

NETEPIC 5.0 RULE BOOK

Tactica

BY THE NETEPIC DISCUSSION GROUP

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Tacticus - Race Name

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Tactica Imperia

Adeptus Mechanicus

Titans are the largest and most powerful units on the NetEpic battlefield and you can use them as either a rapier or a sledgehammer – they work either way, depending on how you configure them. Your choice of weapons pretty much dictates how they should be used.

Warlords make great long-range support platforms but need some protection against being jumped by Warhounds, especially if you're taking those nice plasma weapons that immobilize you during the next turn. Reavers make nice anti-infantry and medium-range support platforms, and can be fitted with a Close Combat weapon to take out the occasional Warhound that gets too close. Warhounds make superb anti-infantry platforms and are ideal for getting into the enemy's support units and going into Close Combat. Try out various combinations of weapons and get a feel for what they can do, then pick what you need to kill your opponent.

Purchasing a Titan Legions Force

First purchase the bulk of your army using Company, Support and Special Cards as normal. Keep in mind that you have to buy weapons for your titans, so estimate an additional 50% to the cost of each titan hull. Once you've outlined your army and decided how many titans you're fielding, outfit them with weapons and total up their actual costs. Finally, purchase up to the points total for your army with a few more units.

Adeptus Astartes

Strike fast, strike hard and go for the objectives. Your combination of mobility and firepower is head and shoulders above everyone else except the Eldar, and they don't have enough armor to compete. Designate your targets, then get there and win the game before your opponent can deploy.

Use Thunderhawks to move Tactical Marines directly onto your objectives, or Drop Pod your Assault Marines on top of his artillery and use a Chapter Master to put 'em on Assault Orders. Charge your cavalry out in front to tie the enemy in place and advance your Devastators into cover, then fire at the survivors. Use your Flamer Marines to clear fortifications and Fliers to reach any corner of the board by turn two. The Land Raider is the best tank and second-best APC in the game, so use it a lot. Try the optional missions and scenarios, because you can customize a Space Marine force to be exactly what you need for the job at hand.

Purchasing a Space Marine Force

The Space Marine army list is a toolbox. Before the game you should look at the terrain, the scenario and your opponent, then pick what you need to get the job done. I almost always get a Battle Company and three Thunderhawks as the foundation of my army. That gives me diversity, mobility and a lot of firepower. After that it depends on the game. I'll add Land Speeders as anti-tank platforms as the -2 TSM is remarkable when combined with a back shot. A Scout Company in Drop Pods is one of the most vicious attacks available and that's how I respond to Imperial Guard Artillery & Rocket Companies. A Devastator Company is marvelous against titans and horde armies with 36 shots at range 75 and -1 TSM. If it's a city fight I'll take a Flamer Detachment or a Hellhound Squadron for bunker-busting, and I usually round out my points total with a Rapier Battery or two for a nice reserve defense line. I've never been impressed with Walkers, but that's me and other folks swear by 'em.

Adeptus Militaris

Swarm tactics work pretty well and you can do it three ways, not just one. Infantry, cavalry and armor can all be bought in large quantities, and you can field enough units to soak enemy fire and still have so many guns left you can drop enough dice to kill anything. The same could be said about Tyranids, and admittedly they've got better infantry, but you can swarm with infantry, cavalry *and* tanks, and have artillery support behind it all. Statistics and buckets-o-dice are your friend.

With Imperial Guard, as with no other army, the importance of mutual support shows itself. Speedy advances are nice but if your infantry can't keep up with your cavalry or armor, your forces will die piecemeal. Your major problem is opponents who can move large numbers of troops anywhere on the table, like Space Marines. Teleportation, Drop Pods and Thunderhawks can concentrate their troops against yours, and yours will lose. One way to counter this is to present so many targets that losing a few won't cripple you. Spread your artillery out and put some assault infantry scattered in with 'em to guard against Deep Strikers. Have some armor mixed in with your

cavalry - your enemy can kill the tanks or thin out the cavalry charge, but not both. Buy a few fliers and send 'em deep behind enemy lines to call in indirect barrages. You're facing massed Ork or Tyranid hordes? An Artillery Company with two Griffon Batteries is 1000 points and seven barrage templates per turn - two of them the big 12 cm ones. You're facing massed titans? Get Deathstrike Batteries with Warp Missiles, which auto-hit and kill just about anything. Your opponent likes tanks? Land Speeders have a -2 TSM, a skimmer movement of 30 (useful for getting those side & back shots) and you can buy them by the dozen. A Heavy Company mounted in a Leviathan won't advance very fast, but it'll kill nearly anything it sees and is a wonderful way of securing a flank.

Purchasing an Imperial Guard Force

I start off with a balanced force when I'm playing IG, then swap things out to customize the army to the board and the opponent. I'll pick one each of Tactical, Artillery, Leeman Russ and Roughrider Companies and few specials like an Adeptus Mechanicus and a Forward Observer or Astropath. A few support units like Speeders or walkers will round out the army. A Land Speeder Company will substitute for the Roughriders if there's lots of terrain, superheavies for the tanks if I'm facing Titans, and rockets for artillery if I manage to convince my opponent to play the long way across the table (range 200 barrages are simply *marvelous*).

Tactica Chaotica

Chaos Strategies

By Peter Ramos, from Incoming! #4

While I play all the armies at different times, when I really want to kick some but I use Chaos. It is funny that I have heard a wide spectrum of chaos players bemoan how difficult it is to win with them, but here I'll throw some tips to make it easier.

As with any army, know your strengths and capitalize on them.

Chaos is a close combat army by nature. More often times than not you win or lose by how effectively you get your troops into close combat. You have a great deal of troops at your disposal, each requiring a different approach.

"Beasties": These comprise all those units like beastmen, trolls and minotaurs. They are advantageous to you because they are relatively cheap, you get 11 units and their CAF is very high. A detachment or two of these thrown at a single objective is highly efficient in terms of cost to you and danger to your opponents. Even terminators are made mulch when 20 trolls attack!

Their great disadvantage is speed. They move on foot and even on charge they can take quite a while to get there. Some chaos cards may remedy this, but it is a small remedy. A far better solution is to use demon engines with transport capability or rhinos. Before other players cry foul (or cheese) remember these units are classed as infantry and also remember that the old models are horribly out of scale. Second, only TWO stands may board a rhino. At ten stands in a detachment you need 3 cards of rhinos to transport ONE detachment of trolls and such. you may find yourself running out of support card space VERY quickly when you do this. However never underestimate the power of all those beastmen attacking one or more objectives!!

Demons: This category encompasses all the minor demons and "champions" like disc riders and such. These troops can accomplish a lot without the restrictions of speed like the "beasties". Units like juggernauts, disc riders and Slannesh riders can cover the battlefield very quickly. These are the equivalent of the enemies fast attack troops, you need them to counter enemy units like rough riders, bikes and jetbikes. A effective combination is to back up juggers and such with disc riders on advance or first fire orders to fire upon opposition to keep your juggers or whatever have you have until the decisive charge.

Minor demons like horrors and plague bearers pack a nasty punch and their powers are quite fearsome. The horrors of Tzeentch are an excellent defensive unit since they divide in two when slain, thus making it very difficult to take a position they have taken. If you have a objective that is hotly contested, pack a unit or two of horrors on it. Your opponent will have a very difficult time kicking you out. Units like Daemonettes are very useful against units in defensive positions since they can wipe out many using their powers. Use the "one-two punch" (explained below) to maximize their power.

Chaos Marines: These guys are a power to themselves. They shoot and fight better than the average space marine and have a nasty power to boot. Also they are a "extra" card that does not occupy the slot of a support card. They are relatively expensive and lack speed, but this can be remedied with support cards. It is a must to have at least one detachment mobile with rhinos or... t-hawks... (ducks). The job of the mobile detachment is to "secure" a strike area, be it an objective or other suitable ground. This area is where the non-mobile detachments will concentrate. Use chaos cards and such to make the area as safe as you can, then go on first fire to snipe at targets or defend the objective while the rest comes in. Although they are good in close combat avoid it, they are more valuable as shooters.

Use their special powers wisely, they only get to use it once. The Death Guard power is best used around a objective where massive close combat is expected, preferably as close to the objective counter as possible. This is to guarantee it stays in you hands since with their death you can kill off any victorious enemy stands close to the objective thus claiming it for yourself. Bloodrage is best used to buy time. If you note a force is readying to attack the objective the World Eaters are in don't hesitate-attack! With the added bonuses they will be tough to kill and it will blunt the opponents offensive. In the meantime, just bring up reserves who will quietly keep the objective in your hands. The juiced up variant of the Emperor's Children's power can also buy you time. Take over units that are quick moving and have them attack other enemy quick moving units so as to clear your invasion path. The vortex or

the thousand sons has many uses, plop it on a heavily defended building or a nearby titan. Of course if t-hawks are available to you drop a detachment close to a titan and... you can figure the rest!

Demon Engines: Many criticize how expensive these are and their short range, but they usually have buckets of firepower. Use these as support to your infantry attack and keep them in a defensive, rather than attack role. An objective supported by a Tower of Skulls can be pretty hard to beat with all the attack dice it can hurl, plus if you are ahead it can be devastating! Cannons of Khorne while they can blow up, provide long range support within line of sight, very valuable! Go for buildings and other strong points before your assault comes in.

Your weaknesses are mainly large range support and firepower. Never get in to shooting matches, you will lose! Never stop moving, regardless of casualties, if you stop moving then it's over for you, your opponent will then shoot you up good. Even one surviving stand reaching a firebase is dangerous in the hands of chaos because chaos cards can change the situation in your favor very quickly. Once you silence such bases you're in a better position because of it. Your other units coming up will benefit. Also, ALWAYS use terrain in your favor. Run through woods around hills and ruins, any cover is better than no cover. Some chaos cards like eye stalks and invisibility can be invaluable in increasing your defense as you wade in for the kill. Anything that delays the opponent's firepower, even for one turn, even for one detachment is good news for you!

Chaos Cards

This deserves its own section. The first law of chaos is "if you finish the game with cards still in your hand you played a poor game". Most chaos players retain their cards too long, ever looking for that one moment to cash them in. Point is that "moment" may never come and you wasted your hand. Use your cards at any time it helps you obtain your goal, use them generously. A card used early to help you advance is ten times more useful than 10 cards you save for later.

Another common mistake is saving them to save your greater daemons. A greater daemon is a tool like all the rest of your troops. If you deem that that model has fulfilled its mission, why save it? Its wasting one or more cards that may be crucial to win the game. What if the opponent luckily draws that one card you really need for your plan to work? Think about these things before you decide its worth spending the cards. It more effective to use cards like iron hard skin and regeneration to save your daemons or cards that confer a bonus to the Armour save. A +1 Armour save bonus given at the right time negates a lot of shots. It means weapons with a -1 modifier only make you fail on a roll of 1, give the demon two such cards and the opponents is forced to hit you with volcano cannons and such to get the job done. Remember what was said above "each turn the enemy fire is delayed its good for you!". Even if your daemon does nothing but be a fire magnet, that's good!! Better they shoot it than your precious troops who will take the objective and win the game!

"The one-two-punch" - most of the cards you get are either CAF cards or morale check cards. Use them with gusto! Why use one morale check card when you can use two, three or more in succession? Remember two failed checks is a rout – instant destruction! You don't even need to shoot to accomplish this! Even against marines it is useful, even one failed check goes a long way. Now learn how to use this in conjunction with you troops.

Example #1: Charge with a greater daemon and force one check, then use several cards to force a rout. Angron is great for this since he can do it twice without cards, add a couple and you got a rout-machine maker running amok.

Example #2: Use cards to provoke one failed check then charge with ordinary units that automatically provoke a second check!

There are many other variant ways to do this!

Card Tricks: Here are some dirty tricks with chaos cards

1. Your Thousand Sons have thrown their vortex and as luck would have it scatters of course. As your opponent laughs use your telekinesis card to move the intended target into the nearby vortex!

2. March a juicy unit into a fire killing zone and let him fire at you with his most shootiest unit, then play the invisibility card rendering all his nominated shots useless. THEN march in you real attack force who is now a bit safer after he wasted good shots on the invisible units.

3. Grab a Primarch and charge a titan, he's a knight class unit he can do it. THEN play the growth card and watch Angron with a +24 CAF rip that titan limb from limb!!

4. You're defending an objective against grim odds, you are engaged in close combat, the end is near. Use spits acid or body slam to automatically kill units with out saves or inflict one hit at -2! Usually you will kill off your attackers and sit smiling on top of that objective for yet another turn!

5. Your opponent likes titans armed with turbo-lasers? Make him pay when his intended target has crystalline body and hurls all the shots back!

6. Damn opponent, he is lurking in the woods/buildings/ruins just waiting to pounce on me with those fast attack vehicles. Play burning body and you have 50% chance of killing everybody in the terrain feature AND make it impossible!!

These are but some you can invent may others. Always remember a chaos card used in isolation is less effective than used in combination with other cards or your own troops.

How To Deal With Different Armies

Space Marines: They are fast, can shoot well and fight in close combat well, but they are few. Don't trade shoots with them, get into close combat and overwhelm them. Don't worry about t-hawks and drop pods they are just to distract you, go for his firing units and slay them, you can always turn around later and kill the para-dropped troops.

IG: They can shoot you to pieces! Hide, but keep on moving. Make him take shots with a penalty. Use your fast units to strike deep and take out that artillery! Use morale cards versus his fast attack units, watch his rough riders rout after a few well played chaos cards!! Isolate his troops in buildings and such then assault with beasties. He is so weak in close combat even one detachment of beasties will slay him.

Eldar: They have some nasty psychics, but so do you. You are many, they are few. Play the morale card game versus those pesky jetbikes or fire chaos spawns into their mists. Better yet play Filgrim and capture some and then make THEM hunt down those other jetbikes, once his fast attack is neutralized he is toast! He shoots well, but no barrage weapons to deal with, you can hide in buildings and close in for the kill. Use magic to eliminate aspect warriors, they are pitifully few, so each card you use against them hurts. Swarm him and watch him die.

Squats: Tough bastards. Great barrage, great firepower, not bad warriors, good morale. Too few. Take all the objectives they can't and concentrate on their support units, "juggernize" their heavy support since they can get shot but still fight close combat. Use magic to increase your saves as you close in. Get Mortarion in close to his thunderers and breath on them, watch them die. This alone may win the game!

Orks: Many, fight good. This is the only army I'd recommend to trade shots with. You'll need some heavily armed titans and units. Shoot them up good as they close then charge them when they are sufficiently weakened and their numbers are down. Play the morale check game in earnest! Play every single morale check card you got on their core clans even if they just go on fallback orders it one more turn to shoot at them.

Tyranids: Problem. They use the same strategies you do. They fight as good as you do and are numerous too. Their chief units like the Dominatrix are a nightmare to contend with, ignore them. Go for the broods. Morale cards are useless <ouch!> Shoot when you can, charge when weakened. Don't kid yourself it will be a bloodbath! take all the objectives you need to end this as early as possible. Retreat units that are broken, no need to give him double VP's!

Slann: Jerks. Morale is not an issue, they shoot great! They are few. Swarm, swarm, swarm. Be a Tyranid in everything but name. His close combat is poor so that's where you need to be. Destroy his support units, even their tanks can be a pain. Don't bother shooting at them, they self-repair. More than any other army you need close combat to win here.

Tactica Eldar

Purchasing and Using an Eldar Force

The link between what you buy and the tactics you use are always tied together, but nowhere else are they as closely intertwined as in an Eldar army. This is an army of specialists. The standard Ork mob is fifteen-plus stands, Imperial Guard platoons have ten, Space Marine detachments six while the Eldar count in at four. Fortunately, those four are equal to all the others if used properly. Give an Eldar trooper the situation he's made for and he's better than any other unit in the game. Put him in the wrong place and he's almost up to average. As an Eldar commander you need to know the capabilities and more importantly, the implications of what your troops can do. You should also know what the enemy troops can accomplish and how that relates to your own forces. While a rank beginner can win with Eldar, a master can make it look like art.

Let's start with the battlefield. Terrain is your friend – love it, use it and always ask for more. Eldar don't have either the armor or the numbers to win a shooting war, so you need to use the terrain to bring your troops into their ideal positions. The majority of your vehicles are skimmers (and IMHO those that aren't, should be). The basic Falcon is both an APC and a tank that ignores terrain and can quickly bring up troops to a central patch of woods. The infantry moves into the woods and fires from cover while the Falcons do pop-ups from behind. A Falcon Host loaded with Aspect Warriors is an excellent combination. And if your opponent gets clever and starts using the terrain himself, shoot it with Doomweavers and make it useless for the rest of the game.

Now let's look at Victory Points. One thing you'll find is that your troops break and give up Victory Points far too easily. Get used to it as that's one of the Eldar disadvantages (small detachments = low break points). One way to compensate is to contest or control every single objective by turn two, and fortunately you've got the troops to do it. Jetbikes have a charge move of 70 cm and can be anywhere on a standard board on the second turn. Swooping Hawks can Deep Strike and be there on turn one, but since that happens during compulsory movement they may well be attacked before they can move again. Either way, try to keep a detachment within 15 cm of each objective and your opponent can either divert troops to chasing them down, or not get Victory Points.

Deployment depends largely on the terrain, but a general rule is to put a third of your forces where they can get behind his lines, a third across the center and the rest somewhere appropriate (artillery on hills and cavalry on the flanks sort of thing). Once you've diverted or tied down most of his mobile forces, concentrate on one part of the battlefield. You can reinforce far faster than he can (I don't really care who you're facing – you're faster). Hit his armor from behind and concentrate fire on his infantry.

I've almost always played the Eldar as an army of cavalry and specialized infantry, and I'm still undecided on whether generic light infantry are necessary or not. True, it's only 450 points to get all the grunt infantry I'll need, but I've played both with and without Guardians and it's a toss-up. If you feel more comfortable with lot of general troops, buy some. If you don't see the need, don't – but be sure you keep an eye on your battle-line. It's easy to get your small detachments picked off piecemeal. You generally need a core group that can take some hits and still be there. I usually get a Tempest Host or two Falcon Hosts for my center (reinforced with Aspect Warriors), with jetbikes on one or both sides and artillery right behind.

Dark Eldar Tactics

Never fight fair. Ever. All your units should be considered disposable. Never get attached to one, spend too much on one or depend on one, because your army's fragile nature means you'll nearly always lose it and feel bad. The Dark Eldar Lord doesn't care if his troops live or die as long as he has his way, and neither should you. You can win with almost nothing left if you focus on the mission. Your units are bullies and should use their mobility to get two or three-on-one odds, both in shooting and Close Combat. Always force the opponent to react to you, and control the battle by distracting him from his strategy. Keep track of how many of his stands have to die to break the unit, and kill only that many before moving on to the next target. Concentrate on Victory Points because nothing else really matters. Non-Dark Eldar players may argue that it's how you play the game that makes it fun, but they only say that because they're losers. *You* want to be a winner.

Exodite Army Construction

The Exodites have put the majority of their war industry into producing the Eldar Knights, focusing less on the larger titan and superheavy war machines. This is reflected in the army lists. Secondly, one of the Exodite themes is a mix of ultra-high tech robots and low-tech lizard riders. This is not required, but it's a nice touch to add one or two of the unique cavalry units for flavor. It also comes in handy when someone tosses a Haywire “your technology doesn't work” bomb, and you have units that are completely unaffected.

Tactica Orky

Here Some Tactical Thoughts On Using Those Orks

By Erik J.d.J.

But how do I use my army?

The following advice should be taken with a bit of care but is based on many a game against novice players (Sorry no veteran EPIC players in the area I live in!).

Do remember that most of the time I also make up the opposing army. And while those are either Space Marines or Eldar armies they tend to be loaded with fast moving units which either have a fire range of 45cm or more or have an assault value better than that of the Orks. So what to do as an Ork player?

Simply follow the next five points of advice and you will have a great army.

1) Take as many models as you can! When creating an army this can mean that you have to leave those nice looking Gargants and Warmachines at home. While true for most armies in the EPIC 40,000 game the Orks specially benefit from having a much models as possible.

2) Make sure your detachments are fast. While easy to obtain and easy to get in large numbers, Ork infantry will not win the day alone - they will be outmaneuvered and unable to succeed in anything during the length of a normal game.

3) Give each detachment a mission. Design each detachment for a special task like long range supporting fire, close assault or tank hunter. Use them for what they are good at and make sure you are not trapped in using them for something else. Do think about it and determine which troops they could kill and which troops will kill them.

4) Make sure you have enough flesh for the cannons. When I say this each veteran Ork player will think about his beloved Gretchin and how they have supplied him with so much flesh, but that is not the way to go here! Keeping your forces mobile means that you do not have the time and or points to drag Gretchin around. And with their low Armour value they will be killed just more not in stead of! So what to do? Nobz are the way to go, they are great for taking the punch for the rest of the troops and they sometimes even save. And when there are no Nobz to spare use those Boyz but leave the battlewagons intact.

Using these rules I have constructed many armies which won the day. They do not win all the time but where would the fun be in that?

Articles

The Art of Attack

By Ron W. DuBray, from Incoming #5

To say most gamers try to kill all their opponents forces all at once in a knockout blow is an under statement. It's also a tactic that never works unless your opponent is using the same tactical move and it turns into a blood bath of epic proportions. Or they move their most powerful units in to shoot it out with the enemies most powerful units to the same end. With that said lets talk about a better way to use your armies destructive power.

To start you have to move your forces to attack a point in your opponents line that will disrupt his defense and put his force out of place to attack back with any effect. This will make some of his army useless and beaten with out even being shot at. The whole art to this is attacking the right point in your opponent's line. Unfortunately there are no set rules to this. One point is not to choose you enemy's strongest point, but a weaker one. You have to look at the ground and how it covers you and stops your opponent from bringing his army into your attack. See the holes he can move his force into to disrupt your attack and put a blocking force there to stop it or delay it until it's too late. Bring enough force to the point of attack to kill all the opponents' army there.

The next thing to look at would be how to use the units you bring to your attack. At this point in your gaming you should know what a unit can and can't do and what units in your army are good at killing what right? Sometimes you have to break all the rules you've made in your mind about this and attack a unit with a weaker unit to tie it up until some of your more powerful units are free to take them out. Sometimes you have to burn manpower for the big picture. Also you need to think about units that help other units and try to take them out before you try to kill the main unit. The best example of this is an air unit taking on an artillery unit with AA cover. Simple right? You need to take out the AA but you don't need to kill it you need to tie it up, make it fire at another unit, charge it in hand to hand, use a weapon to block its line of sight. Try anything to attack your target and stop it's defense units from helping it.

Another thing to keep in mind is not to make you attack predictable by going in a straight line. Try a feign (feign) to the left then go straight in, or turn to the right. Attack at an angle to the table. Hit the far side and turn down the length of the table (my personal favorite) this is called rolling up a flank. Also a zigzag route really confuses you opponent to no end. Another way is to split your force into a power force to go in at any of these trajectories, and is used to hold you opponent in place. With a fast force that is used to move in and take out any units coming in the help the units engaging the power force.

All in all try to bring as much firepower at one point in your enemies line as the terrain and your army will let you and you will see an endless variety of possibilities to use your force to open up your opponent to losing the battle. Also remember what works for you and what almost worked and try it again and think about changing your total plan if you're fighting the same person repeatedly.

If you would like more info on this line of thought I suggest reading a book called "The Art of Maneuver" by Robert Leonhard.

Here Are Some Tactical Thoughts on Using Those Orks

By Erik J.d.J.

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Lords of the Battlefield

By Peter Ramos, from Incoming #2

Titans. Many would agree that these mighty machines are the heart and soul of what "epic" IS. In fact the game originated around these giant robots and evolved from there onwards. Over the years I have seen titans used in many novel ways – both beneficial and not. We will explore some of those strategies and tactics so as to make your titans "Lords of the Battlefield".

Before going into the specific titan types provided by each race we'll touch a few general aspects of titan warfare.

Strong... But Not That Strong

The epic player must keep in mind that your titans while strong, are not invulnerable. Its key to give the titan adequate support from ground troops to enable it to fulfill its mission for the battle. The most effective support is in the form of units than can produce a good volume of firepower that has a negative modifier in order to take down enemy shields an open it to attack from the titans main guns. If you have multiple titans, refrain the desire to spread them out over the table to cover a wider front. Place them in a manner that they can support each other. The enormous firepower two titans can put out will surely overcome any individual opponent that faces them.

Don't Divide And Conquer

It's a frequent habit for epic players to want to accomplish more than the titan's arsenal can achieve. Titans come at a high price in cost and to waste a single shot without a good possibility of casualties is a waste. When nominating targets go for those which most probable casualties can be made. The target with the highest VP yield is not necessarily the one to shoot for. It is always tempting to dump all your attack dice in a gamble to destroy an enemy titan or praetorian. More often times than not the targets total destruction does occur and the player is left with only wasted shots. It is sounder tactically to go after companies of vehicles or troops that often yield a similar VP's as that "juicy" target and are much more vulnerable to your firepower. Whatever you choose concentrate your attack dice at one detachment/unit per activation. This guarantees that the VP's are taken. It is better to eradicate one unit and receive VP's than to go for several units and find that none reached the break point. That oversight may cost you the game.

More Is Not Better

A common question asked is how many points should be spent on titans in a given game? Frequently player spend up to 75% or more of their allotted points in titans. Bad move. Remember that you need grunts to secure objectives after your glorious titans have destroyed the enemy. A titan may seem like a wonderful idea to secure an objective on its own, but be aware that it only takes that titans destruction to leave the objective empty. On the other hand an objective full of troops stands requires their entire elimination to take it.

I recommend that for a given point value for a battle bring no more than 20% or the force in titans. For very small games it is perhaps not a good idea to even bring titans since points are really needed for troops.

Now we'll take a look at race specific types and pointers on how to use them.

The Imperium

You have a wide range or types and armament to choose from, but that makes it difficult to decide what exactly to use.

Warhound: Warhounds are small, agile and have a small template that will prove very useful in dodging incoming shots. Make no mistake, however, since even a single shot that gets through will be sufficient to destroy this titan.

The warhound is best used against weaker prey, especially units that cannot affect it like infantry. Arm your warhound according to the targets that will be its priority. A Vulcan Mega-blaster and Inferno Gun are the best weapons for anti-infantry work. The Warhounds speed and superior maneuverability will place these short ranged weapons within range very early in the battle and cause an enormous amount of casualties.

Against vehicles the turbo lasers are the best choice. Its long range and high save modifier can easily decimate 4 vehicles in one combat turn. Two Warhounds so armed can break most armored companies with little effort. For heavier targets the plasma blastgun is the best choice. A warhound so armed can effectively hunt larger armored targets such as super heavy vehicles

The warhound is a player favorite due to its low cost and fast speed. Keep in mind these titans are not made to withstand concentrated firepower of any sort. They can be used as the killing blow against weakened titans, but are woefully inadequate to deal with heavier titans. Even two Warhounds working in concert may not be enough to defeat larger titans. Keep your Warhounds in a packs of two, this way they can protect each other as well as concentrate attacks against dangerous foes.

Reaver: Reavers are the workhorses of your titan arsenal. With four shields and a frontal template that does not show its vulnerable plasma reactor (trait which makes the warlord somewhat unpopular), it makes the Reaver a very tough customer. Reavers are by far the most versatile of Imperial Titans. They may choose mostly all types of weapons, short of the heavy plasma ones, and can be customized for any role.

For anti-titan duty the most effective types wield two turbo lasers and a volcano cannon. With minimal help from support forces this titan can strip shields from most enemy titans and delivers a potent volcano cannon shot to vaporize the target. It can also be used as an excellent tank killer. In cases a fire platform is desired it can sport several one shot missiles to rain death on the enemy.

If an anti-vehicle titan is desired the mounting of three turbo laser gives you long range and extremely good to hit value and high save modifier. The plasma blastgun (or two) can be a veritable nightmare for super heavy tanks, since Reavers can deflect incoming shots with the shields as they vaporize targets with plasma.

On the other hand if killing infantry is your choice multiple flamer weapons or mega-blasters can wipe out large formations in short order.

The Reaver is the only titan that due to its speed can actually be expected to close in and engage enemy titans in close combat. If that's your style the Reaver is definitely the way to go. Reavers are the most cost effective titans per point-don't go to battle without one!

Warlord: Warlords should serve as large gun platforms. Their slow speed and maneuverability make them impractical as an assault titan. The main advantage of warlords over all other titan types is: unrestricted weapon selection, 6 void shields and up to 5 weapons hard points.

Simply put Warlords are walking gun ships of firepower. This is the only titan where it is possible to mount sufficient weapons to successfully attack shielded targets. Another boon is that you can add fire control centers and other special guidance systems to enhance its performance and still have 4 other spaces for weapons.

The Warlord has gotten a bad reputation, however, due to the fact that the reactor is vulnerable from the front arc. The proper use of a Warlord as a fire platform in support of your army should keep it around your baseline, its many shields should do the rest as far as protection.

The key to the Warlords power is versatility. Given its unrestricted weapons selection you can basically make any combination possible. Here are some examples:

Artillery support: armed with two barrage missile launchers and multi-launchers; one or two carapace mounted missiles (vortex and warp), central line cannon head and multi-launchers. These variants are excellent if you are worried about the vulnerability of conventional artillery.

Anti-titan: two or more Gatling Blasters and two or more volcano cannons. Turbo lasers and heavy plasma weapons. The heavy plasma weapons power is awesome to behold. In combination with fire control centers their already good accuracy increases. Their very high save modifiers almost guarantees kills when it hits.

Warlords should rarely mount close combat weapons due to their slow speed. On occasion you may mount one more as a deterrent than to use it aggressively.

Of all the titan variants mentioned the warlord is the only one tough enough to hold its own alone. If your battle plan requires to leave and area relatively unprotected a warlord titan can hold an objective alone for a relatively long time.

Eldar

Overall, use Eldar titans aggressively. The Holo-field protect you from most direct fire shots, which tend to be the more devastating hits. Maneuver around artillery direct fire lanes.

Revenant: Revenant function in many aspects as Warhounds. Their even greater speed permits them to pounce the enemy very early in the game. Added to the weapons long range it can reach targets in the first turn that other units may not be able to reach.

Unfortunately it has a fixed weapons configuration so it is limited to what targets it can normally go after. On the plus side its stripped pulse lasers can take down shields relatively quickly. Its is best suited to take out lightly armored vehicles and troops. Avoid tangling with heavy firepower units.

Phantom: Phantom titans have several advantages over Imperial titans. They have greater speed and maneuverability than their Imperial counterparts and can sport the best titan weapons in the game. By necessity the pulse laser is a must have weapon on any phantom. Its large volume of fire can take shields down very quickly as well as fire at many targets in a concentrated area. Although it possess a good save modifier it may be too low to effectively take out titans, so mounting two such weapons is not recommended. For titan hunting a D-cannon in combination with the pulse laser is the best. The D-cannons awesome armor penetrating capacity makes it superior even to the volcano cannon.

The Phantom's have two great disadvantages: vulnerability to barrage weapons and no effective artillery. The vulnerability to barrage weapons has made many players use this titan too conservatively. Remember the real danger is to DIRECT barrages. This gives you a lot of wiggle room since usually the opponent places his artillery at the table edge without easy line of sight to the frontline. As long as the enemy takes indirect shots your chances are a lot better. Also use your great speed to close distance with the enemy and use the pulse laser to wipe out whole detachments of artillery. Your long range weapons can still target them while being relatively far away.

Use vibro-cannons as building busters. The Eldar have no real way of getting the enemy out of buildings short of an assault. The vibro-cannon is a good way of making the enemy think twice about hiding in buildings.

Although it's a generally a good idea to keep titans in pairs to support each other, its paramount with Eldar titans. A pair armed with anti-titan weapons, on average, will destroy any opposition it encounters. Part of Eldar strategy is to do things quick, Eldar titans are up to the task.

Warlock: Warlocks are similar in their use to phantoms, but have ways to decrease their weaknesses. Use witching sight heavily to give enemy shots an additional -1 to hit against you. This becomes crucial against artillery shots. Doom should be used so other units with lower to hit values can successfully attack it. The seldom-used Mind Shout is devastating when used in combination with a second Warlock titan. Two successive failed morale checks force a rout and immediate elimination of troops. Used against low morale troops like orks and IG can literally turn the tide of a battle!

Orks

Gargants: Gargants, regardless of type, are very tough customers. Since they have no fragile reactor to worry about they can withstand punishment that no other titan can hold up to. As a rule Gargants should NEVER be placed on First Fire unless they have covered a lot of ground and are at the halfway point on the battlefield. Advance is by far the most effective orders to be on. It permits the gargant to move and fire, inching its way across the tabletop. Charge should be reserved for Close Combat only.

Unlike other titans, never fear immediate destruction. On average it takes an enormous amount of firepower to take one down. Even vortex and warp missiles may not destroy it immediately. The gargant is your battle sponge. Let it soak up as much fire power as the enemy wishes to bestow on it. This way your weaker units will arrive at their objectives.

Armament is quite varied and can serve a wide range of mission goals. The Gutbuster is a usual favorite, its capacity for taking down shields and buildings is renown. Don't expect to get to many titan kills in this manner however. The leg location on titans is very resilient to catastrophic damage. Remember its building busting capabilities. It a good way to clear several buildings in one shot.

The Gatling gun is short ranged, but at 8 attack dice its devastating within that range. The magna cannon provides that long ranged punch the orks so desperately lack. The Mork/Gork head is a must for the low moral orks and can save you a lot of grief-until it gets blown off!

By virtue of its short ranged weapons you must centralize the deployment of you Gargants. It doesn't pay to place them on the flanks, since those on the far side will not have their protection. This may make your deployment predictable, but it can't be helped.

Try keeping your troops at least 20cm away from the gargant because when they blow up they may take most of your clan with them.

Remember move forward, you don't have room for maneuver, advance and shoot all the way to the objective!

Chaos

Chaos uses many of the same titan variants the Imperials use so we'll cover those unique to it.

Banelord: Banelord warlords suffer from a fixed weapon configuration losing some of its flexibility. Fortunately it possess a psychic save that will protect it from warp and vortex missiles which usually destroy its Imperial counterparts. Also the rack of missiles is a potent one shot way of eliminating units. Try to target infantry with it. Especially large formations like the IG and orks. Fire all of them at one go, you never know if you'll be around to fire those you save for next turn. Its remaining weapons are short ranges so its probably good to send this titan into close combat since its many assault weapons make it really good at it.

Lord of Battles: Lord of Battles has many good points. They are greater demons so receive all their benefits. They can use chaos cards to avert damage (although they can't use the actual power on themselves) so can be virtually immune as long as chaos cards are handy. Their psychic save gives them protection from all those nasty missiles too. Unfortunately they have nothing between them and their armor to deflect shots and will attract much fire because of it. They are best used as support for the ground troops can should not be left unsupported.

Tyranids

Hierophants and Hierodules are used in pretty much the same way and only differ in the amount of punishment they can withstand.

The bio-titans resilience is second to NONE! There is not much to make you fear. They have psychic saves, wounds and critical damage is not influenced by save modifiers, and so even the mighty volcano loses its sting. To heighten your enemy's worries you also regenerate.

Your strategy is quite simple-CHARGE! Engage enemy titans quickly and let them feel the caress of your tentacles as you cruelly pull him apart.

Bio-titan weapons are unfortunately under powered as compared to their Imperial counterparts. The best weapons are the bio-cannon and the pyro-acid spray. Still the volume of fire they can produce is paltry. Their charge and close combat ability is much superior to their firing.

Simply put-don't think! Just charge them into the heart of the enemy and let him worry about killing it, by that time you will be upon him!

These are but a few pointer and recommendations. I am sure that many players have developed their own strategies and weapon combos. We would sure like to hear them and put them in an issue of Incoming!

Keep those titans forward!

Peter

Take the Objective!

by Peter Ramos

After almost ten years of playing Epic, one factor always stands out after analyzing any given game - if you don't take the objective you'll usually lose.

In this article I will share with you some impressions I have accumulated over the years from a wide range of players and playing styles.

Deployment and Tactics

A simple fact of life in Epic is that if you don't deploy effectively, you'll probably fail in securing your desired goals. Your tactics will be largely determined on how well you deployed at the battle's start.

The first thing to do for an Epic game is to assess the battlefield and determine where the objectives will be and depending on your army, how realistic it will be to actually secure them. It is very important for the Epic player to realistically judge if he is physically able to secure desired objectives. Don't be shy or dubious of ignoring some objectives in order to concentrate on those that you deem can be secured properly. It is generally not a good idea to commit a single detachment or model to take a far away objective when their services can guarantee the securing of a closer objective.

Of course, it is easier for some armies to 'spread out' more effectively and in this case being precise and making runs for objectives with good support will be the key, since the army with more troops can perhaps squander some forces in order to contest all the objectives.

Let's look at some suggestions for deployment and tactics of Epic armies to maximize their objective taking.

Space Marines

Their strength is the speed at which they can move after deployment. The Rhino, although it may not seem that way, is a mighty offensive weapon. It permits the Marine player to reach objectives quickly and efficiently. Caution however, this ability to cover a lot of ground will usually outpace your support and it is easily to get isolated and destroyed piecemeal. Always go to your selected objectives in force, don't send one detachment in Rhinos - send two or three detachments to ensure proper support. It is helpful to mix up these detachments, send tactical troops supported by assault troops or even devastators, this provides support on multiple levels.

I like to field Marines in "strike packages" each with its own artillery support in the form of Whirlwinds, Thudd guns or Tarantulas. Each package is assigned one or two objectives that are close together (so as to maximize the supporting units target selection). At its heart is usually a battle company. The devastators will hang back in a safe place and provide cover fire, while the assault troops will wait in nearby woods or buildings (not the actual objective) within charge distance. The tactical troops do the dirty work of actually taking the objective. In this manner each component of the strike package can easily support the other without placing them all in the same objective and submit itself to concentrated fire.

Remember that Marines are not numerous enough to attack all the objectives in this well-supported manner. By necessity you need to consider which objectives to ignore initially.

If you do need to go after an objective with little or no support, Terminators are a good choice as well as robots and dreadnoughts. It is wise to at least support them with a medic or techmarine to ensure the maximum possible chance of survival.

Thunderhawks are excellent for rapid deployment, but this is usually not worth it because you will be operating alone. This means if they do not accomplish their goal they will be overwhelmed and destroyed. It is wiser to use these troops in support of objectives your Rhino-transported troops have taken to strengthen your hold. The best move I have ever seen was a player who brought in Thunderhawks a whole devastator company to support tactical troops in nearby objectives. These troops were immediately available for firing in the advance fire phase and provided ample close-in cover fire. Also it is by far a better ploy to land troops in Thunderhawks en masse on one or two closely packed objectives, thus overwhelming the local defenders.

Use your superior mobility! Obligate your enemy to defend those objectives he has already taken by deploying fast striking units like Landspeeder and bike detachments. This will make him wary and hesitant to release reserves from taken objectives to those you are currently contesting. A Thunderhawk in reserve, even if you don't use it, can have the desired effect of keeping your opponent too cautious and hesitant.

The Marine player dictates the pace and play of the battle. Make your opponent react to your moves and keep him off balance by attacking lightly defended areas with fast units and throw your full supported attacks at more defended areas before he has fully deployed.

Speed is on your side - use it!

Imperial Guard

The Guard is one of those armies like the Orks and Tyranids that can physically occupy a large segment of the battlefield. Of course the large number of troops is needed to offset the poor quality of the units. A careful selection of infantry and their corresponding support is perhaps more crucial in case of the Imperial Guard due to their large dependence on adequate support.

At its core an IG army must deploy massive amounts of infantry. This is easily done since the company cards available are cheap and provide an enormous amount of troop stands. Individually they aren't much but their sheer numbers makes it a daunting task for the opponent to tackle.

By necessity, due to their command structure they must be fielded relatively close and therefore they must attack a common objective. The idea is to assign a single tactical company for every two objectives this provides for an attack that is still high on numbers for each objective.

The key for objective taking success for the guard is what detachment you select for supporting your "grunts". Excellent choices are Roughriders and bike companies. They can easily keep up with the infantry's advance and possess high close assault factors. The important thing to keep in mind is that these support units are expendable. Their goal is to keep the enemy away from the infantry that is holding the objective. Do not worry if they get annihilated, that's their job. Other alternatives are assault troops and Ogryns, but in essence they accomplish the same job as the Roughriders and bike companies - serve as a shield and a sacrificial offering. They must die so the infantry can do their job - hold the objective!

One big disadvantage for the IG is their lack of mobility. There are few ways of remedying this. A notable solution is the use of tunnellers. Under Net Epic, tunnellers have been improved and now companies with attached IG infantry are available. This provides a quick and relatively safe method of deploying the IG. Caution however, they must still be supported effectively or else they can be eradicated quickly. Another choice is Gorgon companies. They possess excellent armor and can wither devastating fire usually making it to the objective. They are slow, however.

Heavy infantry units should be used in your baseline and provide support fire. They are cheap so you can get many. Concentrate fire around the objectives. Avoid needless potshots that have a low yield. It's the objective that matters.

One important aspect to the IG success is artillery. You have the best there is. Long range, hard hitting and massive - that's IG artillery! Keep them deployed in the back and defend them with Tarantula robotic guns. Under Net Epic these units may snap fire without penalty so you can pick off the enemy as it charges in (since once its engaged it has already done you damage by keeping your artillery busy!). Ogryns are good monitors to keep guard on your precious artillery. One slick strategy I have come across was to leave a detachment of Roughriders or bikes in reserve and counter charge any threat that comes close.

Superheavies and knights provide lethal punch to the IG and should be used as anchor points. Knights are fast enough to keep the pace with infantry and can handle the opponent's tanks and other armored units. Knights specialized in close combat should go for large expensive units that threaten an objective. Keep them into reserve until that crucial moment in the latter segments of the game. Avoid sending them early in the battle since they are few and can not withstand a concentrated attack. These heavy units are expensive so go for the enemies big units. In Net Epic these units have improved survival and can resist several shots before they explode so don't be afraid to push them - they can take it!

The bottom line for the IG is attrition. You can and will suffer casualties. Throw what you have into the meat grinder. Your support units are expendable, if they die and your infantry holds their objectives you win. Otherwise you lose and big! Go for ALL the objectives. The IG has the resources to do so. Use tunnellers for those objectives far away and support them with Roughriders and bikes. Gorgons and Ogryns can be used to support those IG companies closer to your baseline. Give as good as you get, in the end given an equal amount of losses per side, IG will be victorious because you'll control more objectives!

Imperial Guard has many resources - don't be afraid of using them! Attrition is on your side.

Eldar

The Eldar are an army of specialists. They have the fastest attack units (jetbikes), the most powerful close combat troops (scorpions and banshees) and excellent armored vehicles with good armor, accuracy and speed. Their

biggest problem is their small size and frailty. Most support cards are broken with just two casualties and almost invariably the Eldar are outnumbered.

Like the Squats, the Eldar need pay extra attention to what objectives to go for and which to ignore. Simply put, you can't challenge them all so don't try! Even those you will attempt to capture you'll be outnumbered. The smartest Eldar players I have met have totally baffled their opponents by deploying exclusively on one region of the battlefield. They proceeded to bring their full force upon one segment of the opponent's army and thus gaining "local" superiority. Once that segment is destroyed they then face the remainder of the opponent's army on equal terms. There is danger in this approach, if the attack on the outnumbered flank is less than total you may find yourself in a sandwich - with you as the filler!

Once you decide what objectives are to be captured select the troops best suited for the job. Since your army is small to begin with you need bulk. The guardian companies are your first choice, although if you desire more flexibility you can bring the guardian and Falcon companies as separate companies. Aspect only armies are too brittle and should be avoided. This may seem as a good idea, but it is easy for an experienced Epic player to concentrate on killing the two stands needed to break the detachment. You will quickly find your army in shambles due to this. Most one turn knockouts I have seen or experienced were due to players fielding "aspect only" armies. The Eldar need some backbone and guardian companies provide that. Another seemingly great idea is to deploy massive amounts of Spirit hosts in the belief that since only the slaying of their warlock earns victory points and these are command units it will make earning those points very difficult. Not true! All armies have ways around the command unit restriction, flyers, psychic powers or special cards. These are numerous enough to make you regret this approach. Remember, 1 dead warlock = 6 points to the enemy!

After deploying guardian companies support them with specialist troops. These can be divided into two groups. Those that will physically accompany the guardians and those you serve as spearhead to clear the objective out before they reach it.

Striking Scorpions and Howling Banshees are the best troops to field as spearheads. Transport them via a Wave Serpent and have them engage immediately. This way they can't be targeted effectively by barrages and if they draw more enemy troops into close combat so much the better. They can break many times their worth in close combat before they are destroyed. Never deploy these in open ground that is a waste of their skills! Also they may be transported by Vampire carrier and strike deep into enemy territory.

Dire Avenger and Fire Dragons are excellent units to place with the guardians in the objective. Their superior firepower is a good adjunct to their shuriken catapults. Dark Reapers provide excellent local air defense and can be deployed to critical areas.

Deployment of Tempest tanks and Falcons is crucial. A turn spent on advance fire is a turn ill spent for these units. Much thought should go in to their placement. Usually behind the objectives is the good thing to do.

Although attrition is the bane of the Eldar army there is one exception. Jetbikes and Vypers. Their great speed makes few targets not accessible to their strikes. However, do not throw them in the first turn as is often the case. The effective way is to place them on charge behind the objectives and then charge any threats before they make contact. The Wind Host is large enough to provide support for many objectives. It is wise to keep a detachment or two on reserve to attack unguarded objectives or vulnerable artillery. Use them to confuse and harass.

The classiest use I have ever seen was an Eldar player who kept these behind objectives on first fire orders and shot up infantry as it came in! Remember that their weapons have better "to hit" values than bolters and Vypers have 2 attack dice! That was the only time I ever saw the Wind Rider Host finish a game unbroken!

Many times the Eldar player will have to take a gamble and attack objectives with few units and unsupported. The best units for such a task are Spirit Hosts, Scouts, Exarchs and Harlequins. These units are powerful enough to face almost single handedly a wide range of foes and defeat them. Care should be taken to assess that they do have a chance on completing their task. Do not throw them in just for the sake of doing so!

You have the best of all worlds! Never stand still, keep moving and make the enemy move to you! Hit and the run, avoid battles of attrition - they can only hurt you. Go for the throat early in the game, before the opponent has fully deployed then flutter away!

Squats

Like the Eldar, they suffer from a small force restriction and to worsen things they are slow. They, of course, have the highest break points in the game and some of the most powerful artillery units and giant uperheavies.

No army, even the Eldar, have more a difficult time at deployment than the Squats. Where you place them, simply put, will either make or break you. As a rule you will never go for all the objectives. As a matter of fact you should go for an average of 3 objectives, perhaps 4, no more.

You will never cover most of your baseline, don't even try. Concentrate your force on those couple of objectives nearest you and get there as quick as possible. Then sit down and pound your opponent to oblivion!

Remember your opponent also recognizes your weakness. It is paramount for you to take and hold those few objectives you are after, every one you lose is more work for you in the form of destroying more of his forces.

Squats are better in defense than offense so convert the battle into a defensive one as soon as possible by taking the objectives quickly and then going on the defense. How to do this if Squats are so slow? There are a number of ways. Use tunneller companies. The Squat tunnellers are more accurate than the imperial equivalent and thus will surface close to the intended point. Support this thrust with the biker companies, their high CAF will usually come out on top.

There is no better support than the famous thunderers. Their presence alone will send your opponent for ingenious ways of disposing of them. In the meanwhile feel free to use their massive firepower to wipe your opponent from the field!

Squat artillery is powerful and long ranged. Keep it far behind your lines guarded by Tarantulas and robots, they do a good job. A bike detachment in reserve can also counter charge any pesky fast attack units before they close in. Use your artillery effectively, go for infantry, especially in buildings. Let them know there's no place to hide! Never permit the opponent to reach your infantry in force, concentrate your fire on them from the beginning. Only stragglers should make it in and then send in your berserkers!

Overlord gunships should always form a part of your army. Their annoyance factor alone will make the enemy send tons of shots into it that otherwise would be giving your infantry a bad day. In addition the line of sight they provide will teach your opponent that the wrath of squat artillery is never far behind! Gyrocopters also form a good adjunct and should be used to harry enemy artillery and vulnerable targets. They are good for deep strikes to distract the enemy from your goals.

Giant superheavies (Praetorians in Net Epic) form the cornerstone of your force providing massive artillery and conventional fire support. No doubt your opponent will waste massive amounts of firepower on them, let him, all the less shots aimed at your vulnerable forces! In Net Epic these mighty monsters possess hit location templates like Titans and are VERY resistant to damage - a match for most Titans! If possible, field them in pairs, the crossfire from two of them will usually destroy any likely opposition.

Defense is your best offense. Take the objective quickly and then obligate your foe to come to you. Use your artillery as he comes in. Overlords and Gyrocopters will harry his forces all over the battlefield distracting your opponent. Any opponent foolish enough to go into a shooting match with you will lose!

You're tough! The high break point is your enemy's worst nightmare. You have resilience and fortitude - a stone that all armies hit upon until they break!

Orks

The Orks are perhaps the largest army in Epic. Attrition is the name of the game. More so than the Imperial Guard. The Ork player is shielded by massive break points, but equally massive victory point loss. Their firepower is relative short ranged but plentiful. Their weapons are varied and somewhat unreliable. They are fast and slow at the same time, but once the tide reaches its goal, more often times than not, they take the objective! The problem is getting there.

Like the IG you can easily cover the battlefield and go for most if not all objectives in some way. The clan structure obligates you into tight formations so each clan should try to capture one or two objectives that are closely placed.

Ork deployment should take into account terrain so as to use it for cover and avoid incoming barrage fire as they close in on the objective. Move through as many buildings as possible taking maximum use of cover, but avoid placing to many in any structure that may easily collapse.

Orks should deploy clans that move quickly like the Evil Sunz and Kult of Speed. These clans serve as "entertainment" for the opponent as you move in larger slower clans. Don't worry about losses, you can afford them.

The ork infantry should charge, charge, charge until the objective is taken. The vehicles in support should always be on advance orders to support this charge and pick off targets as they close in. The key is to close ground fast. You have minimal artillery support so don't count on it to save the day. Once you are in charge range of the objective go in head first. It's harder to shoot or bomb you if you are engaged.

Nobz are your greatest asset. Deploy as many as you can afford. Keep them behind your troops, they are your "green screen". Let them soak up firepower as your Nobz comfortably pick off targets. The massed firepower of many Ork Nobz is daunting (especially if you give them kustom weapons!) and will give your opponent pause.

Spread your custom cards. Avoid concentrating them. The loss of a clan with many cards assigned to them is a great blow to your objective taking efforts.

The first turn is usually not a good turn for Orks, you take a lot of incoming fire that can be avoided or retaliated against. Clench your teeth and run in. Close combat is your goal, shooting is a means to get to it. Never get into firefights that will only distract you from reach the objectives. Concentrate your firepower in the immediate vicinity of your clans. Pave their way!

You are a green tide nothing can stop! Don't get distracted until you make it to your goal. First fire is not an order you should regularly use for your clans. Advance or charge is the only way to cover ground. Your support vehicles should close follow your troops on advance to pick off anything in its direct path. Pot shots are a waste of good firepower.

Chaos

The forces of chaos are like two armies in one. One portion consists of the Chaos Marines and its related equipment. This part of the Chaos army functions as a regular Space Marine army and much said under that section applies to Chaos Marines. Of course they have extra skills that make them more effective than their counterparts, but their smaller size balances it out.

Demons and other minions form the other group. These have much in common with the Orks. They have few long ranged weapons and must close distance with the enemy quickly to have any chance of success. They can be quite a large army if many minions such as trolls, beastmen and minor demons are taken so they may actually try to vie for most objectives.

The key is to balance the Chaos Marine part with the demonic part. The Marines have the responsibility of fast deployment to the objectives and engage the enemy keeping it busy until the demonic reinforcements arrive. Demonic forces can be supported with demon engines and artillery, most of which is short range. Covering ground is key as well as full use of the terrain. If the Chaos Marines do their job, little fire will be directed at them in the first turn.

Once marines secure the objective they should go into first fire and let the demonic forces engage in close combat. Some Marines, like the World Eaters for example, may forego this since their close combat expertise is superior to most minor demons. Although Chaos can shoot better than Orks, they too are a close combat army. Therefore shooting is a means to facilitate engaging in close combat. Usually firing into the objective to soften up resistance before the demonic troop assault.

Chaos is also a "second turn" army. Try to keep your demon engines safe so they may capitalize on the second turn when they have closed range.

Remember that your demons are immune to first fire shooting as they charge in. Use this to your advantage when you attack well defended objectives.

Chaos cards should be used to guarantee assaults are successful or to protect units defending objectives. Cards used other than for objective defense are wasted. Don't spend enormous amounts of cards on saving demons. If it has completed its task or is irrelevant to a current objective let it die. Those cards wasted there could determine the fate of an objective elsewhere.

You have many weapons in your arsenal, Chaos Marines and demons. Each has a different task but all share the same magic. Buy for time with your Marines and then honor them service by defending them with your demons and minions. Don't hoard your magic, use it freely or that big payoff your saving it for may never materialize.

Tyranids

Tyranids can field a fairly big army. Their deployment is not so much for the objectives but towards engaging the enemy. Make no mistake Tyranids should take objectives but not for the same reasons as for other armies.

Tyranids receive no victory points for taking objectives, but can deny them to the enemy. In there lies the tyranid's strategy for deployment.

By negating these objectives to the enemy it gives more game time to the Tyranids to bring more of their close combat troops to bear and break or wipe out more units earning many victory points. Long games invariably favor the Tyranids and its in the Tyranids player's best interest to prolong the game as best he can to guarantee his units can kill more and thus ensure victory. The opponent will find it next to impossible to win if he does not secure his share of objectives, therefore he plays into the Tyranids' hands by coming to you!

An army with many stands is better for the Tyranids to field so as to cover the battlefield. Termagant broods as well as Hormagants and Genestealers are important to take in good numbers. Support them with Hive Tyrants and Tyranid warriors. They have good support firepower and are able to control their natural instincts. Heavy support from Carnifex broods and Malefactors are also helpful.

Use shock tactics. Throw in masses of Harridans with Gargoyles deep into enemy territory and contest even the closest of objectives to their lines. Remember, casualties mean nothing if you wipe out full units. These earn you double victory points. Use Lictors to sit on objectives and obligate your opponent to close in for close combat (Lictors can't be shot by units more than 25cm away). Attack - there is no such thing as defend for the Tyranids. Never be idle, your troops should hunt the enemy down, never ignore broken units. Wipe them out and earn victory points faster.

Your big units like the Dominatrix and the Bio-titans should attack similar enemy units since they yield the greatest amount of victory points for the least effort.

As you advance, leave objectives behind where all resistance has been quashed. Even one enemy stand can secure an objective - don't let it happen!

Objectives are a means for targets, either take them to obligate your foes to face you on your terms or attack them to kill and then deny them those points.

Keep the Tyranid maxim in mind: "the longer it lasts the better!"

These have been some general guidelines for all armies to maximize deployment and tactics to secure objectives. Of course, only a very few options have been covered. In depth articles on specific armies will cover more details - so stay tuned!

Happy Gaming and

Take those Objectives!

Titan Hunting

By Peter Ramos, from Incoming #4

Different armies require a different approach.

Marines: These guys don't have real heavy support of the kind required to take out titans on a regular basis. You need to bring out your own titans.

There are two ways to do it:

1) Shooter Titan: You arm this titan with several high attack dice weapons like gatling blasters or turbo lasers to knock down the enemy titans shields. These are the majority of weapons you should have mounted. On a Warlord 3 gatling blasters or 3 turbo lasers will yield enough firepower to knock down all shields on an enemy titan. Use other capable ground units to help you out BEFORE you use the titan. Mount one volcano cannon for the kill.

The advantage here is that you can do it at a distance, but there's no guarantee you'll hit as many times as you need.

2) Close Combat Monster: Use a Reaver, he's faster than a Warlord. Arm him with a close combat head (and a tail if playing Chaos), chain saw AND A power fist or a laser burner. On the carapace mount a single high yield weapon, in case you do have to shoot at some point. The tactic is simple CHARGE!! In close combat he is no match for your 3d6 + 12 + close combat head. Once you win use either the laser burner or power fist special ability to knock it out.

The advantage is if you catch him you got him dead! Of course the disadvantage is "IF" you catch him.

Imperial Guard: You have a lot of leeway here without bringing titans of your own. Use Stormblades, cheaper than most titan and 4 hunter killer missiles each, easily enough to knock down the shields between the three of them. Buy single Shadowswords and hide far away from the titan and use the 100 cm range to the most. A cheap alternative is a company of heavy IG and a Shadowsword tank. You run around 650 for the whole lot and have 30 attack dice for shields and the Shadowsword for the killing blow.

Deathstrikes with warp missiles accomplish the same, but are unreliable as for when they will do it.

Tech Guard: Knights of course! Use Errants, they have a bonus against titans. Remember the knight's shield is unmodifiable so this will be invaluable to close the range before close combat. Use Castellans and Crusaders for the long range pot-shots once shields are down. Lancers are particularly useful, since they fire just before close combat, go for weapons or the head to reduce the opponents CAF advantage over you.

Gargants: These guys are tough. Period. The lack of sensitive mind impulse systems and a reactor make Gargants withstand hits that would kill titans ten times over. I have seen Gargants walk away from vortex blasts!

The secret to killing them is fires, lots and lots of fires. The more fires you start the less effective it will be and the easier to kill. Don't always go for the high yield spots like the ammo. They have good saves, so unless you hit them with a volcano cannon or similar weapon it's unlikely you'll get through. Hit the hull with minor weapons, it compromises its integrity and makes fires easier to make. Weapons with a -1 modifier are great for this.

Incapacitate then kill. A Gargant that doesn't move is one big waste. It lacks for the most part the long range weapons of its adversaries. Blow off its foot and watch it grind to a halt. You can pepper it from 75 cm while it can only bring to bare an occasional weapon. Destroy its high yield weapons then you can get closer still to pepper it with more firepower. Never engage a Gargant in close combat! Even wounded he'll munch you down for breakfast.

Once the enemy is incapacitated, shoot with your big guns to those high yield spots, by then there is little it can do to retaliate.