



# INCOMING!

ISSUE XIV



Incoming! A Nexus publication.

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# INCOMING!

Issue 24

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## Editorial

*by Douglas Woodcock  
and Warmaster Nice*

Welcome to another issue of Incoming.

I must confess that this time I don't have models to show you as I would have liked to. I would have taken a picture of my workbench but it's a mess and its too embarrassing. Suffice to say the next issue I will more than make up for it.

Christmas is just over with everyone feverishly buying Christmas presents. Not sure if everyone stocked up on their epic supplies but I did notice that more and more epic pieces are disappearing from the Forgeworld online website. So far its mainly terrain but I know that some other pieces like the Harridan have gone but hopefully not forever.

Still a bit of good news is that hopefully the Feral Orks will be around by the next issue of Incoming, plus a new company called Dark Realm Miniatures should be releasing miniatures of its own. While its very much in development, Dark Realm will hopefully have miniatures ready to purchase soon, for more on its figures you might want to check out [www.mercenarybrush.com](http://www.mercenarybrush.com) for the stuff that has been painted so far. Paul has been commissioned to do the whole range so he will have the latest pictures.

The DRM website is being developed and should be around pretty soon. Though not much is be-



ing said, I can say that DRM will not be giving too much away until the new year, there should be concept art, a gallery for the moment though the ordering and more detailed stuff wont appear until after Christmas. For DRM its been rather too quick and for now we will just have to be patient.

A belated Merry Christmas and happy New Year!!  
*Doug*

**M**erry Christmas and happy New Year everybody and welcome to issue 24 of Incoming (a bit late). Not much has happened on the miniatures front for Epic since the last issue. Forge World has released their Epic Eldar Nightwings and Chaos Hellblade Fighter but Specialist Games has been rather quiet lately.

In terms of rules and other written stuff it looks as though the Chaos Black Legion and the Lost and the Damned Cultist lists for E:A are just about finished. If things goes according to plan this means that we will see the Chaos supplement for E:A released along with a miniature line sometime in the autumn of 2006.

Specialist Games has also released a product catalogue which I've been told contain the product code for the re-released E40k Ruins spure. Great news for any Cityfight fan!

In this issue we also have the pleasure of presenting some sneak previews for NetEpic Gold. Members of the NetEpic Yahoo Group have probably already seen the WIP Core Rulebook and in this issue we can also show you the first sample pages from the Army Books.

...Oh by the way: Bommerz over da Sulphur River has also been put up as a pdf on the Specialist Games site. For those who don't know it is a simple game which uses the Imperial and Ork Fighter miniatures. A fun little game you can play



almost anywhere... Uhm,... which reminds me... Forge World has some BFG scale Fighta Bommerz... Hmmm... Maybe if someone did a travel version of Bommerz... Oh no, I feel another Forge World Order coming up.... Finally the cat's out of the bag and Doug has gone public with his Dark Realm Miniatures project. I must say that I'm greatly impressed with the quality of the stuff i've seen thus far - some of which can be seen in this issue.

The greens which are currently being made look very promising as well and I know that I for one can't wait to get my grubby little fingers on some when they are officially released.



Personally I've been trying to finish various odds and ends for my Epic Armies. I've mainly been focussing on the Imperial Guard where I've painted up one of my CI's and a Hellbore along with two companies worth of Infantry. Some of these can be seen in the "10 tips when you collect IG" article in this issue.

Another project which has been brewing in the back of my head for a while is a small Dark Angles army. The idea was to have a small force - about a single company worth - where every single marine has been converted in some way. I know others have been doing something similar but I haven't seen any updates to those projects in a while.

Another small thing I'm quite happy with involves a bit of dental surgery on a Forge World gargantuan Squiggoth. Since I have 3 of these great beasts I thought they could use some variation so on one of them I removed the lower jaw and replaced it with the metal jaw from some 40k scale \*Ardboyz.



It's an almost perfect fit and very simple to do.

Finally I've painted up another gargant for my Ork Waaagh! This is a heavily modified version of one of the rare early resin Great Gargants released for Adeptus Titanicus. I bought this model from Krooza who'd already done a lot of the wonderfull conversion work on it. I just finished it off with a few bitz and gave it a coat of paint. It is a bloody big lump of resin and the dynamic pose Krooza gave it makes it look very imposing: It towers well above most regular Great Gargants and even makes a Mega Gargant look a bit wimpy!

W/N



### Credits

#### Articles:

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'Eavy Metal: Imperial Guard Tanks

#### Editor:

Front Cover:

Layout:

Proofreadin' Glyph Know Wotz Guy

- Peter Ramos
- Warmaster Nice
- Vanvlak
- Stormseer / Warmaster Nice
- Warmaster Nice
- Douglas Woodcock
- Mojarn Pielt
- Douglas Woodcock
- Tom Webb, Dominic Bellman
- Warmaster Nice, Tuffskull, Stormseer, Jimbo (Image is Copyright ©2005 Felix's Gaming Pages, used with permission, all rights reserved. [www.ifelix.co.uk](http://www.ifelix.co.uk))
- Signius, Firestorm 40k
- Darkone26
- Warmaster Nice
- Warmaster Nice
- Stormseer

As always submissions should be sent to: [incoming@netepic.org](mailto:incoming@netepic.org)



# NetEpic Gold - A Sneak Preview

*By Peter Ramos*

*Things have been buzzing on the EpiCentre lately. NetEpic 5.0 has been released as the latest incarnation of the highly successful game system which started with Epic Space Marine in 1991. Now something else is in the works as well. We asked NetEpic Coordinator Peter Ramos if he could give us a few hints on what's up...*

Almost 9 years ago NetEpic was born. We have come a long way since the days of poorly edited and formatted word files and no internet download access.

In that time we have been privileged to receive help from talented fans that have given a much needed professional approach to NetEpic's layout. Word files became PDFs' and those have gotten treatment in color, diagrams and even pictures.

One thing was missing. Something all gamers like and often take for granted, a full-color professional looking rulebook. A rulebook not only with all the pertinent information, but a pleasure to look at and read.

Finally after all the years such a thing has been made possible. It's called NetEpic Gold and indeed it's golden! You can finally have a file that is worthy of printing as an actual book. The layout was expertly done, it's full of pictures in full color and there are even stories to entertain you. It's the full package, no longer you need to show your friends

some drab word processing text, but a book worthy of showing off!

Once completed NetEpic Gold is a massive tome (easily over 200 pages) which will include all the

5.0 rules and several things besides. I have gone over the drafts I have received and I've fallen in love with netepic all over again. Its like reading the epic books of old. It's a blast!





So as not to be mean and hog all this good stuff you'll get to see some excerpts in this issue of In-coming! I hope it is to our fans liking and of course feedback is greatly appreciated.

In case you were wondering, NetEpic Gold, as is our tradition, will be absolutely FREE! When it becomes available download it and enjoy!

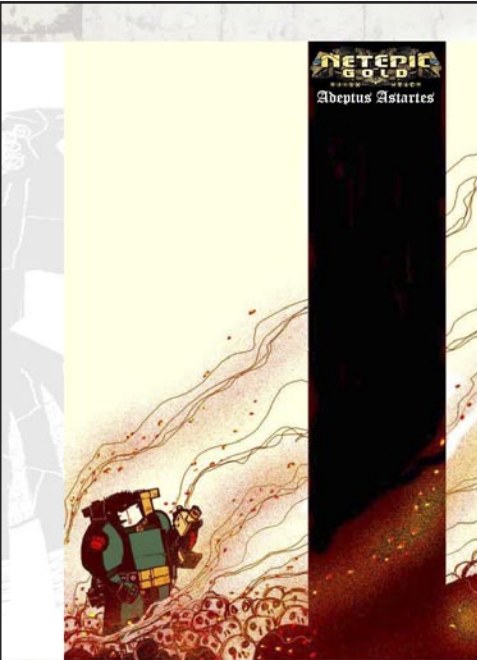
Thanks to those marvelous chaps who are making NetEpic Gold a reality. Three cheers for Christian and Ferran whom have done the layout and illustrations! Definitely a job well done!

Peter Ramos

NetEpic Coordinator

**Right:**  
The background of each army is explained in detail.

**Previous Page:**  
The Cover got a re-designed NetEpic Logo by Stephane Montabert. Also CGI images has been used extensively to capture that "Epic" feel.



### Background

The Adeptus Astartes is the official title of the warrior organization more commonly known as the Space Marines. It is the most powerful and most feared fighting arm in the Imperium. Ages past when the Imperium was first founded, the Emperor created twenty perfect humans called Primarchs, each of which was given a Legion of Space Marines. Together they conquered the galaxy.


Ten thousand years ago, nine Legions turned traitor and followed the Chaos-corrupted Primarch, Horus. This civil war nearly destroyed the Imperium and is known as the Horus Heresy. After their defeat the survivors fled to the Eye of Terror and became known as the Chaos Marines. Originally containing tens of thousands of Marines each, the surviving Legions were broken into smaller units to prevent such a concentration of force. This reorganization has been called the Second Founding and formed the basis for the Space Marine Chapters that exist today. In the ten thousand years since the Horus Heresy many other Chapters have been founded and there are currently perhaps a thousand Chapters in existence.

A Chapter is a self-sufficient military organization that recruits, maintains and fields a force of one thousand Space Marines. A new code of organization and operational methods called the Codex Astartes was drawn up by the Adeptus Terra. This sought to define standard organizations and uniform details as well as providing the ultimate reference work on strategy and tactics. While many Chapters faithfully follow to this ancient text, such as the Ultramarines, there are many that do not cling so closely to the Codex Astartes. However they have changed, they are all united in their devout, unswerving loyalty to the Emperor.


Many Marines are recruited from feral planets, where traditional warrior castes compete for the honor of being chosen as a "warrior of the gods." However, for true aggression and psychotic killer-instruct few recruits can match that shown by the murderous gangsters that roam the deepest levels of hive worlds. Some recruits come from the civilized areas of the Imperium – but not very many.

Young recruits are subjected to hundreds of hours of intensive training and indoctrination. Their bodies are toughened by electrostimulation, chemical therapy and implanted organs, and their minds are shaped by psychoactive chemicals and hypnotherapy. A special black carapace is merged with their natural flesh, which functions as both a permanent identity tag and a neural interface to the Marine power armor. Finally, the genetic material (genosede) of the Chapter's founder is implanted within the prospective Marine, intended to strengthen the Marine's body and increase spiritual resilience. Unfortunately, unstable genetic material and improper surgical procedures have taken their toll over the millennia. Many Chapters display genetic aberrations, such as the

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## THE COMBAT PHASE



### The Combat Phase

By this time all movement should be resolved, as well as reactions such as Snap Fire. In each of the three combat segments players alternate activating all units whose orders allow them to act, with the winner of initiative always acting first in each segment. The three segments are:

- 1) First Fire Segment:** Players resolve the ranged attacks for all detachments that are on First Fire Orders. These units have three options, with Skimmers gaining a fourth. You do not have to choose what the unit will do until it is activated.

Option	Description
Attack	The unit may make its normal ranged attacks.
Hold Fire	The unit is given an Advance Orders counter. It may not move, and will wait until the Advance Fire Segment to make its ranged attacks.
Pop-Up	A Skimmer that is on First Fire Orders may be activated and make a special attack. It will "pop-up" into the air (usually from behind cover) and fire at the enemy, then drop straight back down.
Snap Fire	The unit may fire at an enemy that has come into view due to the other player performing a Pop-Up attack. As in the Movement Phase, any number of units may Snap Fire at the same target. If the target survives it may continue moving.

- 2) Close Combat Segment:** Players alternate choosing and resolving a group of models that are involved in a Close Combat. The combat is resolved for all units involved in that fight, and then the other player picks which fight to resolve next.
- 3) Advance Fire Segment:** Players alternate activating the rest of their units. Their only option is to make their normal ranged attacks, as everything else has been resolved. Units that were not given orders may be activated to fire now. If a model was charged and fought in Close Combat, it may not fire (however if other models in the same detachment were not engaged, they may fire).

NETEPIC GOLD 30

**Left:**  
Ferran's colorful illustrations really brings the book to life.

**Right:**  
Color coded boxes for special rules and abilities makes it easier to spot when you need to find a particular rule.

### 4) Calculate Victory Points.

Titans are worth one VP per 100 points they cost, rounded up.

**Example:** An Imperial Warlord titan is armed with a Volcano Cannon, Vortex Missile, Gatling Blaster and a Chain Fist. The cost is 500 (hull) + 100 (Volcano Cannon) + 150 (Vortex Missile) + 60 (Gatling Blaster) + 25 (Chain Fist) = 835, rounded to the nearest 50 becomes 850. This Warlord costs 850 points to field and is worth 9 Victory Points to the enemy if destroyed.

**Optional Rule: Titan Battle Groups**

Titan Battle Groups (also called Bio-titan Broods or Big Mobz) are a Company Card consisting of 3 titan hulls. When forming a Battle Group round up the purchase values for each individual Titan then add those for the total Battle Group cost. Titans in a Battle Group have a 25 cm unit coherency.

Big Mobz are battle groups where you can have both Great Gargants and Slasha Gargants. The largest becomes the Boss Gargant and automatically receives a full complement of power fields. All Gargants in the Big Mobz must be within 25 cm from the Boss Gargant to receive orders. If the Bigz Gargant is destroyed the player may designate another one in the End Phase.

**Example:** A Warlord Battle Group consisting of three of the above-mentioned Warlords costs 2550 points and each titan is worth 9 VPs.

### Shields




Titans and Praetorians possess more than mere armor, and are protected by various types of shields. Imperial titans, praetorians and their Chaos counterparts use Void Shields. Ork Gargants use Power Fields that are slightly less reliable, while Eldar Titans use a protective system known as a Holo-field.

**Void Shields:** These absorb all incoming hits until knocked down. Weapons must have a TSM of at least -1 in order to knock down shields. Downed shields may be repaired on a 4+ in the End Phase, rolling once for each shield. Void Shields provide a 4+ Psychic Save.


**Power Fields:** These Ork-built shields may flicker out of existence when needed. Roll a D6 for each shot that hits, and on a 6 the Gargant is hit instead of the shield. Check to see if the shield flickers before ignoring shots without at least a -1 TSM. Power Fields may not be repaired during battle, and provide a 4+ Psychic Save.

**Holo-fields:** These shields disrupt targeting systems and distort the image of the titan. The effectiveness of the shield depends on the speed the titan is moving. The shields provide a Fixed Save according to the table below. This save does not apply to weapons that use any kind of template, bery barrage template that is placed to cover the titan will always scatter regardless of whether the barrage is direct or not. Holo-fields provide a 4+ Psychic Save against powers that require a line of sight.

Titan is on...	Fixed Save
First Fire Orders	4+
Advance Orders	3+
Charge Orders	2+



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## The Ork Army

There is no Standard / Codex differentiation for Orks, as no group of Orks has the organization required to qualify as a Codex Army. Orks appear throughout the galaxy and are willing to fight in any sort of battle, at any time, against anyone, no matter what the odds. Orks may be taken as an ally to another Standard Army, or you can take them as your main force and put up to 50% of your points into any one other Standard List. Either way, army construction follows the same rules and has the same requirements.

Standard Army	At least 50% of your points into...	Up to 50% into...
Orks	Standard Ork List	Any one Standard List

Orks love to fight, and will cheerfully fight each other if they aren't pointed in another direction. It takes a strong leader to tell Orks what to do and the few that manage to survive the process are known as Warbosses. Rarely a Warboss rises to lead half a dozen clans and becomes known as a Warlord. The presence of these leaders allows an army to consist of more and more clans without disintegrating into a chaotic free-for-all.

In order for an Ork army to consist of more than two clans (different ones or all the same), you must include one of these strong leaders. These required leaders do not take up a Special Card slot. You may buy additional Warbosses or have a Warlord in a smaller army, but in that case they do take up Special Card slots.

Number of Clans you want	Leader you must buy...
1-2	Nothing special
2-4	Warboss or a Gargant
5-6	Warlord or a Gargant
7+	Gargant



### Special Rule: Gargants

You may only purchase Gargant Big Mobz, Mega-Gargants and Mobz Gargants if at least 50% of your army is Orks. These units are akin to religious icons and attract huge followings whether they're wanted or not.

### Definition: Mobz

The Ork term for a detachment is the Mob. Anywhere in this book you see "Mob", think "detachment" – they're the same thing. The term Mob is used because the Victory Points and Break Points of Ork units vary with size, while the term detachment implies a more constant and organized structure. And if there's one thing that Orks aren't, it's constant.

### Optional Rule: Ork Hordes

Unlike other armies that are limited to 5 Support Cards per Company, Ork Clans have the option of purchasing an additional 5 Support Cards above and beyond the normal limit (10 in all). These additional Support Cards may only be Extra Boyz, allowing large hordes of greenskins in a single clan.

## Special Rules

### Army Construction & Mobz

In most armies, Support Cards form their own detachments that are separate from other units in the army. Orks form Mobz and they just get bigger. Adding Support Cards changes both the Break Point and the Victory Points of a Mob, which must be calculated before the game.

All Ork units of a given type (Nobz, Boyz, Boarboys, etc.) from a Clan Card will form their own Mob. When support is added to a company it will add to existing Mobz of the same type.

**Example:** The Bad Moon Clan card provides a Mob of 15 Boyz and a Mob of 4 Nobz. If an 'Extra Boyz' Support Card is added (4 more Boyz), instead of forming an independent detachment the Boyz are added to the existing Boyz Mob. The Boyz Mob is then made up of 19 Boyz, and the Clan has a new Break Point of 12 (10 base plus 2 from the Extra Boyz card). All 19 Boyz will be activated as a single unit for movement and shooting.

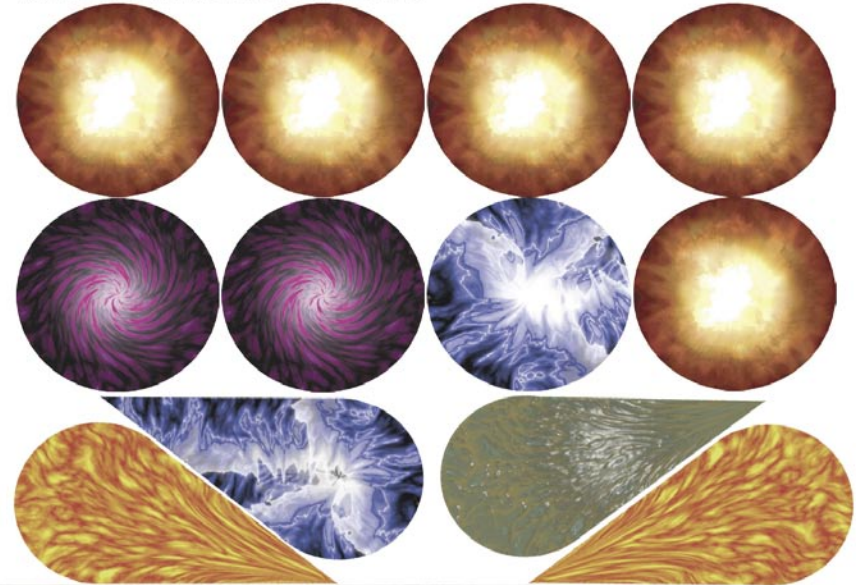
If there is no existing Mob of the new unit type, the new units form a new Mob and more units of the same type will be added to the now-existing Mob. All Mobz are treated as single detachments, i.e. they must observe coherency, are activated, make all break and morale tests as a group, and must observe the normal coherency rules.

**Example:** The Bad Moon Clan above adds two 'Battlewagons' Support Cards (3 Battlewagons each). The first card creates a new Mob consisting of

**Left:**  
Each Army Book will be styled to capture the feel of that particular race.

**Right:**  
NetEpic Gold will also feature a set of colorful ready to print blast templates.

## Appendix D: Example Blast Templates etc.



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## HELLBORE TEMPLATE

Move	CAF	Repair	Notes
15 cm	+12	4+	Praetorian, Tunneler/Transport one infantry Company-level Army Card. Tunnelers When it surfaces the surrounding area is turned to slag. To represent this, center the 12 cm template on the surface point. All units under the template are hit on a 3+ at -1 TSM. Those that survive are placed at the edge of the template. Transported units may leave the turn the Hellbore surfaces.

Weapon	Hull	Bridge	Weapon	Digger
Engine	Engine	Reactor	Hull	Hull
Engine	Engine	Hull	Hull	Digger
Engine	Engine	Hull	Hull	Digger

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Multi-Launchers	50 cm	6 BP	4+	-1	360° arc of fire, fires twice
Point Defense	15 cm	8	6+	0	



**Note:** Shots fired from directly behind will hit the Engine (4+), while shots from directly in front will hit the Digger (1+). Roll scatter normally, and any scatter indicates a miss.

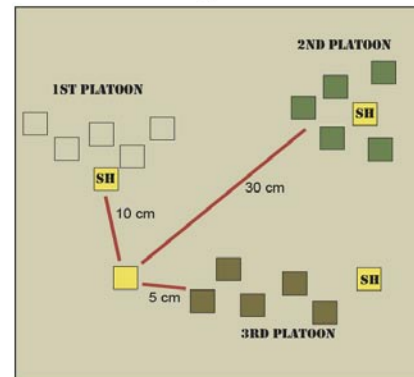
Bridge		Reactor	
1-2	Damaged. CAF halved and Command ability lost.	1-3	Damaged.
3	Damaged. CAF halved.	3-4	Crippled.
4	Crippled. CAF halved and Command ability lost.	5-6	Reactor explodes!
5-6	Bridge destroyed. Crew abandon vehicle.		
Engine		Hull	
1-2	Damaged. Half speed.	1-5	Add +1 to future damage rolls on the hull.
3-4	Damaged and Crippled. No movement until repaired and only half speed even then.	6	Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.
5-6	Destroyed. No movement. Roll for damage to the reactor.		
Weapon		Digger	
1-2	Damaged.	1-2	Damaged. Speed halved and cannot enter difficult terrain.
3-5	Destroyed.	3-4	Damaged as above and if vehicle moves, roll a D6, track destroyed on a 5+ as result 6 (below).
6	Weapon destroyed and roll for damage on the hull.	5	Destroyed. No movement.
		6	Destroyed as above and roll damage to the hull.

**Left:**  
Praetorians and Titans of course have their own hit templates.

**Right:**  
Simple color diagrams help explain the rules.

## Example of the Chain of Command

The First Platoon may be given orders as normal. The Second Platoon may not be given orders as the SHQ is farther than 25 cm from the CHQ and no stand is within 6 cm of the CHQ. The Third Platoon may be given orders even though the SHQ is beyond 25 cm, as the CHQ is within coherency (6 cm) of the detachment and may give the orders directly without having to relay through the SHQ.



## PLANETARY DEFENSE FORCES

**Move Terrain**  
The PDF player may choose to arrange the terrain to his liking to make it more defensive (thus simulating the extra time the PDF has to entrench itself). Try to be reasonable about this, i.e. hills and lakes may be moved a little or rotated slightly, forests may be removed and so on - this isn't Mohammed moving mountains. If he chooses to move any terrain he must also set up all of his units first (except units with Infiltration), since by entrenching himself he loses the advantage of maneuver. Place objectives after the terrain has been adjusted.

### Free Fortifications

For every Company Card purchased the player receives one free card of either Barricades or Trenches. These may be placed anywhere on the battlefield outside of the enemy's deployment zone.

### Setup

Once all fortifications have been placed and before other units are put on the battlefield, the PDF player may place one detachment into each of his fortifications, even ones outside his normal deployment zone. Detachments belonging to an ally army may not be chosen - only units from the PDF army list.

**Note:** Yes, this gives the PDF player a huge advantage in Victory Points on the first turn. This is not as powerful as it may seem, as the enemy player need only move a single stand to within 15 cm of the objective to contest it - he doesn't even need to engage the PDF troops. It also turns any battle against PDF forces into a race against time, as the attacker attempts to overwhelm the isolated PDF forces and capture their objectives before the main army can arrive. That sounds like the PDF, all right.



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# Painting Rivers

*By Warmaster Nice*

Of all the common types of terrain people use I think rivers must be the one which is most difficult to get right. Over the years I've experimented with many different methods of painting and building river systems. Obviously the most realistic results are achieved using modular terrain boards as it allows you to have a river which cuts itself into the landscape.

Though I think these look great I've still opted for the slightly more flexible solution of river sections placed on top of the board.

I won't go into too much detail about how to build your rivers sections as such since there are so many possibilities. Instead this article will focus on what I think is the most tricky part: How to make a painted piece of MDF board look like water.

## Tools for the job:

First of all you need a clean piece of MDF board. Make sure it is completely smooth. If there are any lumps or deep scratches these will show through on the finished piece.

I usually sand the sides of my river to fit my gaming boards. Alternatively you could use flock or similar. Remember that if you're using flock it is probably better to wait with the flocking until after you've varnished your river section.

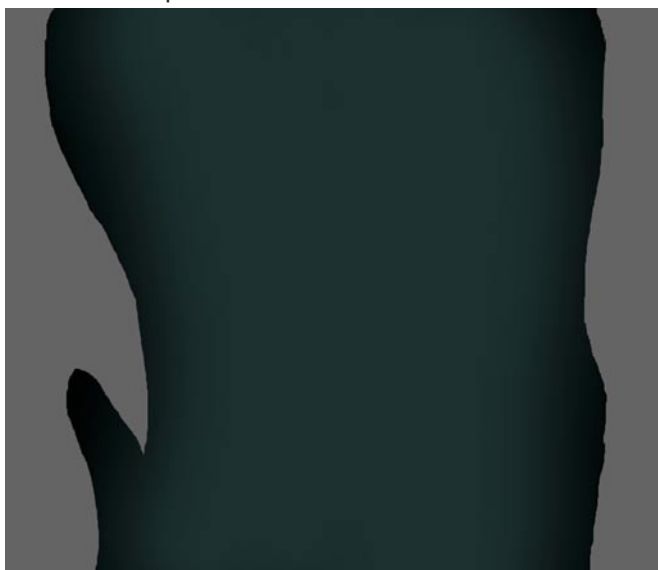
Varnish: You'll need a nice thick high gloss varnish. You can use the stuff for floors but remember that this stuff is pretty nasty so you should use it in a properly ventilated area.

Finally I've found that the best results for painting a river is achieved using an airbrush. You can achieve the same effect using careful blending but if you have access to an airbrush then that is so much easier, faster and ultimately better looking I think.



## Preparations:

If you're using sand on the sides start off by applying that. Vary the river side a bit with some smooth curves. Try to imagine the flow of the river and how that would affect the shapes of the banks.



## The painting bit

Once done you give the river a basecoat of black. The next step is to paint the deep part of the water. First

of all you need to decide a color for the river. I've done various types of water over time but the nicest looking IMO is still the dark green/blueish river.

Let me start off by saying that no rivers are actually blue so don't dig out your Ultramarine paint for this!

I start out with a mix of roughly 30% Chaos Black, 60% Regal Blue and 10% Snakebite Leather. It produces a very dark murky colour which has a slightly blue tone to it but also looks a bit greenish.



Next up you add some more Snakebite Leather to the mix. This produces a very dark green/brownish colour which looks a bit like Catachan Green.

Apply this colour in two broad bands on the sides of the river. Make sure your airbrush dissolves the colour widely to produce a smooth blend.

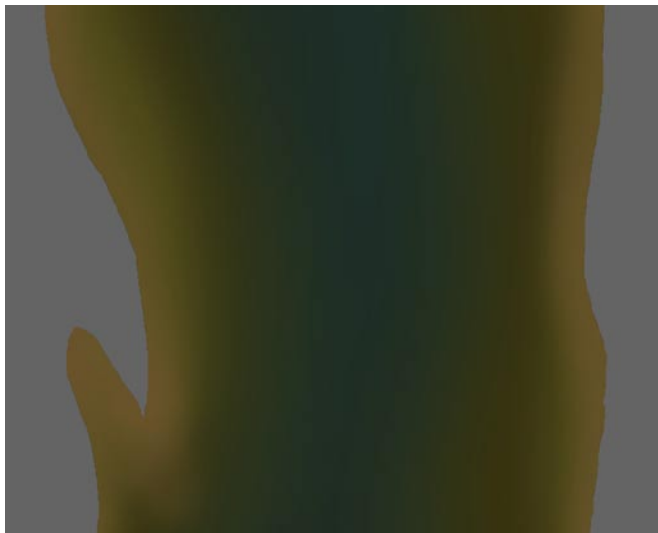
You might as well paint up on the sanded sides of the river to slowly build up the colour there as well.

Continue to add more Snakebite Leather to the mix. The effect you're trying to achieve is that of the river

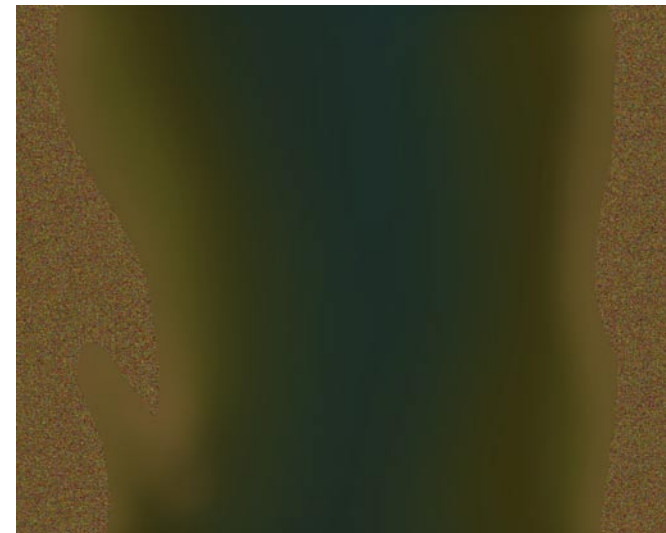




bottom slowly emerging as the water gets more shallow. What you are doing is actually an optical illusion. The colors you are using are greens but because of the blueish background it will look as though there's a brown gradient towards the shore.



The final touch is to use a bit of the color you paint your river banks in. In my case I used Graveyard Earth (alright, the colour I chose in the illustration doesn't look very much like that but still you get the general idea) Paint your sanded river banks as well at this point.



airbrush without any paint for this. It is a bit tricky but the result can make your river seem more alive. Another thing to consider is that there's a lot of blending of colours going on so it's probably better to build most of your river system first and then paint everything in one go. Matching colours afterwards can be a real pain.



Finally you're ready to varnish your water. Like I said you should use a fairly thick high gloss varnish. I find the best result is achieved with 3-4 coats. Don't pour too much varnish on at a time and allow each layer to dry completely before applying the next. Also it is important that you place the river sections to dry somewhere where there's not too much dust which can settle on the wet varnish. You can try to make ripples and small waves by applying a slightly thick coat of varnish, allow it to set a bit and then gently blow on the surface. you can use your

Well these were the basics for painting a river. Of course you can choose different colors but the basic principles remain the same: Dark base and mix with the colours of the banks towards the sides. I think the airbrush is a particularly usefull tool when doing water since it is so fast and easy to use. However if you don't have access to one I think it is important to stress that you can get the same effect using regular brushes. Buying an airbrush just for the sake of painting rivers might be a bit overkill ;-)

Next you start to add a drop of Bubonic brown to the mix. Your colour will look a bit like Camo Green. At this point you can narrow the muzzle of your airbrush and make more detailed shapes to represent variations in the topography of the river bed.



# The War Of The Weirds

*By Vanvlak*

Historical modelers have all my respect and admiration. The painstaking research required to reproduce camouflage schemes, bright red coats, brass buttons, weapon details, rigging and markings is something which I regretfully do not have time for, and a slapdash compromise based on the model box lid picture is not enough for my finicky tastes. My state-of-modeling benefited Games Workshop and friends, as I retreated to the murkily colourful fantasy and science fiction end of the modeling pool. Sci-fi and fantasy stuff never existed, and I can happily apply the colour schemes of my choice without any qualms (and, I regret, little respect to fluff at times). I admit Lord of the Rings Models leave me perplexed though: Tolkien's masterpiece has to be referred to before I am content...

The general lack of preoccupation with colour schemes has left me free to explore greater changes to the constitution of the models I make, and – eventually – to probe creation and generate a small (but growing) collection of weird and dysfunctional conversions.

Engineers love to categorize things and create laws (even more than lawyers, I dare say). In such a mood, Vanvlak's proposed conversion taxonomy has defined four categories of conversions:

**A. near-scratchbuilt** – this involves severe modification, lots of plasticard, and excellent sculpting and modeling skills, and is just a hair's

breadth away from scratchbuilding.

**B. heavy conversion** – in which case the conversion is based on one major component, or an assembly of a few components – e.g. a chassis – with the resulting model looking quite different from this basis

**C. detail conversion** – in which case the aim is to replace a particular aspect of a model – for example, building a Vanquisher turret for a standard Leman Russ, or an unavailable weapon for a Warlord Titan.

**D. opportunistic** – this can, strictly speaking, be considered a subset of both (B) and (C), but as it is based on a particular set of laws, which I shall outline below, I prefer to classify this separately. A characteristic example is the replacement of a model tanks turret with one off a different vehicle. It's a bit like the way an Orky mek works....

Being a lazy so-and-so – and that, in a nutshell, qualifies the laws governing the science and philosophy of opportunism - category D are my speciality. I'm absolutely no good at category A, but excellent examples of this type can be found in the inspiring work of an outstanding group of modelers who frequent Epicomms. I'd like to try to illustrate categories B, C and D with examples, but the more I've tried to classify my conversions, the more I've realised they all fall in the opportunistic category D. So I'll just have to take a look at a few of these. But first:

## The Laws of Opportunistic Conversion (ROCo for acronymists)

The easiest way to explain ROCo is to lay it out in point form. Here's your set of immutable guidelines to the art of opportunism:

- o **LAW 1 – KNOW THE MACHINE**  
– catchy, but unclear: with more clarity and clumsiness I would advise you to know what parts are available for your conversions. Make it a habit to scabble through bits boxes regularly. Bits boxes being scrabbled make a fine noise.
- o **LAW 2 - OPPORTUNISM IS THE KEY TO CONVERSION**  
– be on the lookout for ways of fitting things together – or for opportunities to make something new by finding the right bit for it.
- o **LAW 3 – IMAGINATION BEGETS OPPORTUNISM**  
– think outside the box (but not the bits box), browse through artwork or military books or websites or whatever grabs you, and inspire yourself.
- o **LAW 4 – MAKE THE CONNECTION**  
– the bits may not fit well together, but bang them long enough.... filing, drilling, cutting and filling also help



o **LAW 5 – GREENSTUFF AND PAINT MAKE THE DAEMON A SAINT**

– useful if you're into converting greater daemons into Imperial heroes, but also when your hopeless collection of bits glued together looks particularly pathetic – a cosmetic touch works wonders, and an undercoat may bring all the bits together to make a single object.

o **LAW 6 – STYLE AND SCALE MAKE AND BREAK**

– bits which are obviously out of scale components glued in a 'counts as' manner can break a model – for example, a 28mm scale boltgun can only be used as a 6mm scale cannon if it cannot be clearly identified as a bolter, by removing a gunsight or a bolt shell magazine. And stick to the style of the race you are building for – spikes with impaled skulls and Tau don't mix very well, unless the skulls belong to the Tau and the spikes to a Chaos Defiler. The exceptions are use of Imperial vehicles and stuff by Chaos and Orks, who need all the material they can lay their paws, claws and tentacles on.

o **LAW 7 – TOO LITTLE AND TOO MUCH ALWAYS WORK BETTER**

- this is my favourite – an opportunistic conversion works best if it's subtle, such as the replacement of a minor weapon, or if it's over the top like – well, you'll see... For some reason, the middle way does not work as well.

o **LAW OF ECONOMY – SAVE ALL THE BITS YOU DON'T USE**

, even if they appear to be hopelessly mangled – you can always use those as a pile of rubble

o **LAW OF PROCRASTINATION – MODELS HAVE TO BE USED SOME DAY**

– when you collect more than one army, you are often tempted NOT to use stuff from one army for another, as it might come in more useful for its appropriate race some day. Will I give that Baneblade to the Orks, or will I need another Superheavy Tank Co. for the Guard ten years on? Remember that some day you'll have to use it, or it'll go to waste! Try to plan – and decide.

o **LAW OF CONSERVATION – IF IT'S RARE OR UNIQUE, DON'T MESS ABOUT**

– for heavens' sake, a Psy Titan should not be chopped up! And if you have just one Deathstrike, and collect Imperial Guard, don't use that missile for your new Great Gargant – you can easily get missiles from somewhere else.

o **LAW OF LAWS – IF IT'S NOT FUN, DON'T DO IT**

Following these simple laws and living a clean life will lead you on to create inspiring and inspirational designs which fellow modelers will heap praise on, or equally likely compare them to a kitchen sink.

**And now for the interesting bits.**

An opportunistic Category (B)-type heavy conversions

The three examples I'll present here show three entirely different opportunities. The first is a Titan. The big beasties are a walking (sic) occasion for indulging in opportunism. My Large Light Titan (fig.1) is based on a plastic Beetleback Warlord – sans beetleback. It's a heavy conversion, because I am creating a new Titan class. It's opportu-



nistic, because it's based on the body (+ feet and head) of a standard Beetleback. See, there's a sort of logic...

Anyway – it's a simple conversion, because all I did was eliminate the carapace and fix the arm position weapons to a small assembly made mainly of plastic sprue. Emphasising the non-close combat approach, I used no cc weapons, and fixed a third defensive gun facing backwards – to be used as the Titan, lightened by the loss of armour, more or less dashes away from the erstwhile targets of its main guns. Hopefully. The gist of opportunism in this case was that no severe modification of components or sculpting or machining were required. One might argue against wasting a Beetleback this way. Luckily, I have twelve of them, which makes the 'loss' acceptable. I also have a carapace for use as scenery, or for some other conversion. It IS a distinctive component, which I wouldn't use on

(e.g.) a Phantom Titan. But wouldn't a Mekboy find a way of using such a massive piece of desirable armoured junk?



Sometimes a large model component screams out for modification; sometimes you need an out of production model which is unavailable, unless you've wormed your way into the will of an elderly old-school Epic collector. And on happy occasions, opportunity strikes and you find yourself with a model which can be converted to the object of your dreams. Such a case is the Capitolis Imperialis – a massive vehicle beloved by most Epic players and only very rarely available for trade or sale. The Large Light Titan used an Epic model as its basis, and is a creation of my own. The Capitolis is part of the official fluff, and once existed in its own right as a model. There are practically no Epic models in production which can be used as a CI (although others might disagree with me): I therefore turned to a different source – a Warhammer 40K model. A Rhino, in this case – although a Chimera would have worked as well. This has not been completed yet, and this is mainly because I'm trying to restrict

myself to create an easily-reproducible model, using only available bits and stock plastic sections and card. The trick here is to stop the Rhino from looking like a Rhino on Epic-scale steroids, and start looking like a CI. I'm not trying to reproduce the original CI model, but the Rhiney look has to go, or the conversion will just not work.



My third example is based on something from beyond the 40K universe – a KV-2 WWII tank chassis is the basis of my Administratio Tributus, a mobile Imperial tithe-gathering department. (fig. 3) The idea was to build a mobile fortress for assisting Imperial forces, and this stemmed from a desire to use the old Epic plastic ruins for a vehicle. A pair of buildings were hastily assembled, and the KV-II chassis from an old kit found to be eminently usable. Add weapons galore, some rubble, and a few Marines and flags, and hey presto: a totally new vehicle. The ruins add scale to the model; the marines help out, and support the Imperial style.

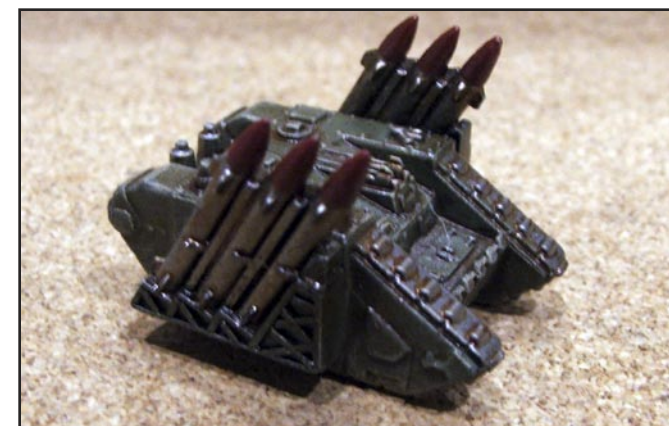
So – three major conversions, based on three different 'hulks' (or core components) –one from

Epic, one from 40K but having a different scale, and one from historical scale modeling. Opportunism has few barriers.



An opportunistic Category (C)-type detail conversion

The examples here are meant to show that you can do interesting things with minor conversions too. Both are new weapons systems for otherwise standard vehicles. The first is a simple one – the Land Waster, a missile-armed Land Raider variant. (fig.4) No-one in their right mind (this says a lot about me) would use Squat Cyclops missile racks in a conversion. Trouble is I dislike the excessive





load of weapons on Squat vehicles. My version of the Cyclops has lost most of its weapons (bar the all important Cyclops cannon), and gained a pair of discrete plastic turrets off Ork 'skull-headed' plastic battlewagons and an even more discrete paint job. Opportunism, in moderate amounts. I will not say anything of the now-turretless battlewagons, as this cycle would involve at least eighty-nine models, so I'll return to the Land Waster. The opportunism aspect here is simple enough: lose the Las-cannon, add a pair of missile racks. Nothing messy or complicated – just – different. A word of warning – it's also thinking outside the rules, unless you adopt house rules for the beastie or use the inevitable 'counts as'. This has never quite managed to stop a determined converter.



My recently-completed Bad Moonz Great Gargant (fig. 5) has a similarly simple conversion, with a different approach. The Gargant missile could have been taken off a Deathstrike – but alas, I possess but a single model of this type. And I love the old DS too much not to assemble it as god – or its designer – intended. The solution was to use bits which are common as much – parts of an old 1/72 scale aircraft missile, a plastic shield for a launch platform, and a pair of square plastic sections



for the look of it. The simplicity of the conversion helped in this case, as I was fighting a deadline. All it takes is some ability at seeing bits fit in place.



Pure Category (D) – the opportunistic conversion. This lot are different. These are the messier conversions. They're also far more fun. Deffsta (fig. 6) started off as a MegaGargant – a model which has too many bits sticking out for my taste (although I love my first, old Mega G, Grok's Gargant, to bits

– no, not that sort of bits). This one had to fit in with the rules too, so I opted to build it as a Great Gargant with a full complement of big gunz. Really big gunz. Inspiration fired this conversion – I have this image of massive battleships absolutely loaded with impossible amounts of huge cannon floating in the recesses of my mind. It came from one of the ancient (and better) Popeye cartoons. And this was how I pictured my new Gargant. I removed the turrets and the arm-mounted weapons (more conversion fodder – yum!) and added simple cylindrical plastic sections as guns – although the top weapon came from a 40K Defiler extra. The name provided a bonus: thinking of massive firepower, the Death Star came to mind. Hence Deffsta – and another opportunity. The Death Star in the 3rd – er – 6th Star Wars film is in a state of construction. Why not do the same to Deffsta? Add bits of T-bar and I-beam section from an old Esci 1/76 scale military accessories sprue, and the Garg is under construction. The grab cam in handy as a construction tool still fixed to the rear of Deffsta – more opportunism! Would Deffsta fit into category B or C? Or both? Possibly – but this conversion was so utterly unplanned that it merited a D-scale – the others in this section fit in similarly.

Pius Ferox (fig. 7) is another of my long-suffering Beetlebacks. He's retained his carapace at least, but has lost most of his weapons. A pair of bomb launchers from the ancient Drop Pods blister adorn his beetled back, but he is otherwise unarmed. Although an impact from that massive 40K scale Dozer blade from an Imperial vehicles accessory sprue would hurt, I'm sure. I set out to make a weirdo conversion based on Engineering vehicles of WWII, and the first thing which came to mind was this great big blade used for demolitions. BIG ones. Again unplanned, and again decidedly





weird, this is not quite a change of weapon, and it's another case of opportunism creating the model, rather than a planned conversion being achieved by a sense of opportunity.



The Defiler (fig. 8) is my best example of this philosophy. I'd bought a few half-price Chainmail models (there, see, economic opportunity as well!), and noticed that the Abysmal Maw, a weird all-mouth beastie, came in two halves. I don't now what happened next, but I was scrabbling about this bits box for old plastic gears from a discarded printer (computers, especially scrapped ones, ARE useful – see fig. 9 for an unlikely stash). The two halves prompted me to put some mechanical bits

in the middle – add a few guns (note the ex-twin-lascannon turret saved from the Land Waster conversion), and hey presto – it's a Defiler! Badly possessed, I dare say...



### The Way of the Weird

A word of warning – sensitive people who are easily unhinged should read no further. The projects mentioned here are bad cases. The former originated from a typo in an army list on Epicomms. The Italians say 'Da cosa nasce cosa' (from one thing another is born), and they're 110% correct. Neal Hunt's Blood Axe Ork list included several Imperial vehicles, one of which was the Vindicator. This was erroneously listed (due to a missing space) with anti-aircraft weapons. Someone gently



pointed this out, wondering exactly HOW a Vindy could be used in such a role. And that triggered off musings on Vindicators used as ammunition, launched into the sky by Lifta –Droppas

or catapults; strapped onto Gargant arms pointing skywards; or – well – fig. 10. In this case, the Vindicator was actually untouched, except for the rearwards addition of a dozer blade from a Hellhound (I couldn't hurt the box Vindy too badly – it's my favourite Epic model ever – well, perhaps along with the old Warhounds). Add a Landraider with a ramp fitted just so, a few mechanical bits, er, bitz from a plastic Battlewagon sprue, and hew presto – the Vindy is an AA gun. A bit off a 40K Chaos searchlight provides a massive Epic searchlight stuck to the side of the Landraider. I chose to annex it to the Blood Axes, as I can't see techpriests permitting Vindies to be control-crashed against a Land Raider and driven up a ramp... It's not Orky in appearance, but it is of Orky school in concept; and Blood Axes are a strange bunch of Boyz, anyway...



The zenith/nadir of my theories is probably my new-look Silver Tower of Tzeentch. (fig.11) One of the most unpopular models ever, it has also been graced by the title of 'Tzeentch Hula Dancer'; it's not hard to see why. I again used 40K bits – this time the body and head of Thousand Sons space marine – as a statue, with a turret and a gun at-

tached, and sand built around the floating base. The latter is a ring of palm-like leaves from the 40K plastic jungle plants sprue set. I'll admit it does look a bit like a grass skirt... still – a new concept, simple, and I'm daft enough to like it. A better use of the jungle plants was the Hive node for my Epic Tyranids – one round base, one plastic tree base, one of those small connecting rings from the same sprue, and voila: instant bugbrain. (fig. 12) This conversion can be completed in around 10 minutes. And that's the best thing about these conver-

sions – most are extremely simple, requiring little filling and fiddling.

What's in store? I don't know, and can't know, as this would defy the creed of opportunism! What I DO know is that it will be fun. And that those modified Warlords will increase and multiply. And the Hula Dancer will be joined by more.... I hope this insight into a cranks way of modeling is of some use, and that it will inspire further weirdness. Until next time – aloha!



## WANTED! -INCOMING! NEEDS YOU!

**Incoming!** is an E-zine by the fans, for the fans. This means that we need contributors to help us fill these pages with nice and original stuff.

If you have thought up a nice paint scheme for your army, made a cool conversion or written up a piece of fluff you'd like to share with the rest of the Epic community then send it in! We want everything you can think

of: Battlereports, house rules, army lists. You name it. This magazine is here to provide a forum for you to share your ideas with other Epic gamers across the world.

Pic up your camera, snap a few pics, get typing and send us your stuff. You will of course be fully credited for your work.

Submissions should be sent to [incoming@netepic.org](mailto:incoming@netepic.org).





# 10 Quick Tips when you collect Epic Imperial Guard

By Stormseer and Warmaster Nice

*The 10 quick tips series of articles never really took off like we'd hoped. In fact we never got a single submission with tips and ideas for modelling various Epic armies. However since we refuse to take a hint here's another "10 quick tips";-). This month we focus on the Imperial Guard and hope to give you Commisars and Colonels out there a few modelling and painting ideas.*

## Sandbags

Both vehicles and themed terrain looks great if you add a few sandbags. These are fairly easy to make using greenstuff.

First you roll a sausage 1-2 mm in diameter and place it where you want the sandbags. Then cut the sausage in slices to the size you want your bags.

You'll now have a series of small squares which look like tiny cushions. To simulate weight you can press the middle of the bag with a rounded object such as the end of a brush or pencil.

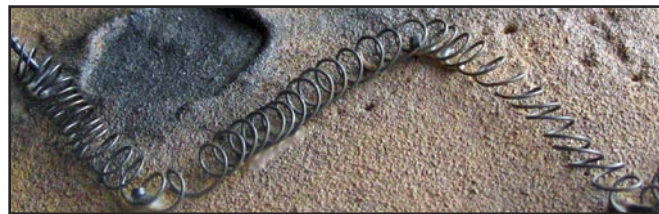
To make higher sand bag walls you leave each layer to dry completely before applying the next and simply repeat the process untill you've reached the right height. Paint the bags whatever colour you prefer. I usually start with a black undercoat followed by a coat of Graveyard Earth. I then mix Command Khaki into the color and tip of the highlights with a mix of Khaki and Skull White.



## Barbed wire

This can be done in several ways. The method used by the GW studio is using car body mesh. I've never been able to obtain this material but to be honest I've always found the barbs it produces to be a bit oversized for Epic scale. Instead I simply use common steel wire. Wrap the wire around a round stick. Exactly what you use depends a bit on your own taste. I think a cocktail stick is more to scale but using something bigger like a pencil is definitely easier.

Then simply remove the wire and stretch it, apply it to your model and paint in appropriate colours



## Dust/mud

Dust and mud looks great around the track guards on most armoured vehicles (and the feet and legs of titans as well).

This is done fairly easily using drybrushing.

The best result is done in two steps.

Step 1: Adding mud. Leave your drybrush fairly "wet" and splash Graveyard Earth onto the tracks. Don't overdo it and try not to get paint into any recesses.

Step 2: Dust. Use bleached bone on a fairly dry drybrush and dust the highlights over the model.

## Painting tracks

These can again be done in many different ways. Exactly how the tracks look may depend a lot on what type of terrain the vehicle is deployed in.

In very wet and muddy conditions the tracks will be very brown. Probably from rust or mud sticking to them. paint a suitable brown colour directly over a black basecoat for this type of tracks.

In deserts the tracks will probably be very metallic looking since the rough sand and dry conditions will remove most tendencies to rust.

Drybrush Mithril Silver (perhaps with a spot of black) over a black undercoat for this type of tracks. Some deserts will produce a lot of dust as well so you can dry-brush some bleached bone on top of the silver if you like. In most conditions the tracks will be somewhere in between. The colours I most commonly use is chain-mail washed with a mix of Chaos Black and Snakebite Leather. This produces a very dark slightly brownish track which I think looks good on most models.





## Camouflage nets

Like sandbags camouflage nets add an extra touch to many models.

For rolled up nets you can sculpt something from Green Stuff or used small rolled up packages of toilet tissue. Spread out camouflage nets require a bit more work. One option is to use Green Stuff again. Place a thin layer of green stuff where you want the net. Then drag short strokes down the side of the model starting from the middle of the net. This is roughly the same way some people sculpt fur on larger scale models. This does however look a bit flat.

Alternatively you can use the foam which comes in blister packs. Cut a very thin slice using a sharp razor blade and soak it in PVA glue. Place it on the model and leave it to dry. Then you can undercoat it black and drybrush it in an appropriate colour. This is quite tricky but the finished result looks awesome!



## Camo Schemes : Various techniques

There's a number of ways to paint camo. Different techniques produce different results.

### Monochrome schemes.

These are colours which consist of a single colour like the army green used by the US during WW2 or the desert yellows used in modern day desert warfare.

Army green is best done over a black basecoat. Start with a heavy drybrush of Catachan Green and gradually mix it with camo green. You can tip off the highlights with a touch of Rotting Flesh added to the mix.

Sand colours can be based on a white basecoat. Instead of drybrushing you can use a similar technique as described in the infantry painting tip later. Use a thinned down brown like snakebite leather. You can mix it with a bit of black or use Graveyard Earth if you want darker tones. If you want you can also add extra highlights by drybrushing Desert Yellow mixed with white.



### Bands and patches.

All a matter of taste but I prefer to paint the lighter colour first. Use a similar technique as with the monochrome colour for the basecoat. Then paint a series of irregular bands across the vehicle in a contrasting colour. I think it looks best if the bands are roughly diagonal. Paint each band fairly wide so it is easier to highlight. effectively.



### Zig Zag pattern.

This requires pretty much the same approach as with the bands only you need to take a bit extra time to make sure the zig zag pattern looks nicely sharp and crisp.



## Command stands

Using the new IG Character pack you can build a multitude of very characterfull (literally!) stands.

For even more versatility try mixing these models with older plastic models. Using your imagination (and of course an appropriate paint job) you can make your command models look like they've just walked out of the steaming hot jungles of Catachan, the frozen tundras of Valhalla, the burning deserts of Tallarn or the hellish trenches of Krieg.





### Drybrushed camo.

You can also use two colors which has roughly the same luminosity. This means that if you imagined the colorscheme in black/white they would look the same tone grey. If you do this it is easier to paint stuff which looks airbrushed. The downside is that there's a chance you might obscure detail so I'd mostly use this for models with fairly large plain surfaces.



### Spots and speckles.

Again start with a monochrome scheme. You can then add the spots and stuff by applying a bit of paint on a stiff bristled brush or an old toothbrush. Sprinkle a bit on a piece of paper to ensure that the droplet size is about right and also make sure the paint isn't so thin it runs off the model again. Combine this with some bands for late WW2 german camo look. GHQ has some great guides on their site for WW2 camo on 6mm models.

### Snow

The way I see it there's two approaches to snow camouflage. One is for units which are permanently stationed in winter conditions. These units would have their equipment painted for winter conditions from the factory so to speak. For these units you can simply use a variation of the Camo Bands technique.

The other -and perhaps more interesting - approach is inspired by German and Russian camouflage schemes from WW2. The equipment was originally painted in greens for summer conditions but when snow came the vehicles were given a quick coat of white. The paint would be applied to the vehicles using whatever means were at hand in the field: brooms, cloths or just splashed directly onto the tank.

For this effect start with a black undercoat followed by a heavy Catachan Green drybrush. Then you can use an old worn brush or even a sponge to apply a coat of white. To do a bit of shading you can start with Space Wolves Grey before applying the white which might also produce a smoother finish. It might be necessary to repeat the process several times to get a good white coat. The important bit is that your white paint should not be too thin so it runs into the crevasses of the model. Also try to let a bit of green shine through in places such as below hatches and other places where you'd imagine splashed on paint wouldn't run naturally.

### Quick Guardsmen

The Imperial Guard rely on Grunts - Lotsa Grunts! Compared to say Space Marines this is a bit annoying since you need to paint up a lot of stands before you have a decent ammount of points worth. To make matters worse IG infantry is also a bit more complicated to paint than Marines!

This is the fastest and easiest way I've found to paint a decent looking bunch of infantry suitable for Steel Legion or Tallarn Desert Raiders.

Spray undercoat everything white. Then you prepare a mix of Snakebite Leather and Chaos Black - roughly 50/50 - and dissolve that in water at a ratio of about 1/3 paint 2/3 water. Wash everything in this mix. This should produce instant shading and highlights for your models and give the appearance of a yellowish dusty brown.

Next step is to paint the lasguns chainmail.

Then paint faces and hands using a flesh colour of your own choice. Just add a small dot of paint and you're done.

If you want you can then add a different colour helmet and paint stowage in a contrasting colour such as Catachan Green.

Finally you then add a bit of thinned down black to the weapons to give a bit of shading and make the hands stand out from the guns.

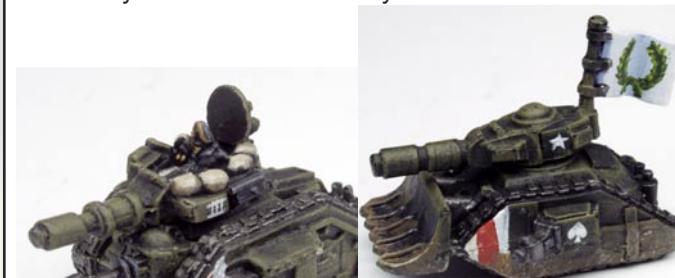


### Commisars: tanks, infantry

Your Imperial Guard army also need Commisars to work effectively. Commisars can be added to all sorts of units and you might not always want the commissar to be placed with the same unit. There's a number of ways to tackle this problem without having to buy a lot of extra models to represent Commisars.

#### Infantry commisars.

Since infantry is so plentiful this isn't a big problem. It is easy enough to build a couple of extra stands where the commissar is added. If you inisit you can choose not to glue the commissar in plase but instead use Blue-Tac to attach him. This way you can have a spare infantryman to add if you don't want to use your commissar.



Tanks are a bit more tricky. If you want to add a commissar to a Leman Russ for example it is a tad expensive to go out and buy an entire extra company of Tanks to get the spare models. Instead of painting the tanks differently I suggest you drill a small hole in one of your tanks and add a removable banner pole made from a pin. Then you can simply make a cool looking commissar banner which is easy to add or remove as you see fit.

### Unit markings

Unit markings add a lot of extra character to your guard models. It doesn't have to be a lot of work either.

As a minimum I'd paint the company bands on the front of the vehicle. Adding a bit of colour does a lot to break up the otherwise rather dull camo colours Simply paint a broad white stripe and add a smaller stripe in a bright colour such as red, blue or green. It is a good idea to

choose a color which contrasts your camo scheme. You can then add small symbols, kill marks and other stuff. These can be painted by hand but a much quicker



way which produces a very nice result is using decals. I recommend getting the GW Cadian Transfer sheets or Forge World's Imperial Transfer sheet which comes in black and white. Which colour to choose of course depends on your camo scheme. The sheets have a lot of small symbols and even the larger text can be used. If you look at early WW2 german tanks the tank numbers were fairly huge so you could easily have a tank number which covers the entire side of a vehicle if you want. If you use varnish it is a good idea to apply the transfer before the varnish. An old trick I learned when I built model aircraft is to first give the model a coat of gloss varnish, then apply the decal and then another coat of flat varnish. This produces a seamless transition but for epic models I think two coats of varnish might be over the top.

Decals are also great for stuff like company banners where they add instant detail which can otherwise be a pain to paint.

When choosing the motif for the banner I find it easier to start with a simple plain background colour. Then



you add a single simple symbol. This can be a decal or something painted by hand or a combination of both. Finally you can chose to finish the banner off by painting the trim in a contrasting colour.

Again I prefer simplicity because it is easier to keep things tidy that way. You can slop on a lot of different colours in an attempt to make the banner look like something 40k scale but the result often looks muddled. In the end it is of course a matter of personal taste.

If you want to do scaled down 40k banners I instead recommend that you use a printed banner. Scan the original and run it through a photo editing program like Photoshop.

First you up the resolution of the scan to somewhere between 300-600 dpi. This is to ensure that not too much information is lost in the image when you down-scale it.

Then simply scale down the image to the right proportions and print it. Use good quality matte photo paper

with the printer set to it's highest quality setting for the best result. Cheap copier paper often "bleeds" the colours which isn't desirable for such finely detailed images.





# To Defile or not to Defile... Building an Epic scale Defiler

By Warmaster Nice

Ever since the very first drafts of the E:A Chaos army list there has been a need for an Epic scale Defiler model. If the release schedule goes according to plan we'll see an official model released sometime in the autumn 2006. Until then it will pretty much be up to your own imagination if you want to build something for your Chaos armies.

I've seen a lot of excellent ideas for Defilers. The very best is probably Wraeththu's version but unfortunately this model consists of a lot of hard to get bits. For my own version I wanted to build something which consisted of parts which are relatively easy to get. It might involve a bit more scratch building but I've tried to keep this guide as simple as possible.

## Step 1: What you'll need.

To build an Epic Defiler you'll need the following parts:  
1 plastic Rhino.  
3 Plastic Imperial Dreadnoughts  
1 Flak Wagon lascannon upper part.  
Some plasticard of varying thickness  
A bit of plastic tubing



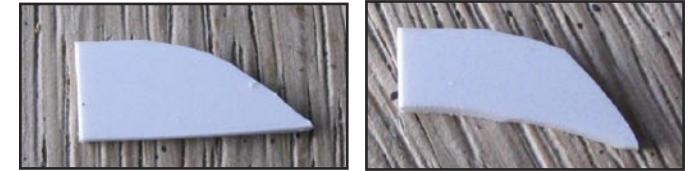
"Skull" Battlewagon front (optional)  
a bit of Guitar string (optional)  
a bit of Green Stuff (again optional)

## Step 2: Legs

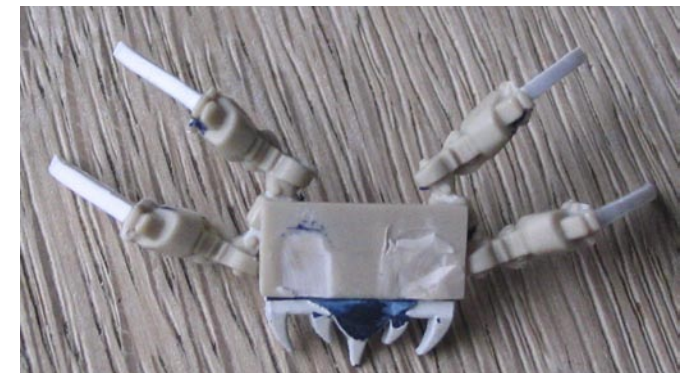
This is by far the most challenging part of the conversion. The big problem when building a Defiler is, that there are no obvious models to scavenge for parts. Most Epic Walkers are simply not big enough to use as is.



The best match I've found is the plastic Imperial Dreadnought which has got a lot of nice detail such as joints. Cut the dreadnought in half at the waist and remove the feet from the base. Save the base for later. Split one pair of legs in half. These will become the front claws later.



To extend the legs you need to add some sort of spikey blades. For these cut a simple triangle from plasticard. Round the corners a bit and attach them to the Dreadnought's feet. Of course you can make some which looks more like the 40k version but these are very easy to produce so for the sake of simplicity...



You might also want to change the angle just a bit to make sure the legs raise the Defiler sufficiently from the ground. Attach the pieces to the Dreadnought base at an angle. You can bend each leg a bit to stabilize the model.

You can then choose to add the Battlewagon front. It isn't really necessary but I think it looks nice with a few spikes for the Chaosity feel.



## Step 3: The turret

The turret is relatively straightforward. You can use something else if you like but a Rhino seemed like a nice easy way to build a block of plastic. Divide the Rhino into quarters. Then simply trim about 2-3 mm off each side, remove the tracks and a bit of the back. Also peel off any obvious giveaways such as the front doors to make it look less like a Rhino.



Glue it together and attach a piece of plastic tubing for the main gun. The finished result should look more or less like a midget Vindicator.

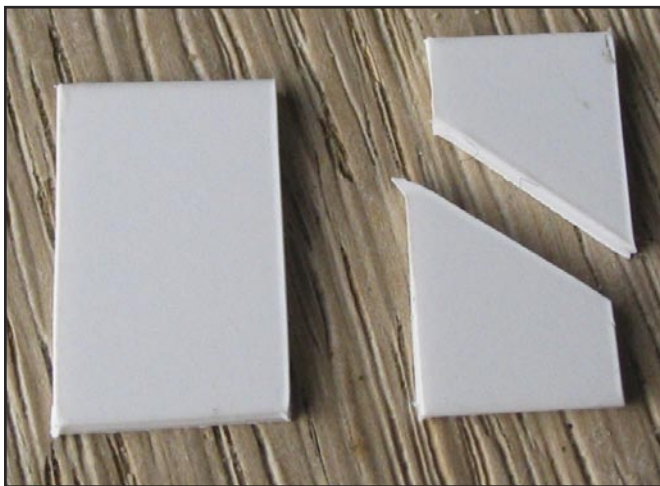
At the back of the model I then added the back powerplant from one of the Plastic Dreadnoughts.



To finish it off I then added the torso of another Dreadnought. I suppose this is a matter of taste but I thought it made the arm weapons look more natural.

## Step 4: The Claws

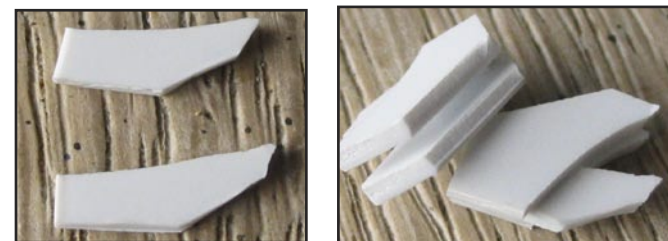
This is definitely the part which causes the most problems. There's just not anything around which looks just right. I've chosen to scratch build these from plasticard. If you've got no past experience working with this material then this might seem a bit intimidating but I've tried to keep it as simple as possible



Start by cutting two rectangles from Plasticard with the rough dimensions as on the pic (don't worry too much - you can trim and adjust it later.) Cut the rectangles in half at an angle.



Then cut a wedge shape for the inner part of the claw. Make the claw pointy by snipping off the front. Again this produces an extra angle on the claw.



Repeat the process but at a slightly smaller scale for the "thumbs" or middle part of the claws.

Then simply glue the three pieces together and voila: You have the basic claw.

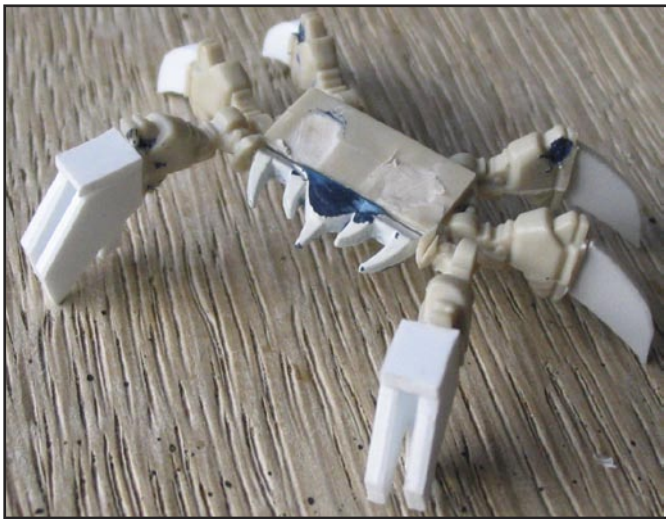


To make it look a bit more interesting I then add a small armour plate at the top made from a square piece of



plasticard. Again don't worry if it doesn't quite fit. Once the glue has dried you can trim and adjust it for a smooth finish.

Then it is a simple matter of attaching the claws to the Dreadnought legs and the rest of your Defiler.



The triple lascannon gun from one of the Ork Flakwagons is perfect for the lascannon mount. Simply attach the upper part to a small piece of plastic tubing to bring it out from the body of the defiler. You can then choose to add a piece of guitar string to look like wires. I think this looks really nice but it is purely optional so don't worry if you haven't got any guitars around to scavenge for parts. I also think heavier string such as Bass guitar strings could make really cool wires or textured tubes for larger models.



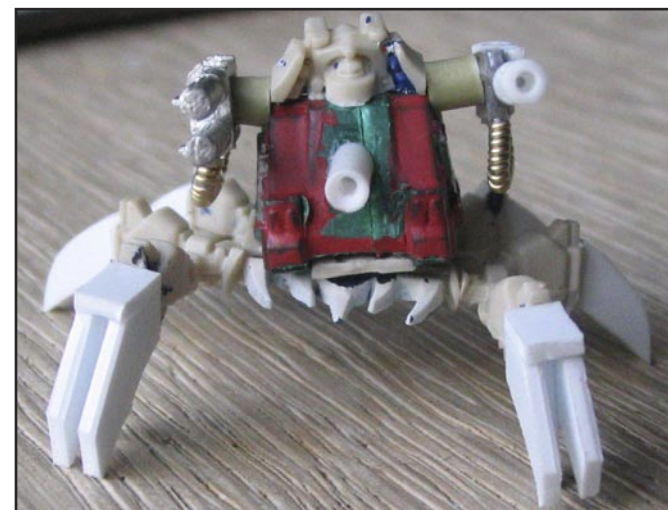
## Step 5: Weapons

The weapon stats given in the playtest Chaos list (which as far as I'm informed isn't subject to change) indicates that the Defiler is armed with a Twin Lascannon and a Heavy Flamer.



The Flamer is a bit more tricky. Basically you can use anything which looks like a flamer. Maybe a 40k scale pistol type weapon?

Since I hadn't got any of those around I made mine from a few pieces of plasticard and tubing with a few holes drilled into it.



## The finished model:

This is the very simple and easy to do version. If you want more detail I suggest adding some trimming made from thin plasticard to the armour plates on the claws. Also it looks cool to sculpt a daemon face around the main gun.



# Paul Sawyer's Greenskins

*By Douglas Woodcock*

As a collector I normally go for rare items that are part of the epic range but were only available in small quantities, nowadays I tend to find rare pieces that are only rare because they were painted by a 'Eavy Metal' member or belonged to someone who is well known. One of those purchases was Paul Sawyer's Orks.

While on the one hand it was sad to see them being sold off I was glad that I got them and was not disappointed. These models are amazing and I must say its set the standard to what my Ork forces should be in Epic so it will be a nice change to see how they play. There is a huge selection to choose from and at some point I will have to work out an army list..... until then here are pictures close up of what I got

Unfortunately I needed to break up the forces to be able to take all the pictures.















Well that's all for now.  
*Doug*



# Divisio Telepathica

*By Mojarn Piett*

Divisio Telepathica is the most secretive and consequently the least well known, branch of the Collegia Titanica. The Divisio has an unknown, although probably small, number of legions stationed to secret bases. What makes the Divisio known at all is the fact that it is the only divisio deploying the dreaded PSI titan, a piece of arcane technology dating to the very end of the Dark Age of Technology and, thus, the peak of human scientific achievement.

## Organisation

Divisio Telepathica is one of the four divisions of Collegia Titanica, the other divisions being Divisio Militaris, the main fighting arm of the collegia, Divisio Mandati, the missionary arm taking the light of the Emperor to the dark corners of the galaxy, and Divisio Investigatus, the field test arm of the collegia testing new and rediscovered technologies.

Like Divisio Militaris the titans of Divisio Telepathica are organised into legions. Unlike Divisio Militaris, the Divisio Telepathica titans are rarely (if ever) deployed at even battlegroup strength, let alone demi-legio. Instead, individual PSI titans are seconded to Divisio Militaris legions as needed. The Divisio Telepathica has at its disposal a large fleet of fast transport ships capable of transporting several titans and their support staff wherever they are most needed.

The Divisio titans do not present the colours of their parent legion when on field. Instead, the titans always arrive painted to the colours of the legion they are seconded to. The only mark of their true allegiance is the Divisio telepathica battle flag flown proudly on a carapace mounted flagpole. The flag has a large white Imperial Eagle on a blue background and the symbol of Divisio Telepathica, a stylised red and gold "T" with an eye superimposed on it, on a black background.

The home planets of the Divisio Telepathica legions are not known, and are in fact one of the best kept secrets in the whole Imperium. Not even the names of the legions are publicly known. Mars is rumoured to house two unknown Titan Legions and it is whispered that one, or possibly even both, of these is a Divisio Telepathica legion.

The Divisio Telepathica titan crews stand apart from their brethren in Divisio Militaris as they are all psykers. A Divisio Telepathica moderatus must be at least epsilon+ class psyker and a princeps must be of at least delta+ class. This means that the number of potential recruits is few as they not only must be psykers but also strong enough to withstand the temptations of the warp. A tainted PSI titan would be such a threat that the Divisio is taking no chances and the recruiting process ruthlessly purges those deemed too weak. As the crews are so difficult to replace the Divisio titans



have escape mechanisms to carry the crew to safety in case the unthinkable should happen and a PSI titan should be lost. Every PSI titan also has a self destruct mechanism keyed to the psychic imprint of the princeps. If a damaged PSI titan cannot be salvaged it is the responsibility of the princeps to ensure it does not fall to the hands of an enemy.



## Equipment

Divisio Telepathica is the only legion deploying PSI titans. A PSI titan is a heavily modified Warlord equipped with a battery of psycannons and a warp cannon in addition to two normal arm hard points. The warp cannon takes up both of the carapace hard points. In addition, the whole titan is covered with protective wards and is equipped with a psychic amplifier, which amplifies the psychic potential of the crew to create a psychic shield around the titan, acting in concert with the wards to protect the titan from malicious psychic powers and entities.



The most feared weapon of a PSI titan is the Warp Cannon, a huge weapon firing a concentrated warp pulse which shreds the minds of the enemy. The Warp Cannon is some of the most advanced technology the Imperium is capable of producing and its secrets are only known to the highest ranking members of Adeptus Mechanicus in Mars. This means the weapons are only produced in Mars, further reinforcing the rumour of Mars being a base for Divisio Telepathica legions.

Warp cannon uses a precision modulated warp coil surrounded by a variable matrix psychic resonator amplifier. The coil generates a warp energy field which is amplified by the amplifier and then fed to thrall field containment chamber. When the field is of sufficient strength, the containment field is

“fired” from the weapon by a phase-reactive geller accelerator. When the “munition” has travelled a pre-set distance the thrall field collapses and the brief warp/realspace contact creates a negative-feed energy pulse with an effect like a biological EMP, shredding any unprotected minds in the area of effect. Warp entities find this pulse particularly devastating as it severs their contact to the warp and shreds their very essence. The two drawbacks of the warp cannon are its size, one cannon requiring the space of two regular titan weapons, and the precise energy levels required to calibrate the warp coil in order to prevent a catastrophic breach of the realspace barrier. Safety mechanisms prevent the cannon from being fired on the move.



Psycannons used by PSI titans are vehicle-sized versions of the normal psycannons used by Grey Knights. They fire psychically charged munitions filled with isotope explosives. Psycannons are the bane of daemons and psykers.

The two arm hardpoints of a PSI titan can be fitted with any ordinary titan weapons. The usual configuration is a close combat weapon and a medium to long ranged fire support weapon, like Gatling Blaster, Turbolaser, or Volcano Cannon.

## Doctrine

Divisio Telepathica operates very much like the Grey Knights. Individual PSI titans are deployed whenever heavy psychic resistance is expected. This means most of the titans are used to fight Chaos incursions but it is not unknown for them to face psychically sensitive Xenos, like Eldar and even Orks in rare cases. There is no recorded instance of the Divisio having fought Tau.

The Divisio titans always go after priority targets like Chaos titans, Warlock Titans and greater daemons. Secondary targets are powerful enemy psykers and daemon engines. Regular troops are usually left to ordinary titans and troops unless no other targets are present.

# Holding the Line

*By Douglas Woodcock*

I managed to get some time to play a game of E: A and in this case I thought I would use this as an opportunity to get used to it again.

I thought that using Paul Sawyers Orks would be great as I haven't seen orks in action and that would give my Tau a chance to play a better game than previous outings. Only this time when looking at the various lists, the Orks had a lot of count as models and the Tau didn't have enough painted up. So I decided that Ravenguard and Tau would join forces although they didn't know it, to take on the orks. Luckily for me I had another newbie player to play the Orks and we had a great time.

Notes:

When writing this up and having friendly tips from the Netepic Webmaster Tom, I noticed we had played half the game incorrectly more to the disadvantage of the Marines and Tau. That was correct but one of the biggest errors was the Predators which although they were included in the list they were in actual fact Razorbacks and were used as Razorbacks. As this was my first game in two years and pretty much nothing of experience we both agreed that we would continue and put it down to experience. It was going to be a long game!!!!

Aim of game:

I didn't want any objectives as such since we just wanted to get a game in and also see how things flow, so even though we made mistakes it really was a case of hitting each other over the head with weapons and anything else we could get hold of. Sounds like a good Ork fight to me.....

## Orks Army

### Warband 1

2 Nobz  
6 Boyz  
2 Gretchin 200 points  
Extra  
2 \* Nobz 70 points  
8 \* Commandos 200 points  
16 \* Warbikes(Boarboyz) 400 points  
6 \* Gunwagons 210 points  
12 \* Warbuggies 300 points  
4 \* Dreadnoughts 140 points

### Warband 2

6 Nobz  
18 Boyz  
6 Gretchin 500 points  
Extra  
4 \* Stormboyz 100 points  
12 Gunwagons 420 points

### Blitz Brigade

4 Gunwagons  
Extra  
5 \* Warbikes 125 points  
5 \* Warbuggies 125 points  
5 \* Warbuggies(Wartracks) 125 points  
6 \* Gunwagons 210 points

### Mekboy Stompamob

3 Stompas 225 points  
Extra  
3 \* Stompas 225 points  
5 \* Killa Kanz 125 points  
**Total 3700 points**

## Space Marines (Ravenguard)

### Detachments

**1 \* Assault Marines** 175 points  
**1 \* Landraiders** 400 points  
**1 \* Tactical marines** 300 points  
Extra  
1 Supreme Commander 100 points  
**1 \* Predator** 300 points  
**1 \* Terminators** 325 points  
**1 \* Bike** 200  
Extra  
1 Chaplain 50 points  
**Total 1850 points**

## The Tau

**Firewarriors Cadre** 200 points  
+ devilfish 100 points

**Battlesuit Cadre** 250 points + Shas 'o Crisis 100 points  
pathfinders + 2 devilfish 175points

**Broadsides contingent** 300

**Hammer heads contingent** 250 + 2 ion cannon Hammerheads 125points

**Pathfinder tetra contingent** 150 points + 4 piranhas  
100 points

### Strategy ratings:

Ravenguard 5 Initiative rating 1+  
Orks 3 Initiative rating 3+  
Tau 3 Initiative rating 2+



# Setup



Right side of the board turned out awful for photos so moving swiftly on you should be able to see something of the Orks in turn 1.  
Seen as we are learning the game, there are probably mistakes we are making but its all a bit of fun and both players agreed that its bound to happen and can learn from any mistakes made... so off we go!!



# Turn 1

The Orks must have been in a stomping mood because in a strange turn of events the Orks win the initiative over the Marines and Tau.  
Warband 2 moves forward but are out of range to fire



The Tau Crisis and Broadside suits move forward and open up on the gunwagons from Warband 2, with only one being destroyed.  
The Blitz Brigade advance but are not within range deciding not to charge in alone without support.  
The Razorbacks move forward to support the Landraiders destroying only one gunwagon from Warband 1.  
The Stompas move forward but are out of range to fire.  
The Hammerheads move forward to take shots at the Stompas killing three.



Warband 1 advances and 12 gunwagons let rip on the Landraiders.  
Through the hail of fire only one Landraider is reduced to a smouldering wreck.





The Hammerheads on their side destroy 2 Stompas but the Ion cannons aren't helping today.  
Warband 2 reply to the Hammerheads taking out 2 rather useless Ion cannons  
The tactical detachment destroy 1 gunwagon from Warband 1  
The Stompas move forward to destroy a Hammerhead with Railgun but the Killer Klanz were not effective.  
Broadsides kill 2 Stompas and 1 Killer Klan to break the Stompamob.  
The Blitz Brigade take on the Space Marine Bikers taking 3 stands with the bikers replying with only 1 biker taking a hit.

Piranhas and Tetras fail to penetrate anything because the Orks saving throws have improved immensely.  
In a crazy move to support the overwhelmed SM Bikers the Assault Marines assault the Blitz Brigade destroying 3 bikers and breaking the Brigade in a combination of firefight and close combat.  
The Firewarriors move up and fire to no effect.  
Terminators move in to support Assault Marines  
Pathfinders move up to support Hammerheads.





The Tau Pathfinders & Firewarriors, Space Marine Assault & Terminator detachment all advance to end turn 1.

Orks rally Blitz Brigade & Warband 2 lose 1 blast marker.



Stompas lose 2 blastmarkers.

Warband 1 loses three markers.

Space Marines Landriders lose 1 blast marker.

## Turn 2

Marines get the initiative first.

Razorbacks move forward and fire on Warband 1 failing to damaged a gun-wagon but killing a Gretchin.

Warband 1 continues to hit the Landriders and breaks them destroying 2 units.





End of Turn 2

Assault Marines Lost 1 blast marker

Hammerheads lose 1 blast marker

Stompamob rally

Blitz Brigade

Space Marines Bikers rally

## Turn 3

Marines take the initiative again

Razorbacks open up killing 1 Stormboyz & 1 Biker

Warband 1 takes out the last Landraider.

Broadsides & Crisis Suits open up on Warband 2

destroying 3 Gunwagons 4 Boyz 1 Nobz

Returning fire with brutal effect Warband 2 destroy  
4 Tetras and 4 Piranhas.

Hammerheads move forward to cover the retreat-  
ing Tetras and Piranhas bringing down 2 bikes

Blitz Brigade assault the Assault Marines and over-  
whelm them wiping them out.

The Terminators attack the Blitz Brigade in re-  
sponse to the loss of their brothers taking out 4  
Bikes and 1 Gunwagon breaking the Blitz Brigade  
for the second time.

Firewarriors attack to no effect.

SM Bikers give chase to the Blitz Brigade taking  
down another biker.

Pathfinders take out 1 Nobz stand from Warband 2

The Tactical detachment in firefight take out 2 Gun-  
wagons from Warband 2

End of Turn 3

Tetras and Piranhas rally

Blitz Brigade remain broken

Killer Klans lose a blast marker

Warband 1 sheds 6 markers





## Turn 4

Marines again in control.

SM Bikers chase and destroy 1 Gunwagon, 1 Warbike from Blitz Brigade.

Warband 2 manage to take out the Pathfinder's Devilfish



## Turn 5

Marines take initiative

Terminators are on a roll and destroy 2 Boyz, 2

Nobz, 1 Stormboyz

The Orks in Warband 1 hesitate and fail to decide what they want to attack first or whether to just run.

The Tacticals heap more fire on Warband 1 and destroy 3 Gunwagons

Killa Klans have trouble themselves and seem to freeze on the spot.

Hammerheads take out 4 Boyz, 1 Bike and finally break Warband 2.

Tetras strike down 1 Kommando stand and a Biker from Warband 2 as they attempt to flee.

Broadsides & Crisis suits join in the destruction of Warband 2 and destroy 2 Dreadnoughts, 3 Kom-

mandos, 1 Grotz stand, 1 Nobz stand, 5 Boyz.

The Firewarriors board the Devilfish and chase after the Blitz Brigade and the devilfish destroy 1 Gunwagon and 1 Bike.

SM Bikers destroy 2 bikes from Blitz Brigade.

End of turn 5

Warband 1 fails to lift blast markers

Blitz Brigade remains broken

Stompamob drop 1 Blast marker

Pathfinders reduce 2 blast markers



Broadsides and Crisis suits take down a further 2 Boyz, 1 Dreadnought, 2 Bikers and 1 Gunwagon

Warband 1 wipe out the Razorbacks in a hail of fire

Tacticals fire back and destroy 3 Gunwagons and a warbike.

Terminators take out 2 Stormboyz and 3 Gunwagons.

The Hammerheads take out 2 Bikes, 1 Grotz stand, 2 Kommandos.

Tetras & Piranhas take out 1 Kommando stand

Pathfinders couldn't see through the smoke to fire

The Firewarriors' Devilfish take out 1 Killer Klan.

End of turn 4

Blitz Brigade continue to run.

Tetras shed a blast marker

Warband 1 sheds 7 markers.





# Turn 6

Marines take initiative

Terminators take out 2 Bikers and 1 Nobz stands

Warband 1 cant respond being suppressed and free units are out of range

Tactical detachment take out 1 Biker and 1 Gun-wagon

Killa Klans evaporate in a hail of fire from the Broad-sides.



SM Bikers fail to hit anything from Warband 1  
Firewarriors take out 1 Nobz and 1 Grotz stand.

As the turn came to a close the Orks admitted defeat.

There were a lot of mistakes made here and it was really bad considering I had played 4 games ages ago. I thought I would at least remember how everything worked. All I know is that I really didn't play the Space Marines and Tau as you could and maybe

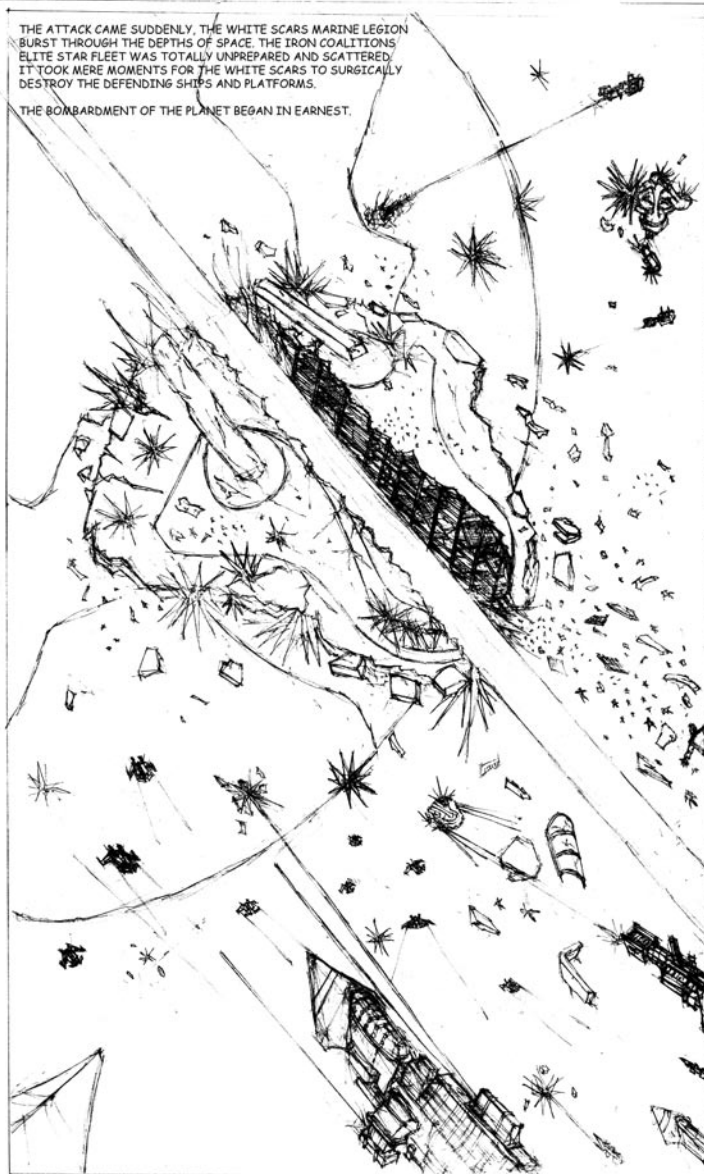
that's why I had a lot of trouble in previous games where I didn't utilise their strengths. A good reason for a rematch sometime..... I hope you enjoyed this as much as we did.



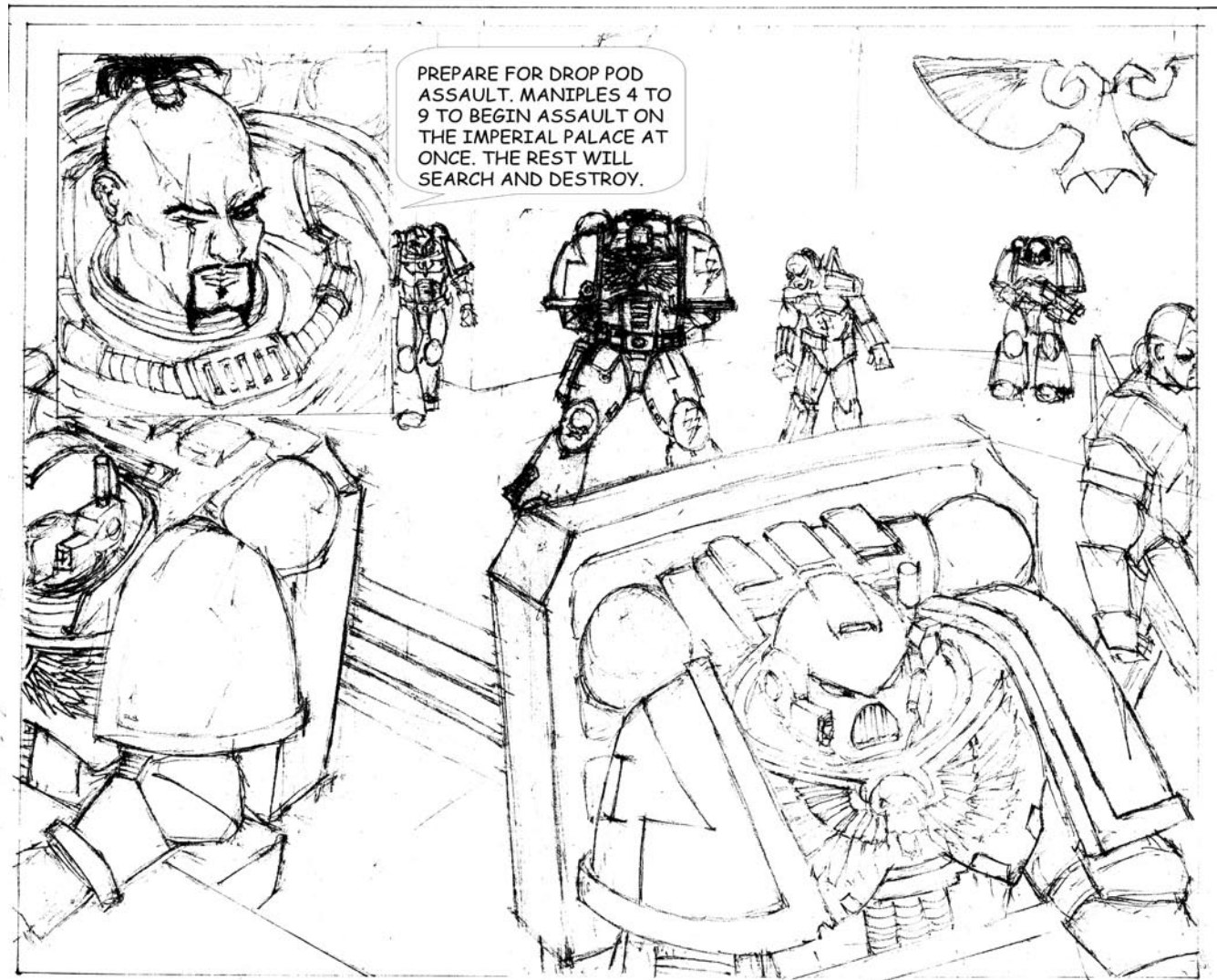


# The Horus Heresy - A New Comic!

*Scripted by Tom Webb and pencilled by Dominic Bellman*

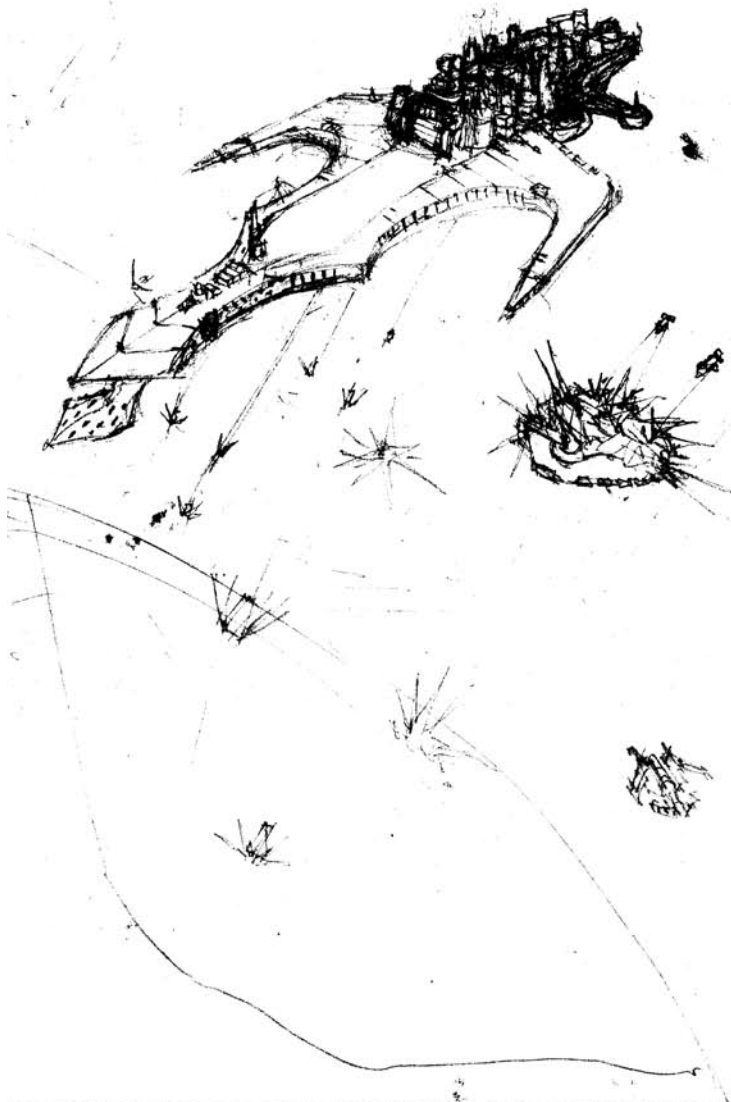


*Here's a few new pages from the Horus Heresy comic. Starting from next issue the pages will have a format which fits Incoming better.*

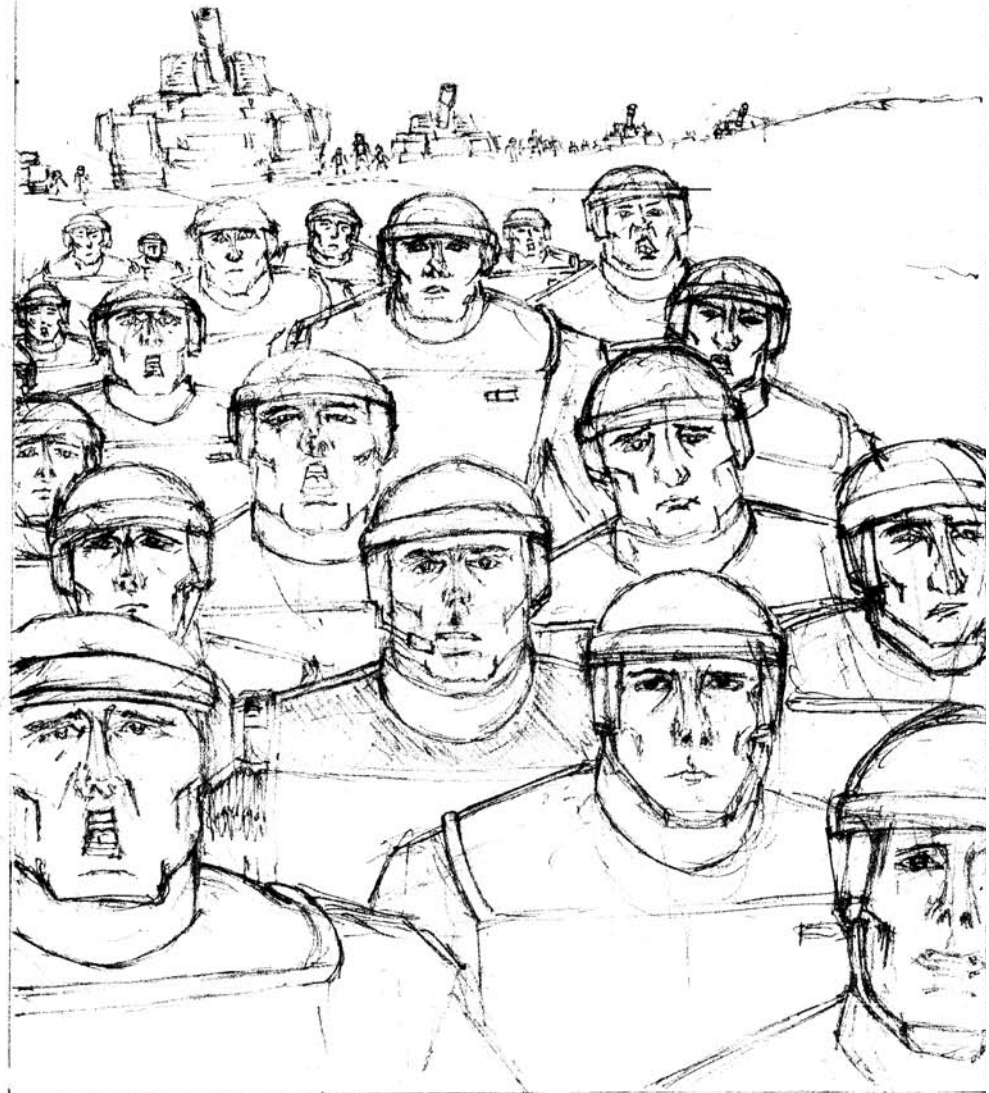




THE ASSAULT BEGIN IN EARNEST ONCE THE  
DROP PODS BEGAN THERE STRIKE.



THE SOLDIERS WERE UNPREPARED, WITH COMMUNICATIONS  
OUT THEY DIDN'T EVEN KNOW THEY WERE UNDER ATTACK.





# 'EAVY METAL

Moving on from Super Heavies, this month's 'Eavy Metal is all about tanks! So: Treadheads of all ages: for your viewing pleasure the army which has got more tanks than any other: The Imperial Guard.





# HEAVY METAL





# ‘EAVY METAL

