

Incoming!

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<http://www.netepic.org>

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EPICentre Update

By Tom Webb

The EPICentre is now updated with a complete graphical overhaul. At the moment NetEpic is going through an exciting stage in its development. Version 5 is now being worked on, several of the suggestions have been included in this EZine.

One thing we are all looking forward to is the inclusion of the new 40k 3rd ed units and copious amounts of fluff and pictures to really bring the NetEpic world to life.

If you want to join in and assist in the development or just have queries, need tactical advice, etc. Remember you can contact us on the mailing list at <http://groups.yahoo.com/group/netepic>

End of update.

Tom.

Prometheus, Chapter 1

Chapter 1: Stealing fire from the gods. by Matt Stuart

Darkness, solitude, silence, for centuries these qualities had reigned supreme in the empty chambers of this drifting ship. For two hundred years this vessel had floated through the warp undisturbed by any force or intrusion. But now it had re-emerged in real space and soon after all that had changed.

The darkness was shattered by a lance of pure white light, revealing a long empty corridor. It was lined with pipes and was easily wide enough for a Chimera to drive down. The beam of light was panned back and forth as if searching for something and then was joined by a dozen more. The points of light moved slowly forward constantly panning back and forth. As they approached they were outlined by human shapes, the heavy boots of two score Guardsmen sending vibrations through the metal. The men continued on and those bringing up the rear kept searching behind them as if they were afraid of the night. Now the darkness was pierced by a sharp red blaze as the last man dropped marker flares. As the men moved forward their search beams slowly faded, leaving a void behind. Silence returned and the darkness crept around the edge of the flare light, but the solitude did not come back. For in that cold, nearly airless corridor something stirred, and a heavy shape dropped from the overhead pipes. Its landing crushed the flare completing the darkness, but the silence was broken by what sounded like a long drawn out hiss.

+ "All units this is command. Report" + came a voice from the emptiness.
+ "Command this is Unit Able. All clear" + came the responses over the vox lines,
+ "Command this is unit Baker. All clear" +. + "Command this is Unit Charlie. All clear" +. + "Command this is Unit Daggit. All clear" +. + "Control this is field Command initial sweep complete, secondary objective complete, I repeat secondary objective complete, this ship was definitely lost at Macragge. Requesting permission to return to insertion point." + Spoke the voice, now the voice was closer, it was clear the speaker was a young man's voice. However under that was a tone, it could be passed off as stress. But if the face of that speaker were visible it might give the impression that this person had seen things man was not meant to see. The response was cluttered by static but its authority was still legible + "Field Command ***** s Con**ol, Permi***** **nted, I rep*at, *****ission granted. Remember Primary obj***** * *** ** *****
*****at *****er P**mary objective is Critic** **portance" +. The assembled guardsmen sighed as they turned back, relieved by the thought of returning to the boarding shuttles. And the speaker was clearly happy as he said + "All units this is command. Return to insertion point double time" +

The corridor again rang out to the sound of heavy boots but this time they stopped and one of the men knelt. + "Sir I found the marker... you best come have a look at this" + The leader stepped into view and in any other situation would have been shocking, he couldn't have been more than thirteen years old. His face had clearly

never felt a razor and his blue clear eyes suggested his mother would soon be scolding him over being late for his meal. However he was dressed in a light weight pressure suit marked with a gold "I" symbol and he carried a lasgun as if he knew how to use it. The other men crowded around as he regarded the crushed flare and watched his response carefully. A frown ran across his forehead creasing a faint pink patch that resembled the insignia on his suit. He waved the men to keep going and as they ran he opened the vox lines.

+ "All units this is command. Report" + he spoke breathlessly. + "Command this is unit Able. All clear proceeding to insertion point." +. + "Command this is unit Baker. All clear were heading for the insertion point" +. + "Command this is unit Daggit. All clear were nearly there." + Came the replies. The leader was clearly worried now + "Unit Charlie this is Command. Report. Report!" + + "Control this is Command we have lost contact with Unit Charlie can you confirm? Control can you read me?" + The men turned a corner and ran up a flight of stairs as the leader continued. + "All units this is Command we have lost contact with Unit Charlie who is closest to their position?" +. + "Command this is Unit Baker. Sorry sir were no where near them" +. + "Command this is Unit Daggit. We are at the landing shuttles and have boarded already sorry sir." +. The commander was now running flat out and the terror was easily audible as he said, + "Unit Able this is Command do you read me? Do you read me?" +.

The men reached the top of the stairs and now ran another long corridor + "Unit Daggit this is Command prepare for immediate departure. Take off as soon as we arrive." + All that came from the vox unit was a long drawn out hiss, totally unlike any static. + "Unit Daggit this is command respond." + The group entered a huge chamber lined with gantries and ice encrusted piping. The leader called a stop and the men formed a square around their commander. " + Unit Baker this is Command. Insertion point has been compromised, we are two clicks starboard of you can you reach us?" +. The reply came in clear and loud, + "Command this is Unit Baker message received and understood we will reach you in five minutes. Recommend you prepare to have uninvited guests." +.

The men hurriedly prepared setting up lighting towers and establishing range points. They were working on a barricade when they were surrounded by a loud hissing, it echoed around the chamber and seemed to have no single point of origin. The commander realised with sickening dread that this was a combined sound as if there was one voice but a hundred throats. The darkness in the far entrance shifted and suddenly from it emerged a hoard of racing beasts. They moved too fast to be clearly seen, but they gave off an impression of humanoid forms. The guardsmen opened fire desperately trying to hold them back. A few fell but the rest lept over the barricade and lashed out, half a dozen men were slaughtered and the rest easily overpowered. They were picked up like children and the beasts bit into their faces. However the beasts did not kill them, instead they held onto the men and made sure they werent harmed.

Suddenly one creature turned attracted by a small sound, crawling away trying to be silent the leader was escaping. The beast hissed and swent after him. The leader turned his head around and saw what was about to happen. He realised his weapon was useless and he was now totally out of options. Then a look crossed his face as

if a terrible decision had been made and then he closed his eyes. A faint glow surrounded the helmet of his pressure suit and the beast suddenly bounced back as if it had run into a plasteel wall. The Commander crouched opening his eyes he focused on an ice encrusted pipe on the far wall. Suddenly the pipe burst spraying a wave of liquid oxygen into the chamber, the entire horde of creatures and their captives were enveloped and the wave rolled on. The leader saw the liquid heading towards him and jumped straight up. He sailed up over ten foot and just managed to grab a gantry. He swung there for a second as the last of the creatures was frozen solid before pulling himself slowly onto the gantry and passed out.

He came to in a hospital bed, surrounded by machines and equipment, he saw a tall figure standing over him. "So Johan you completed your mission". "Sir" he weakly replied, "The Apothecaries had to treat you for serious frostbite but you should recover with all your fingers intact". Johan smiled faintly, used to getting no praise, he only said "Cargo?". It was the mans turn to smile now as he said, "Safely secure, and the ship has been destroyed, its infection will not reach any important world now. Unit Baker managed to recover over fourty genestealers and got a score of infected hosts into the bargain. Well done Johan, Johan?" The figure looked down and saw Johan had slipped into a deep sleep. With a faint smile he turned to a medal encrusted officer and said "Go tell the navigator to plot a course for System PXG629L". The officer, clearly not used to taking orders actually said "Inquisitor Devor are you sure? There's nothing there but a prison planet" Realising what he had just done the officer looked down in shame and tried to mumble an apology but the Inquisitor cut him off, "Dont worry, its understandable, but we've got an important delivery to make". Suddenly understanding what Devor planned to do the officers' face paled and his entire body shook, but with Imperial disicpline he turned and went to carry out his orders.

New Squat Units

Eivind Borgeteien

NEW SQUAT UNITS

With the growing hostilities between the Squat Guilds and the Slann Empire, and not to mention the chaos uprisings near the squats borders has lead to numerous changes in the squat community. Not only has the guilds doubled their efforts of making new war material, an old social structure has also reappeared in the squat community.

SLAYER CULT

With the growing hostilities round the squat settlements, this ancient cult has once again resurfaced. Only great shame or anguish can make a Squats take the oath of the Slayer Cult. Lead by a Slayer Champion, these strange and mostly insane Squats vow to seek death in battle against as deadly a foe as possible and never, ever again flee from combat!!

These units will always be on charge orders and must, if possible end their movement in Close Combat. The Slayer Cult will always charge the opponent with the greatest CAF within their range, provided it can be pinned. (This means that a Slayer Cult will even charge a moved Imperator titan, but if the titan has not yet moved, they will choose another target.)

This halfcrazed maniac excels in close combat and attacks with a tremendous fury. This means that a Slayer rerolls 1 and 2 in close combat against any foe.

Further, they have specialized in finding the enemies weak spots. If a double 6 is rolled, it means that the Slayer has hit a weak spot on the enemy, and the enemy is instantly killed. (Or has suffered a hit in the case of titans/praetorians/daemons)

The Slayer Cult is a redundant unit, so only one Slayer Cult can be fielded in any given battle.

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit roll	Target's save modifier	Notes
Slayers	15 cm	6+	+3	Close Combat Weapons	0	0	-	0	Elite, special rules
Slayer Champion	15 cm	5+*	+6	Close Combat Weapons	0	0	-	0	Elite, special rules, HQ unit

Name	Contents	Break Point	Morale	Victory Points	Cost
Slayer Cult (Special Card)	1 Slayer Champion, 5 Slayers	5	-	3	250

ROBOT COMPANY

The social structure of the squats combined with their superior technology makes the squats able to produce cheaper technology than the imperials. The latest development is a cheaper way of mass-producing robots, making them available at a greater scale than before.

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit roll	Target's save modifier	Notes
Robots	10 cm	5+	+2	Autocannon	75 cm	1	5+	0	Walker, special rules.

Name	Contents	Break Point	Morale	Victory Points	Cost
Robot Company (Company Card)	3 robot detachments (5 robots each)	15	-	3	300

ARMoured ROBOT SQUADRON

The greater availability of robots has led to even more development of the robotic weapon systems. The Armoured Robot Squadron consists of 5 robots and one super heavy command vehicle. The role of the command vehicle is to transports the robots into battle, and then controls the robots.

As long as the command vehicle is operational, the owning player can give orders to the robots as normal. If the command vehicle should be destroyed, the robots will go back to their prewritten programs. The command vehicle has to be within 25 cm of the robots to be able to give them orders. If the vehicle is further away than this, the robots will go back to their prewritten programs.

The command vehicle is considered a commander, so all rules for commanders applies to this vehicle

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit roll	Target's save modifier	Notes
Robots	10 cm	5+	+2	Autocannon	75 cm	1	5+	0	Walker, special rules.
Hellfury Command Vehicle	15 cm	1+ all round	+3	Autocannon Heavy Bolters	50 cm 25 cm	2 4	5+ 5+	-1 0	Carries 5 robots

Name	Contents	Break Point	Morale	Victory Points	Cost
Armoured Robot Squadron (Support Card)	5 robots 1 Command Vehicle	5	-	3	250
Armoured Robot Company (Company Card)	3 Commad Vehicles, 3 Robot detachments	15	-	8	650

SHORTBEARDS

Shortbeards are the young squats of the guild. Although a squat is not considered a full-fledged adult and warrior until he as gotten a wife and kids, many young squats are given combat training and are eager to show them selves in combat. Many if them also have some kind of score to settle as many of their families and friends are killed in the growing hostilities around the squat home worlds.

Shortbeards can only be purchased if you also purchase a Warrior Brotherhood or any of the mobilized infantry company cards. You can only purchase one Shortbeards company card for every 3000 points AND for every warrior brotherhood or mobilized infantry company card (that is, you can never have more Shortbeard company cards than Infantry/Mobilized infantry company cards).

While the Hearthguard is alive, Shortbeards have a +1 to morale rolls due to hearthguard veteran leadership. Should the Hearthguard be killed, Shortbeards continue fighting as usual but without the morale bonus.

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit roll	Target's save modifier	Notes
Shortbeards	10 cm	0	0	Lasgun	50	1	5+	0	Infiltration
Hearthguards(tra iners)	10 cm	6+	+6	Bolters	50 cm	1	5+	-2	Elite, HQ unit, infiltration

Name	Contents	Break Point	Morale	Victory Points	Cost
Shortbeards company (Company Card)	3 Detachments (1Hearthguard, 5 Shortbeards)	9	2/3	5	450

Name	Contents	Break Point	Morale	Victory Points	Cost
Shortbeards (Support Card)	1Hearthguard, 5 Shortbeards	3	2/3	2	150

Designers notes

These units are the results of discussion on the Netepic list a while ago, but never published until now. The Armoured Robot Squad and the Slayer Cult has received some testing but the Robot Company has not yet been tested.

The Shortbeards are a true product of the Netepic list with Albert and me making the rules and Jyrki contributed with the most splendid name! Nils, Rune and I have done the playtesting over a couple of battles. Valuable input and discussion points have been received from many of the listmembers. As I said, a true Netepic product as good as they come!

Have fun with these units and let us know how they fare if you use them!

Eivind

A Measure of Madness

As with many of you, I've been enjoying the epic game system for very long time. I remember once a very long time ago reading Dragon Magazine and looking at some advertisements for a game that involved giant battle robots. The concept wasn't new (I had played BattleTech before but it wasn't my cup of tea), but this particular game intrigued me. Before this, I was aware of a book called Rogue Trader, which detailed the Warhammer 40k universe. I was hooked and that's how I got into epic's first incarnation--Adeptus Titanicus.

After a few games I knew that I'd be playing this game for a long time. It not only appealed to my gaming tastes, but the background was very rich. Even as I thought about how cool the game would be if they added tanks and infantry, Games Workshop obliged me by releasing the Codex Titanicus. The game was complete! A game that gave you the generals chair to command sweeping armies with multitudes of titans!

That's when the madness gripped me. I started to formulate one army here, another there. I liked and wanted to collect all armies so I started out small (as all madness does). As I read more of the background and the hints of real large battles, I slowly started to obtain more and more miniatures for each of those armies. My madness was helped along by the fact that I ran a hobby shop back then. It was run as a side show to my parents business and thus I ran it more out of fun than serious business. So I gleefully spent some of my profits in more and more epic units for my hungry armies.

After a time I started to pay attention to the gasps and eyes of wonderment of fellow gamers when I showed up to play. I later found out that just showing up to play became an event (I guess that explain all the people hovering about). It was then I realized that I did have a LOT of epic miniatures. Problem was I wanted MORE!

What follows is a presentation of my latest inventory. Yes..you heard correctly. I have SOOO much stuff that I actually need to keep inventory to keep tabs on what I own. While many of you will be surprised by how much stuff is there, to be honest, I get surprised too!

The next time someone complains to you that you have too much "epic". Give them a copy of this article to show how sane you are.....and how utterly epic crazy I am!

Note: all points' values and organization are in Net Epic format 4.1. For more information go to www.netepic.org

Space Marine

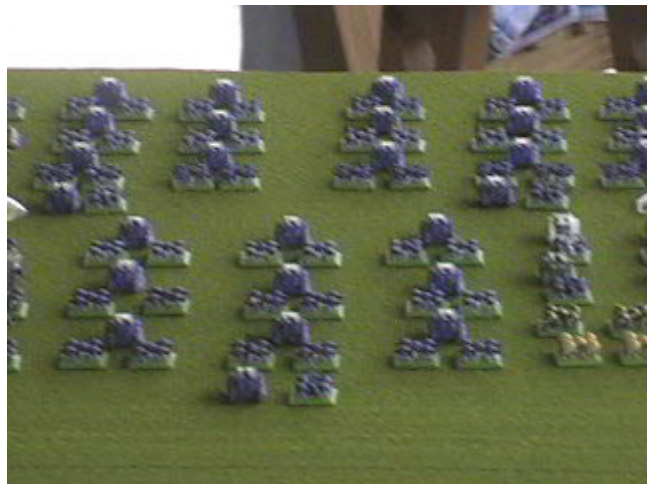
I'll start in order of my smallest army to the largest one. The Space Marine army is my "smallest" one. Here's what it contains:

Ultramarine Army

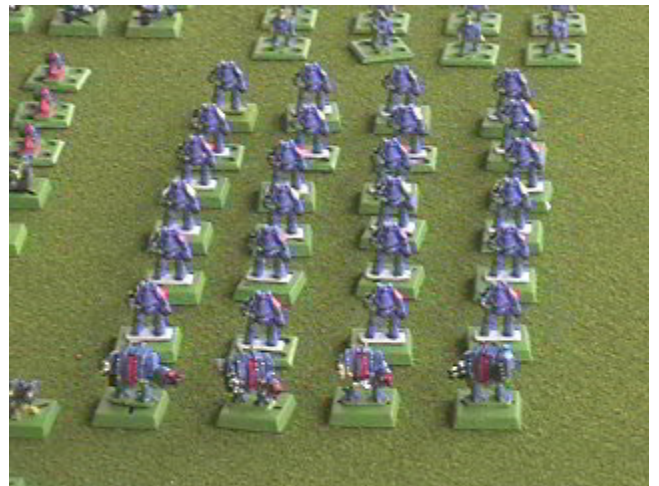
One Tactical Company -- 750 points
Four Battle Companies -- 3400 points
One Devastator Company -- 1000 points
One Veteran Company -- 850 points
One Terminator Company -- 1000 points
Two Land Raider Companies -- 1500 points
Two Grey Knight Detachments -- 800 points
One Supreme Commander -- 100 points
One Space Marine Medic -- 50 points
One Tech Marine -- 100 points
One Space Marine Librarian -- 100 points
One Space Marine Chaplain -- 75 points
Four Land Speeder Detachments -- 800 points
Twelve Thunder Hawk Gunships -- 1200 points
Two Marauder Bomber Detachments -- 700 points
Two Thunderbolt Fighter Detachments -- 500 points
Four Space Marine Bike Detachments -- 500 points
Two Space Marine Vindicator Detachments -- 300 points
Two Space Marine Predator Detachments -- 400 points
Two Space Marine Whirlwind Detachments -- 300 points
Two Space Marine Razorback Detachments -- 300 points
One Drop Pod Company -- 300 points
Seven Space Marine Dreadnought Detachments -- 700 points
Two Tarantula Batteries -- 200 points
Two Thudd Gun Batteries -- 200 points
Two Rapier Detachments -- 150 points
Three Mole Mortar Detachments -- 300 points
Four Robot can Detachments -- 400 points
Three Space Marine Attack Bike Detachments -- 525

Here are some pictures.

Several Ultramarine companies with
Rhino transports.



Hordes or dreadnoughts!



More Battle brothers!
Grey Knights in lower right corner.



Ultramarine support!
Land Raiders
Whirlwinds
Razorbacks
Bikes galore!



Imperial Fists Army

One Terminator Company -- 1000 points
Two Land Raider Companies -- 1500 points
Two Whirlwind Detachments -- 300 points
One Supreme Commander -- 100 points
One Space Marine Medic -- 50 points
One Tech Marine -- 100 points
One Space Marine Librarian -- 100 points
One Space Marine Chaplain -- 75 points
Two Battle Companies -- 1700 points
One Tactical Company -- 750 points
One Devastator Company -- 1000 points



More pictures!

Terminator Company
Whirlwinds



Imperial Fists Battle Companies!

Note -- Drop Pods in background!

More Imperial Fists! And
Extra marine units (not painted)



One Land Raider Company -- 750 points
One Supreme Commander -- 100 points
One Space Marine Chaplain -- 75 points
One Space Marine Librarian -- 100 points
One Tech Marine -- 100 points
One Space Marine Medic -- 50 points
Two Razorbacks Detachments -- 300 points
One Thunderhawk Gunship -- 100 points

More pictures...

Overview shot of the whole army!

Total army points -- 25,850

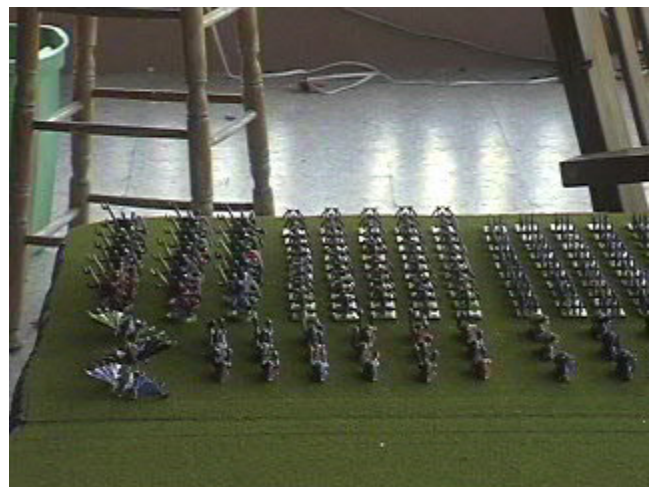


Tyranid

Ten Termagant Swarms -- 1500 points
Ten Genestealer Swarms -- 1500 points
Ten Hormagant Swarms -- 1000 points
Ten Gargoyle Swarms -- 1500 points
Ten Hive Warrior Swarms -- 2000 points
Ten Lictor Swarms -- 2000 points
Eighteen Hive Tyrants -- 2700 points
Six Dactylis Swarms -- 1200 points
Six Exocrine Swarms -- 1500 points
Six Carnifex Swarms -- 900 points
Six Biovores Swarms -- 1200 points
Six Zoanthropes Swarms -- 600 points
Six Haruspex Swarms -- 1200 points
Six Malefactors Swarms -- 900 points
Twelve Trygons Swarms -- 1200 points
Eleven Dominatrix -- 5500 points
Six Harridans -- 900 points

Pictures:

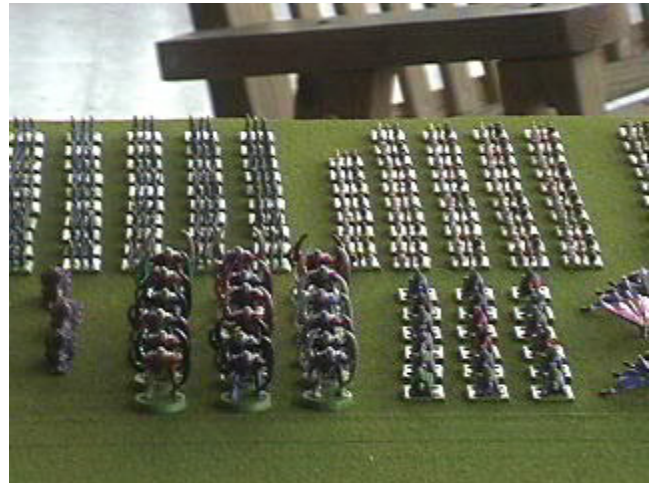
Hive tyrants, Lictors, harridans and Dactylis.



Malefactors, Genestealers and gargoyles.



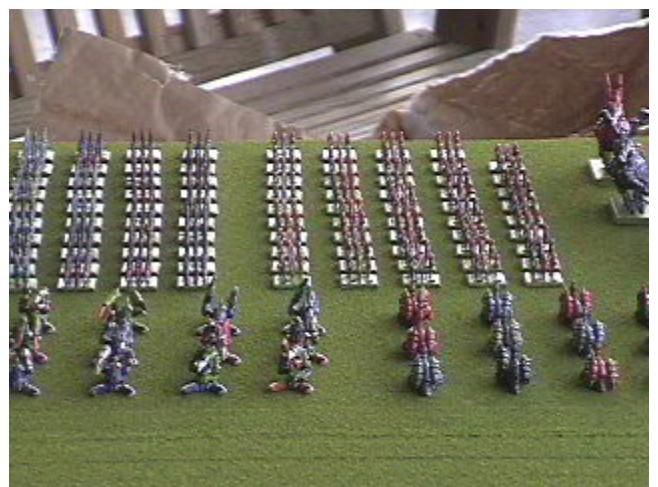
Carnifex, biovores and tyrannid warriors.



Zoanthropes, Harispex and Hormagants.



More tyrannid's!



Dominatrix and trygons!



The whole tyrannid army!

Total army points -- 27,300



Squats

Three Squat Brotherhoods -- 2250 points
One Squat Mole Company -- 1000 points
One Squat Hellbore Company -- 1150 points
Two Squat Ironbreaker Companies -- 1800 points
Two Termite Assault Teams -- 400 points
One Squat Warrior Detachment -- 250 points
Four Squat Thunderer Detachments -- 1800 points
One Squat Berserker Detachment -- 150 points
For Squat Rhino Detachments -- 200 points
Three Squat Land Train -- 1050 points
Twelve Squat Battle cars -- 800 points
Two Cyclops -- 900 points
Two Overlord Gunship Squadron's -- 1400 points
Seven Squat Colossi -- 3500 points
Two Living Ancestor -- 200 points
One Grand Warlord -- 150 points
Three Mega-cannon Batteries -- 1425 points

Two Squat Gyrocopter Squadrons -- 1100
 Two Squat Thunderfire Batteries -- 300 points
 Two Squat Rapier Detachments -- 150 points
 One Tarantula Battery -- 100 points
 Four Squat Robot can Detachments -- 400 points
 Five Squat Bike Companies -- 3000 points
 Three Squat Trike Detachments -- 600 points
 One Squat Leviathan -- 350 points
 Eight Squat Iron shield Detachments -- 1600 points
 Three Squat Grudge keeper Mobile Artillery Batteries -- 1050 points
 Three Squat Iron hammer Tank Detachments -- 750 points
 Three Squat Retributor Tank Detachments -- 900 points
 Nine Squat Hellfury Heavy Transports -- 1350 points
 Six Squats Hearthlords -- 1800 points
 Six Squat Behemoths -- 2700 points
 Two Grand Artillery Companies -- 800 points

Pictures:

Mega-cannons, gyrocopter's, Colossus, Squat infantry and bikes.



Squat infantry, Leviathan's and more bikes.



Thunderfires, infantry, Rhino's and overlord gunships.



New Squat vehicles from stellar games!



More unpainted Squat goodies!



The whole Squat army!

Total army points -- 35,375



Eldar

Nine Eldar Guardian Host's -- 7650 points
Six Eldar Spirit Host's -- 3000 points
Five Eldar Dreadnought Detachments -- 750 points
Fourteen Eldar War Walker Detachments -- 2100 points
Five Eldar Vibro-cannon Batteries -- 500 points
Fifteen Eldar Laser cannon Batteries -- 1500 points
Sixteen Eldar Warlocks -- 2000 points
Four Eldar Windriders Hosts -- 2600 points
Five Eldar Avatars -- no points value.
Four Eldar Scout Detachments -- 400 points
Five Eldar Dire Avenger Detachments -- 500 points
Five Eldar Fire Dragon Detachments -- 500 points
Five Eldar Harlequin Detachments -- 750 points
Four Eldar Striking Scorpion Detachments -- 600 points
Five Eldar Swooping Hawk Detachments -- 500 points
Three Eldar Howling Banshee Detachments -- 450 points
Three Eldar Dark Reaper Detachments -- 750 points
Three Eldar Exarch Detachments -- 1200 points
Five Eldar Nightwing Detachments -- 1500 points
Ten Eldar Phoenix Bombers -- 3000 points
Five Eldar Vampire Carriers -- 500 points
Two Eldar Tempest Tank Companies -- 1800 points
Eleven Eldar Wave Serpent's Detachments -- 1650 points
Eight Eldar Doomweaver Detachments -- 1200 points
Four Eldar Warhunters Detachments -- 800 points
Eighteen Eldar Prism cannons -- 900 points
Four Eldar Firestorms -- 600 points
One Eldar Shining Spears Detachments -- 200 points
Two Eldar Jetbike Detachments -- 400 points

Five Eldar Cobras -- 2500 points
One Eldar Knight Host -- 900 points
One Eldar Fire Knight Detachment -- 250 points
One Eldar Towering Knight Detachment -- 350 points
One Eldar Bright Warrior Knight Detachment -- 300 points

Pictures:

Guardian and spirit hosts.
Vampire flyers and nightwings.



Guardian hosts, tempest, way serpent's,
doom weavers, warp hunters and jet bikes.



Aspect warriors galore!



Lots of painting to do!



Oh no! More to paint!



Eldar in all their glory!

Total army points -- 42,600



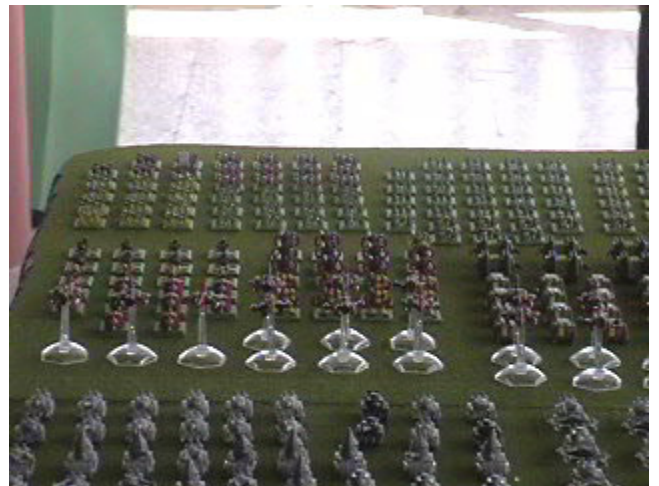
Orks

Three Ork Bad Moon Clans -- 1800 points
One Ork Nobz Detachment -- 200 points
Five Ork Goff Clans -- 3250 points
One Ork Nobz Detachment -- 200 points
Three Ork Evil Sunz Clans -- 1800
One Ork Nobz Detachment -- 200 points
Three Ork Snakebites Clans -- 1800 points
One Ork Nobz Detachment -- 200 points
Three Ork Blood Axe Clans -- 1800 points
One Ork Nobz Detachment -- 200 points
Three Ork Death Skulls Clans -- 1800 points
One Ork Nobz Detachment -- 200 points
Six Gretchen Mobs -- no points' value.
Five Wild boy Detachments -- 375 points
Four Mad boy Detachments -- no points' value.
Four Storm boy Detachments -- 600 points
Five Cult of Speed Mobs -- 2000 points
Four Ork Buggy Squadrons -- 400 points
Four Orks Shock Attack Guns -- 400 points
Three Ork Tractor Cannons -- 225 points
Sixteen Ork Dreadnought Mobs -- 1600 points
Two Ork Land Raiders Squadrons -- 400 points
One War boss group -- 250 points
One Warlord group -- 500 points
Seven Ork Stompers Mobs -- 1750 points
Thirty-eight Orks Battlewagon Squadrons -- 3800 points
Three Ork Spleenripper Squadrons -- 300 points
Three Ork Bowel burners Squadrons -- 150 points
One Ork Squiggoth Mob -- 150 points
Eleven Ork Bone breaker Squadrons -- 1650 points
One Ork Bonecrusher Squadrons -- 150 points
Seven Ork Gutriippa Squadrons -- 700 points
Twelve Ork Lungburstas Squadrons -- 1200 points
One Ork Gobsmashas Squadrons -- 100 points
Three Ork Braincrushas Squadrons -- 600 points
Two Ork Scorcher Squadrons -- 100 points
Six Ork Wierdboy Towers -- 1200 points
Three Ork Catapults -- 100 points
Eight Ork Pulsa Rocket Batteries -- 2000 points
Three Ork Magna-cannons -- 150 points
Two Ork Tinbotz Mobs -- 300 points

Eleven Ork War tracks Squadrons -- 1100 points
 Four Ork Hop Splat Gun Batteries -- 600 points
 Six Mek boy Dragsters -- 600 points
 Three Mek boy Bubble Chukka Speedsters -- 300 points
 Three Mek boy Rocket Speedsters -- 300 points
 Six Mek boy Custom cannon Speedsters -- 600 points
 Six Mek boy Lifter Dropper Speedsters -- 600 points
 Six Skullhammas -- 600 points
 Six Gibletrindas -- 600 points
 Three Ork Flak wagon Squadrons -- 300 points
 Five Ork Fighter Bomber Squadrons -- 1000 points
 One Ork Boar boy Mob -- 100 points
 Four Ork Deathskull Shootas Mobs -- 700 points
 Four Mek boyz -- 400 points
 Eleven Ork Weirdboyz -- 1650 points

Pictures:

Flyers, cannons, Rhino's and Boyz -- oh my!



Stompers, battle wagons and Boyz by the bucketful!



Did I say I had a lot of battle wagon's, Boyz and Dreadnought's?



Bone breakers, bonecrushers, Gobsmasher, lung burstas and Boyz, it just never ends!



Mek boy vehicles, braincrushas, tinbotz, squiggoths and more.....



Oh no! The attack of the unpainted hordes!



The whole Ork army!

Total army points -- 44,550



Chaos

Four Chaos Marine Chapters -- 2000 points
Fourteen Chaos Marine Detachments -- 2100 points
Nine Minotaur Detachments -- 2250 points
Five Beastman Detachments -- 1000 points
Five Troll Detachment's -- 1250 points
Eight Chaos Dreadnought Detachments -- 1200 points
Ten Chaos Dwarf Detachment -- 1500 points
Two Chaos Terminator Detachments -- 700 points
Five Chaos Android Detachments -- 250 points
Five Chaos Land speeder Detachments -- 1000 points
Four Chaos Bike Detachments -- 500 points
One Chaos Robot Detachment -- 100 points
Fifteen Chaos Rhino Detachments -- 750 points
Six Chaos Land Raiders Detachments -- 1500 points
One Chaos Predator Detachment -- 200 points
One Chaos Whirlwind Battery -- 150 points
One Chaos Vindicator Detachment -- 150 points
Eight Juggernaut Detachments -- 1200 points
Seven Beast Riders Detachments -- 700 points
Five Nurglings -- no point value.
Five Disc Rider Detachments -- 1000 points
Five Beast of Nurgle Detachments -- 1000 points
Five Plaguebearer Detachments -- 750 points
Twelve Demon Engine Detachments (assorted) -- 3600 points
Three Cannon of Khorne Batteries -- 600 points
Three Contagion Batteries -- 600 points

Two Hell Striders Detachments -- 300 points
 Two Hell Scourge Detachments -- 700 points
 Two Hell Knights Detachments -- 800 points
 Five Bloodletter Detachments -- 750 points
 Five Flesh hounds Detachments -- 500 points
 Four Demonettes can Detachments -- 600 points
 Three Fiend Detachments -- 150 points
 Three Pink Horrors Detachments -- 450 points
 Twenty Blue Horrors -- no point value.
 Five Flamers Detachments -- 500 points
 Two Questor Detachments -- 900 points
 Two Subjugators Detachments -- 900 points
 Nine Chaos Thunderhawks -- 900 points
 Four Doomwing Squadrons -- 1000 points
 Four Firelords -- 1200 points
 Four Silver Towers Squadrons -- 1400 points
 Three Plague Towers -- 1200 points
 Five Demons of Khorne -- 5000 points
 Five Demons of Tzeentch -- 1500 points
 Five Demons of Nurgle -- 1500 points
 Four Demons of Slaanesh -- 1200 points
 Eight Primarchs (2 of each) -- 2400 points
 Eleven Chaos Sorcerers -- 1100 points

Pictures:

Demons engines, beast riders, chaos
 Marine support and greater demons.



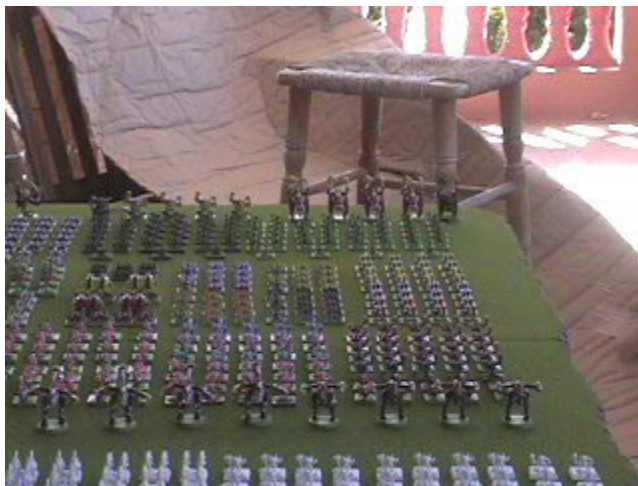
Slaanesh knights, Nurgle demons and
 chaos marines.



Fliers and chaos legions.



The Chaos Horde



The whole chaos horde!

Total army points -- 45,830



Imperial guard

Two Assault Companies -- 700 points
Two Gorgon Tactical Companies -- 1000 points
One Hellbore Company -- 1000 points
One Mole Company -- 1000 points
Two Tactical Company -- 1200 points
Three Heavy Weapons Companies -- 1800 points
Two Heavy Weapons Detachments -- 400 points
Two Roughriders Companies -- 1200 points
One Roughriders Detachment -- 200 points
Four Rattling Detachments -- 400 points
Three Ogryn Detachments -- 375 points
Two Tarantula Batteries -- 200 points
Two Rapier Batteries -- 150 points
Four Thudd Gun Batteries -- 400 points
Four Mole Mortar Batteries -- 400 points
One Beastman Company -- 600 points
Nine Sentinel Detachments -- 900 points
Three Bike Companies -- 900 points
Two Bike Detachments -- 200 points
Two Landspeeder Detachments -- 350 points
Three Robot Detachments -- 300 points
Two Marauder Bomber Detachments -- 700 points
Two Thunderbolt Fighter Detachments -- 500 points
Fifteen Commissars -- no point value.
Five Deathstrike Batteries -- 1250 points
Six Imperial Guard Artillery Companies -- 3600 points
Two Imperial Guard Rocket Companies -- 1100 points
Four Manticore Batteries -- 800 points

Three Bombard Batteries -- 600 points
 Thirteen Griffon Batteries -- 2600 points
 Two Stormhammer Companies -- 1000 points
 Four Baneblade Companies -- 2000 points
 Two Stormblade Companies -- 1300 points
 Five Shadowsword Companies -- 2500 points
 Two Shadowsword Detachments -- 400 points
 One Imperial Guard Vindicator Company -- 450 points
 One Imperial Guard Vindicator Detachments -- 150 points
 One Imperial Guard Predator Company -- 600 points
 One Imperial Guard Predator Attachments -- 200 points
 Two Leman Russ Tank Companies-1200 points
 Five Imperial Guard Destroyer Tank Detachments -- 1000 points
 Five Imperial Guard Thunderer Tank Detachments -- 500 points
 Three Imperial Guard Conqueror Tank Detachments -- 675 points
 Three Imperial Guard Vanquisher Tank Detachments -- 750 points
 Three Imperial Guard Executioner Tank Detachments -- 675 points
 Thirteen Imperial Guard Demolisher Tank Detachments -- 2600 points
 For Imperial Guard Hydra Batteries -- 1000 points
 Five Imperial Guard Chimera Detachments -- 500 points
 Three Imperial Guard Chimeddon Detachments -- 450 points
 Three Imperial Guard Chimerrax can Detachments -- 450 points
 Four Imperial Guard Chimerro Detachments -- 600 points
 Six Imperial Guard Hellhound Detachments -- 900 points
 One Capital Imperialis -- 600 points
 Two Imperial Guard Leviathans -- 700 points
 Three Knight Paladin Companies -- 1650 points
 Three Castellon Attachments -- 1350 points
 Three Custodian Detachments -- 1350 points
 One Knight Errant Company -- 450 points
 One Knight Lancer Company -- 550 points
 One Knight Lancer Detachments -- 250 points
 Three Knight Barons -- 450 points
 Two Mars Ordinati -- 700 points
 Two Armageddon Ordinati -- 700 points
 Two Golgotha Ordinati -- 700 points

Pictures:

Super heavy tanks, artillery
 companies, Gorgon
 companies and flyers.

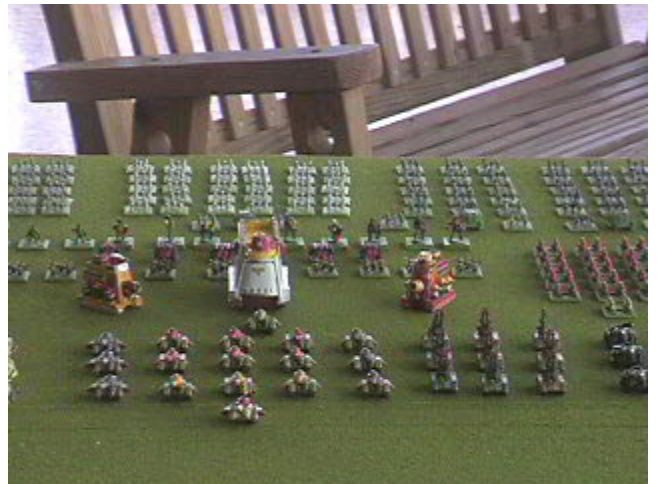


The vindicator's, predator's, deathstrike missiles and infantry.

Note the leviathan on the far right.



Capital Imperialis, leviathans, Leman Russ tanks, Hydra's and more infantry.



Hellbore, mole's, Chimera's, bikes and Roughriders.

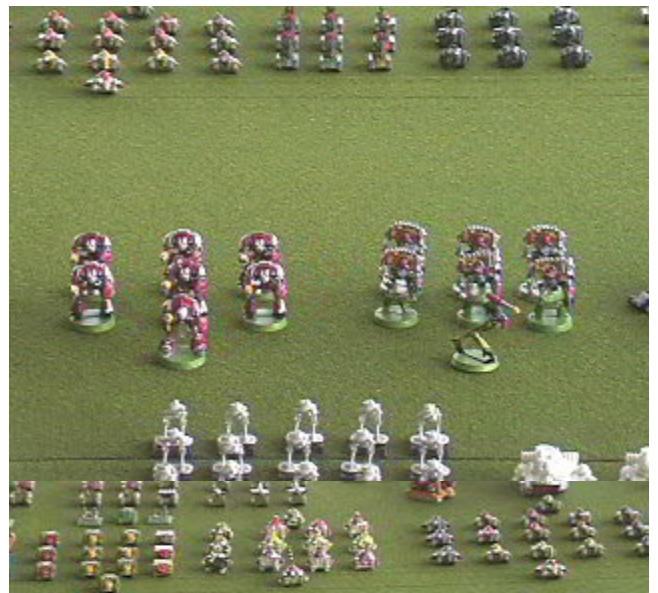


Hellhounds, support weapons, rattling's and Ogryns.

Ordinati!



Knight Errant's and Knight Lancer's!



Heavy Knights and Knight barons!



Knight Paladin's old and new.



Hordes of unpainted miniatures <groan>!!





The whole huge Imperial Guard army!

Army total -- 54,275



Slann (totally unpainted, double groan!)

Four Gravguard Companies -- 3600 points
 Four Spawnguard Companies -- 3000 points
 Eight Necron Assault Companies -- 6000 points
 Eight Necron Greater Companies -- 4800 points
 One Tadpole Mech spawn -- 700 points
 Two Slann Mage in Tadpole Mech -- 600 points
 One Frog Mech spawn -- 900 points
 One Slann Mage in Frog Mech -- 400 points
 Two Bullfrog Heavy Mech spawn -- 1000 points

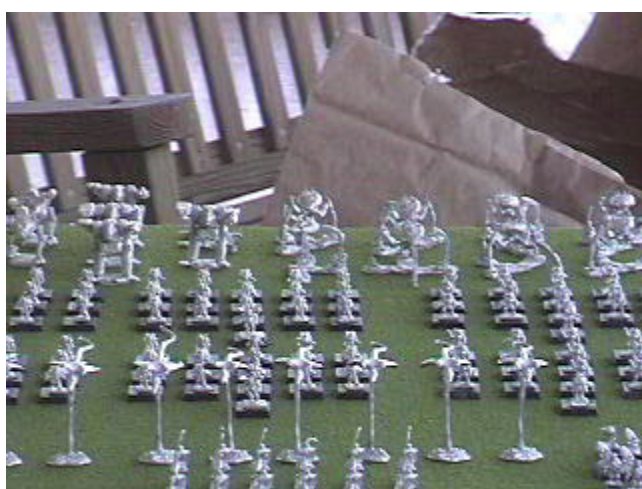
Two Slann Mage in Bullfrog Mech's -- 1000 points
 Two Necron Stalker Mech Cube -- 1200 points
 Three Arachnid Destroyer Cube -- 675 points
 Seventeen Necron Protector Circuits -- 2250 points
 Three Necron Cube keeper Circuits -- 600 points
 Three Necron Cube Masters Circuits -- 750 points
 Four Necron Mantis Missile Launcher Battery -- 400 points
 Nine Necron Nemesis Tank Circuits -- 2700 points
 Three Necron Punisher Tank Circuits -- 900 points
 Three Necron Tormentor Tank Circuits -- 900 points
 Six Necron Conqueror Tanks -- 2100 points
 Six Spawn Masters -- 2400 points
 Three Vanguard Detachments -- 1200 points
 Two Time Mage Mechs -- 1000 points
 Six Mantis AA guns -- 1200 points
 Three Necron Cloud Dragon Squadrons -- 900 points
 Three Necron Moon Dragon Squadrons -- 1200 points
 Nine Necron Ethereal Dragon -- 1350 points
 One Exodite Raider Company -- 650 points
 Two Tactical Coldones rider Detachments -- 400 points
 Three Dragoon Detachments -- 150 points
 Five Exodite Regulators Companies -- 3000 points
 Two Raptor Detachments -- 300 points
 One Exodus Spawn band -- 800 points
 Six Exodite Warrior Band -- 1500 points
 Four Warp Walkers Detachments -- 1000 points
 Six Ghost Warriors Detachments -- 1800 points
 Two Scouts Detachments -- 400 points
 One Mage Chief -- 100 points
 One War Chief -- 100 points
 One Temple Guard -- 50 points
 One Great Crested Skink -- 50 points
 Two Frog Tank Detachments -- 600 points



Pictures:

Not much to say here, no point in saying what is what, since if you don't play Net
 Epic you won't know what I'm talking about. You can look up the rules
 and learn a little bit about them. We added our
 my next painting priority since there is nothing





The whole Slann army!

Total army points -- 55,025

You have probably been asking yourself "where are the Titans?" Wait no longer!
Here they are in all their glory!

Titans

Imperial

Two emperor class Titans -- 4500 points

One warmonger class Titans -- 2250 points

15 warlord Titans:

No. 1 vortex missile, macro Cannon, chain fist and Gatling Cannon -- 800 points

No. 2 warp missile, missile launchers, volcano Cannon, macro Cannon and centerline Cannon, carapace landing pad -- 1000 points

No. 3 vortex missile, Gatling Cannon, macro Cannon and volcano Cannon -- 900

No. 4 volcano Cannon, vortex missile, a laser burner, chain fist and close combat head -- 850 points

No. 5 fire control center, plasma Cannon, volcano Cannon, laser Cannon -- 850 points

No. 6 custodian head, power fist, chain fist and devotional bell -- 650 points

No. 7 melta Cannon, vortex missile, power ram, Gatling Cannon, Corvis assault head, carapace AA guns -- 950 points

No. 8 volcano Cannon, laser Cannon, Gatling Cannon, grappling hook -- 750 points

No. 9 2 barrage missile launchers, plasma destructor should, fire control center -- 900 points

No. 10 missile launchers, vortex missile, chain fist, melta cannon -- 800 points

No. 11 vortex missile, plasma Cannon, Inferno gun, Gatling Cannon -- 850 points

No. 12 volcano Cannon, fire control center, vulcan mega--bolter, chain fist should -- 750 points

No. 13 plasma destructor, macro Cannon, Gatling Cannon, Inferno gun -- 800 points

No. 14 carapace landing pad, missile launchers, Gatling Cannon, volcano Cannon, center line Cannon -- 850 points

No. 15 missile launchers, volcano Cannon, macro Cannon, laser Cannon -- 800 points

Reaver's

No. 1 2 plasma blast guns, Vulcan mega Bolter -- 500 points

No. 2 Vulcan mega Bolter, plasma blast gun, power fist -- 450 points

No. 3 missile launchers, to laser destroyer cannons -- 500 points

No. 4 barrage missile launchers, chain fist, Vulcan mega Bolter -- 500 points

No. 5 warp missile, missile launchers, macro Cannon -- 550 points

No. 6 chain fist, volcano Cannon, missile launchers -- 500 points

War hounds

No. 1 plasma blast gun, laser destroyer -- 275 points

No. 2 missile launchers, plasma blast gun -- 275 points

- No. 3 missile launchers, Inferno gun -- 250 points
- No. 4 plasma blast gun, Inferno gun -- 250 points
- No. 5 Vulcan mega Bolter, Inferno gun -- 225 points
- No. 6 plasma blast gun, Vulcan mega bolter -- 250 points
- No. 7 plasma blast gun, laser destroyer -- 275 points
- No. 8 missile launchers, laser destroyer -- 275 points
- No. 9 2 laser destroyer's -- 275 points
- No. 10 plasma blast gun, missile launcher -- 275 points
- No. 11 plasma blast gun, Vulcan mega Bolter -- 250 points

Chaos Titans

Warlord's

- No. 1 plasma destructor, vortex missile, 2 melta cannons, Chaos tail, weapon head -- 900 points
- No. 2 plasma Cannon, laser Cannon, wrecking ball, chain fist, close combat head, chaos tail -- 750 points
- No. 3 2 banelord Titans -- 1600 points
- No. 4 plasma destructors, vortex missile, chain fist, Gatling Cannon should he, weapon head, chaos tail -- 900 points
- No. 5 melta cannon, laser Cannon, chaos claw, Corvis assault pod, close combat head -- 800 points
- No. 6 Gatling Cannon, plasma Cannon, chaos saw, chaos tentacles, close combat head, chaos tail -- 750 points

Reaver

- No. 1 power fist, macro Cannon, laser burner, chaos tail, weapon head -- 500 points
- No. 2 close combat head, warp missile, chaos tentacles, Vulcan mega Bolter -- 500 points

Lords of battle

- No. 1 Gatling Cannon, chain fist -- 450 points
- No. 2 Gatling Cannon, chain fist -- 450 points
- No. 3 doom burner, Hell blade -- 500 points
- No. 4 doom burner, Hell blade -- 500 points
- No. 5 doom burner, hell blade -- 500 points

Eldar Titans

Phantoms

- No. 1 psychic Cannon, heat lance, wing missile launcher, wing laser Cannon -- 525 points
- No. 2 pulse laser, vibro Cannon, wing missile launcher, wing laser Cannon -- 650 points
- No. 3 vibro Cannon, distortion Cannon, wing missile launcher, wing laser Cannon -- 600 points
- No. 4 pulse laser, heat lance, wing missile launcher, wing laser Cannon -- 600 points
- No. 5 heat lance, power fist, wing missile launcher, wing laser Cannon -- 500 points
- No. 6 pulse laser, vibro Cannon, wing missile launcher, wing laser Cannon -- 650 points

No. 7 2 pulse laser's, wing missile launcher, wing laser Cannon -- 700 points
No. 8 distortion cannon, psychic Cannon, wing missile launcher, wing laser Cannon -- 575 points
No. 9 distortion cannon, heat lance, wing missile launcher, wing laser Cannon -- 575 points
No. 10 pulse laser, power fist, wing missile launcher, wing laser Cannon -- 600 points

Warlocks

No. 1 psychic Cannon, distortion cannon, wing missile launcher, wing laser Cannon -- 700 points
No. 2 psychic Cannon, heat lance, wing missile launcher, wing laser Cannon -- 700 points
No. 3 psychic Cannon, power fist, wing missile launcher, wing laser Cannon -- 650 points

Revenant's

10 in total -- 2000 points

Orks

Mega-gargant

3 in total -- 4500 points

Great gargant's

No. 1 ripper fist, Gatling cannon, observations turret, battle Cannon turret, battle Cannon head, gut Buster -- 800 points
No. 2 ripper fist, Gatling Cannon, scorched turret, observations turret, battle Cannon head, gut Buster -- 775 points
No. 3 2 Gatling Cannon, 2 scorched turret, observation head, snapper -- 675 points
No. 4 head of Gork, observations turret, scorched turret, lifter dropper Cannon, mega Cannon, gut Buster with three battle Cannon's -- 800 points
No. 5 observation head, two battle Cannon turret, lifter dropper cannon, Mega Cannon, gut Buster -- 800 points
No. 6 observation head, two battle Cannon turret, lifter dropper cannon, Mega Cannon, gut Buster -- 800 points
No. 7 observation head, two battle Cannon turret, lifter dropper cannon, Mega Cannon, gut Buster -- 800 points

Slasher gargant

No.1 slasher attack gun, Battle cannon, gut Buster -- 525 points
No. 2 slasher attack gun, Battle cannon, gut Buster -- 525 points
No. 3 slasher attack gun, Battle cannon, gut Buster -- 525 points
No. 4 slasher attack gun, Battle cannon, gut Buster -- 525 points
No. 5 slasher attack gun, Battle cannon, gut Buster -- 525 points
No. 6 death cannon, cluster buster, gut buster -- 550 points

Mekboy gargant

No. 1 buzz saw -- 450 points
No. 2 crusher arm -- 450 points
No. 3 lifter dropper arm -- 450 points

No. 4 lifter dropper arm -- 450 points

No. 5 lifter dropper arm -- 450 points

Slann

2 Komodo dragon Titans -- 3000 points

2 Dragon king Titans -- 4000 points

3 Necron Titans -- 2250 points

2 razor fang Titans -- 2000 points

Tyranids

Hierophant

No. 1 stinger salvo, ripper tentacles, bio Cannon -- 625 points

No. 2 stinger salvo, ripper tentacles, bio Cannon -- 625 points

No. 3 stinger salvo, ripper tentacles, bio Cannon -- 625 points

No. 4 stinger salvo, ripper tentacles, bile launcher -- 625 points

No. 5 stinger salvo, ripper tentacles, bile launcher -- 625 points

No. 6 stinger salvo, ripper tentacles, bile launcher -- 625 points

No. 7 razor claw, ripper tentacles, bio Cannon -- 650 points

No. 8 razor claw, ripper tentacles, bio Cannon -- 650 points

No. 9 razor claw, ripper tentacles, bio Cannon -- 650 points

Hierodule

No. 1 stinger salvo, bio Cannon -- 450 points

No. 2 stinger salvo, bio Cannon -- 450 points

No. 3 stinger salvo, bio Cannon -- 450 points

No. 4 stinger salvo, bile launcher -- 450 points

No. 5 stinger salvo, bile launcher -- 450 points

No. 6 stinger salvo, bile launcher -- 450 points

No. 7 razor claw, bio Cannon -- 475 points

No. 8 razor claw, bio Cannon -- 475 points

No. 9 razor claw, bio Cannon -- 475 points

Pictures:

Imperial Titans





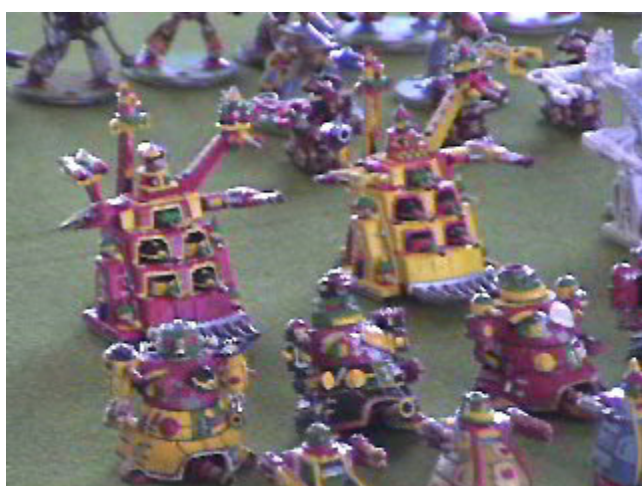
Chaos Titans



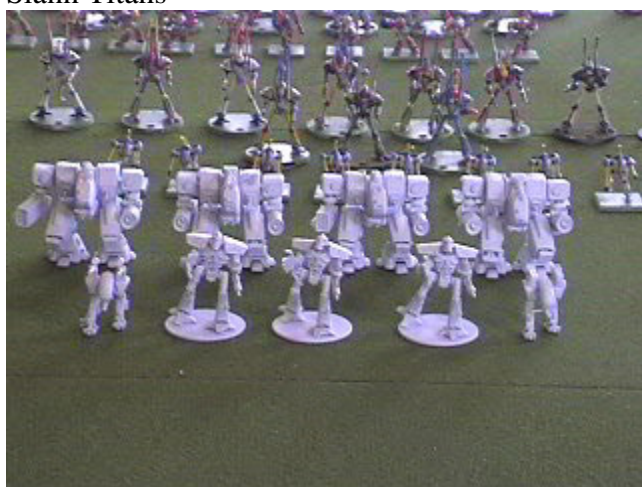
Eldar Titans



Ork Gargants



Slann Titans



Tyranid Titans



The above pictures shows what 120 titans look like on a 8 x 6 table.

Total Titan points -- 77,050

Comments

An inventory gives you a lot of interesting information. For example, while the Space Marines are the smallest army point-wise, it's really the Squats who have less

NUMBERS of models. Although the Squats point value is 50% greater than the Space Marines.

On the flip-side the Orks represent the army with the most figures, but are more than 10000 points behind the king-of-the-hill -- the Slann.

I tend to view army size on the basis of non-titan forces. You can easily “bloat” army point tally with titans and not have a real large army. That’s why I keep them separate.

This is the breakdown:

Slann army (highest points value)
Imperial Guard
Chaos
Orks
Eldar
Squats
Tyranids
Space Marine (lowest Point value)

The total points value of all armies and titans is around 407,000 points. Not bad, huh?

My future plans (and yes I AM insane), are to double the SM and Tyranid armies to get closer to 45000 each. It will be mostly an infantry upgrade. Before this is my projected 40000 point Tau army once the Kroot become available. Once I peak 500000 points, I’ll stop to get everything painted, which in itself is another major undertaking!!

Remember, before anyone accuses you of being insane due to you epic collection, just show them this article and you’ll NEVER be bothered again!

Happy gaming!

Peter Ramos

Black Templar/White Scar Armylists

By Jyrki Saari

Marine Chapters part I

This is the first part of a (hopefully) ongoing series of articles I write for Incoming! whenever I feel interested. My purpose is to integrate new marine chapters to the Net Epic to give players out there a wider range of choices than just the "Basic Four" of Ultramarines, Space wolves, Blood Angels and Dark Angels. These are not "official" Net Epic chapters and may only be used if your opponent agrees. Furthermore, I'd be more than interested about any and all playtest results so if you play with these chapters please help me take out the bugs by sending feedback to the Net Epic mailing list (netepic@yahoogroups.com) .

Black Templars

Black Templars are the first successor chapter of the Imperial Fists. Formed soon after the Horus Heresy the Black Templars have been on a crusade ever since. The chapter is led by a high marshal and is divided into a number of crusades, each led by a marshal. The Black Templars are fanatic believers of the imperial cult and have purged countless enemies of the Emperor during the last ten millenia.

Special Rules

Black Templars are fanatic to the extreme even by Space Marine standards. When even other Marines would fall back to regroup for a counter attack the Black Templars hurl themselves at the enemy in righteous zeal. When a Black Templars unit reaches break point, make a morale check as normal. However, if the check is failed the Black Templar unit must immediately charge the nearest enemy unit in sight, no matter what unit it is. The detachment may only be given charge orders until it "rallies" and must always charge the nearest enemy unit.

Black Templars may take Land Raider Crusaders as a normal company or support card. Black Templars terminators may be transported in Land Raider Crusaders instead of normal land raiders.

Black templars do not use scouts like other Marine Chapters do. Instead, the neophytes as they are called are taught the skills of war by their full-fledged brethren. Each Black Templars tactical detachment has two neophyte stands and a rhino as additional troops. Black Templars army may not have any scout units. The neophytes have the same stats as space marine scouts but they may not infiltrate.

Black Templars may only take single devastator detachments which count as special cards. Devastator companies are not allowed.

A Black Templar force must include at least one Emperor's Champion.

Emperor's Champion

Emperor's Champions are chosen from the most zealous Black Templars. They are the embodiment of the virtues of the Emperor's chosen and inspire their brothers to ever greater deeds and sacrifice in the service of the Emperor.

A Emperor's Champion must issue a challenge if a enemy HQ or character stand is within charge reach in the movement phase. Both stands are moved to base contact and a close combat is fought in the CC phase as normal. If there are more than one eligible stand the Black Templars player may choose which one is challenged. The challenge may not be refused and no other models may attack either the Champion or his opponent.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Emperor's Champion	10 cm	5+*	+5	Bolt Pistol	25 cm	1	5+	0	Black Templars within 15cm add +1 to morale, HQ Unit, Elite. Challenge.

* May be modified to 6+ but no further.

Black Templars Tactical company

Company	Contents	Break Point	Morale	Victory Points	Cost
Black Templars tactical company	3 Tactical Detachments 1 Company HQ (Command stand, Rhino)	19	2	10	950

Name	Contents	Break Point	Morale	Victory Points	Cost
Tactical Detachment	6 tactical stands, 2 neophyte stands, 4 Rhinos	6	2	3	325

Black Templars Crusader Terminator Company

Company	Contents	Break Point	Morale	Victory Points	Cost
Black Templars Terminator company	3 Terminator Detachments 1 HQ (Term. Command stand, Land Raider Crusader)	10	1	10	1000

Black Templars Crusader Terminator detachment

Name	Contents	Break Point	Morale	Victory Points	Cost
Black Templars Terminator Detachment	4 Terminator stands, 2 Land Raider Crusaders	3	1	4	350

Land Raider Crusader company

Company	Contents	Break Point	Morale	Victory Points	Cost
Land Raider Crusader company	3 Land Raider Crusader Detachments 1 Company HQ (Land Raider Crusader)	5	2	8	750

Land Raider Crusader detachment

Name	Contents	Break Point	Morale	Victory Points	Cost
Land Raider Crusader Detachment	3 Land Raider Crusaders	2	2	3	250

Emperor's Champion (Special Card)

Name	Contents	Break Point	Morale	Victory Points	Cost
Emperor's Champion	1 Emperor's Champion stand and a Razorback	-	1	1	100

White Scars

These are revised rules meant to replace those published in a previous issue of Incoming.

White Scars are recruited from the fierce Mathuli tribes of Mundus Planus. They are excellent riders and make the best bikers in the whole imperium. The White Scars excel in lightning raids and hit and run attacks which wear the enemy down by forcing them to be constantly on their guard. When fighting against White Scars there are no safe areas, not even behind the front line.

Special Rules

White Scars are the best bikers in the Imperium. White Scars bikes may enter woods and rough terrain on charge orders.

White Scars excel in making hit and run attacks. White Scars bike detachments may break off from close combat after the first round has been fought. They are considered to have charge orders and the move may not end within 20cm of any enemy unit.

White Scars Veterans

When not fielded as terminators White Scars veterans must be fielded as veteran bikers. A White Scars army may not have normal veteran units. When fielded as terminators they are transported in Land Raider Crusaders, White Scars being the only chapter besides Black Templars to use them in large numbers. This is because the standard Land Raider is seen as too slow for the fast-moving White Scars units.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Veteran Bike	30 cm	6+	+4	Bolters	15 cm	1	5+	0	

Scout Bikes

Instead of scouts White Scars use scout bikes. A White Scars army may not have normal scouts. Scout Bikes are fitted with special noise suppressors and may infiltrate.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Scout Bike	30 cm	6+	+2	Bolters	15 cm	1	6+	0	Infiltrate

A White Scars army may not have any devastators. This means that devastator companies, devastator detachments and battle companies are not allowed.

A White Scars army may not use Land Raiders (save the Crusader), Tarantulas, Scorpions, Dreadnoughts, Robots or Vindicators. Whirlwinds are only allowed as special cards.

Jaghatai Khan

Jaghatai Khan is an assault version of the standard Predator developed by the White Scars. It is fast and armed with devastating short-ranged weapons.

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

White Scars Terminator Company

Company	Contents	Break Point	Morale	Victory Points	Cost
White Scars Terminator company	3 Terminator Detachments 1 HQ (Term. Command stand, Land Raider Crusader)	10	1	11	1100

White Scars Terminator detachment

Name	Contents	Break Point	Morale	Victory Points	Cost
White Scars Terminator Detachment	4 Terminator stands, 2 Land Raider Crusaders	3	1	4	375

White Scars Veteran Bike Company

Company	Contents	Break Point	Morale	Victory Points	Cost
White Scars Veteran Bike company	3 Veteran Bike Detachments 1 HQ (1 Veteran Bike stand)	8	1	5	450

White Scars Veteran Bike Detachment

Company	Contents	Break Point	Morale	Victory Points	Cost
White Scars Veteran Bike detachment	5 Veteran Bike Stands	3	1	2	150

White Scars Bike Company

Company	Contents	Break Point	Morale	Victory Points	Cost
White Scars Bike company	3 Bike Detachments 1 HQ (1 Bike stand)	8	2	4	375

White Scars Scout Bike Company

Company	Contents	Break Point	Morale	Victory Points	Cost
White Scars Scout Bike company	3 Scout Bike Detachments 1 HQ (1 Bike stand)	8	2	4	375

White Scars Scout Bike Detachment

Company	Contents	Break Point	Morale	Victory Points	Cost
White Scars Scout Bike detachment	5 Scout Bike Stands	3	2	1	125

Jaghatai Khan detachment

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

Experimental suppression rules for Net Epic

Over the years there have been many attempts to incorporate suppression to Net Epic rules. This is my attempt. I have tried to make the rules as simple as possible so that they might actually be playable. What I wish to achieve is to add a new tactical problem to the game; namely the fact that faced with a large amount of firepower troops tend to hit the ground and keep their heads down until the storm abates. These rules are experimental and I'd very much like to have some playtest input, so PLEASE if you use these rules let me know what you think. Send feedback to the Net Epic mailing list (netepic@yahoogroups.com) so that the rules may be refined.

Suppression vs. infantry and cavalry.

- 1) An attack causes suppression if the firing detachment has at least half as many attack dice as the target detachment has stands.
- 2) If the amount of attack dice is \leq the number of stands in the target, place one suppression marker. If the amount of attack dice is $>$ the number of stands in the target, place two suppression markers.
- 3) A unit receives one suppression marker for each template (yes, this includes *any* weapons with a template, barrage or teardrop) targeted at it if the said template covers at least one stand of the unit after a possible scatter.
- 4) Suppression markers remain in place until the unit is next activated. When the unit tries to move and/or shoot the player must roll $>$ the number of suppression markers it has on a d6. Units classified as "elite" and HQ units add one to the roll. If the roll fails, the unit may not move and gets a -1 to-hit modifier. After the roll is made, remove all suppression markers from that unit.
- 5) Tyranids and Chaos troops with their GD intact can move even if they fail the suppression roll, but lose one stand in the process. Creatures with rampage instinct and Khorne Juggernauts may fight one round of CC if they manage to reach their target unit on the turn they were suppressed.
- 6) It is more difficult to suppress units in cover. Unless weapons, which ignore cover, attack a unit in cover the cover has following effects on suppression. If the cover has a -1 to-hit penalty then halve the number of suppression markers on a unit before rolling. If the cover has a -2 to-hit penalty halve the number of suppression markers on a unit before rolling *and* the unit doesn't get the -1 to-hit penalty even if the roll is failed. Units in strongholds can only be suppressed with template weapons (barrage or teardrop) and weapons capable of destroying buildings.

Suppression vs. vehicles (tanks, walkers etc.)

- 1) To cause suppression against vehicles an attack must have a saving throw modifier which would reduce the vehicle's saving throw by half or more (round down).
Example: a Rhino has a saving throw of 4+, so to suppress it an attack would have to reduce its save to 5+ or less (-1 save modifier). A Leman Russ has a save of 3+, so to suppress it an attack would have to reduce its save to 5+ or less (-2 save modifier). A Land Raider would be suppressed by the same attack as the Leman Russ, because of the rounding.
- 2) Calculate suppression as in 2) and 3) above.
- 3) If the vehicle detachment fails its suppression roll, its movement is halved and it gets a -1 to-hit modifier.

The following troops are immune to suppression:

daemons, superheavies, praetorians, titans and flyers.

My excuses:

I felt that any suppression would have to be part of the actual firing process with as little added mechanics as possible. The suppression should also reflect the volume of fire directed at a unit and at the same time it shouldn't upset play balance too much by denying the player the use of his troops too often. Hence rule 1, even if it is not too realistic, and the suppression markers.

So far so good, but the problem of Chaos and Tyranids still remained; I let suppression affect Orks normally since even they have some rudimentary form of self-preservation, besides their infantry mobs are normally so large that suppressing them will be difficult at best. Obviously, Greater Daemons and the Hive Mind don't give a damn to preserving their troops. However, IMO play balance requires some sort of punishment to go with such a privilege. Since the troops fear their masters more than the incoming fire (or just don't care in the case of Tyranids), they don't hit the ground. They don't hit the ground -> they get more casualties. Hence rule 5.

IMO suppression has a bit different effect against vehicles, namely distracting their aim by forcing them to evade and also slowing them down due to the amount of movement spend zigzagging. Obviously, the vehicle's *actual* speed isn't reduced but its advance is slowed by the evasive action. Also, vehicles aren't scared by popguns. Hence vehicle rules 3 and 1 respectively.

Artillery is a great suppresser as is a flame-thrower, even against tanks, hence rule 3. If someone mentions halon extinguishers and such stuff I'm likely to point out the obvious lack of stabilisers, rangefinders, night vision and ballistic computers in 40k vehicles.