



## **Editorial**

Hi All,

Welcome back to another edition of Incoming. This issue we have the final chapter Prometheus, a void battle report from Andrea. Iain Werry has been busy creating a Genestealer Cult list and Paul has sent in a guide to painting some speed freaks. Last but not least Bill Ely who has been sending us battle reports and opinions on the different forces he has played so far. I am hoping for more opinions and battle reports using the EpicA rules to be sent to us from different players who have opinions on how the game play and rules are progressing. Incoming has a set email address for people to send in articles, painting tips, army rules, it is :[Incoming@netepic.org](mailto:Incoming@netepic.org) so send that stuff in!!

Special thanks goes to Matt Stuart, Paul Tuffskull, Andrea Wille, Iain Werry and Bill Ely for the articles used in this edition of Incoming.

Doug

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## **Prometheus**

Chapter 4: You get burned.  
(by Matt Stuart)

The Imperial fleet moved slowly forward counting upon their formation for survival. The tyranids came on in a single vast wave they would be hard pressed in battle but still had the advantage. As the fleets moved slowly towards each other the tyranids ordered the drones to move as close to the hive ships as possible.

This was exactly what the Imperials had hoped would happen and had planned their strategy accordingly. Knowing that the tyranid hive ships were now effectively shieldless without their clouds of strike craft, the drones would try to compensate. The Imperial cruisers started powering up their main drives, accelerating as fast as they could. On these ships vast energies were brought into play as arcane liner accelerators and mass drivers were brought online. Throughout the fleet the officers on every ship held their breath as the order came at last and over a dozen nova cannons fired. Huge nova bombs hurtled forward at near light speed, ploughing deep into the tyranid fleet before detonating. The combined shockwaves this created expanded through the vacuum and smashed into the tyranids. The energies the drones were exposed to caused a mass panic, if panic is the right word, without warning the drones tried desperately to run. Even the hive mind would need time to reform in this confusion, leaving the hive ships vulnerable.

Taking advantage of this the Imperials moved in, they drove into the fleet in a single wedge. Every ship fired their weapon batteries together in a single broadside reducing a swathe of Tyranids into burning, clouds of gas and debris. They plunged onwards aiming for the largest concentration of ships they could find. The tyranids responded by closing in around the intruders catching them in a living sphere of ships. The Imperials began to take damage as oceans of pyro-acids and shards of chitin the size of titans overwhelmed their shields. The humans now fought desperately all coordination gone, each ship fired its guns randomly but that didn't matter. The press of vessels around them was so intense that their shots hit something no matter where they struck. But now the hive mind had re-established control of its drones and was crushing the Imperials one by one. The body of the fleet tried to hold together using their close formation to protect each other. But the point of the Imperial wedge was being shattered, as the lead vessels were dissolved by acids their crews were exposed to vacuum, if they were lucky. Those who were not were trapped in sealed compartments watching their own skins peel off as they were consumed by tyranid space borne virus weapons. At the very tip of the formation the flagship a Retribution battleship called Divine Wrath suffered even worse, it had been grappled by a hive ship three times its size and now its crew fought hopeless battles deep in its bowels. The men of the fleet fought valiantly trying to hold, the piles of corpses blocked the corridors and chambers. But slowly the waves of killing machines overwhelmed the defenders and pressed towards the magazines. The ships crew gained a few precious minutes when the horde reached the magazines, as the elite of the Imperium held it back. Space marines from the Scythes of the Emperor stood against the horde buying time for the gun crews with their lives. The delay they produced allowed the Divine Wrath to destroy another two squadrons of drones and a hive ship. But this act of heroism was doomed and slowly one by one the battleships guns fell silent. The crew knew they were dead now but like true heroes they went down fighting, as the adamantium doors to the bridge began to bend in the captain gave his final order. In moments a vast explosion tore the ship apart as the tech priests disabled the plasma reactors. In an act of defiance born from desperation the ancient ship destroyed itself rather than be taken. But in doing so they had blasted apart a path for their brothers straight to the centre of the Tyranid fleet.

Out of the fleet came a new threat to the Tyranids, from the second line jumped half a dozen space marine strike cruisers each one carrying a whole company of space marines expecting to die. They charged forward into a press of hive ships launching waves of thunderhawks. They moved onwards firing at point blank range into the wall of ships before them. Using any method they moved forward magma bombs, torpedoes and gun crashed into the bio-ships. Hives able to with stand the rigours of space were torn apart. And when the guns ran out of ammo the men rammed their vessels into the largest hive-ships they could find. Then the crews fought like men possessed but they were slowly crushed, smashed, and ripped apart. This action had been unsupported, isolated, doomed but their sacrifice had taken down twice their number of hive ships and countless squadrons of drones. Meanwhile the Thunderhawks had transferred space marine suicide squads into the surrounding hive ships. Once on board the squads, each half a company strong fought their way deep into the vessels. These men had no intention of ever returning and to ensure victory each carried a high wield nuclear warhead rigged to pulse monitors. On each ship as the last man died they all detonated releasing 50,000 mega tonnes into the heart of the hive ships. In less than one hour the Scythes of the Emperor had taken out over two dozen hive ships crippling the hive mind. The hive mind reeled losing control and in this instant the Imperial fleet played its last card. Wave after wave of bombers sallied forth from the desperate vessels; angry at being held in reserve they sought out revenge for the lost brethren. The bombers could now dodge safely around the milling drones and struck heavily against the surviving hive ships. Dozens more vessels were destroyed causing a total synaptic collapse.

The Tyranids were in chaos; their hive mind had lost control there were no longer enough hive ships to control the fleet. Everywhere drones reverted to their instinctive behaviour, some ran for the planet or deep space, some went dormant while a few even began fighting each other. The few remaining hive ships were now isolated and vulnerable, one by one the surviving Imperials hunted them down eliminating their threat forever. No Tyranids escaped, the handful of bio-ships that reached the jump point found it was being held by a Ramilles class star fort. No Tyranid ship ever left that system and those left on the planet were subjected to an exterminatus. It took days of constant fighting; thousands of lives and countless sacrifices but victory had been won.

The cost was immense thousands of ships had been lost and the number of dead was unguessable even to the Administratum. Still this was counted victory, billions of lives throughout the sector had been saved and the shipyards were already working overtime to replace the lost vessels. It might take a thousand years to rebuild the Imperials strength but at least they now had a chance to do so. Tales were sung across the segmentum of this victory, they sung of the heroism of the Navy, the stand of the Divine Wrath, and the martyrdom of the Scythes of the Emperor. But nowhere did anyone talk of the cost or the actions of the Inquisition whose plan had cost so many men their lives.

# Alien invasion

A lonely Junker Outpost on some backwater planet. A small contingent of Junker troops has the boring duty of protecting an unused landing pad. Nothing around but grass, sand and rocks. Enforcer Garrington has had a good time inventing drill details to keep his convicts from getting bored. Business as usual.

But recently, there have been rumours. Sightings of strange creatures in the wild. Unidentified ships are supposed to be in orbit. And just a few hours ago the small guard company has been put on high alert. Their orders: Keep the landing pad safe and await the incoming landing ship with reinforcements. Tensions are high.



Then a Sandrunner Scout comes galloping back into the compound: "Koralon, a whole horde of them heading this way!"

Things are about to get interesting, and the backup is still 30 Minutes away.





The Alien Force, actually just a small splinter group from the horde the scout spotted. But hungry and aggressive nevertheless. (Secret tip: Milk makes Koralon fight especially well!)



The defenders nervously array for battle.





The alien forces rush forward to meet the humans. Shots and coralline darts fly across the battlefield, but the first casualties are, surprisingly, not some aliens but the two suicide bombers who die, pitted with coralline darts, before they can get even close to the enemy. Enforcer Garrington curses under his breath and orders his troops to advance to meet the enemy (he has been known to make rash decisions).



The Exo suits advance and meet the onrushing Assault Araktons. Flamers and Grape Guns reap a deadly harvest among the aliens. After two volleys only the Arakton leader remains and decides to head for the hills.





On the other flank the battle is not going too well for the Junkers. The Sandrunners charge a unit of brood, manage to kill none of them and get cut down to the last man and beast in the return attack.

In the centre another unit of brood breaches the defence perimeter and rushes over the screaming Enforcer Garrington. Though he fights hard, he is simply overwhelmed. (Maybe the convicts aren't too sad to see him go).



A unit of brood start swarming the landing pad and a bitter hand-to-hand battle ensues.





On the left flank the Exo suits have been swarmed by brood as well and suffered the first loss, though they make the aliens pay for every drop of blood drawn.



With the enforcer gone, the convicts realize, that even though they do not have to fear their neural spike any more, the alternative may be just as bad.





The Fight on the platform continues with casualties on both sides.



The Exo suits have managed to sow the fear into their enemies, but those damned aliens keep fighting nevertheless and still fight surprisingly well to boot.





The Battle around the landing field comes to a short halt, as the last alien on the platform is killed. The Junkers are demoralized; one last alien is facing them. He looks at the frightened humans, raises his blade and... decides to go home.



The Exo suits are still dunking it out with the brood as finally the slowest members of the Koralon force, the tactical araktons arrive. Their volley clears the surviving Junkers from the landing pad.





On the left flank the Exo suits finally fall beneath the Koralon's blades, and as the araktons advance on the platform, the last remaining Junker sees his life flashing before his eyes and really, really regrets cheating on that tax audit that got him committed. He does not have to suffer long



The aliens have suffered heavy casualties, but have won the field in time before the Junker reinforcements arrive. The approaching ship sees only a mass of aliens squirming over a destroyed landing platform and blasts off again to the safety of space. A bleak day for humanity.

For more great VOID stuff check out Andrea Wille's site : [www.malkavian.de](http://www.malkavian.de) (ed.)



# Painting Speed Freaks

*By TuffSkull*

Hello one and all - it's been a while!

Whilst I've always loved the armoured columns and organisation of the Imperial Guard, my Heart (and certainly brain) has always leant towards the Green-Skinned Maniacs that make up the massed hordes of an Orkish army. So as soon as they released the Ork list for Epic:Armageddon play testing, I set about painting up a few new units and thought I'd tell you all what I did! For the purpose of this article I will be focussing on a simple bikeboy, but all the principles can be equally applied to other units - I've done all my buggies, scorchers and larger vehicles in exactly the same way. It's simple but effective. As ever, I'll be referring to paints from the citadel range - if you don't use citadel paints it should at least be easy enough to find out what colour I'm talking about and find a suitable stand in :o)

**Stage one:** Under coat black. I'm guessing you don't need direct instructions on this stage so I'll move along.....



**Stage 2:** Main Base colour. My main base colour for my kult of Speed is Obviously going to be red. I basecoat all areas that are going to end up blood red with Dark Flesh. This has two benefits. 1) being a red-brown it gives a good shadow when left in recesses, and 2) Citadel's red paints have rather poor coverage and results are often poor when used straight over a black undercoat. The dark flesh colour has very good coverage and provides a good solid base for future highlights. For this reason I would recommend base coating in Dark flesh even if you don't intend to try and leave shading on your models.

**Stage 3:** Now we actually add the red. Generally cover all the main areas of the bike with blood red. Try to leave thin strips of dark flesh showing through in all the recesses and areas of shadow.



**Stage 4:** making it shine. Following on from the red areas, the next biggest chunk of colour on most ork vehicles is the metal. Be it rusted and worn or new and shiny, it all starts off the same colour on my models. All metal areas are picked out using Boltgun metal. This can be altered to give the desired effect later on using washes (chestnut/brown for rust, black/armour wash for new etc.).



**Stage 5:** The Ork's gotta be green! Using Goblin green, pick out the orks head, and optionally also his arms. I think technically the orks on bikes have been sculpted with long sleeved clothing on, but at this scale if you paint it green, it looks like he's got bare arms anyway so do as you wish! At this stage I also blocked in the Ork's clothing using snakebite leather. I also touched up the gloves with chaos black just to neaten the edges slightly.



**Stage 6:** Final touches: Metal areas were given an armour wash (old citadel range paint); the clothing is also highlighted using bubonic brown. Note that this image shows an ork where I've painted him with long sleeves. I added some variety within each unit as no two ork models should be exactly the same :o)

**Stage 7+:** The above steps lead you to a very decent ork biker. Once their based in your chosen manner and grouped into a mass of variant ork vehicles, the basic scheme looks great, with enough detail up close to keep people interested.

Of course, there's nothing to stop you from taking the scheme further using the same basic steps. The images to the right show one of my Nobz bikes. I extended the front forks using some plastic rod and replaced the driver's upper body with a Mekanics (spanner removed from left hand). It was painted in exactly the same way as the other bikes for the basic stages. I then added two further highlights, of Blazing orange and golden yellow to the sharp edges. His skin was given a dark green wash, then highlighted with goblin green and camo green. I also added the speed freaks logo to his right shoulder pad for a bit of further detail.



Repeat the scheme across the various machines of your Speed Cult, Base them, and you're ready to go! Once I'd finished all my basic vehicles, I then went back and added some random spots of "Lucky blue" to add variation.



Happy painting!



## Genestealer Cult List v2.1 part 1

By Iain Werry



### **Authors Notes**

Hello, and welcome to the latest incarnation of the Genestealer Cult Army List for Epic. It would seem a fairly logical step for me to update the list that I put together for Epic 40K with the advent of the new game. However, the truth is that this list actually began before I was even aware of the fourth edition of Epic. It grew out of conversations and musings about the last version, and from a few of the areas of that list that I was not as happy about. While I still like the Epic 40K cult list, it lacks a certain feeling and focus that I was trying to capture. That lead me right back to the drawing board, re-evaluating every unit in the force and validating its presence in the list. Perhaps the biggest change for this list is that I have concentrated on humans to make up the ranks. The decision to drop the Ork brood brothers was made because I felt that it lead to a force which was non-unified and became a strange mix of miniatures and styles. However, I have included options for other races as brood brothers, but now a Genestealer force only has one race to be used as brood brothers, representing the fact that a cult will be embedded in a single society of a single race.

I wanted a cult that behaved more like a guerrilla force. One that had the feeling of a mass of fanatical troops, with whatever they lacked in training and equipment made up for in sheer determination to a cause. I hope that the result is closer to the vision that I had in mind, and that it feels not only like an army that is different from the other forces available to the Epic player, but like one which fits the deep background of the Genestealers.

I have been infected by the Genestealers right from the start of my tabletop wargaming days, and while I have been tempted away from them by minor considerations like official army lists and actual dedicated models of other armies, the Genestealer army is one of the few that has always stayed with me. I think that a lot of players find that. Whatever forces they build for their games, the first that the encountered always has a special place.

This list reflects my own thoughts and ideas about how a Genestealer Cult army would fight and behave on the Epic battlefield. I would like to say thanks, firstly to my regular opponent Tim who batted ideas back and forth with me almost as soon as the Epic 40K list was unleashed, and also to a second Tim, of the Genestealer Cult list for 40K fame for his last minute advice. Some of this list is taken directly from the Epic 40K version. I make no apologies for this, since that is where it all started.

This list is not set in stone, and in some ways it will never really be complete. If you have any comments or suggestions about it, please feel free to let me know. You can either drop in to the EpiComms forums, or send me an email. I welcome any feedback.

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### **Points Values**

OK, let me get this out of the way right from the start. The points values here are going to prove to be a sticky subject. This list can be considered to be completely unofficial - it will never be official and will never be accepted in tournament play. In theory, this means that there doesn't actually need to be any points values attached to the list. However, while this may work for the occasional unit, and I support the absence of points values in this way, it is unrealistic to have an entire army list which operates this way. Another alternative is to simply have the entire list as duplicates for an existing and official list. For example, Genestealer Hybrid stands are actually used as Chaos Space Marines, Brood Brothers are actually Chaos Cultists, etc. But, this means that the Genestealer must then behave and fight in the same style as another, existing force. That doesn't feel right either. So, I have chosen to create an army complete with points values and which can be used alongside the 'official' lists.

The largest consequence of this, is that the Genestealer Cult list uses units which only appear in the other Imperial Guard lists as hard to find miniatures or stand-ins and proxies for other, more common and official units. This means that I have had to improvise and add points values to units which were always intended never to have values. For this, I apologise to Jervis. However, I will point out that most of the vehicles in a Cult Army are not identical to their Imperial counterparts. Genestealer forces find it difficult to acquire a reasonable number of heavy weapons, and many vehicles have their secondary armament removed so that it can be distributed among the covens.

I guess that the point that I am trying to make is that I have improvised the points values and applied them to different patterns of familiar vehicles. In addition, the vehicles are used in the context of a Genestealer force. The value of a Leman Russ could vary depending on the support that it is given, its vulnerability to air attack, whether it is one of the largest targets for the enemy and many other factors. The points values here should be taken at face value, and should not be applied to other forces or used as a rationale or basis for vehicles or units in other forces or other situations.

In addition, the stats of some of the units also vary. A Genestealer in a cult is different from one which is a part of a Tyranid swarm. It is bred to infiltrate and to remain hidden and covert. Tyranid Genestealers are created for a more all-out attack. The rules here are not supposed to be used as a basis for units in other forces. You should treat a Genestealer here as a different beast to one in a Tyranid army, and a cult Gorgon is different from one in an Imperial Guard army.

### **Background Notes**

The background of the Genestealer Cult has changed considerably over the years. Initially, a cult originated as a single Purestrain, infecting a host species to produce first



generation hybrids. These then infected further hosts to produce second generation hybrids and this continues for four generations. Fourth generation Genestealer Hybrids can produce normal human offspring, hybrids of any generation or Purestrain Genestealers. When the fourth generation Hybrid has matured, the structure of the cult changes. Where the cult was scattered and disparate, it closes ranks and moves as a more cohesive force within the society. The original Purestrain grows and takes up his role as the head of the cult, or the father, the Patriarch. In addition, one of the fourth generation hybrids rises through the ranks, in order to act as the liaison for the cult and takes on the mantle of the Magus. Both the Patriarch and the Magus develop strong psychic powers, and the Magus and other fourth generation hybrids show a magnetism and charisma that gives the cult a persuasive voice on a planet.

Later background on the Genestealers placed them as an arm of the Tyranid invasion force, where they fulfil the role of the vanguard. They are used to disrupt enemy forces and prepare the way for the main Tyranid invasion forces. When a cult acting in this capacity matures and the fourth generation hybrids are established, the psychic gestalt broadcasts its location and the whereabouts of a planet ripe for destruction. Alternatively, a Genestealer cult finds itself established on a planet away from the main Tyranid invasion. This cult then disrupts forces and drives them away from strategic points. A cult left in this capacity is capable of decimating a planet, and often the outside galaxy is unaware of its plight until it is too late. Genestealer Hybrid generations were abandoned in favour of a more generic structure and simply placing all Hybrids as a single troop type.

I favour the original version, using four generations of Hybrid, but this level of detail is lost on the Epic battlefield.

Therefore, I have adopted a compromise, where Hybrids are split into stands of fourth generation Genestealers, acting as sub-commanders for broods, and first, second and third generation Hybrids grouped together on stands.

### **Structure of this list**

The aim of this list is to take you through the necessary stages to explain and develop a Genestealer Cult army for use in the fourth edition of Epic, Epic Armageddon. The next page details the background in order to give you a flavour of the army before looking at the specifics of it as a fighting force. The formations and army structure are explained, and then the types of units and troops which are used in the formations of a cult army. A Genestealer Cult army is able to ally itself with local Chaos cults, both factions gaining strength from the alliance, and rules for doing this are given towards the end of the list. In addition, while this list represents a Genestealer Cult which has taken root within a human society and infected the local Planetary Defence Force and garrison, it is possible that Genestealers find themselves in other societies and other races. Rules and guidelines for this are also included. Finally, I have decided to dedicate a page to actually building this force in 6mm. Initially this can seem a little daunting, as without specific troops produced for this list, you are faced with the challenge of converting in 1:300 scale. However, there are suitable miniatures out there, and I would like to show you how I have done it. While this page will be relatively limited to begin with, I will attempt to update it as I put more troops together.

I hope that you enjoy this list. If you do put together a Genestealer Cult list for Epic Armageddon using this list, drop me an email and let me know. I would love to hear about your experiences and opinions and I am always happy to chat about it endlessly.

## **Background**

A single Purestrain Genestealer is all that it takes. One single 'Stealer, who finds his way into contact with an intelligent and social race, making humans the most ideal and most common. The 'Stealer is able to hypnotise his victim, paralysing him and rooting him to the spot. From there, the Genestealer corrupts the hosts genetic structure, by the use of an ovipositor located in his tongue, in a grim parody known as the Genestealers Kiss. Often the victim will remember nothing except for nightmares of powerful claws and deep eyes. However, in a short time, the victim finds that he has a strong desire to mate and to produce offspring. When this happens, the first born is hideously deformed, possessing at least an extra arm ending in a large claw, a bulbous head, a purple tint to the skin, a dislike and lack of ability to understand the simplest technology and other symptoms. It is a first generation Genestealer Hybrid. A parental nature is a very strong thing, and this is reinforced by the Genestealers corruption and the hybrids latent psychic ability, and so the infant is protected and looked after. He also has the hypnotic ability of the Purestrain, and so the social infection continues and spreads, with each hybrid generation the offspring become more like the host species and by the third or fourth generation they reproduce as normal and do not have the use of their Ovipositor. There are four generations of Hybrid, the fourth being almost indistinguishable from a normal human. Any subsequent offspring of a fourth generation hybrid can be hybrid, a normal member of the host species, or a Purestrain Genestealer.

A Purestrain Genestealer has a very strong, bestial presence in the Warp, and this is what counts for its hypnotic ability, and so they are all latent psychics. However, with subsequent generations of hybrids, when the strength of the Purestrains presence becomes tempered by the subtlety and control of another actively psychic species, the potential for full psychic powers becomes greater. In this way, a Genestealer Cult becomes more likely to produce and attract psykers as it matures. Additionally, all direct members of the cult - those who are hybrid offspring and those who have been genetically tainted by a Genestealer - share a psychic link in the form of a brood telepathy, allowing the will and wishes of the Genestealers to be passed onto other members.

When the fourth generation hybrids come into existence, the cycle is complete. One of the fourth generations becomes the Magus, a charismatic individual able to conduct business and to understand the society in which the cult is embedded as well as being a powerful psyker, while the original Purestrain becomes psychic and grows in size to become the Patriarch - the real cult leader. Imperial scholars have conjectured that if the original Purestrain corrupts ten humans (a very conservative estimate indeed and numbers are more likely to be around 50 or 60), and each of those ten resulting Hybrids infect ten and so on down the line, there will be over eleven thousand one hundred Genestealers by the fourth generation, in addition to the human parents, relatives, enthralled, sympathisers and other cult members. This is what makes Genestealers so very dangerous.

Initially, the cult seems fairly innocent, and certainly one of the more benign and peaceful possibilities that planetary governors should worry about. The cult promotes family values and respect for ones elders. The members are humble, shunning complex and expensive technology and dress in simple robes which hide them almost completely. Often, the only way that a cult is recognised is by the large, dark cars which no one ever sees inside of. As the cult matures, it uses any method possible to grow in size and strength. Often, members will turn to Chaos in an attempt to gain power, making pacts with Daemons and other cultists. The cult also attracts the dregs of society. Those abandoned by the system find a home and a family within the walls of the cult, and so it becomes a haven for beastmen, mutants and psykers of all types. Even its own members are often ignorant of the real purpose and beings behind the Inner Circle of the cult, and innocent people looking for guidance, as well as the relatives of Hybrid generations,



frequent the building.

And then, when the cult reaches maturity, it turns on the society in which it is situated. By then, it is often too late. Large sections of the population are connected and support the cult, including the planetary defence forces, and Genestealers emerge in vast numbers. The society almost literally explodes, and is torn apart by civil wars, with the authorities never knowing exactly who is on the side of the rebels. External forces, such as the Adeptus Astartes, are sent, or the planet may be Virus bombed from Orbit, if the uprising is caught quickly enough. Genestealers are sent out in ships, with Hybrids and Brood Brother cultist to care for them and set autoguidance systems in the star ships (which are unintelligible to the Purestrains) before these devotees die. A Purestrain Genestealer does not breathe, it does not age or die of natural causes, it can wait forever, until a new host is found and the cycle starts again on another planet.

### **Forge Worlds and Armour Patterns**

The majority of the weapons and armour, both combat and non-military, is produced by a core number of Forge Worlds within the sector. While the Genestealer Cult has infiltrated the Planetary Defence Force, these units were supplied by the standard requisition suppliers, the local Forge Worlds. Each of these has a historical tradition and style with their manufacture and design of equipment. In addition, each Forge World may produce a number of designs on a single type of tank, and so a Euripadese pattern Mark III Chimera is different to a Euripadese pattern Mark VI Chimera, and both are distinct to the Ferrolyte pattern Mark I Chimera. However, all of these vehicles behave in the same way on the battlefield. You can use any of these models to represent the statistics and armour bought using the army list.

Euripadese - The Euripadese Forge World has the closest ties to the Imperium, and therefore the armour and weapons which are manufactured here are closest to the approved Imperial STC designs. Euripadese is a bustling Hive World, with Forge facilities located on the main moon of the planet. The system is an important port and deals with a large volume of traffic through nearby space. As a consequence, the Forge Moon was forced to be isolated and secure, and very few are permitted entry or exit to the satellite. This continuous movement around the major planet of the system makes shipping the equipment relatively easy, however it also makes the practice of smuggling commonplace. Weapons manufactured here are renown for being sturdy in their construction, and reliable in their maintenance.

Ferrolyte - Ferrolyte is an anomaly, in planetary terms. It is mostly made up of a metal impregnated, heavy rock structure. Why this planet has this strange make-up, which is more commonly a feature of older worlds towards the galactic core, is currently unknown. However, the heavy elements present in the body of the planet has provided a rich source of the harder elements necessary for the production of armour. This made it a prime location for forge facilities. These facilities are currently relatively new, and vast tracts of the planets crust have been mined and gorged away, providing raw materials and at the same time allowing the expansion of the forge plants and workings. Ferrolyte equipment is no-nonsense in its design and function, often appearing brutish and abrupt. The Forge World is rapidly acquiring a reputation for the production of high explosives and powerful, short-ranged weaponry, as well as heavily armoured vehicles.

Nytore - A more traditional Forge World, if this exists, Nytore is shrouded in the exhausts of its own devising. It is a permanently dark planet, surrounded by ash and poisonous gasses, the colour of the night - a deep dark blue which blends to a deep magenta at sun rise and sun set (although this is as much light as is ever able to permeate the thick roof of the planet). Nytore produces a higher proportion of laser weapons, and military equipment such as night vision goggles, combat knives and personal sensor



equipment. The entire world is in the employ of the forges, which consist of hundreds of individual depots connected by subterranean railways.

Psublin - Eighty five percent of Psublin is covered with water. While this makes the mining and extraction of natural resources more difficult, the factories are able to utilise the water supplies in vast volumes for cooling and friction reduction in the many plants and factories. These are mainly located beneath the water, on the sea beds, and entire cities and populaces inhabit here for years at a time. Waste is either pumped into the surrounding water, where it collects and pollutes the region destroying all indigenous life, or is carried above the water level by huge chimneys. Almost all the raw materials used in manufacture are imported to Psublin, and the Forge World lives on an economic knife edge.

Viridian - The Viridian Forge World is a desolated, isolated and secretive place. The planet is an enigma, little is known about its past or even how long the Adeptus Mechanicus had been aware of the planet and had teams based there for exploratory reasons before the decision was made to settle and set up a forge. The surface of Viridian is a simple desert, with sands covering the entire planet in yellows and reds, with strong winds gusting over hundreds of miles an hour. This all makes the planet relatively secure from enemy invasion, and fliers find the planet impossible to land on. Therefore, shipping the equipment out and the resources in to the planet is difficult to implement, and so shipments are made irregularly but in huge volumes.

Note 1: Due to popular demand, I have seperated out the bare stats and rules required to play a Genestealer Cult in Epic Armageddon, and bundled them together in a PDF document without any background or explanations. This 'Genestealer Cult Force Lite' list can be found above. You will need a PDF viewer to view this file, and the document is 21 pages. However, this will be easier than printing the entire HTML version of the list.

Note 2: Genestealer Cult armies are comprised of cells. These are simply standard formations under another name, and all normal rules concerning cells apply equally to formations.

### **Force Stats**

- Strategy Rating: 3
- Initiative: 2+ (Abhuman cells have an Initiative Value of 3+)

When a Genestealer Cult explodes and becomes noticed by the people with enough power to do something about it, it is often too late. If a cult matures to produce fourth generation hybrid, the Genestealer infection is often too deep rooted to successfully eradicate. If the cult is somehow discovered before the fourth generation hybrids are around, it will often sacrifice its human followers and the central covens will sink deeper into hiding. Often the first that planetary authorities know about the cult is the uprising, as they are placed under attack from within. For this reason, the Genestealer Cult is often the attacker in the initial battles with the PDF or other forces. The notable exception to this is when the battles involve Marines forces that are brought in as shock attack waves. For this reason, a Genestealer Cult force in Epic has a strategy rating of 3.

The majority of the forces within the Cult are made up from Brood Brothers, once members of the Planetary Defence Force. As such, the army benefits from the training of these forces, and the sheer drive and determination which binds the cult together and gives them a common purpose. Genestealer Cult cells have



an Initiative value of 2+. The only exception to this are the Abhuman cells, which are comprised of undisciplined and uncoordinated troops. Abhuman cells have an Initiative value of 3+.

## Using the List

There are a number of types of cell available to a Genestealer Cult player. You can choose these however you wish, with only two restrictions:

- Inner Circle Cells - You may never have more than one of these in any Cult force. You do not have to include one, but it is characterful to, since it includes the Patriarch and Magus.
- Cult Support Cells - You may not have more Cult Support cells in your force than you have Brood Brother cells. Note that this is counted simply by the number of cells, not the points values of the cells.

Each cell consists of a name, a points value and a description. In addition, there are three sections to each cell:

- Core Cell Units - These are the units which make up the cell at the basic level. This may also include upgrade options, such as transport vehicles.
- Auxiliary Units - These units may be added to the basic cell for the points cost indicated. You may select up to three auxiliary options for each cell chosen. These units join the basic cell and are added to it. While you are able to select up to three options, you can select the same option more than once, and so potentially add the same auxiliary units to a cell three times. Some auxiliary options can only be added once for each cell. Where this is the case, it is noted.
- Support Units - These units are purchased as separate cells. You can select up to one Support cell for each cell chosen. Although you can only take a support cell if you first take a company, they are treated as separate independent cells during a battle and do not have to move around together.

Transporting Purestrain Genestealers - Purestrain Genestealers may be transported as normal, since the vehicles are crewed by trusted cultists.

## Cells

Core Units	Auxiliary Units	Support Units
<b>Inner Circle (450 points)</b>  One Patriarch, One Magus, Six Purestrain units, Six Hybrid units, Three 4th Generation Hybrid units	<u>Rogue Psyker (+10 points each)</u> - Add a up to three Rogue Psykers to 4th Generation or Hybrid units only. Each unit can have a maximum of one Psyker.	None Available
	<u>Brood Brothers (100 points)</u> - Six Brood Brother units. You can add three APC's for an additional 75 points.	
	<u>Ancient Evil (15 points)</u> - Upgrade all six Hybrid units to Purestrain units. Maximum one per cell.	
	<u>Expand the Coven</u> - Add six Hybrid units for 105 points. You can upgrade these stands to Purestrain units for an additional 5 points for two units. You can also add three APC's for 75 points.	



	<u>Inner Circle Transport (225 points)</u> - Five Cult Limousines, Six APC's. You can upgrade the Cult Limousines to Command APC's at the additional cost of +10 points per vehicle. Maximum one per cell.	
	<u>Close Support (100 points)</u> - Two Hellhounds.	
<b>Coven (175 points)</b>  Ten Hybrid units	<u>Commanders (35 points)</u> - Add two 4th Generation Hybrid units. You can add two Coven Limousines for 30 points, or two Command APC's for 50 points, or a single APC for 25 points. Maximum one per cell.	<u>Children of the Claw (105 points)</u> - Six Hybrid units. You can add three APC's for an additional 75 points.
	<u>Ancient Evil (+5 points per two units)</u> - Upgrade up to ten Hybrid units to Purestrain units for 5 points for each two units. Maximum one per cell.	<u>Ancient Evil (120 points)</u> - Six Purestrain units.

	<u>Expand the Coven</u> - Add six Hybrid units for 105 points. You can upgrade these stands to Purestrain units for an additional 5 points for every two units. You can also add three APC's for 75 points.	
	<u>Brood Brothers (100 points)</u> - Six Brood Brother units. You can add three APC's for an additional 75 points.	
	<u>Rogue Psyker (+10 points each)</u> - Add a up to two Rogue Psykers to 4th Generation or Hybrid units. Each unit can have a maximum of one Psyker.	
	<u>Coven Transport</u> - Add five APC's to the Coven for 125 points, or three Gorgon's for 150 points. Maximum one per cell.	
	<u>Close Support (100 points)</u> - Two Hellhounds.	



<p><b>First Wave (150 points)</b></p> <p>Ten Brood Brother Units</p>	<p><u>Expand the Coven</u> - Add six hybrid units for 105 points. You can upgrade these stands to Purestrains units for an additional 5 points for every two units. You can also add three APC's for 75 points.</p>	<p><u>Children of the Claw (105 points)</u> - Six Hybrid units. You can add three APC's for an additional 75 points.</p>
	<p><u>Commanders (35 points)</u> - Add two 4th Generation Hybrid units. You can add two Coven Limousines for 30 points, or two Command APC's for 50 points, or a single APC for 25 points. Maximum one per cell.</p>	<p><u>Brood Bikes (100 points)</u> - Six Brood Bike units.</p>
	<p><u>Brood Brothers (100 points)</u> - Six Brood Brother units. You can add three APC's for an additional 75 points, or three trucks for 30 points.</p>	<p><u>Attack Buggies (150 points)</u> - Six Cult Attack Buggy units.</p>
	<p><u>Fanatical Devotion (75 points)</u> - Four Human Bomb units.</p>	<p><u>Medusa Siege Engines (150 points)</u> - Two Medusa units.</p>
	<p><u>Coven Transport</u> - Add five APC's to the Coven for 125 points, or three Gorgon's for 150 points, or five trucks for 50 points. Maximum one per cell.</p>	<p><u>Leman Russ Thunderers (150 points)</u> - Two Leman Russ Thunderer units.</p>

	<u>Close Support (100 points)</u> - Two Hellhounds.	<u>Griffon Siege Engines (150 points)</u> - Three Griffon units.
		<u>Bomb Trucks (75 points)</u> - Three Bomb Truck units.

<b>Brood Brothers (150 points)</b>  Ten Brood Brother units	<u>Expand the Coven</u> - Add six hybrid units for 105 points. You can upgrade these stands to Purestrains units for an additional 5 points for every two units. You can also add three APC's for 75 points.	<u>Heavy Support (200 points)</u> - Six Brood Brother Support Teams. You can add three APC's for an additional 75 points, or three trucks for 30 points
	<u>Commanders (35 points)</u> - Add two 4th Generation Hybrid units. You can add two Coven Limousines for 30 points, or two Command APC's for 50 points, or a single APC for 25 points. Maximum one per cell.	<u>Brood Cavalry (100 points)</u> - Six Brood Cavalry units.
	<u>Brood Brothers (100 points)</u> - Six Brood Brother units. You can add three APC's for an additional 75 points, or three trucks for 30 points	<u>Cult Walkers (100 points)</u> - For Cult Walker units.



	<u>Rogue Psyker (+10 points each)</u> - Add a up to two Rogue Psykers to 4th Generation or Hybrid units. Each unit can have a maximum of one Psyker.	<u>Cult Support Weapons (100 points)</u> - Four Cult Support Weapons.
	<u>Coven Transport</u> - Add five APC's to the Coven for 125 points, or five trucks for 50 points. Maximum one per cell.	<u>Hydra Flak Battery (100 points)</u> - Two Hydra units.
	<u>Support Tanks (150 points)</u> - Add three Support Tanks to the Brood Brother cell for 150 points.	<u>Support Tanks (200 points)</u> - Four Support Tanks.
	<u>Leman Russ Demolishers (150 points)</u> - Two Leman Russ Demolisher units.	<u>Griffon Siege Battery (150 points)</u> - Three Griffon units.
	<u>Close Support (100 points)</u> - Two Hellhounds.	<u>SAM Launcher (150 points)</u> - Three SAM Launcher units.

<b>Cult Support (150 points)</b>  Ten Brood Brother units	<u>Heavy Support (+15 points each)</u> - Upgrade up to ten Brood Brother units to Brood Brother Support Teams for 15 points each. Maximum one per cell.	<u>Cult Support Weapons (100 points)</u> - Four Cult Support Weapons.
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	<u>Expand the Coven</u> - Add six hybrid units for 105 points. You can also three APC's for 75 points.	<u>Hydra Flak Battery (100 points)</u> - Two Hydra units.
	<u>Commanders (35 points)</u> - Add two 4th Generation Hybrid units. You can add two Coven Limousines for 30 points, or two Command APC's for 50 points, or a single APC for 25 points. Maximum one per cell.	<u>Leman Russ Conquerors (150 points)</u> - Two Leman Russ Conquerors.
	<u>Brood Brothers (100 points)</u> - Six Brood Brother units, these can be upgraded to Brood Brother Support Teams for an additional 20 points per unit. You can add three APC's for an additional 75 points, or three trucks for 30 points.	
	<u>Coven Transport</u> - Add five APC's to the Coven for 125 points, or five trucks for 50 points. Maximum one per cell.	

<b>Cult Outriders (150 points)</b>	<u>Heavy Outriders (100 points)</u> - Upgrade all ten units to Cult Attack Buggies. Maximum one per cell.	<u>Cult Walkers (100 points)</u> - For Cult Walker units.
Ten Brood Cavalry units <i>or</i> Ten Cult	<u>Attack Buggies (150 points)</u> - Add six	<u>Support Tanks (200 points)</u> -



Bike units (all core units in a cell must be of the same type).	Cult Attack Buggy units.	Four Support Tanks.
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<b>Abhumans (150 points)</b>  Twelve Abhuman units.	<u>Bolster the Ranks (100 points)</u> - Add eight Abhuman units. You can also add four Trucks or two Land Transporters for an additional 40 points.	<u>Bomb Trucks (75 points)</u> - Three Bomb Truck units.
	<u>Transport (60 points)</u> - Add six Trucks or three Land Transporters. Maximum one per cell.	
	<u>Close Support (100 points)</u> - Two Hellhounds. Maximum one per cell.	
	<u>Fanatical Devotion (75 points)</u> - Four Human Bomb units.	

### Special Rules

Brood Telepathy: Genestealer Cult armies are bound by telepathic communication. They are aware of the general actions of the Cult, and while they are not able to communicate direct instructions and specific commands, they can sense the purpose, emotions and drives of others in the cult. In addition to this, when the Patriarch or Magus is close by, the entire cult is inspired to greater acts of devotion and self sacrifice. All cells in a Genestealer Cult army are subject to the Brood Telepathy special rule, except for any Abhuman cells. In addition, cells which are subject to the Brood Telepathy special rule are also automatically subject to the Protect the Father special rule. Cells with Brood Telepathy are never broken if they receive blast markers equal to the number of stands, instead they are simply considered as being suppressed with no units able to fire. A cell can never have more blast markers than there are units in the cell. Cells subject to Brood Telepathy which lose a close combat receive the normal number of blast markers, including an extra blast marker for each unit in the cell which would normally result in a broken cell if it loses, and must make a normal withdrawal move with the usual restrictions and rules associated with the withdrawal move. Note that, since cells are never counted as broken they are not destroyed in close combat if they have one blast marker per unit and are attacked in close combat. This rule makes the cells tenacious, but liable to blast markers to build up. The Brood Telepathy special rule is in effect for Genestealer Cult armies only while the Magus and/or Patriarch are on the table and involved in the battle. It ceases to affect the force when both the Patriarch and Magus are

killed, or if they are not taken in the army, or if they are held in reserve at any time.

Protect the Father: On the first full turn after the death of the Patriarch (not the Magus), all cells subject to the Protect the Father special rule may select *only* Charge, Sustained Fire or Hold orders. However, these formations also receive a +1 to action tests. In addition, cells do not suffer the -1 to their initiative for having blast markers and any save throws made by an enemy as a result of close combat attacks or firefight attacks receives a -1 modifier to their saving throw. This means that if the Patriarch is destroyed, but the Magus is still alive, both the Brood Telepathy and Protect the Father rules are in effect for a turn.

## **Cell Background**

There are seven types of cell available to a Genestealer Cult army:

Inner Circle - The Inner Circle consists of the core of the Genestealer Cult. It is made up of the leaders and most trusted members, including the Patriarch and Magus. In battle, the Inner Circle is a powerful close assault force, as well as providing the central basis of any cult strategy. The Inner Circle has access to the best equipment available to the cult, although often the Inner Circle relies on strength and close combat through natural means.

Coven - Covens contain the majority of the Genestealer troops, both Purestrains and Hybrids. They represent the hidden elements of the cult in society, its fury unleashed. Genestealers are not able to conceptualise machinery and non-organic equipment, and so in general the only vehicles and armour in the Coven are transports, crewed by trusted Brood Brothers.

First Wave - First Wave cells are the cutting edge of the cult army. They are a mix of close combat oriented Brood Brothers and Genestealers. They are given equipment used for breaking into cities and taking the fight to the enemy. It is considered a great honour to be a part of a First Wave cell, both for being able to be the first to taste the opposition and to share the cell with a higher number of Genestealers.

Brood Brothers - These are the standard formations of a Genestealer Cult army. They make up the bulk of the fighting forces, with Brood Brothers forming waves of troops ready to throw themselves at the enemy. They are the most flexible fighting force in the cult.

Cult Support - The Support cells are often the rarest in the cult, aside from the Inner Circle. Genestealers find it more difficult than other armies to get hold of heavy weapons, and these are often seen as an extra element in the force, one which forms a movable bastion and rallying force on the battlefield. They are particularly valuable in a cult, since Genestealers often have trouble dealing with enemy armour, war engines and fliers.

Cult Outriders - Bands of Brood Brothers are grouped together as a fast attack element, recon force and outriders. The Cult uses these troops to perform a distraction to the enemy, buying time for the main force to arrive, or to attack vulnerable formations and race ahead of the main force and capture important strategic areas of the battlefield.

Abhumans - Bands of abhumans are herded together and used mercilessly by the cult. These troops are often only too pleased to take their chances for an opportunity to exact a revenge on their oppressors. They are charged at the enemy head on, used as a diversion or a shielding force for the main, and more valuable, troops.



These units, stats and points values are particular to a Genestealer Cult army. When a vehicle or other unit becomes a part of the Cult it is changed. Often secondary weapons are stripped of the vehicle, to be used by other units to a greater effect. The Cult may also alter vehicles and equipment. In addition, some categories of vehicle or unit are generic types, denoting a multitude of similar vehicles designed for the same battlefield role. This is intentional, as a Cult army should be a collection of forces and units without a unified theme. A Genestealer Cult army in Epic encourages the used of many miniatures to represent the units, from many manufacturers. Also, the point values reflect the unit specifically in a cult army, its strengths in relation to the cult, its rarity, special rules for the cult and other factors.

## Genestealers

The Patriarch is the head of the brood; his is a huge Purestrain Genestealer, whose size belies his natural strength. He is accompanied by the Magus, a fourth generation hybrid who acts as the face and figurehead of the cult in popular society. While both the Patriarch and Magus are potent psykers, they utilise their powers differently. While the Patriarch uses short-ranged psychic blasts, the Magus brings forth fires from the pits of hell which consume the ground around the enemy and from which there is no cover.

### Patriarch

Type	Speed	Armour	CC	FF
Infantry	15cm	5+	2+	-

### Weapons - Rending Claws

Weapon	Range	Firepower
Rending Claws	(Base Contact)	Multiple attacks (2), Assault Weapon (MW)

**Notes** - Supreme Commander, Inspiring, Invulnerable Save, First Strike.

The macro weapon ability counts for both of the close combat attacks, not only one.

### Magus

Type	Speed	Armour	CC	FF
Infantry	15cm	-	5+	5+

**Weapons - Hellfire, bolt pistol, force rod****Weapon****Range****Firepower**

Hellfire

30cm

2BP, Ignore cover

Bolt pistol

(15cm)

Small Arms

Force Rod

(Base  
Contact)

Assault Weapon (MW)

**Notes** - Commander, Invulnerable save, Inspiring.

Genestealers are some of the most powerful close combat attackers in the known galaxy. They possess a great strength, are resilient to many weapons, can exist in a vacuum, are relatively immortal, have incredibly fast reflexes and strike with a pair of razor sharp claws. However, their real danger lies in the insidious nature. They make their way into the very fabric of a society, bending the populace to their will and forming a comprehensive network of influence. Purestrain broods often include a large number of first generation hybrids, whose modes of warfare and conception of battle are very similar to the Purestrains. However, these first generation hybrids give the Purestrain unit the Infiltrate ability, as the hybrids are keen to prove their devotion and potentially sacrifice themselves. These units are still labelled as Purestrain for simplicity, even though they contain a mix of the two types of troop.

**Purestrain Genestealers****Type****Speed****Armour****CC****FF**

Infantry

15cm

6+

2+

-

**Weapons - Rending Claws****Weapon****Range****Firepower**



Rending Claws	(Base Contact)	Assault Weapon
<b>Notes</b> - First Strike, Infiltrate		

There are four generations of hybrids, each inheriting more of the traits of the host species. Second and third generation hybrids form bands of warriors in battle, with a natural preference for close quarter fighting. They retain some characteristics of the pure Genestealer species, being generally tough and quick and deadly in close combat, and they are often armed with close combat weapons, to augment their natural weapons, as well as las weapons and bolt pistols.

<b><u>Hybrid Genestealers</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Infantry	15cm	-	4+	6+
<b>Weapons</b> - Rending Claws, pistols, Close Combat Weapons				
<b>Weapon</b>	<b>Range</b>		<b>Firepower</b>	
Rending Claws, Close Combat Weapons	(Base Contact)		Assault Weapon	
Pistols	(15cm)		Small Arms	
<b>Notes</b> - Scouts				

Fourth generation hybrids are the leaders of the cult. In society they are able to pass as members of the host species. On the battlefield they command the formations and troops. They have the best understanding of the enemy, and an unbreakable link to the leaders of the cult. They are able to use any equipment, and requisition the best that the cult has to offer.

### **4th Generation Hybrids**

Type	Speed	Armour	CC	FF
Infantry	15cm	-	5+	5+
Weapons - Bolt Pistols, Close Combat Weapons				
Weapon		Range	Firepower	
Close Combat Weapons		(Base Contact)	Assault Weapon	
Bolt Pistols		(15cm)	Small Arms	
Notes - Leader				

### **Brood Brothers**

Genestealer Cults attract many Rogue Psykers to their ranks. These individuals spend their existence hiding from the Imperial authorities and are not only welcomed into the society of the cult, but are also attracted by the innate psychic presence of the Genestealers. Rogue Psykers can also be represented by Hybrids or 4th Generation Hybrids which have psychic abilities. They commonly attack using the Lightning Arc ability, emitting a bolt of powerful electrical charge which flies to the enemy striking one after the other before dissipating.

### **Rogue Psyker**

Type	Speed	Armour	CC	FF
-	-	-	-	-
<b>Weapons</b> - Lightning Arc				
Weapon		Range	Firepower	

Lightening Arc	30cm	AP4+/AT6+, Ignore cover
<b>Notes</b> - Rogue Psykers are added to an existing stand, and add to its characteristics as above.		

The majority of the troops in a Genestealer Cult army are Brood Brothers. These are the members of the host species, which have been infected by the cult, either simply converted to the cause or infected to such a degree that they have produced Genestealer offspring. Alternatively, the Brood Brothers may be simply cultists, lured to the cause by false promises and fragile hopes. Brood Brothers consist of a variety of types of infantry, from simple farmers and local shop keepers to the members of the local law enforcement service or, as is most common, the Planetary Defence Force. The majority of these troops are armed with close combat weapons, pistols and small arms, lasguns, shotguns and primitive stub guns and 'slug slingers'. Some bands of Brood Brothers carry heavier weapons. Most of the time this heavy weapon is a Ferrolyte pattern Auto Cannon. These rapid fire weapons have a slightly slower rate of fire than standard issue Auto Cannons, and a reduced range, but fire explosive rounds. This type of weapon can be tripod mounted, transported on a gun carriage, shoulder mounted or simply carried.

<b><u>Brood Brothers</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Infantry	15cm	-	5+	5+
<b>Weapons</b> - Various Weaponry				
<b>Weapon</b>		<b>Range</b>	<b>Firepower</b>	
Various Weaponry		(15cm)	Small Arms	
<b>Notes</b> -				

**Brood Brother Support Team**



Type	Speed	Armour	CC	F F
Infantry	15cm	-	6+	5+
Weapons - 1 Auto Cannon, Various Weaponry				
Weapon		Range	Firepower	
Auto Cannon		30cm	AP5+/AT6+	
Various Weaponry		(15cm)	Small Arms	
Notes -				

## Brood Brothers

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<b><u>Rogue Psyker</u></b>				
Type	Speed	Armour	CC	FF
-	-	-	-	-
<b>Weapons</b> - Lightning Arc				
<b>Weapon</b>		<b>Range</b>	<b>Firepower</b>	
Lightning Arc		30cm	AP4+/AT6+, Ignore cover	

**Notes** - Rogue Psykers are added to an existing stand, and add to its characteristics as above.

The majority of the troops in a Genestealer Cult army are Brood Brothers. These are the members of the host species which have been infected by the cult, either simply converted to the cause or infected to such a degree that they have produced Genestealer offspring. Alternatively, the Brood Brothers may be simply cultists, lured to the cause by false promises and fragile hopes. Brood Brothers consist of a variety of types of infantry, from simple farmers and local shop keepers to the members of the local law enforcement service or, as is most common, the Planetary Defence Force. The majority of these troops are armed with close combat weapons, pistols and small arms, lasguns, shotguns and primitive stub guns and 'slug slingers'. Some bands of Brood Brothers carry heavier weapons. Most of the time this heavy weapon is a Ferrolyte pattern Auto Cannon. These rapid fire weapons have a slightly slower rate of fire than standard issue Auto Cannons, and a reduced range, but fire explosive rounds. This type of weapon can be tripod mounted, transported on a gun carriage, shoulder mounted or simply carried.

### **Brood Brothers**

Type	Speed	Armour	CC	FF
Infantry	15cm	-	5+	5+

### **Weapons - Various Weaponry**

Weapon	Range	Firepower
Various Weaponry	(15cm)	Small Arms

**Notes -**

### **Brood Brother Support Team**

Type	Speed	Armour	CC	FF
Infantry	15cm	-	6+	5+

**Weapons - 1 Auto Cannon Various Weaponry**

Weapon	Range	Firepower
Auto Cannon	30cm	AP5+/AT6+
Various Weaponry	(15cm)	Small Arms
Notes -		

The Genestealer Cult will use whatever equipment it is able to get hold of in battle. In particular, vehicles and resources which allow the Cult to react quickly to the changing environment of a battle, or which enable the cult to take strategic areas or attack the flanks and weakened formations of the enemy are favoured. Horses, or whatever mounts are utilised on the world, are particularly suitable, needing little maintenance and being easy to acquire. Alternatively, bikes, quads and rapid vehicles are available to most of the populace, and fuel and repairs are easy to attain.

<b><u>Brood Cavalry</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Infantry	25cm	-	5+	6+
<b>Weapons</b> - Lance, LasPistol				
<b>Weapon</b>		<b>Range</b>	<b>Firepower</b>	
LasPistol		(15cm)	Small Arms	
Lance		(Base Contact)	Assault Weapon, First Strike	
<b>Notes</b> - Mounted.				

<b>Cult Bikes</b>
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Type	Speed	Armour	CC	FF
Infantry	35cm	-	5+	5+
Weapons - Bolt Pistol, Chain Sword				
Weapon		Range	Firepower	
Bolt Pistol		(15cm)	Small Arms	
Chain Sword		(Base Contact)	Assault Weapon	
Notes - Mounted.				

Some members of the Cult are prepared to make the ultimate sacrifice for their cause. Often they are inspired by the 4th generation hybrids to greater acts of self sacrifice and dedication. These troops are prepared to wear explosive harnesses and throw themselves at the enemy ranks, waiting for the opportune moment to detonate their weapons to maximum effect.

<b><u>Human Bombs</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Infantry	15cm	-	5+	6+
<b>Weapons</b> - Bomb Harness				
<b>Weapon</b>	<b>Range</b>		<b>Firepower</b>	
Bomb Harness	(Base Contact)		Assault Weapons, First Strike, See notes	
<b>Notes</b> - Immune to Panic.				

**Bomb Harness:** Human bombs can detonate their harnesses instead of making a normal close combat attack (and the first strike ability applies only to this detonation in close combat). Remove the human bomb unit. All enemy units in base contact must then make an armour save. In effect, the bombs get automatic AP hits for their sacrifice; this attack cannot affect armoured vehicles, war engines or any other unit type. These attacks are a part of the normal close combat resolution, but happen before the standard close combat attacks (first strike) and the attacks are made specifically against only those enemy stands in base contact.

**Not Transported:** Human bomb units cannot be transported at all (would you get in a truck at high speed sitting next to a guy strapped to high explosives?).

**Abhumans**

A Genestealer Cult in society provides a haven for various shunned and exiled sectors of the community. Mutants and beastmen are driven out of the society, forced to fend for themselves in the wild. The Genestealer activity gives these groups a method of exacting vengeance on the society which shunned them. These extra troops are exploited completely by the cult, herded right into enemy positions without mercy, and they are glad of the chance to spill the blood of their oppressors. They are poorly armed and equipped, but with all that they have suffered even death becomes a release for them and they are entirely devoted to the cause. Included in the ranks of these outcasts are a multitude of other individuals, Ogryns and Halflings and Squats thrown out of strict communities, Hunting beasts and Chaos Hounds grouped into packs, Chaos Spawn the offspring and product of a Chaos taint, minor daemons and summoned hellspawn, deranged individuals driven mad by exposure to the Cult or who were naturally unstable and a hundred other individuals and groups.

**Abhumans**

Type	Speed	Armour	CC	FF
Infantry	15cm	6+	5+	-
Weapons - Natural Weapons				
Weapon		Range	Firepower	
Natural Weapons		(Base Contact)	Assault Weapon	
Notes - Immune to Panic.				

**Cult Walkers**

Walker class light vehicles are common in Planetary Defence Forces, for skirmish action, moveable fire stations and loading supplies. The Imperial Guard Sentinel is one example of this, but many others exist. In the Cult, these vehicles make valuable scout and recon forces, able to navigate most types of terrain and explore cities and jungle sectors with

equal ease. They are lightly armed, but able to conduct ambushes and in the right situations they can take out enemy armour.

<b><u>Cult Walker (Nytore pattern Sentinel)</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Light Vehicle	20cm	6+	6+	5+
<b>Weapons - 1 MultiLaser</b>				
<b>Weapon</b>		<b>Range</b>	<b>Firepower</b>	
MultiLaser		30cm	AP5+/AT6+	
<b>Notes - Walker, Scout.</b>				

Cult Support Weapons

Support weapons are rare in a Cult. The weapons are difficult to get hold of, and do not fit the typical tactics of a Genestealer force. However, when available, they make important secure zones, often set up in good locations to provide a safe and reinforced vantage point, or to secure areas of the battlefield captured by the Cult. Support weapons utilise a range of weapons, often twin-linked, on tripods or tracks. They can be operated remotely, or directly using a crew.

<b><u>Cult Support Weapon</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Light	10cm	-	6+	5+
<b>Weapons - Twin RPG Launcher</b>				
<b>Weapon</b>		<b>Range</b>	<b>Firepower</b>	
Twin RPG Launcher		45cm	AP5+/AT6+	



Twin RPG Launcher	45cm	AP5+/AT6+
Notes -		

Attack Buggies

Often these are light, two man buggies used by local forces for recon missions, simply with a MultiLaser strapped to the roll cage, which are in plentiful supply and easy to get ammo cells for. However, these vehicles could also range from military vehicles with pintle mounted weapons to light civilian vehicles with a gunner firing through a sun roof or from the rear of a flat bed truck.

<u>Attack Buggy</u>				
Type	Speed	Armour	CC	FF
Light Vehicle	30cm	6+	5+	5+
Weapons - 1 MultiLaser				
Weapon	Range		Firepower	
MultiLaser	30cm		AP5+/AT6+	
Notes -				

Command Transports

The leaders of the Cult, the Patriarch, Magus and 4th Generation Hybrids use specific vehicles as a sign of their status. Often they will have a Coven Limousine, a large and grand city car. This will usually be bullet proof and have the windows blacked out to prevent prying eyes catching a glimpse of the occupants. Alternatively, this may substituted for a Command APC. The most common of these is a Salamander Scout vehicle; either captured on recon missions or liberated from the local defence forces.

Coven Limousine (Psublin)

Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	5+	6+	6+
Weapons - None				
Weapon		Range	Firepower	
-		-	-	
Notes - Transport one Genestealer infantry unit.				

<u>Command APC (Nytore pattern Salamander)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	5+	6+	5+
Weapons - 1 MultiLaser				
Weapon		Range	Firepower	
MultiLaser		30cm	AP5+/AT6+	
Notes - Transport one Genestealer infantry unit.				

### Cult Transport Vehicles

Transports make up the bulk of the vehicles in a Genestealer Cult force. Armoured Personnel Carriers (APCs) are the most common type of Transport and a variety of types, patterns and designs are used, for example the Ferrolyte pattern Mark IV Chimera. They range from a simple box with wheels to heavily armed and armoured tracked vehicles, even occasionally skimmers. Specialist formations, notably

First Wave formations and occasionally Covens, make use of Gorgons for transport. These heavy vehicles are ideal for getting close to enemy fortifications and bringing down the walls, allowing the shock assault troops inside to cause maximum damage and effect. At the other end of the spectrum, the Cult must use whatever is to hand, and all too often this means simple urban vehicles such as trucks and lorries. One step up from these are the large Land Transporters, and while they are better armed they have only light armour and present larger targets for enemy fire.

### **APC (Ferrolite pattern Chimera)**

Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	5+	6+	5+

### **Weapons - 1 MultiLaser**

Weapon	Range	Firepower
MultiLaser	30cm	AP5+/AT6+

**Notes** - May transport two Genestealer, Brood Brother or Brood Kin infantry units.

### **Gorgon (Euripadese)**

Type	Speed	Armour	CC	FF
Armoured Vehicle	15cm	4+	6+	4+

### **Weapons - 1 Mine Thrower, 1 Heavy Flamer**

Weapon	Range	Firepower
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Mine Thrower	15cm	2BP
Heavy Flamer	15cm	AP5+, Ignore Cover
<b>Notes</b> - May transport four Genestealer, Brood Brother or Brood Kin infantry units. Reinforced armour, Ignores dangerous terrain test.		

<u><b>Truck</b></u>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Light Vehicle	30cm	-	6+	6+
<b>Weapons</b> - None				
<b>Weapon</b>		<b>Range</b>	<b>Firepower</b>	
-		-	-	
<b>Notes</b> - May transport two abhuman, brood brother, brood kin or human bomb infantry units.				

<b><u>Land Transporter (Euripadese)</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Light Vehicle	30cm	6+	6+	-



<b>Weapons - 1 Missile Launcher</b>		
<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>
Missile Launcher	45cm	AP5+/AT6+
<b>Notes - May transport four abhuman infantry units.</b>		

**Cult Armour**

The Genestealer Cult has great difficulty obtaining, maintaining and performing repairs and upgrades. The tanks and armour that is available to the Cult is viewed as a necessary element of the force, but one which is not fully understood by the core elements of the Cult. A Cult force has difficult with enemy armour, and the Cult tanks are used in a variety of roles, commonly attacking enemy positions or serving as the first wave to clear the opposition from cities and built up areas. Support tanks are the most commonly seen in the Cult. They represent a variety of types of armour, whose role is to move ahead of the main force into enemy ground, clearing pockets of resistance and heavy weapon posts. They mount a variation of the Heavy Plasma Gun, the Plasma Thrower, which concentrates its Plasma output into fewer missiles. This improves the rate of fire, and increases the range slightly, but makes the weapon far less effective against infantry and troops. The Cult also uses three main types of Leman Russ battle tanks, the Thunderer with its short ranged heavy cannon, the Conqueror for longer ranged, lighter and extremely fast support and the Demolisher as a heaviest support tank in the Cult.

<b><u>Support Tank</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Armoured Vehicle	25cm	4+	6+	5+
<b>Weapons - 1 Plasma Thrower</b>				
<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>		
Plasma Thrower	45cm	AP6+/AT4+		

**Notes** - Thick Rear Armour, Scout.

**Thunderer Siege Tank (Euripadese)**

Type	Speed	Armour	CC	FF
Armoured Vehicle	20cm	4+	6+	4+

**Weapons** - 1 Demolisher

Weapon	Range	Firepower
Demolisher	30cm	AP4+/AT4+, Ignore cover

**Notes** - Reinforced armour.

**Leman Russ Conqueror (Psublin)**

Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	4+	6+	4+

**Weapons** - 1 Conqueror cannon

Weapon	Range	Firepower
Conqueror cannon	45cm	AP5+/AT5+

**Notes** - Reinforced armour.

**Leman Russ Demolisher (Psublin)**

Type	Speed	Armour	CC	F F
Armoured Vehicle	20cm	4+	6+	3+

**Weapons** - 1 Demolisher cannon, 2x Sponson Plasma cannons

Weapon	Range	Firepower
Demolisher cannon	30cm	AP4+/AT4+, Ignore cover
Plasma cannon	30cm	AP4+/AT4+, Slow firing

**Notes** - Reinforced armour.

**Close Support Tanks**

The Cult will use the Hellhound support tank in the same way that the Imperial Guards use them. They often accompany infantry formations, burning the enemy out of bolt holes and reinforced ambush points, so that they can be attacked by the infantry.

**Hellhound (Euripadese)**

Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	6+	6+	4+

<b>Weapons</b> - 1 Inferno cannon, 1 Heavy Bolter		
<b>Weapon</b>	<b>Range</b>	<b>Firepower</b>
Inferno Cannon	15cm	AP4+, Ignore cover
Heavy Bolter	30cm	AP5+
<b>Notes</b> -		

Siege Tanks

The Cult uses a number of siege tanks, to break city walls and destroy fortifications. These tanks use short ranged explosive shells which are extremely effective at creating a route into the heart of the enemy.

<u><b>Griffon (Viridian)</b></u>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Armoured Vehicle	20cm	6+	6+	5+
<b>Weapons</b> - 1 Heavy Mortar				
<b>Weapon</b>		<b>Range</b>	<b>Firepower</b>	
Heavy Mortar		30cm	1BP	
<b>Notes</b> -				



Armoured Vehicle	20cm	6+	6+	5+
Weapons - 1 Medusa Siege gun, 1 Heavy Bolter				
Weapon	Range		Firepower	
Medusa Siege gun	15cm		3BP	
Heavy Bolter	30cm		AP5+	
Notes - Artillery				

Anti-Aircraft Defences

These defences are vital to the Cult. Genestealers are unable to use aircraft, due to the fact that they cannot control an entire airfield or find the rare fuel and ammunition required to keep the craft in the air. This being the case, a Cult finds itself very vulnerable to enemy aircraft. Therefore, ground-based flak units protect the force as it advances, neutralising the enemy aircraft. The Hydra Flak tank is recognised across the sector for its ground support role, firing hundreds of shells skywards. SAM Launcher Platforms are mobile surface to air missile systems on the back of armoured trucks. They fire guided missiles which are extremely good at knocking enemy aircraft out of the sky.

<u>Hydra Flak tank (Nytore)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	6+	6+	5+
Weapons - 1 Hydra flak battery				
Weapon		Range	Firepower	
Hydra flak battery		45cm	AP4+/AT5+/AA5+, Multiple attacks (2)	
Notes -				

<b><u>SAM Launcher (Viridian)</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Armoured Vehicle	25cm	5+	-	-
<b>Weapons - 1 SAM Missile systems</b>				
<b>Weapon</b>		<b>Range</b>	<b>Firepower</b>	
SAM Missile system		90cm	AT6+/AA4+	
<b>Notes -</b>				

**Bomb Trucks**

One of the most basic weapons available to a Cult is to pack high explosives into the back of a vehicle and drive it into the heart of the enemy forces. At the most opportune moment, the truck is detonated, creating a huge blast.

<b><u>Bomb Truck</u></b>				
<b>Type</b>	<b>Speed</b>	<b>Armour</b>	<b>CC</b>	<b>FF</b>
Light Vehicle	30cm	6+	6+	-

**Notes - High Explosives:** The truck can be detonated at any time, instead of the firing for the vehicle, or as a close combat attack with the first strike ability. This is automatically successful, and is treated as if it had fired on itself. This explosion destroys the truck automatically. If the Bomb Truck is destroyed in any way, it will explode with the above effects on the D6 roll of a 3+ (this includes if it was destroyed by the detonation of another Bomb Truck in the unit). Each bomb truck in a unit can be detonated at different times, and each one counts as a separate barrage and cannot be combined.

## **EPICA Errata**

### **2 battle reports**

Accidentally posted these to Jervis by mistake and made mistake in voting on 12/2/3.

Meant to vote Imp Guard won, Chaos lost instead of Imp Guard won & lost

Had a roughly 2,500 point each battle with SMs v. Orks and no flyers or titans to make it easy. I chose for SM:

2 tactical squads, (1 with captain, supreme commander upgrade), all with rhinos

1 assault squad

2 Landraider squad

1 biker squad (with chaplain upgrade)

1 whirlwind squad (for squad read detachment) >

Orks :

1 Kult of speed,  
5 bikes, 4 Gunwagons (no rollas),  
4 Nobz, 5 buggies/traks (inc 1 skorcha),  
1 Mekboy speedsta  
1 Evil Sunz Warband plus 8 Gunwagons (with rollas),  
3 Battlewagons  
2 Warbands (goffs and bad moonz( with warlord))  
Warband plus 5 Big Gunz (shooty boyz) plus 1 Battlefortress  
1 Stompamob  
3 Stompas,  
5 killa kans,  
4 dreadnoughts

Battlefield was about 180cm by 100cm with about 10 large pieces of terrain, (hills and forest mainly). Left and right is from marines point of view. Objectives are described as to which half of the table they are on, SM put down objectives middle of Ork baseline and 2 fairly close together near half way edge. My thinking was to allow me to concentrate my attacks on a smallish area with clear lines of sight to the objective. Ork put down objectives on middle of SM baseline and the others near halfway line but widely spaced in order to force the Marines to disperse their efforts and be defeated in detail

Deployment: Orks put each of the foot warbands in cover around the 2 middle objectives with some boyz surrounding the battlefortress squatting over objective. The stompamob was deployed in a line 10cm forward of and centred on the Ork deep objective. The Ork kult of speed was centered on the Right SM objective and the Evil Sunz on the Left Marine objective. SMs put the tactical squad plus captain, a Landraider squad and the assault detachment on their Left, the bikers with whirlwinds in the middle (the bikers to reinforce either flank, the whirlwinds to go behind a hill and bombard both warbands as necessary)

#### **Turn 1** SM won initiative

Uncoordinated assault moves by Landriders and tactical squads on both flanks. The Kult of speed assault moved fired ineffectively on the right. LR's which were then charged by the Goff warband as the LR's were isolated. 2 units from both sides were killed (only about a 1/4 of the warband plus battlefortress) were in close combat or firefight range. Bad dice rolls by Orks meant they lost the combat, were broken and fled to the rear. The 2 LR's had 3 BM's. The bikes marched and chased the Goffs to get to within 15cm. On the left, the Bad moonz and evil Sunz fired upon the tactical squad, with a lot of AT fire on the rhinos. All the rhinos were lost plus 2 marines and enough BM's to cause the tactical squad to break, the land raider moved and fired, wiping out 2/3rds of the battlewagons. The stompamob moved towards the bikes and opened fire with 2 big guns in reach, killing a bike.

End of move the Goffs failed to rally due to bikes being too close and ran away again, the L. tactical marines recovered

#### **Turn 2** Orks won initiative.

The kult of speed failed initiative for sustained fire but used a reroll, made it and wiped out the landriders on the Right with big gunz and mekboy speedsta. The Stompas moved closer to the bikers killing two and causing the bikers to take a lot of BM's. The whirlwinds opened up on the Kult with a barrage that killed a bike and a buggy and a nob. The Land raiders sustained fire on the Evil Sunz killing the last battlewagon, a gunwagon and a boyz unit. Evil sunz opened up on the Left. LR's but only caused a BM with sustained fire. The bad moonz opened up on the LR's but only caused 2 BM's. The Left tactical and assault squad moved up behind the land raiders. On the right the tactical squad sustained fire on the Evil Sunz, which lost a gunwagon and a nob. The bikes used assault move to get behind the right tactical squad. In recovery the Goffs recovered



initiative, most BMs on other units were gone but the Evil Sunz still had 2 BMs and the Kult had 3.

**Turn 3** SMs won initiative.

The commander used a group move to assault the Evil Sunz with the assault marines in base contact with tactical and LRs in firefight range. In the countercharge most of the gunwagons and some of the infantry got "into" the tactical marines. The end result was 3 dead boyz, 1 dead nobz, 3 dead gunwagons, 3 dead assault marines, and 1 dead tactical marine. The marines won the combat and the evil sunz broke. The SM whirlwinds then pounded the kult again with similar results (it now had 5 BMs). The assault marines were broken. The evil sunz pounded the left tactical squad with sustained fire again killing 2 SMs. The tactical squad broke again (only the captain was left). The Orks had come close to achieving "break their spirit" and, only 1 objective in their half was uncontested and they had no enemy in their half so were close to "they shall not pass". The orks bizarrely then tried to assault with the Goffs to set up a crossfire for the kult but failed even with a reroll. The tactical squad on the right moved up to kult, and fired killing a gunwagon and a nob; the bikes charged the kult with the tactical in fire support range. In a display of pacifism the only casualty was a bike, a nob and a gunwagon. The kult won the combat though and the marines broke.

At this point the game ended due to lack of time the orks won as they were very close to objectives.

Lessons learnt. Marines need to work in coordinated fashion in pairs they need concentration of effort. Use the commander ability as a necessity not a luxury. When fighting marines one tactic is to disperse objectives, this forces them to concentrate on one at a time or be defeated in detail. It's difficult to break big Ork formations apart from massed firepower or assault. Which makes Orky assaults a double-edged sword. Another thought: vehicles should have the option of using a firefight value instead of close combat if in base contact with an opponent completely in the open: LRs are too vulnerable to assaults

Hi another game report roughly 3000 points

Imp Guard:

- 1 Leman Russ company plus attached Hydra,
- Infantry platoon with 1 commissar, all in chimeras
- 1 Artillery company (3 Basilisks, 6 Bombards),
- 2 Ogryn stands (1 with >commissar),
- 1 Hydra
- 1 Deathstrike Battery
- 1 Supreme Commander detachment (inc 1 commissar), all in Chimeras
- 1 Warhound Lucius Inferno Weapon components
- 2 Thunderbolts

Chaos:

- 1 Chaos undivided marine detachment in 3 rhinos, with 2 land raiders, Inc a chaos lord
- 1 Chaos undivided marine detachment in 3 rhinos, with 2 land raiders, plus a daemon prince, non-flyer
- 1 Khorne detachment with 2 sacrifices of 6 marine bikers (juggernaut riders), Inc chaos lord
- 1 Khorne detachment with 2 sacrifices of 6 berserker marines in 3 rhinos with 2 land raiders and 1 daemon prince, non-flyer
- 1 Khorne detachment with 2 sacrifices of 1 demagogue plus 12 cultists
- 3 Doomwings
- 1 Firelord
- 1 Lord of Battles

Battlefield was 6ft wide by 3ft deep. Chaos placed 1 objective on baseline (garrisoned by the cultists) and 2 just in Imp Guard half close to midway line Impy Guard placed 1 objective on baseline and 2 deep in Chaos half.

**Brief Battle report turn 1**

Chaos leapt forward to seize the imp guard objectives, however the leman russ broke the cultists with mass fire power. The berserkers (with lord of battles supporting) held one imp objective and the 2 undivided marines were within assault and firing range respectively of the supreme commander detachment holding the other imp objective. The bikers made a deep flank march to threaten the artillery but were attacked by the warhound killing the chaos lord

**turn 2**

The doomwing killed 1 deathstrike, breaking the deathstrike company, and killed 2 bombards, making saving throws to save against heavy flak, thunderbolts bombed the undivided marines in assault range of supreme commander, killing enough to break them. The bikers assaulted the warhound, summoning daemons. The warhound killed a daemon but took 1 damage and lost the assault. The lord of battles and the leman russ exchanged fire with little damage; the supreme commander lost a lot of chimeras to the remaining unbroken undivided marines.

End of turn saw the warhound and deathstrike rallying but none of chaos

**turn 3**

The deathstrike opened up on the lord of battles causing 4 damage points and breaking it (may have mistaken rules). The warhound opened fire on the bikers breaking them and killing 2. Berserkers and leman russ exchanged fire. Artillery (minus bombards) harassed the broken marines. Unbroken undivided marines and imp commander exchanged fire with the latter being far worse off. No chaos broken units rallied

**turn 4**

Air came in again but was largely ineffective, artillery (inc bombards) opened up on Unbroken undivided marines killing a few and breaking them. The berserkers assaulted the leman russ, summoning a host of daemons and won the assault. No chaos broken units rallied apart from bikes turn 5

berserkers had to back off as running out of support, lord of battle destroyed by deathstrike, artillery wiped out the cultists

Game over: attrition, break their spirit, Impy victory

Points: chaos won assaults, Impy: long range firepower deadly. Air: too complicated and long winded, got boring

Bill Ely