

# INCOMING!

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The All New Redesigned INCOMING! EZine

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# Changes at the EPICentre

By Tom Webb

Hi all,

Not much work has been done on the site this few months, it will by the time you are reading this however be in the later stages of receiving a temporary Christmas makeover. This makeover will last until the 12<sup>th</sup> of January at which point a long needed graphical overhaul will be done on the site. Once more the online store has had a successful month as our reputation has expanded. VOID is selling extremely well and Celtos is also doing well.

The EPIC miniatures have not sold well recently but the lull in the EPIC market was more than compensated for by the VOID sales. If you are looking for something in particular in EPIC scale then email me at [MOnline@btinternet.com](mailto:MOnline@btinternet.com).

As for the EPICentre, I am uploading the original first three issues of the Incoming! EZine for you all to check out. In particular the scale of the battle reports puts my mere skirmishes to shame ☺.

Well that is the end of this issues status report, see you all in two months time.

Tom.



# Psychic Review

By Peter Ramos

What follows is the complete psychic revision, I needed to change some of what was previously done to conform with net epic rules in place.

Please submit comments to the NetEpic mailing list.

## 1. Chaos

### *Chaos cards*

#### *CAF cards*

Be-weaponed extremities  
Mace tails  
Tentacles  
Horns  
Multiple arms  
Beaked  
Poisonous bite  
Cloven hooves  
Long Spines  
Fangs  
Scorpion Tail  
Razor sharp fangs

All the cards add +1 CAF to one detachment or model (keeping in mind the restrictions of which models CAN receive them).

Psy-saves DO NOT apply, since they don't target enemy units. They also cannot be nullified later, since they are considered instantaneous effects. Besides there's no point in nullifying if you cant do so before close combat.

#### *Fear cards*

Skull face  
Transparent face  
Flaming skull face  
Rotting flesh

These cards cause morale checks. Psy-saves DO apply. Also this effect MAY be nullified since it lasts the turn. A nullified effect means the unit is NO LONGER on fallback orders. Note a routed unit CANNOT be brought back, since routed is an immediate effect.

#### *Cards that increases saving throws*

Warty skin  
Scaly skin  
Resilient

These cards add +1 to the units base saving throw. Psy-saves do not apply, but since the effect lasts the turn it CAN be nullified

#### *Cards that reduce CAF*

Uncontrollable flatulence  
Horrible stench

These cards halve the CAF of enemy units in a radius. Psy-saves apply, but only to the unit with the save, not to nearby friendly units, unless it can extend the bonus to nearby units. They effect can be nullified.

#### *Direct attack cards*

Breaths fire  
Spits acid  
Enormously fat

These cards directly attack one unit and are instantaneous in effect. Psy-saves apply, but they cannot be nullified.

### *Special cards*

Telekinesis- psy-saves apply, cannot be dispelled, instantaneous  
Levitation- psy-saves do not apply CAN be nullified  
Wings- same as levitation  
Warp frenzy- psy-saves do not apply nor do nullification, its instantaneous, and the individual cards drawn as per their description.  
Blood rage- psy-saves do not apply, nor does nullification  
Brightly patterned skin- psy-saves do not apply it may be nullified  
Invisibility- psy-saves do not apply, cannot be nullified  
Crystalline body- psy-save does not apply, cannot be nullified, instantaneous  
Hypnotic gaze- psy-saves apply can be nullified  
Burning body- psy-save applies for model with save, can be nullified  
Iron hard skin- psy-saves and nullification do not apply.  
Plague bearer- psy-saves apply and can be nullified  
Duplication- psy-saves and nullification do not apply.  
Long legs- psy-saves and nullification do not apply.  
Growth- same as long legs  
Regeneration's- same as long legs  
Eystalks- same as long legs

### *Chaos marine cards*

Blood rage- psy-saves and nullification does not apply  
Lure of Slaanesh- psy-save and nullification apply  
Magic of Tzeentch- psy-saves and nullification apply  
Nurgle's Rot- psy-saves and nullification apply.

### *Demonic Powers*

Aura of Slaanesh- psy-saves DO NOT apply cannot be nullified since it is instantaneous  
Stream of corruption- psy-saves DO NOT apply, cannot be nullified  
Bolt of change- psy-save applies can be nullified (spawn disappears)  
Blood rage- psy-saves and nullification do not apply.  
Fearsome roar- psy-saves and nullification apply.  
Beam of power- psy-save DO NOT apply, cannot be nullified  
Soporific Musk- psy-saves and nullification applies.  
Death wind- psy-saves apply, cannot be nullified

### *Warp palace of Tzeentch*

Psychic shield- psy saves DO NOT apply, may be nullified  
Fortune of Tzeentch- psy saves DO NOT apply, may be nullified  
Blue Fire of Tzeentch- psy saves DO NOT apply, cannot be nullified  
Firestorm of Tzeentch- psy saves apply, cannot be nullified  
Pink fire of Tzeentch- psy saves DO NOT apply, cannot be nullified

### *Minor demonic powers*

The only powers that can be influenced are Suporophic and Euphoric Mist - psy saves apply, cannot be nullified

### *Chaos Magi Spells*

Terror wave- psy saves DO NOT apply, may be nullified  
Mind Warp- psy saves apply, may nullified  
Inferno of change- psy saves DO NOT apply, cannot be nullified  
Nurgle's stench- psy saves apply, cannot be nullified  
Corrupting glare- psy saves DO NOT apply, cannot be nullified  
Corpulent flesh- psy saves apply, may be nullified  
Aura of Slaneesh- psy saves apply, may be nullified  
Promise of Slaneesh- psy saves apply, cannot be nullified  
Temptations of demons- psy saves apply, cannot be nullified  
Lewd enchantments- psy saves apply, cannot be nullified

## **2. Imperial Psykers**

Purge Psyker- psy save DOES NOT apply, cannot be nullified  
Mind blast- psy saves DO NOT apply, cannot be nullified  
Destroy demon- psy saves DO NOT apply, cannot be nullified  
Embolden- psy saves DO NOT apply, may be nullified  
Telepathic link- psy saves DO NOT apply, may be nullified  
Righteous fire, psy saves DO NOT apply, cannot be nullified  
The Astropath, for now is excluded until a favorable profile is made.

## **3. Tyranids**

Zoanthropes- psy saves DO NOT apply, may NOT be nullified  
Warp field- psy saves DO NOT apply, may be nullified  
Energy Pulse- psy saves DO NOT apply, may NOT be nullified  
Horror- psy saves apply, may be nullified  
Psychic Scream- psy saves apply, may be nullified

## **4. Eldar**

Mind Blast- psy saves apply, may NOT be nullified  
Psychic lock- psy saves apply, may be nullified  
Eldritch storm- psy saves apply, may be nullified  
Pre-cognitive direction- psy saves apply, may NOT be nullified  
Coercion- psy saves apply, may NOT be nullified

## **5. Squats**

Psychic shield- psy saves DO NOT apply, may be nullified  
Heal- psy saves DO NOT apply, may NOT be nullified  
Precognition- psy saves DO NOT apply, may NOT be nullified  
Force Dome- psy saves DO NOT apply, may be nullified

## **6. Orks**

Wierdboy bolts- psy saves DO NOT apply, cannot be nullified

## **7. Slann**

Subjugation- psy saves apply, may be nullified  
Energy Shield- psy saves apply, may be nullified  
Drain power- psy saves apply, may be nullified  
Psychic blast- psy saves apply, may NOT be nullified  
Nullify psychic- psy saves DO NOT apply, may NOT be nullified  
Divine future and see warp gate- psy saves DO NOT apply, may NOT be nullified  
Warp hole- psy saves DO NOT apply, may NOT be nullified  
Glory of TLAXCOTL- psy saves DO NOT apply, may NOT be nullified  
The glory of tzunki- psy saves DO NOT apply, may NOT be nullified  
The glory of Huanchi- psy saves DO NOT apply, may be nullified

This ends the psychic revision.

# Orc Special Characters

By Anon

## Ork Mekboyz

Nobody understands why Mekaniaks are such skilled mechanics but if asked they will reply that they don't know... it is just in their blood. I appears that when the Ork race was created by the Brain Boyz the technology was genetically encoded into their DNA to enable the race to survive.

## SPECIAL CARD

### ORK MEKBOY

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A mekboy unit consist of a mekboy stand, 2 gretchin stands and battle-wagon.



## POINTS VALUE 100

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## SPECIAL CARD

### ORK MEKBOY

A mekboy stand provides an additional save of 5+ to any ork vehicle (NOT gargants or bikers/boars) within 15 cm. If the roll is a 1, the mekboy has done something wrong. Place a barrage marker centred over model and roll to hit for any model under with six barrage points and a TSM of 0.

it's a command unit and broken once the mekboy stand is killed.



## VICTORY POINTS 1

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## ***Painboyz***

The doctors in the Ork race, Painboyz follow the Orks to battle and are always ready to fix up an Ork in exchange for a fist full of teeth

### **SPECIAL CARD**

#### **ORK PAINBOY**

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A painboy unit consist of a painboy stand, 2 gretchin stands and battle-wagon.



### **POINTS VALUE 100**

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### **SPECIAL CARD**

#### **ORK PAINBOY**

Ork painboys are also Ork Medics, though unreliable ones. A painboy stand gives an additional save of 5+ to all ork stands (not gretchins, but bikes and boarboyz) within 15 cm. if you roll a 1, the stand is driven insane and becomes a madboy stand...and will try to join the madboys or form a new unit.

The painboy is a command unit and broken once the Painboy stand is killed.



### **VICTORY POINTS 1**

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# Dark Eldar Preview

By Peter Ramos

This is the Tau summary with the main comments/variants inserted. If you have any comments on this please post to the NetEpic Mailing List.

## Overall rules

### Prisoners

The Dark Eldar almost always take prisoners during their raids. When a unit in close combat with the Dark Eldar is broken, and fails it's morale (fallback orders), roll 1d6 for any stands still in Close Combat with a Dark Eldar stand in the end phase, on a roll of 4+ the stand is taken prisoner and the Dark Eldar player awarded 1 victory point.

As the rules stand, you gain 1 VP per stand that is captured. Is this a bit much? Why not one roll for the whole unit and then apply the VP bonus?

### DE powers

The Dark Eldar infantry have several advantages unique to them:

Fleet of foot- this permits infantry to move an additional 5 cm during a charge move.

Shadowed skin- they may only be fired upon if the firing unit is within 25 cm

Combat drugs- roll once on the following table and apply the results to the unit

I don't have a problem with "fleet of foot" an extra 5 cm when ONLY on charge orders is okay. Shadowed skin is problematic, since you could only fire at them if within 25 cm. Perhaps it should be restricted to some units and not others. It could be a very powerful advantage.

Combat drugs- this could lead to a lot of bookkeeping, but otherwise I don't see a huge problem here.

### Infantry

Decide which set of stats to use from the following:

Warrior 15 - +1 Splinter Rifles 50 1 5+ -

Warrior 10 cm None +1 Splinter Rifles 50 cm 2 5+ 0

Scourge 20 - +1 Splinter Cannon 75 2 5+ -1 Jump Packs

Scourge 15 cm None +2 Lascan. 50 cm 2 5+ -1 Skimmer

Wyches 15 - +3 Splinter Pistol 25 1 5+ - Elite, Combat Drugs

Wyches 15 cm None +3 Splinter Pistols/ CC Weapons 25 cm 2 5+ 0 Combat Drugs Elite

Grotesque 15 - +4 None - - - Elite, Stupidity, Special Rules

Grotesque 10 cm 5+Fix +5 CC Weapons N/A N?A N/A N/A Stupidity Toughness

There are two interpretations for this unit

These deformed creatures are so hideous that they cause fear. The charged unit must make their morale check or fight at -2. Otherwise they are at -1. In addition to being disgustingly ugly the Grotesque is quite stupid and must roll a d6 to follow its orders. On a 4+ the Grotesque may follow the orders placed for the unit. If the roll is not successful the unit cannot move but can fight in CC normally. If a Grotesque is hit and fails its save it isn't destroyed yet. Turn the model on its side and at the End phase roll 1d6 and on a 4+ the unit gets up and continues as if it was never hit. This does not work in CC however.

### OR

Grotesques are not noted for their intelligence. To be given orders as normal the detachment has to be within 10 cm of a Command unit. If not, roll a d6; on a 3+ the Grotesques receive charge orders, otherwise they receive advance orders.

Grotesques are inured to pain and shrug off minor wounds that would leave another writhing in agony. Because of this they ignore the wounds from weapons without a save modifier.

Grotesques are so terrifying that any unit they enter into close combat with must make a morale check or go on fallback orders. Additionally, enemy troops must succeed in a moral check if they wish to try to enter close combat with a grotesque stand.

Mandrake 15 - +2 Splinter Pistol 25 1 5+ - Elite, Infiltrate, Special Rules  
Mandrake 15 cm None +4 Splinter Pistols/ CC Weapons 25 cm 2 5+ 0 Shadow Skinned Fleet of Feet

Hellion 20 - +2 Hell Glaive 50 1 5+ - Skimmer, Combat Drugs, Special Rules  
Hellion 20 cm None +5 Hell Glaive 15 cm 1 3+ -2 Combat Drugs Skimmer

Incubi 10 6+ +6 Tormentor Helm/ Punisher 25 1 5+ - Elite  
Incubus 10 cm 6+Fix +5 Splinter Pistol 2 25 cm 5+ 0 Command Elite Morale Bonus

Haemonculus 15 cm 6+Fix +6 Destructor Cannon CC Weapons 2 50 cm 4+ -1 CommandEliteCAF Bonus  
Haemonculus 15 - +4 Stinger /Destructor 25/Template 1 4 -1/ (template) 4+ 0 Special Rules, Commander, Elite Ignores cover to hit

Beast Master 20 cm 6+ +2 Splinter Pistols/ CC Weapons 2 25 cm 5+ 0 Combat Drugs Psychic satellite  
Beast Master 15 - +4 Splinter pistol/Agoniser 25 2 5+ - Commander, Elite Combat drugs Special Rules

Beastmasters are a sub sect of the Wych cult, that fight against wild creatures in the arenas of Commorragh. The Beastmasters also use combat drugs, but always get the triple charge rate result, in order to allow them to keep up with their pack of warp beasts.

OR

This elite troop controls Warp Beast packs and is enhanced with Combat Drugs. They are very fast because they need to be able to keep up with the Warp Beasts. The Beast Master is a deadly CC unit and must be with 10 cm of the pack she controls. The Beast Master moves and shoots like a command unit but can be targeted normally.

Warp beast 25 - +5 None - - - - Special Rules  
Warp Beast 20 cm 5+ +3 None N/A N/A N/A N/A Warp Ability Immune to psychic attacks

These creatures are from the Warp and are commanded by a Dark Eldar Beast Master. These evil creatures warp in and out on the battlefield. A Beast Master control warp Beasts. When a Warp Beasts moves it does so through the Warp. They can move up to their charge rate. When they charge into close combat, their opponent is at -2 to their CAF. Warp Beasts can only be fired at during the Advance Fire phase. They can only be pinned by Daemons, psychics and other creatures from the Warp. They however can only pin non skimmer infantry/cavalry/walker type units. If the Beats Master is destroyed then the Warp Beasts will return to the warp. They are immune to all non-physical psychic attacks and have a saving throw that is fixed at 6.

OR

Warp Beasts are incredibly fast even by Dark Eldar standards. Warp beasts move through difficult terrain just like infantry do, and may enter buildings. If the beastmaster is slain the Warp Beasts will charge the nearest unit (friend or foe) in the Dark Eldar players turn, and enter close combat with them. If the pack is forced to fall back after the Beastmaster is slain, they will return to the warp, and are removed from play.

These units only exist in one version of the rules

Succubi 15 - +4 Splinter Pistol 25 2 5+ - Commander, Elite, Combat Drugs  
Dracon 15 6+ +4 Terrorfex/Splinter pistol 35 4+ special/ 25 2 5+ -1 Command unit, Elite, Soul seeker ammunition, ignores cover  
Sybarite 15 - +2 Dark Lance 75 2 5+ Special Commander, Elite, Special Rules  
Archon 10 cm 5+Fix +6 Destructor Cannon 50 cm 50 cm 4+ -2 Command Elite Psychic Save Morale Bonus  
Dark Warlock 10 cm None 0 Shredder Pistol 25 cm 2 5+ 0 Command Psyker  
Dark Eldar Lord 15 4+ Fixed +6 Splinter Pistol 25 2 5+ - Commander, Elite

\* Shadowed: This power enables the psyker to hide one detachment or unit (not company) from the enemy. The shadowed units appear to flicker in out of their shadows thus making them more difficult to hit and fight in close combat. When this is used the unit must be within 50 cm of the psyker. The effects last for 1 turn. All enemy units must roll a 4+ on 1d6 in order to shoot at Shadowed units. If successful they may do so at -1. Shadowed units in close combat receive a +2 bonus to their CAF.

\* Blinded: This enables the psyker to blind one unit (not detachment) in a shroud of darkness. Command targeting does not apply. The shroud of darkness will follow the unit for one turn. The affected unit cannot fire or engage in close combat but move. When moving, roll the scatter die for every 5 cm the unit travels and move it in the direction indicated. In addition, enemy units can't engage it nor fire at it. The psyker must roll a 4+ to be successful. Units that have a psychic save must make a successful psychic save roll to negate this effect. This power has a range of 50 cm.

\* Death Grip: This allows the psyker to attack one unit in a detachment within 25 cm. The warlock player must roll a 4+ on 1d6 to successfully attack the unit. If successful, the unit is automatically destroyed unless it has a psychic save. Titans and praetorians who lose their crew to this attack aren't destroyed but can't move and are at -1 to hit for the rest of the game (there are still enough crew members to man the other posts).

## Fast attack, artillery and dreadnoughts

Reaver Jetbike 35 - +3 Blaster 25 1 4+ - Skimmer, special rules

Dark Reaver Jet Bikes 35 cm None +4 Splinter Cannon 15 cm 1 5+ -1 Combat Drugs

Dark Reaper Jet Bikes 35 cm None +4 Splinter Cannons 25 cm 2 5+ -1 Combat Drugs

Talos 15 5+ +8 Talos Sting 50 D6 4+ - Skimmer, Special Rules

Talos 20 cm 4+ +5 Splinter Cannons Splinter Guns 75 cm 4 4 -2 / 15 cm 4 5+ 0 Skimmer

Only one version of these:

Shadow Guard 10 cm 6+Fix +2 Splinter Cannon 50 cm 1 5+ -1 Special Orders

Shadow Dreads 15 cm 5+ +3 Dark Lances 50 cm 1 4+ -2 Special Orders

Shadow Walkers 25 cm None +1 Lascan./Splinter Guns 75 cm 1 5+ -2 / 25 cm 3 5+ 0

Anti-grav Splinter Cannon 10 cm None -2 Splinter Cannon 75 cm 2 4+ -2

Anti-grav Vibro Cannon 10 cm None -3 Vibro Cannon 75 cm 1 Special -1

Special Rules

Splinter Launcher 20 cm 5+ 0 Splinter Mortar 100 cm 1 2 BP's -1 Skimmer

## Vehicles

Raider 30 cm 4+ +1 Lascan./Splinter Gun 50 cm 1 5+ -1 / 25 cm 1 5+ 0 Skimmer Carries 2 Troop Stands

Raider 30 5+ 0 Dark Lance 75 1 5+ Special Skimmer, carries 2 stands, Special Rules

Special rules in one version of rules

The Raider is armed with a Dark Lance, this weapon fires a beam of dark energy that annihilates anything it hits. Its especially effective against heavily armored vehicles, who thick armor plates offer no protection against the beam. Due to its unique nature targets with a 4+ or better save are treated as a 5+.

Ravager 25 cm 3+ +3 Lascan./Splinter Guns 50 cm 3 5+ -1 / 25 cm 1 5+ 0 Skimmer

Ravager 25 4+ 0 Dark lance/Disintegrator 75 2 5+ Special / Special Skimmer

Special rules in one version of rules

The disintegrator fires a small particle of dark matter in much the same way as an imperial plasma cannon fires super heated plasma. It is however a much more sophisticated weapon and can be set to either fire a large bolt or bursts of smaller shots.

Weapons Range Attack Dice Roll To Hit TSM

Maximal 75 1 3+ -3

Sustained 50 3 5+ -1

The following two units have only one version:

Corsair 20 cm 2+ +4 Destructor Cannons/Splinter Guns 75 cm 2 4+ -20 / 25 cm 2 5+ 0 Skimmer

Raptor 25 4+ 0 Dark Lance 75 1 5+ Special Skimmer, carries 2 stands.

Only one version:

Super Heavies

Shadow 30 2+\* +4 ShadowCannonSplinter 100 cm 1 3+ Special 75 cm 2 5+ -1 Skimmer, super heavy, +3 to Dmg rolls.

Shadow Stalker 25 3+ +8 Dark lance/Webblaster/Splinterblaster 75 cm 4 5+

Special Knight, Shadow field, template template 3+ 0, 15 cm 6 6+ 0 Webway portal.

## DE contribution

Enslaver

Enslaver is a diabolical vehicle used by the Dark Eldar to capture slaves. Like all DE vehicles it is fiendishly fast although weakly armored. The Enslaver is armed with net throwers which fire a net of psychoactive wraithcrystal fibres. The net is relatively thin but very strong, and contains a psychic charge which renders anybody caught inside totally inactive without causing them any physical harm. The Enslaver then moves to the netted victims and hauls them inside to be transported away.

The net thrower fires an individual web template (the Doomweaver template). Take one template and place it over the intended target anywhere within LOS and range. Roll a scatter die and if you roll an arrow the template scatters 1D6 cm. Place the template number side up in the location indicated with the number one printed on it towards the firing model the attack. The other two templates are placed joining the original template on a random edge (determined by rolling a 2D6)- if you roll the same edge twice the second template is wasted. Anything under the template is hit on 4+. Since the net's charge is psychic, only psychic saving throws apply. The net itself is material, however, so it can't be nullified by psychic powers. The net is effective only against infantry. Place any stands hit

upside down. When the Enslaver moves within 6 cm it captures any affected stands. The Dark Eldar player receives VP for them as per the capture rules.

Move: 35 cm

Save: 4+

CAF: +1

Weapons:

Net Thrower

range 50 cm

attack dice: template

to-hit: special

Save mod: special

Splinter rifles:

range 15 cm

attack dice: 3

to-hit: 6+

Save mod: 0

Notes: Skimmer, special rules.

# Tau Preview

By Peter Ramos

This is the Tau summary with the main comments/variants inserted. If you have any comments on this please post to the NetEpic Mailing List.

## TAU ETHEREALS

The Ethereal are the ruling caste of the TAU society. They command the utter devotion, loyalty and sacrifice of the TAU.

Powers: All TAU (Not Kroot) units within 10cm of the TAU Ethereal is completely immune to all types of morale tests, and never receive fallback orders. All other TAU units within LOS may add +1 to their morale rolls. However, if the TAU ethereal is killed all TAU units within LOS must make an immediate morale check or go on fallback orders.

## TAU FIRE WARRIORS:

These are the TAU core army trooper. They have the same strength and endurance as a IG Grunt. However their lack of depth vision and slow reflexes makes them poorer close combat troops. The TAU prefer to keep their enemy at an arms length, relying on their superior firepower to do the job.

(Minis: UNSC power armour infantry from GZG)

Suggested stats:

MV: 10cm AS: 6+ CAF: -1 WPN: Pulse Rifle RANGE: 50 cm TO HIT: 4+ AS: 0 Moral: 3

Suggestion:

Can be bought either as regular or as bonded, eg. having performed the bonding ritual. In that case, their break point is 75% instead of 50% and the victory points are increased by +2.

## TAU PATHFINDERS:

These troops are the eyes and ears of the TAU army. They move onto the battlefield in front of the main army. (Always use transports???? In 40K at least) They are armed with Pulse Carbines/marklights. The pathfinder can choose to either fire at an enemy unit or to use the marklight. If they use the marklight choose a target and fire as normal. If you score a hit place an order marker (upside down) beside that unit. For the remainder of that turn, any other TAU (Not Kroot) unit firing at the marked enemy unit may add +1 to their hit roll.

(Suggested minis Eldar or IG infantry (Not Valhallans!!!! or UNSC infantry from GZG)

Suggested stats:

MV: 10cm AS: 0 CAF: -1 WPN: Pulse Carbine/Marklight RANGE: 35 cm TO HIT: 4+ AS: 0 Moral: 3

Infiltrate.

Infiltration with APC will present problems of balance. If they infiltrate with APC they should only infiltrate at their base INFANTRY move. That may keep things balanced.

## XV8 Crisis Battlesuit:

The TAU Commanders and the best Fire Warriors use this battlesuits in combat. The suit is the TAU equivalent of the Tactical Dreadnought Armour. The battlesuit is equipped with several weapon systems and Jump packs. The TAU Jump packs are more advanced than their imperial counterparts. (Inner Sphere/Grey Death Legion battlearmour by FASA, if they are obtainable anymore)

Suggested stats:

MV: 20cm AS: 5+\* CAF: +2 WPN: Plasma Rifle/Burst Cannon RANGE: 50 cm/35cm

NUMBER OF ATTACKS: 1/3 TO HIT: 4+/5+ AS: -2/0 Moral: 3

Jumpacks, Armour modifiable to 6+ but not further.

## XV88 Broadside Battlesuit

These are the heavy support units of the TAU army, the Broadside is equipped with a pair of very powerful Rail Guns and a smart missile rack. (Inner sphere/Grey Death Legion battlearmour from FASA)

Suggested stats:

MV: 10cm AS: 5+\* CAF: +1 WPN: Rail Gun/Smart Missiles RANGE: 75 cm/25cm

NUMBER OF ATTACKS: 2/1 TO HIT: 4+/5+ AS: -3/0

Special: Rail Gun may add +2 to targets with templates, Smart missiles NO LOS NEEDED!!!! (Effective range might be longer than 25 cm, but the TAU player is only allowed to target units within 25cm. All other rules for fire combat applies)

Moral: 3

Armour modifiable to 6+ but not further.

## XV15 Stealth Battlesuit.

These troopers are regarded as loners and eccentrics by the TAU. They operate in small squads behind the enemy line. (GZG has an excellent miniature for this unit, but I have only seen pictures of it, I can send them if necessary)

Suggested stats:

MV: 15cm AS: 5+\* CAF: +3 WPN: Burst Cannon RANGE: 35cm NUMBER OF ATTACKS: 3

TO HIT: 5+ AS: -0 Moral: 2

Armour modifiable to 6+ but not further, Infiltrate, may not be targeted by enemies that is more than 25 cm away. Cover value is 1 better than normal.

Suggestion:

Due to improved sensors Tau Battlesuits can fire at Lictors, Eldar scouts, Ratling snipers etc. even if they are further than 25cm away, if on first fire orders.

Devilfish

This is the workhorse of the TAU army

Suggested stats:

MV: 20cm AS: 4+ CAF: +1 WPN: Burst Cannon RANGE: 35cm NUMBER OF ATTACKS: 3 TO HIT: 5+ AS: -0 Moral: 3

Skimmer, may carry 2 stands.

Hammerhead

This is the TAU MBT. Built on the successful Devilfish Concept exchanging the carrying capacity for more heavy Armour/weaponry. (Eldar look-alike heavy skimmer tank from GZG, again have the picture but not the name Usable for both Devilfish and Hammerhead)

Suggested stats:

MV: 20cm AS: 3+ CAF: +2 WPN: Ion Cannon RANGE: 75cm NUMBER OF ATTACKS: 2 TO

HIT: 5+ AS: -2 Moral: 3

Skimmer.

The Mantis Cruiser:

These are actually Space ships, may times the size of a Thunderhawk. It is armed with extremely long range Rail Gun Artillery (Common stats with the Eldar pulse lasers) and use ion Cannon batteries (See hammerhead) for medium range attacks. It is a praetorian size skimmer/flyer. (Use any slick looking spacecraft of medium to large size, i.e. from BABYLON 5) And carries a full company of TAU in transport vehicles or with jump packs.

SHIELD and GUN DRONES:

Support units of the Tau Army, could be used as upgrades for the TAU infantry units. (Gun drones equipped with a pair of Pulse Carbines)

I would suggest these be bought as support cards with a detachment size of 4.

Gun Drones:

MV: 15cm AS: 0 CAF: 0 WPN: Pulse carbine RANGE: 35cm NUMBER OF ATTACKS: 2 TO HIT: 5+ AS: 0 Morale: 3

Skimmer.

Shield drones:

MV: 15cm AS: 6+ CAF: 0 WPN: none RANGE: - NUMBER OF ATTACKS: - TO HIT:- AS: 0 Morale: 3

Skimmer.

SPECIAL RULES:

Shield drones combine shield generators with sophisticated electromagnetic jamming equipment. All direct fire attacks against a Tau detachment with shield drones must be allocated against the drones first. Only after the drones have been destroyed can the detachment itself be attacked.

THE KROOT

All KROOT are basically different evolutions of the same species, some (THE KROOT WARRIORS) are more success full than others (KROTOX and KROOT HOUNDS). The kroot have the special ability of selective mutation. Basically they eat their enemies and assimilate the part of the enemies DNA that will make them evolve faster. Which part they should assimilate is defined by the KROOT Shapers (Elders). Strange barbaric and terrifying opponents. All Kroot may add 1d6 to their close combat when fighting in woods. (Minis: Kra'Vak infantry from GZG)

SHAPERS

Suggested stats:

MV: 10cm AS: 6 CAF: +4 WPN: KROOT Rifle RANGE: 50cm NUMBER OF ATTACKS: 1 TO HIT: 5+ AS: 0

Infiltrate, rolls 3d6 in CC in woods.

KROOT WARRIORS

Suggested stats:

MV: 10cm AS: 0 CAF: +2 WPN: KROOT Rifle RANGE: 50cm NUMBER OF ATTACKS: 1 TO HIT: 5+ AS: 0 Moral: 4

Infiltrate, rolls 3d6 in CC in woods. Unless there is a Shaper within 10 cm the KROOT will do nothing except defend in CC (and eat the fallen enemies) the round after they have won a CC.

KROOTHOUNDS

MV: 20cm AS: 0 CAF: +4.

Infiltrate, rolls 3d6 in CC in woods.

KROOTOX (These are large Gorilla like Kroot used to haul heavier weapons into battle by the KROOT)

MV: 10cm AS: 5+ CAF: +3 WPN: KROOT Heavy Rifle RANGE: 75cm NUMBER OF ATTACKS: 1 TO HIT: 5+ AS: -1 Moral: 4

Infiltrate, rolls 3d6 in CC in woods.

I suggest that the Kroot be organized in the same manner as the Orks, with Shapers filling the role of the Ork Nobz, and Kroothoums/Krootox detachments bolstering the breakpoint/victorypoint of the KRoot Warrior horde.

Peter

# Escalating Confrontation New Scenario For NetEpic

By Tom Webb

*NOTE: This is not an Official NetEpic scenario and as such must only be played with your opponents consent. Any results and feedback would be appreciated, if you could email them to the NetEpic mailing list.*

An escalating confrontation represents a battle between two major armies, as each side attempts to defeat the other more and more troops are committed to the battle field.

In this scenario, you must have a minimum of 3000 points on each side and four companies in each army (or their equivalent in your races army list e.g. Greater Daemons in a Chaos Daemon Army). The battle will last for 7 turns after which time victory points are totalled up as usual.

Each side begins with 2 companies and all there supporting detachments (not special cards) they may be deployed as usual, then after every turn roll a dice for each company and special card in your army consulting the chart below.

If the dice roll is passed then the company and it's supporting detachments (or the special card) are deployed on the battlefield within 10 cm's of the players table edge.

Turn	Dice Roll
2	6+
3	5+
4	4+
5	3+
6	2+
7	All Companies arrive