



Titan
Legions



Space
Marine



Epic40k



Leptus Titanicus



And Now
Epic40k!

Incoming!
Issue 16 17/02/04

Editorial

Welcome to another issue of Incoming!

With the new release of Epic:A and models being released by Forgeworld and Gamesworkshop there is enough to be excited about. The first batch of epic models have been available for some time now and we will have a quick look at them later on in this issue. Not wanting to be left out of the excitement Forgeworld are releasing more of their epic Tau models, namely the Skyray and Orca dropship. The Forgeworld Thunderbolt model is also available. Forgeworld have also released BFG ships for the Tau with the Castellan class escort being the latest of their creations.

I hope in the next couple of issues to be able to review whats new for epic regarding models and also start reporting some Epic games. I am nearly complete to having a decent Tau army to use and have already have a few games lined up so once the skyrays have been delivered then I am in business. I hope that others will also have a chance to get some battles on paper so we can see how armies fair against other opponents.

This issue sees a quick look at the models released so far. We have more work from Krooza, fiction from Tom and more Tau units from me, plus incoming torpedoes from Iain. I also have an Epic:A battle report from David Mcloud. I hope I have the author of the report correct, as I seemed to have misplaced notes on where this came from. Sorry about that.

Thanks again for all the contributions.
Enjoy

Doug

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Chapter Three: The Conference

The conference hall was massive, an oval table filled the centre of the room, surrounding it was twenty glittering adamantium seats adorned with the softest velvet. Dominating the table was the huge throne that occupied its head. The Golden Throne was a symbol of the Imperiums economic power, diamonds the size of a mans head sat as hand rests, tiny glittering jewels were embedded in the back in the exact positions of the solar systems stars. To hear tales of it, most travellers assumed it to be gaudy but the sight of it would take even the most hardened veterans breath away. The Emperor moved to its side stroking it gently, ever since Rome he had planned a throne of this majesty, seating himself he immediately regretted not designing it with cushions. Still what didn't kill you made you stronger. A wry smile slowly crossed his face.

First to arrive unsurprisingly was Lorgar, 15 minutes early he bowed on entry to the room and received the customary regal nod. Seating himself he sat rigidly in his chair, too formal to enjoy the comforts of the plush cushions. The Emperor sighed at the folly of youth, perhaps after a century or two Lorgar would defrost and enjoy life a bit more.

Next Magnus and Corax entered the room discussing the finer arts of the Wolf 359 colonies playwrights, they paused to bow and then continued their animated discussion. Lorgar shook his head at their disrespect. The Emperor winced at his sons devotion, he had a feeling that his speech would cause him considerable upset.

Angron was next his confident walk recognisable at once, he was one of the foremost warriors in the Imperium and it showed in his stride. He bowed stiffly never meeting the Emperors eyes and found himself a quiet seat away from the others. The Emperor knew that he would never be forgiven for teleporting Angron away from his doomed followers as they made their last stand on his homeworld. For the sake of humanity he had to save him, all his senses told him that Angron would play a critical part in the history of the Imperium and couldn't be allowed to die on the sands. One day he and Angron would find out what exactly the role of the part would be and then maybe he would be forgiven.

People were coming in a stream now pausing to bow entering the room and then hastily finding a seat, he could hear Fulgrims voice as he meandered up the corridor. He smiled thinking of all the opponents who had underestimated Fulgrims combat prowess, underneath the foppish exterior lay a very deadly warrior, the byproduct of decades of perfectionism.

Bang on time his first born entered the room, Horus, bowing deeply and then flashing his winning smile at the Emperor he continued to tell Mortarion about his recent conquests. A surge of pride filled his heart as he watched Horus banter with his brothers.

He glanced at his watch – five past and one of the seats was still empty, looking at the door he watched as the door opened with a bang and a dishevelled Russ burst through. Not even pausing to bow he scratched at his stomach succeeding in crushing his previously ironed and starched garment. Reaching his chair he settled down with a grunt to the smiles and laughter of the others, throwing a few menacing glances around he turned to nod at his father. Lorgar silently fumed as the Emperor smiled back, despite Russ's late arrival. Dorn shook his head with disgust, despite the effort he made to be the perfect son, his slovenly brother still got more affection than him. He was certain that it was a calculated insult from his father.

With his children surrounding him the Emperor stood, a galactic map appeared holographically projected onto the centre of the table. "We have done well", a glittering white haze grew out from the location of the Sol system, bright flashes showed where forge worlds had been reunited with the Imperium. Almost half the galaxy was in their grip. "However, I regret to inform you that whilst some of you have exceeded my every expectation, others have not managed this. Do not berate your brothers for there failures for even the mightiest warriors in mankind have limitations. This meeting was called so we could consolidate our strengths and eliminate our weaknesses." Around the table people cautiously nodded their assent and agreement, Lorgar's clapping was the loudest and an almost feverish look of adoration crossed his face. Every clap was a blow to his father's heart.

"Children, I love you all but for the sake of the Imperium, this is my space lane to the future. Firstly, Horus, your legion is to be committed against the Orks, your actions against the Eldar are to be commended. You won't be alone, the greenskins are too numerous for one legion to handle on their own, so I want Mortarion, Fulgrim, Angron and Magnus to accompany you on your crusade. Each of you will take a combat area to subdue, your objectives are shown on the main display and on your terminals." The table split and the wooden covering opened to reveal terminals in front of each of the Primarchs. The Primarchs studied them keenly for a moment then looked up to absorb the Emperor's next set of orders, mumbling words of assent.

"Secondly the Space Wolves and Ultramarines will continue with the pacification of the greenskins realms that surround the Squat brotherhoods. Their production is slowing down; eliminating their rivals should free them up to continue trading with us. Thirdly the White Scars, Raven Guard, Night Lords and Blood Angels are to campaign against the Eldar, their maiden worlds will provide us with a great source of potential colonies. Lastly, the Salamanders, Dark Angels and Alpha legion are to campaign closer to the Eye of Terror. I am working on a few ideas that might help us to close that breach one day." The Primarchs nodded as they checked out their orders on the terminal.

Lorgar gazed on with confusion, exchanging looks with Dorn, Perturabo and Ferrus Manus. Dorn was the first to speak up.

"And what is our role in the crusade to be then father?" The Emperor smiled.

"I have need of your skills here Rogal, you are to build me a fortress here on Earth that is to be such a symbol of power that our enemies will quiver at the mention of its name. It is to be designed to be impervious to even the mightiest assailant. Let our foes entertain no thoughts that we will ever succumb to a counter attack." Rogal Dorn smiled, his face lit up as the honour was bestowed upon him. "Perturabo and Ferrus Manus, you are both mighty warriors, but your skills in siege warfare outstrip that of all our Primarchs, your legions have an uncanny knack to find the weaknesses and tear down the strongest citadels. The other legions will need your help in the battles ahead. Your legions are to be split into five thousand man siege units, one for each of the crusading legions." Neither Primarch seemed happy about the decision, but whilst Ferrus Manus silently held his anger in check Perturabo spoke out.

"I fear that others will take the glory of the fight away from us", his spread wide as he gestured with despair. "Breaking up our legions is the most fearsome punishment you could give us. This is no great honour; this is depriving us of honour!"

"That is enough!" Growled Lorgar. "You will address our father with the respect he deserves!"

"I truly am sorry Perturabo, your skills are just needed everywhere our legions go, I hate for this to appear a punishment, but without your help casualties will be much, much higher. Mankind calls for your aid, will heed it?" The Emperor's gaze fell upon his son and the anger in Perturabo softened.

“I will heed its call, but let it heed my opposition to the idea.” Nodding his approval Lorgar turned to the Emperor who was even now watching him sadly.

“And what is to my instructions?” His eyes wide with love me, he slowly began to lose his smile as the Emperor paused. “Father? My orders?”. The Emperor shook his head.

“I am sorry Lorgar, I truly am, but whilst your monuments and cities have been magnificent and the colonies you have managed to conquer have enjoyed enlightenment, I think your mind isn’t cut out for warfare.” It was at that moment that Lorgar choked back shock and horror. “I truly am sorry” the Emperor tried to console his son who’s eyes were slowly going blank. “Your legion is to be assigned to Horus to augment his force. You will be made leader of our administration and will be able to use your skills to improve the Imperium’s economy. Give it time and you will be happy in your role.” Angron gazed with hatred at his father, first he had taken Angron away from his followers and now he did the same to his brother. The Emperor continued painfully hearing the angry ripples from his son’s minds. If only they understood the trials he faced as Emperor of humanity then they would understand his actions. Unusually his speech had filled Konrad with terror, he gently probed his thoughts to establish the reason for his fear but found a barrier in there stopping him. Trying harder he pressed his mind against the psychic wall as much as he dared, not wishing to risk damaging his sons mind. He didn’t even notice the bead of sweat dripping down Magnus’s face as he regarded Konrad with distrust. He would have to watch Konrad more closely, if he turned out to be a psyker then he would have to be kept under strict supervision until it was established that he was in control of his power. Turning back to the mortified Lorgar he smiled.

“A civilian can gain honour in his own way just as much as a warrior can Lorgar...” The line cut through Lorgar like a knife, anger coursed through his veins at the condescending words that whipped his pride and slashed his confidence. He sat quietly through the rest of the conference as love slowly turned to hate.

Epic Armageddon

Imperial Guard

Leman Russ Tank Company	£20
Artillery Company	£20
Infantry Company	£12
Chimeras	£12
Hydras	£8
Demolishers	£8

Space Marines

Battle Company	£12
Land Raiders	£12
Rhinos	£10
Whirlwinds & Hunters	£9
Predators	£9

Orks

Warband	£12
Gargant	£15
Gunwagons	£8
Battlewagons	£8
Fighter Bommerz	£8
Buggies & scorchas	£8

Titans

Reaver- Mars pattern	£15
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As most of you know this list can be viewed on the gamesworkshop site. I for one, wasn't sure what you would get for your money although on the site it does state what comes in the packets. However before anything was released there were different opinions as to what was to be shipped out. So here is a quick summary of what you get.

Leman Russ Tank Company

£20



Artillery Company

£20



Chimeras

£12



Hydras



Demolishers

£8



Battle Company

£12



Land Raiders

£12



Rhinos

£10



Whirlwinds & Hunters

£9



Predators

£9



Warband

£12



Gargant

£15



Gunwagons

£8



Battlewagons

£8



Fighter Bommerz

£8



Buggies & scorchas

£8

- ORK BUGGIES SCORCHAS
- BUGGIES KARBONISATORS ORKS
- ORK BUGGIES GITBRENNAZ
- EPIC: BUGGIES Y ORUGAS ORKOS
- BUGGY ZPUTAFIAMME-ORKI

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CITADEL
MINIATURES

[illegible]

A clear plastic tray with four compartments, each containing small, light-colored, irregularly shaped objects. The objects appear to be biological specimens or debris, possibly related to the study of the fish species mentioned in the text. The objects include what appear to be small shells, fragments of wood or bone, and other unidentifiable pieces.

Eldar Vs Space Marines

(2000 points per side)

This is an Epic Armageddon Battle report.

Eldar Army

- Avatar of the bloody handed god and the Court of the Young King
- Guardian Warhost (9 stands) + Farseer
- Guardian Warhost (9 stands) + Farseer + 3 warwalkers + 3 heavy weapon platforms
- Windrider Host (3 jetbikes, 3 Vypers)
- Aspect Warrior Warhost (2 Shining Spears, 4 Swooping hawks)
- Aspect Warrior Warhost (3 Howling Banshee + Exarch, 3 Striking Scorpion + Exarch)
- Scorpion Super Heavy Grav Tank
- Vampire Super Heavy Flyer
- Falcon Grav Tank Warhost (4 Falcons, 1 Fire Prism)

Space Marine Army

- Tactical detachment (6 stands of marines) + Captain + 1 Dreadnought + 1 Hunter AA platform
- Tactical detachment (6 stands of marines)
- Land Raider detachment (4 Land Raiders)
- Land Speeder Tornado detachment (5 Speeders)
- Whirlwind detachment (4 whirlwinds) + 1 Hunter AA platform
- Bike detachment (5 bikes)

The Battlefield

- We chose to place a large ruined city in the centre of the table
- This was surrounded with some woods.
- The Eldar won the first roll-off and chose to deploy from the corner
- The Objectives were placed as shown

Initial deployment



- Avatar, Scorpion and Falcons deploy on the left. In the mid-ground is a Garrison unit of guardians
- Mid-ground left is the large detachment of tactical marines
- In the background, Land Raiders and speeders

Initial deployment



- Foreground is the windrider host, to the right is the Aspect warrior warhost
- Other Aspect Warrior warhost started off-board in the Vampire
 - Other garrison of guardians are in building on the left
 - Tactical garrison in background, behind them are the bikes and the whirlwinds behind them



Game starts! Initiative to Marines!

(note that players take turns activating formations)

Marine Actions

- Marines garrison *Sustain Fire* at opposite guardians, only causes a blast marker!
- Land Raiders fail to harm Avatar
- Whirlwinds out of range
- Speeders attack Aspect warriors in revenge for whirlwinds, kill a stand of striking scorpions
- Everything else just manoeuvres (*advances*)
- Eldar *Double* and *Triple* move to surround Marine garrison on the left
- Scorpion out of range to Land Raiders
- Vampire *Air Assaults* the Whirlwind battery (destroys them)
- Guardians and War- walkers *Double move* and destroy a Land Raider with a Lance

Turn 2: Eldar claim the initiative

- Guardian warhost advances on the left
- Avatar retains the initiative and *Engages* the tactical stands in the woods
- Over 20 supporting shots annihilates the tactical formation
- Vampire escapes the Speeders with Aspect warriors on board
- General movement to claim areas of the city
- Scorpion surges forward near city
- Land Raiders withdraw to a safer location
- Tactical detachment lost to avatar and warhost assault
- Re-deployment to stem tide of Eldar sweeping the field



The Avatar and the Court of the Young King annihilate the Tactical detachment in the woods



Vampire Escapes with the survivors of the Aspect Warriors
(Start of turn 2)

- To Escape the aspect warriors needed to make an initiative test at a 2+ on 1D6 to board the Vampire
- Then the Vampire had to make a 3+ on 1D6 to activate and leave before being blasted by the speeders

Turn 3: Eldar with the Initiative

- Eldar formations moving through the city are attacked by Space Marines on bikes, Aspect Warhost forced to withdraw
- 2 Guardian warhosts and a windrider host ambush and destroy the second space marine detachment
- Scorpion destroys another Land Raider
- Vampire Fails to return
- Bike detachment forces the withdrawal of an Aspect Warrior Warhost
- Space Marines desperately advance into city but are wiped out by massed shruiken catapult fire
- Speeders withdraw from overexposed position

The end!

- End Result: The Eldar have cleared all the Marine units from their half of the table (one objective) and eliminated the most expensive marine formation (one objective)
- The Eldar win: 2 objectives to 0 objectives
- The Space Marines swear vengeance

After the final assault



Incoming Torpedoes?

I guess that it is my own fault really. I have to learn when to keep things to myself...

I have been given the task of writing this brief article to tell you all about exciting developments. It all started a few months ago. When Fanatic announced that they were going to discontinue the various magazines dedicated to each of the Specialist Games, it was greeted with a mixed response. The Gothic community in particular was less enthralled with a joint magazine as the game has one of the strongest followings. At the time, I wondered whether this august virtual publication would benefit from expanding to cater for the Gothic universe, since it shared a setting with Epic. Fast forward to a poll hosted on the NetEpic site concerning this very topic, and the results seemed to indicate that readers preferred Incoming to remain focussed on Epic in its various forms (something that does not surprise me, on reflection, as I also like the dedicated nature of the magazine). Fast forward a little more to an email exchange between myself and Tom, webmaster of NetEpic, and I seem to find myself putting forward the idea of a sister publication to Incoming, one which would go out to the Gothic players on the internet. The more I thought about this, the more attractive the idea seemed. The potential was good for a magazine produced bi-monthly, as Incoming is but in the month between Incoming issues. In addition, there could exist joint articles and features between the publications – imagine having a campaign which utilised both Gothic and Epic, and the various parts appearing in the relevant publications.

And that was it; I was pretty much sold on the idea.

So, what is the point of this brief announcement? Well, there are a number of things. Firstly, I have to admit that this concept of this does make me a little nervous. I have learnt early on that web sites and ventures of this kind are one of the most thankless tasks possible. They require a certain amount of effort and are difficult to get others to support beyond the initial enthusiasm. My initial thoughts lead to a number of questions:

Will anyone care enough to download and read it regularly – enough people to make it worthwhile?

Will people submit regularly with quality articles and support the publication?

How can I make sure that the entire publication does not take over my life?

What on earth should I call it?

How is the whole thing going to look, and how will it work?

For the first two questions, there is little that I can do except to close my eyes, cross my fingers and pray. I hope that the Gothic community in general will get behind the idea and support it as much as they are able.

As for the question of how to stop the publication taking over my life, the only real way to stop that is to appeal for help. I have decided to appoint a number of sub-editors. Basically, in order to ensure a stable mix of articles, I will divide the publication into sections, assign each section a sub-editor and require a single article from each sub-editor for each publication. This *should* ensure that each issue contains a good mix of articles, and means that each sub-editor only needs to rustle up a single article every two months, and all I need to do is check and compile the various features. Oh, the beauty of theory! We shall see if this actually works!

As for the question of a title, I admit that I have not given this as much thought as I should at this point. My initial musings came up with three working titles:

Incoming Torpedoes (which I must admit that I like)

Incoming Armada (thanks to Tom)

Damn the Torpedoes (has a nice ring to it)

It would be nice to link the title to the regular Incoming magazine, but I don't see this as an essential feature.

And the last question: how will it look and work? Well, lets just say that I have plans for this, and I am keeping them under my hat for the time. I will say that the entire publication will be in PDF format (although I will also keep an eye on file size for those downloading via a modem). I am determined to make the publication look as professional as possible.

And now, the real reason for this article! I would like some feedback on a couple of points:

Support – Are you interested in a Gothic internet publication? Would you read it regularly? Would you be able to support it occasionally with articles on anything Gothic? What sections and types of articles would you like to see? Would you like to be a sub-editor with a certain amount of time available every two months regularly (or can you provide graphics and professional, pretty pictures), and what section would you like to oversee?

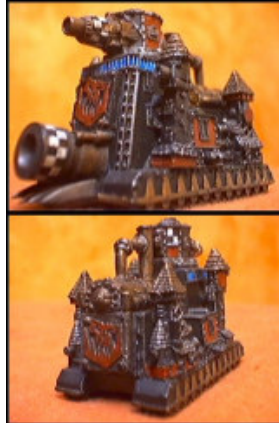
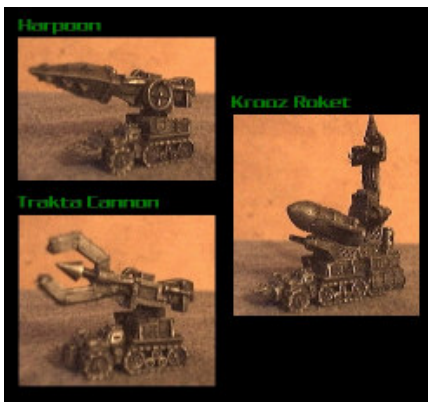
Title – Do you have any fantastic ideas for a title, or really love or hate one of the suggested titles?

Please, do drop me an email at: cybershadow@epic40k.co.uk with your views and opinions, or visit the EpiComms forums at www.epic40k.co.uk and tell me your opinions there. I would very much like to get an idea of how this will be received before it hits the world. And any comments or feedback in general would be gratefully received. I am not going to try to rush this, but I do aim to have the publication launched in the next couple of months.

Thanks, and keep your eyes peeled, Gothic is about to appear on the radar again.

Kroozza is back !!

Again we have more of kroozza's work Enjoy!



Tau Battleforce Part 3

Unfortunately I have been busy of late so my painting was limited. However I did manage to get a few units done :

Commander Farsight:

Scab red was the main colour over a chaos black undercoat. The highlights to the body were done similar to the battlesuits and was scab red mixed with skull white to make a lighter shade. The shield was chaos black with skull white and blood red, with shining gold for the points on the shield. Bolt gun metal was for the sword imperial purple for the decor on it and mythrill silver for the highlights.



Gun Drones:

These were standard colours as before for the main army scheme. Scab red for the edges with vomit brown for the main colour. Bleached bone was used as a highlight colour. Blood red was used for anything on the model that looked like a light ;)



Krootox:

The scheme was similar to the one within the Tau codex just without the mixing. I found Catachan green was perfect for the main body. Scorched brown was for the leather with snakebite leather for highlights. Scab red was used for scratches on the body and a light brush of bleached bone was used to highlight the details on the krootox and kroot itself. The quills had black with bleached bone strands on them. The main gun had bolt gun metal with mythril silver as the highlight .



Kroot Hounds:

I will need to get a better picture was these units, as this isn't as clear as I had expected. The main body was Graveyard earth and had the leather on their backs painted as scorched brown with snakebite leather to highlight parts. The main body was then highlighted with desert yellow, which is not so bright. The quills on their back had the same done to them as the kroot; black with bleached bone strands. The tongue is dark flesh, with the eyes skull white.



Here is a much clearer picture of the stealth team I had painted up which has a lot less highlights without the camera flash.



Incoming's own 'eavy metal showcase'
Gargants





