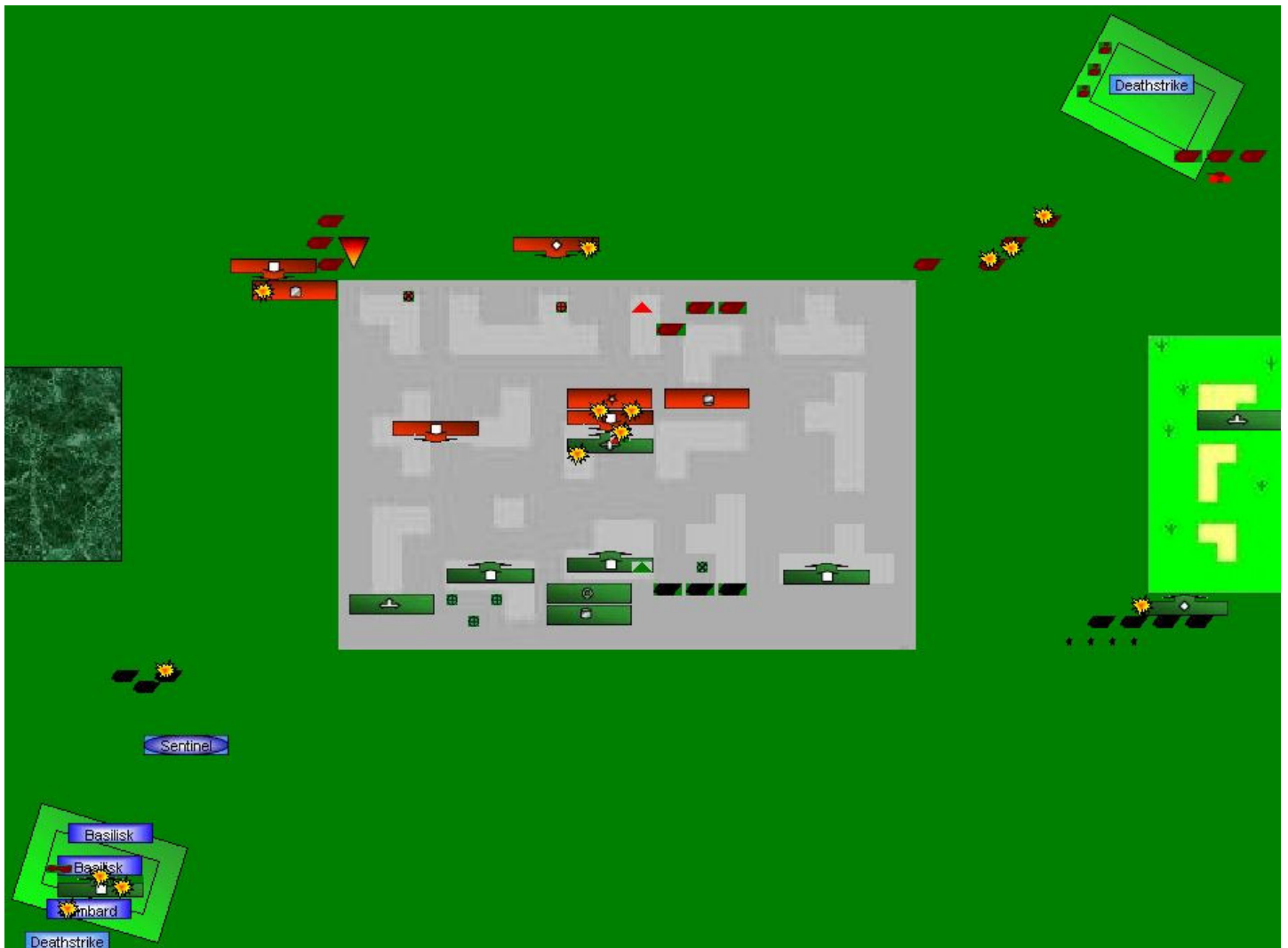
I planned to take the Scythes of the Emperor but as this is not an official NetEpic unit I couldn't use it 😞 but instead I bought a Veteran detachment and a Thunderhawk.

I planned to use the Veteran marines in the Thunderhawk to leap into the centre of the city and stop any assault marines or bikes which dared to contest my control of the objectives. They could also respond to wherever they were needed as quickly as possible.

My allies were chosen last, I wanted a Reaver to duel with Toms Reaver and to provide a psychological edge. Not only that but it is almost impossible to kill so it should hold whatever position I want it to nicely.

I also took a Stormblade to help destroy Toms Titan, which I knew he was going to field.

## Turn 1:



## Word Bearers

Predators moved to secure the left hand flank where they could see the impressive but weakly defended Imperial Artillery battery in the distance, followed by two tactical detachments and a Land Raider detachment the flank was swiftly secured. Behind them the Reaver rumbled into live and lurched towards the city, passing the Predators it took up position on the left hand edge of the city, just peaking out to target the enemy artillery battery.

The veterans clambered onto the waiting thunderhawks and charged towards the enemy artillery battery.

The heretic centre charged into the city, Objectives 3 and 7 fell to the charging Tactical troops, two entire detachments entered the city to hold their prizes. Followed by a Land Raider detachment and a Vindicator detachment to provide armoured support, the Medic climbed into his Rhino and took control of a building on the left hand side to heal any of the injured.

On the right hand flank the land raiders moved to hold the flank, two entire detachments moved into a line, they were joined by a Stormblade.

The Word bearer Whirlwinds fired a massive barrage towards the Ravenwing bikes, but failed to hit, instead the barrage smashed into the ground next to a lone Rhino, the Rhino drove out of the explosion shaken but without major damage.

The Stormblade fared no better, firing off a pair of Hunter killer missiles at the Dark Angel Land Raiders. One missed the other failed to penetrate the imperial tanks heavy armour.

The Reaver made up for the ineptitude of the artillery by destroying two of the defending tactical stands on the hill along with a rhino and a basilisk.

The Deathstrike fired off a Barrage missile towards the Dark Angel Vindicators.

The Predators fired on the move destroying an enemy Land Raider, meanwhile in the city the Vindicators and Devestators fired at the marauding assault troops destroying a stand.

On the right flank the Land raiders opened up with all their firepower but achieved nothing, missing all the devastators, the Command Land Raider then showed them how it was done by opening up and shredding two stands with lascannon fire.

## Dark Angels

The Dark Angel Landriders on the left flank advanced towards the Rebel flank, skirting the forest they moved into the sight of the enemy lines. The Land raiders on the right flank charged forwards, one detachment entered the city, the other detachment along with the command Land raider moved towards the marsh to provide suppression fire and hold the right hand flank.

The Dark Angel Devestators on the right hand flank advanced towards the marsh, stopping just outside the marsh. They were followed by the Dreadnaughts who struggled to keep, ending up just behind the Dark Angel Land raiders. The Land speeders from the Ravenwing swept into the marsh to take cover behind the largest hut in the beastman compound.

The Assault troops ignited their jump packs leaping from building to building to where they could see the enemy tactical troops advancing towards objective 7. It was a race they just lost, so they leapt into close combat to retake the objective and drive out the rebels. They were supported by an entire tactical company which took up defensive positions and capturing objective 6 in the process. The assault troops managed to slay all the opposing tactical troops and secured objective 7. Two enemy tactical squads were slain for the loss of one assault stand.

The remaining troops from the Ravenwing and a vindicator detachment moved into the left hand side of the city to take cover from the massed firepower of the Rebel left hand flank.

The sentinels on the left flank moved forward to hold the left flank.

The a lone Tactical detachment on the left flank saw the incoming Thunderhawk gunship and seeing the undefended artillery under risk of invasion leapt into their Rhinos and moved to hold the centre of the hill.

Laughing at the pathetic attempts of the heretic artillery to target the rapidly moving Dark Angels, the Imperial Artillery on the hill opened up with their full power, the basilisks took out two Razorbacks, a rhino and three tactical squads. The last remaining Razorback rapidly losing faith in the rebellion turned and fled at top speed from the battlefield.

The bombard barrage wasn't as impressive just managing to take out a devastator stand and Rhino.

Meanwhile the Deathstrike missile launchers spotted the Reaver and fed in the co-ordinates a Warp missile launched and headed straight towards it, flying close to the ground it jinked to avoid the trees and shrubs which obstructed it's flight.

The Land Raiders fired back at the enemy Predators, destroying one of them in a blaze of fire and avenging their fallen comrades.

The Devestators lived up to their name on the right flank annihilating an entire Land Raider detachment in one volley of accurate firepower.

**DARK ANGELS: 16**  
**WORD BEARERS: 5**

Turn 2:



## Word Bearers

The Stormblade advanced forwards against, ready to spray death with it's missiles, finally it's Plasma Blastgun should be in range.

The Tactical company dug in by occupying the nearby buildings. Preparing themselves to face the Dark Angel Blitzkreig, in the meanwhile the Thunderhawk swept down from the hills flying low to target the Devestators. The Reaver hid behind the city buildings, leaning out to shred a pair of Sentinels with a barrage of rockets set to Shotgun mode, whilst it's Turbolaser Destructor blasts a land speeder down as it rose over the buildings on the right hand flank.

The Whirlwinds resumed there bombardment with more success this time, destroying a Tactical detachments Rhino.

The Land Raiders in the city watched as the Rhinos charged them with scorn, concentrated Lascannon fire destroyed one as they charged. They gunned there engines and charged, there could only be one winner in this game of chicken, the first Rhino was crushed by the charging Land Raiders and the second was blasted into dust as it attempted to veer away at the last minute.

The Command Land Raider shot down a Land Speeder as they attempted a pop-up attack.

## Dark Angels

The Devestators and Dreadnaughts went on Advance orders, moving forwards the Devesators took up there positions in the Beastman complex, occupying a building.

The Land Raiders and Vindicators in the city advanced to give cover fire to the infantry.

Two of the company commanders took up positions in a building and poured fire down on the Medic catching him in the eye with a bolt pistol shot.

The third company commander charged with a Tactical detachment into an enemy Tactical detachment, They smashed up a pair of rhinos losing a Rhino and a Tactical stand in the process.

The assault troops continued their unstoppable rampage and smashed into the enemy Devestators, whilst their Rhinos charged the Land Raiders in an attempt to stop them firing into the conflict. Although the Rhinos perished the entire Devestator detachment was slaughtered, the Assault marines gave not mercy.

The Bikes ambushed the advancing Land Raiders, riding past them throwing Krak grenades, knocking it out two whilst the third was pinned by the biking hordes. A stand of bikes was lost, but the remaining bikes stood firm and were ready to converge on the last Land Raider next turn.

The Tactical detachment from the hill followed the Thunderhawk gunship ready to engage the Veterans if they ever emerged.

Two of the remaining Tactical detachments charged into combat to retake the city, slaying two Tactical stands and a Rhino losing just one tactical stand in the combat. Meanwhile, another Tactical detachment moved up in support.

The Land speeders on the right hand flank rose above the beastman compound attracting fire from the Command Land Raider and the Reaver Titan, to late the Stormblade tried to bring it's weapons to bear as concentrated melta blasts ripped into it. The turrets and tracks turned to slag first before the mighty warmachine finally collapsed under the firepower of the skimmers.

The Basilisks once again opened fire on the attacking hordes only to find that the enemy had survived the barrage, only two marine tactical stands fell to the mammoth explosions. The Bombards also failed to do any damage.

**DARK ANGELS: 59**  
**WORD BEARERS: 9**

'The Word Bearers were forced back on there attack with heavy losses, the Dark Angels were able to force a wedge in the enemy lines and the renegade Imperial Guard were driven in retreat. There lines crumbling even the desperate counter attacks by the Word Bearers had no effects against the slowly advancing Imperials. Fleeing back to the space port, the remaining marines managed to launch into space leaving there heretic allies to face the berserk loyalist marines. The Dark Angel fleet in orbit tried one last attack on the Word Bearer fleet but failed to utterly destroy the chapter, the remaining fleet escaped to the Eye Of Terror despite the constant harassment of the Dark Angel fleet.'

#### **Dark Angels Aftermath**

The forces of the Emperor triumphed today! Reuben and I were hoping for a win but this was beyond our wildest dreams, I think our basic plan was sound but the Dreadnaughts and the Deathstrike Missiles were a major letdown. I don't think I will take them again, I might try the Dreadnaughts one more time but giving them a 15cm move instead though.

We underestimated the power of Robins Reaver, next battle I shall seriously consider bringing my own along next battle.

We forgot about the Imperial Guards chain of command rule, which meant our Sentinels were rendered useless chained to the artillery detachment. This turned out to be of great benefit though when they got to shot down the Thunderhawk which strayed to close to them.

Speaking of which, I think that the battle was a lot closer than it looks, if Robins Thunderhawk had disgorged it's veterans on the hill then we would have had our entire left hand flank crushed! It would have been a disaster... no fire support and all those VPs lost. Or even if the Thunderhawk had disgorged its troops in the city centre then he would have stopped our attack on the centre and smashed our advance.

The Land Raider company would have been broken if we had taken one more casualty and the Ravenwing was also getting to

close to being broken. I felt that if Robin had concentrated his forces better then he could have got a lot more VPs than he did, instead he failed to significantly damage any of our units, opting to damage them all instead. The loss of the Chaplin was a silly mistake on our part, we allowed one of Robins Rhinos to get lost behind our lines and it sniped the Chaplin and slew him.

#### **Word Bearers Aftermath**

I did CRAP!!! As soon as I saw the enemy army I knew that I today was not my day to win. He outnumbered me and would be able to swarm my armoured forces in the city, which is of course ideal for his infantry and poor terrain for my tanks.

My infantry did great on the first turn taking all three objectives although it turned to just two later on when Toms Assault Marines stormed Obj. 7.

Though the lone Rhino taking out the Chaplin was a bonus, and a bit of a morale booster. It gave me 2 VPs and all 😊.

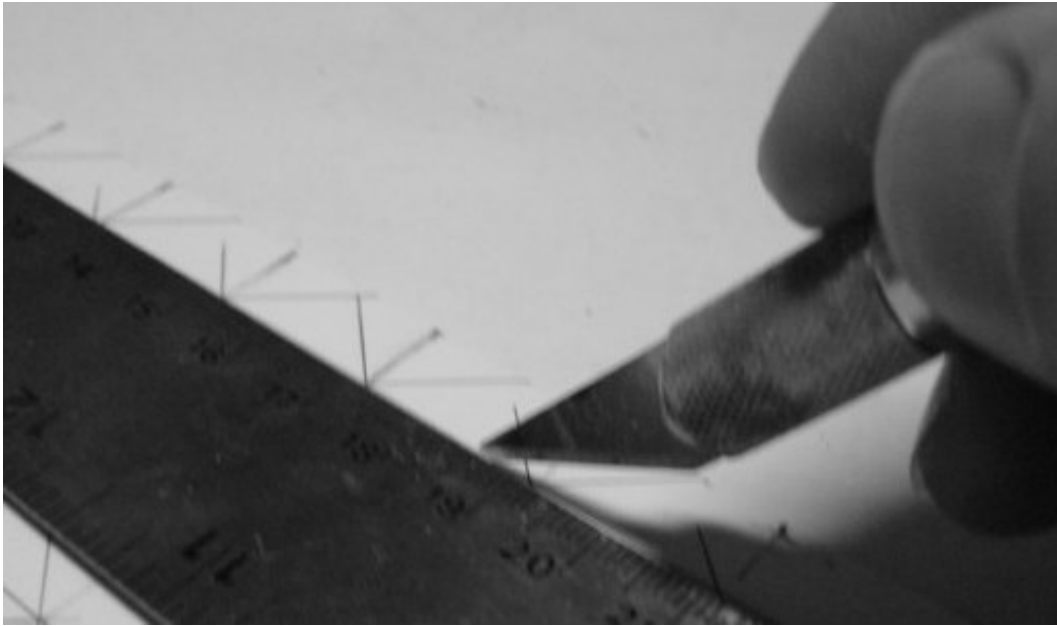
If I played the battle again, then on turn one I would have disembarked the Veterans and charged into combat with the artillery battery.

I would also have taken just objective one and let the enemy come to me, instead of overstretching my forces like I did this time.

# How to make your own bases

By Ron DuBray

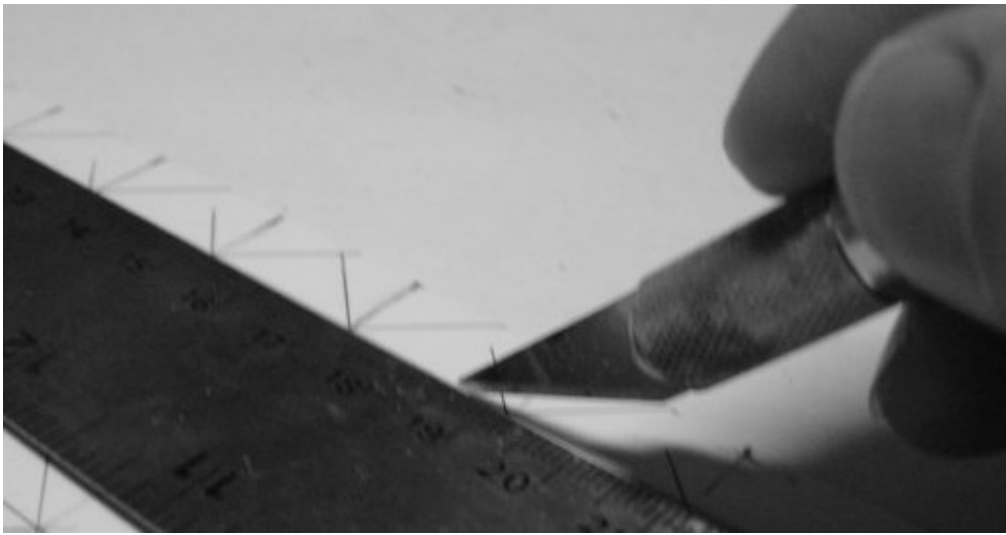
1. To start you need a sheet of polystyrene, draw out a grid of 20mm squares then cross the squares with 45mm lines to line up the troop holes.



2. Next you drill 1/8 inch center holes where you want the troops, then you drill out the center holes to 5/64 inch which is a perfect fit for the epic troop disk.



3. Next you take a sharp X-acto knife and cut out the squares (you only need to run it down the line one time then bend the sheet away from the cut and it will break along the cut).



4. Next you bevel the edges on a sheet of #100 sandpaper.



5. Last you glue all the squares onto a sheet of heavy paper as a backing to fill the bottom of the holes, and then cut them apart finishing you new custom bases.



# Tanith First and Only

By Eivind Borgeteien

In the Black Library novels Necropolis, First and Only and Ghostmaker, Dan Abnet describes a regiment of Imperial Guard and their commander Commissar Colonel Ibram Gaunt. The books are very exciting and I think they capture the 40K universe in a very good way. It's great reading for lazy summer days at the beach or under a tree with a large cup of lemonade nearby!

I have made some rules making it possible for commanders to field Gaunts Ghosts in a game of Netepic. As I don't own any Imperial Guard army, I haven't tested them out myself. If anyone uses them I, would very much appreciate if you mailed some comments to the Netepic Yahooogroup!

Great thanks to Albert Farré Benet and Quester for initial comments!

## Gaunts Ghosts for Netepic

This is a regiment of Imperial Guard coming from the world of Tanith. The day of the regiments founding, an overwhelming force of Chaos invaded Tanith. Instead of fighting a hopeless battle, the Commander, Commissar Colonel Ibram Gaunt, decided to salvage what he could of the regiment and leave the planet. As Tanith now most likely is a dead world, the Tanith 1<sup>st</sup> is the only regiment recruited from this planet.

The vast majority of the regiment feels that they should have fought and died for their home planet rather than leave it behind. Therefore the men quickly called themselves The Ghosts, or Gaunts Ghosts, after the man who denied them to die for their homes.

Tanith was a forest planet situated in a system very near The Eye of Terror. The influence of Chaos had a peculiar effect on the forest, making it change from day to day, hour to hour. Trails that where there one hour could be gone the next as the trees moved across the planet.

Because of this, the people of Tanith developed an exceptional sense of direction and stealth, allowing them one initial move before the battle begins. (Infiltration)

Coming from a forest world, the regiment's uniform is heavily camouflaged. All fighting men of Tanith are wearing a special camouflaged cape that makes them very hard to see. Because of this, when situated in forest or forest edge, the regiment cant be targeted unless the firing/targeting unit is 25 cm or nearer the Tanith forces.

Gaunt and his personal guard are now the very best of the Tanith and cannot be targeted at all unless 25 cm or closer to the enemy, no matter what terrain.

With the forces of chaos already on top of them the Tanith 1<sup>st</sup> had to leave in a hurry and lost very much of their equipment, amongst other things, all their vehicles. Thus, the two company HQ stands have no rhino for transport. To remedy that, the officers tend to split up more than regular IG officers does. To represent this, the two company HQ units do not have to be in coherency with each other.

Further, you may only attach IG Tactical or IG Support as support cards to a Tanith Company. These support cards posses all Tanith abilities and can only be attached to a Tanith Company

In addition to the Taniths special abilities, Commissar Colonel Ibram Gaunt posses all the usual abilities for an Imperial Guard Colonel. Gaunt is a Command Unit and so needs no orders and never needs to check for morale. However, his personal guards are not command units and so need orders as usual. Because Gaunt is an inspirational leader he may give orders to any Imperial Guard units that are within 25cm of him. He is also a superb tactician and this allows you to change the orders of one Imperial Guard Unit that is within 25cm after the Orders Phase.

The detachment is broken if it loses either 6 models or Gaunt is killed. However, it does not take a morale

check for this while Gaunt is still alive. If Gaunt is killed, then any detachment that was under his command (including his personal guards) must take a morale test or go on fall back orders.

You can buy Commissar Colonel Ibram Gaunt and his retinue as a Special Card and attach it to your regular Imperial Guard Army. This way it may represent the remnants and veterans of the Tanith 1<sup>st</sup>.

If you want to field more of the Gaunts Ghost you can buy a Tanith Company Card and attach some of the Tanith Support Cards to it. But, if you do this you must also purchase Commissar Colonel Ibram Gaunt as a Special card to one of the Tanith Company Cards.

**As the commander of the Taniths 1<sup>st</sup> is a commissar, the Imperium has full trust in this regiment and has not assigned any other commissars to it. Because of this, even if you buy additional Tanith companies, you do not get more commissars for this regiment**

## Summary

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Tanith Tactical	10 cm	None	0	Lasguns	50 cm	1	5+	0	Infiltration Special rules
Tanith Support	10 cm	None	0	Heavy Weapons	75 cm	2	5+	-1	Infiltration Special rules
Tanith Company HQ	10 cm	None	+2	Pistols/ Sword	25 cm	2	5+	0	May give orders to Imperial Guard units, Infiltration. Special rules Elite.
Commissar Colonel Ibram Gaunt	10 cm	None	+4	Pistols	25 cm	2	4+	0	HQ, Infiltration Special rules, Elite
Gaunts Personal Guards	10 cm	None	0	Lasguns	50 cm	1	5+	0	Infiltration, Special rules

## Company Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
<b>Infantry</b>					
Tanith Tactical Company	3 Platoons (10 Tanith Tactical stands per platoon) 1 Company HQ (2 HQ stands)	17	4	6	600

## Support Cards

<b>Infantry</b>					
Tanith Tactical Platoon	10 Tactical stands	5	4	2	200
Tanith Support Platoon	5 Heavy stands	3	4	2	200

## Special Card

Name	Contents	Break Point	Morale	Victory Points	Cost
Commissar Colonel Ibram Gaunt	1 Colonel stand, 10 Tanith Tactical stands	6 or Gaunt	3 ξ	4	400