



## *Editorial*

Hi All,

Welcome back to the next edition of Incoming. It's been a while since the last edition and that was down to other projects taking priority. A lot has happened over the past couple months where we have had 3 sites; Netepic, Epic40k.com and Epic40k.co.uk team up for a joint effort to bring the Epic community together. I must say its working very well and I hope it continues to do so. So who the hell am I ? I hear you say...

My name is Douglas and I am an avid collector and player of Epic. I have all the versions that were officially released although I must confess I have only played Space Marine 2/Titan Legions and Epic40k. I have been known to linger around Epic40k.com and have submitted in the past reviews on Forgeworld models for the fore mentioned site. I enjoy collecting epic and have found it quite challenging to find very old models that pop up every now and again. Anyway enough about me, I have been given the opportunity to edit Incoming and hope to include some great stuff that has been sent in by you all. You know the address to send stuff in so keep it coming!!! My aim is ensure that Incoming is out on a Bi-monthly basis so like I said, keep it coming. Just in case you don't know the address to send stuff in it is : [Incoming@epic40k.com](mailto:Incoming@epic40k.com) or [Incoming@netepic.org](mailto:Incoming@netepic.org)

Special thanks goes to Matt Stuart, Reuben Parker and Jyrki Saari for the articles, which has been used in this edition of Incoming.

Doug

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## Prometheus

Chapter 3: When you play with fire....  
(by Matt Stuart)

It began with a single spore, it raced downwards towards the barren world following the psychic beacon to its source. The mycetic spore plunged past the planets' moon through the magnetic fields, into an unusually dense satellite network before hitting the atmosphere. The spore crashed downwards using the atmosphere to brake its fall, quickly it landed and disgorged its cargo of lictors. These spread out and began searching the region for threats and prey.

Within hours the spore was followed by another and another and another, more and more plunged down. Their numbers increased with every second and soon the sky was full of dropping spores. Each and every spore carried within it a cargo of living killing machines. They landed all over the planet and soon the land could not be seen for the carpet of bio-machines covering everything. They quickly spread out and searched for resistance, following impulses sent straight from the hive mind. Within a day they had found the only structure on the planet, its walls proved no match for the Carnifexes among the horde and they quickly entered. They were welcomed by hideous disgusting hybrids, part man, part genestealer. For two years now they had bred and prepared for this day, but their reward was to be enslaved, completely subservient to the hive mind.

With no resistance being encountered the next phase began. The night sky became full of shooting stars none of which ever quite reached the ground. Thousands of these lowered themselves into the atmosphere, as they cleared the polluted cloud layer they were revealed to be gigantic brood ships. Huge valves opened in their sides and out poured an endless mass of ripper larvae. A veritable sea of these formed on the ground and began to eat everything even their own wounded. Once their cargo was delivered the brood ships returned to orbit so to make room for more of their brethren. On and on they came each sending thousands onto the ground, soon the planets' surface itself was being consumed by the billions of Ripper swarms. Within a day they had eaten everything of value and returned to their points of origin. Here they sought out the vast reclamation pools prepared for them and jumped straight in. They were quickly dissolved by the acids but the hive mind did not care, their nutrients would soon be re-absorbed anyway.

The planets surface was quickly cleared of all material but there were still nutrients available to those who knew how to reach them. Large burrowing creatures were brought forth, and each one started to dig down searching for materials. Down and down they plunged through the hard rock, as they passed they secreted a solidifying slime preventing the tunnels from collapsing. Day after day they went into the heart of the planet, through miles of rock into steadily increasing temperatures. They withstood conditions that would have crushed any other living thing but still they went down. Suddenly they began to hit gas pockets, the huge tunnels were quickly filled with this and forced the gases upwards. The Magma vents became huge geysers as the gases exploded outwards spread minerals and nutrients over miles. These were quickly consumed and

taken back to the reclamation pools.

Within a fortnight all the material had been drained from this barren world and the fleet began to prepare its departure. All over the surface of this planet huge towers began to form, wherever there were reclamation pools these towers grew. Upwards they reached far into the atmosphere, within another week they had surpassed every man made structure in the sector. These towers reached up so far into the atmosphere that the huge hive ships could actually come down far enough to dock with them. Tens of thousands of towers reached into space and towards every single one a huge hive ship descended. They quickly locked together and began pumping materials into space.

However in doing so they had spread out and left themselves vulnerable. The moment the first hive ship touched a tower, there came a immense reaction in space. Suddenly every single satellite changed its orbit, some hurled themselves on tails of plasma fire towards the hive ships, while others merely drifted gently towards their targets. In moments the first mine struck a ship, it smashed into the top of the creature and the massive plasma warhead detonated. The force of the blast was insufficient to destroy the ship but it did alter its orbit, sending it crashing into the atmosphere to burn up. In seconds the fleet was swamped by mines, explosions ripped through the fleet as they tried desperately to dodge. The titanic waves of mines destroyed the drones escorting the hive ships and tore into the largest ships. Each ship was so big that no single blast could destroy it, but that did not matter as there were more than enough mines to go round. The fleet launched waves of tiny strike craft which rushed to intercept the minefield. Some succeeded in their missions, destroying hundreds of mines, but in doing so they had made themselves targets. Their energy emissions attracted more mines and they were quickly destroyed leaving the hive ships vulnerable again. On and on the mines came leaving vast swathes of burning bio-ships behind. The fleet was being destroyed, there was hundreds of thousands of bio-ships but there were millions of mines to contend with. The hive mind reeled losing its components so fast it couldn't react. Then suddenly it was over.

Stillness settled over the planet as the last mines slammed into the Bio-ships. The hive fleet had been devastated, tens of thousands of vessels had been destroyed and every ship showed some signs of damage. The fleet had lost all its strike craft and well over half its drone escorts. The crippled wrecks of hive ships were dragged down by gravity where they would either burn or crash down upon the ground-based horde. The surviving bio-ships quickly gathered and tried to retreat but they soon found out that the jump point was blocked. For emerging from low orbit over the planets' moon came a gigantic Imperial fleet. Hundreds of vessels emerged, they were a rag-tag fleet, mostly privateers transports and recommissioned grand cruisers. Anything large enough to strap a gun to had been pressed into service. Leading this flotilla were a hundred cruisers and battle cruisers and spearheading them all were half a dozen mammoth battleships. Fresh, undamaged and eager for combat they quickly moved into formation and raced towards their foe.

## Marine Chapters Part II: Crimson Suns

### **History**

Crimson Suns were founded during the 22<sup>nd</sup> founding using stock geneseed tithes from the White Scars chapter. Upon reaching codex strength the new chapter was ordered to join the Mandaria crusade in Ultima Segmentum. The Mandaria crusade was formed to establish contact with (and presumably liberate) several sectors in the Ultima segmentum that had been cut out from the rest of the Imperium by warp storms for three centuries. The crusade lasted for five decades and the new Crimson Suns chapter proved itself in spearheading many planetary assaults. During the liberation of Ryuten II the terminators of 1<sup>st</sup> company of the Crimson Suns, commanded by Chapter Master Takegai Ieyasu personally, teleported to the fortress-palace of the self-styled god-emperor. The Crimson Suns terminators fought their way through the defences to the main command centre and executed the "emperor" Nobunaka Hidoki for his crimes against humanity. Without central coordination the resistance soon collapsed into individual pockets easily defeated by the Imperial forces. Warmaster Mandaria was so impressed he granted Takegai Ieyasu the right of conquest, and Ryuten II has been the chapter's home world ever since.

After the crusade was concluded the Crimson Suns settled to their new home world to rebuild their strength. The Ryuten II had a strong warrior-aristocracy called Samurai, from which the Crimson Suns drew their first recruits. In place of the false emperor an Imperial governor was installed and Imperial missionaries began to spread the light of the true god-Emperor. The Imperial Commander took a local title for his office: the Shogun. As is customary, the Crimson Suns adapted certain practices of the warrior-aristocracy to strengthen their bonds to the population. During the following centuries the Crimson Suns established themselves well on their new home world. Because the sons of the warrior-aristocracy soon competed for the possibility to become one of the warriors of the son of heaven a steady supply of high-class recruits was ensured.

After the first Tyranid war the Crimson Suns chapter was mobilized to destroy one of the splinter fleets created when the main body of hive fleet Behemoth was destroyed in the battle of Macragge. The chapter mobilized in entirety leaving behind only those brothers who had not yet recovered from their last campaign, the medical staff responsible for their care and a minimal administrative staff. The whole Crimson Suns fleet, led by the battle barges *Celestial Dragon*, *Golden Lotus* and *Rising Sun*, departed to battle the alien menace.

The Crimson Suns astropaths tracked the Tyranids into a small sub-sector base of battle fleet Ultima called Port Mordred. When the Crimson Suns fleet arrived the loathsome aliens had already scattered the small Imperial squadron of one cruiser and a few escort ships stationed there and crippled the orbital defences. As the aliens had already spread their fleet to consume Port Mordred they were vulnerable to the sudden counterattack of the Crimson Suns. Spearheaded by the three battle barges the Crimson Suns fleet moved to attack. Tyranid resistance was typically fierce but as the splinter fleet had already spread over wide area about two thirds of it was destroyed piecemeal. The remnants of the tyranid fleet then regrouped and attacked the Crimson Suns in an all-out attack. Chapter Master Takeda Okawa ordered all bombardment cannons to target the one remaining hive ship, which was crippled after repeated salvos. The remaining Tyranid ships were by this time so close to their prey, however, that instead of scattering they mounted a ferocious assault on the Crimson Suns destroying the strike cruisers *Katana*

and *Fury* and crippling the Battle Barge *Golden Lotus*. *Celestial Dragon* was saved from similar fate only by strike cruiser *Divine Wind* whose captain rammed a large Tyranid ship crippling his own ship in the process. With the space around the planet cleared of alien presence the Crimson Suns dropped to the surface of the planet to cleanse the Tyranid swarms in cooperation of the local planetary defence force while the fleet hunted down the last Tyranid ships in the system. The 1<sup>st</sup> company under the personal command of Takeda Okawa cleansed the orbital docks of alien presence.

After Port Mordred was pacified the local authorities set to repair the vital orbital docks. The Crimson Suns left *Golden Lotus* and *Divine Wind* for repairs and set sail for the neighbouring system, which was also under attack by a small Tyranid splinter fleet. By the time they returned to Port Mordred both the crippled ships had been repaired and the fleet headed for Ryuten II.

En route the fleet received a garbled emergency transmission from their fortress-monastery. There was a full-scale rebellion underway in Ryuten II. The Shogun had been killed and loyal planetary defence forces were in retreat towards the fortress-monastery of the Crimson Suns, which was, at the time, manned only by a skeleton garrison scarcely equivalent to a platoon. Takeda Okawa was furious, vowing to eradicate this stain upon the honour of the Crimson Suns and urged the tech-priests to put all available power to the warp engines. As the Crimson Suns fleet emerged from the warp in the Ryuten system they were able to establish communications with their besieged fortress-monastery. The rebellion was instigated by a secret society called "Black Lotus", right after the departure of the Crimson Suns, with the objective of deposing the "puppet of the false emperor" and replacing him with the "heir of the true son of heaven", a member of the Nobunaga clan. The members of the society had obviously spread their rot for a long time for they had gained the support of many influential clan heads and defence force commanders. The society's sorcerers had blocked all psychic communications out of the system and only the one emergency transmission had barely got through.

The fury of Takeda Okawa now knew no bounds for it was obvious that followers of the arch-heretical ruinous powers had gained a foothold in their home world. This was confirmed by vid-logs, which clearly showed traitor marines of the Alpha Legion among the rebels. The Crimson Suns descended from the orbit routing the forces besieging their fortress-monastery and establishing a base of operations. They then mounted a series of lightning offensives to link up with the few population centres remaining in loyalist hands. The rebels had not yet had enough time to properly establish their rule and were soon thrown back. The Crimson Suns fought with righteous fury. Every rebel stronghold was razed to ground so that no stone was left upon stone. Once again Takeda Okawa personally lead the 1<sup>st</sup> company terminators to the capital and slew the leaders of the Black Lotus just as they were completing a ritual to open a portal to the eye of terror. To his frustration, however, the Alpha Legion contingent escaped largely intact having obviously had their own small warp-portal for an emergency like this.

After the back of the rebellion was broken Takeda Okawa unleashed a wave of terrible reprisals. All captured rebels were executed along with all of their blood relatives so that whole clans were wiped out overnight. Takeda Okawa swore that Ryuten II would never again fall to heretics. To ensure this, he himself took the office of Shogun and declared that from that moment on all the highest governmental posts were to be occupied by the officers of the Crimson Suns chapter.

## **Home World**

Ryuten II is mostly an agri-world with a small industrial base. The society is feudal with strict class distinctions. The population is divided into tightly knit extended families called clans. The people call the Imperial Commander of Ryuten II Shogun and he rules on behalf of the divine son of heaven, as the people of Ryuten II call the Emperor. Ever since the time of Takeda Okawa the Chapter Master of the Crimson Suns has also been the Shogun. The land is divided into ten provinces each ruled by a Daimyo. The provinces in turn are divided into smaller fiefdoms. Each company commander of the Crimson Suns is also the Daimyo of one of the ten provinces.

The landmass of Ryuten II is divided into a number of islands with one small continent on the equator. The capital, Dojyo, is situated at the foot of a mountain range called "Spine of the Dragon" near the southern end of the continent. The orbit of Ryuten II is relatively near of its sun, which ensures pleasantly warm temperatures most of the year. For the same reason the polar icecaps are very small.

The population has a distinctive warrior aristocracy, with a clan ruling each of the smaller fiefdoms in a province. The way of the warrior is greatly honoured and every year the clans send several of their champions to the competition of the Shogun. The best of the competitors are accepted as new recruits to the Crimson Suns, the highest honour a warrior can attain.

## **Combat Doctrine**

The Crimson Suns see the close combat as the most honourable way of war. They favour lightning assaults and planetary drops to get into melee quickly. To Crimson Suns retreat is unthinkable and a great shame upon the unit commander; it is customary for a Crimson Suns commander to seek death in battle if his troops are forced to retreat and commit a ritual suicide to atone for his failure if he survives the battle, a practice frowned upon by many of the more traditionally minded chapters.

## **Organization**

The Crimson Suns were originally a Codex chapter. However, their organization began to change when their role in the Mandarian crusade was mainly that of planetary assault specialists. As they absorbed more and more recruits from Ryuten II and adopted many of the local customs the organization changed even further. Their preference of close combat and lightning planetary assaults led to increase in the number of assault troops while the number of Devastators dwindled.

The 1<sup>st</sup> company still consists of the veterans of the chapter. The Hatamoto, as they are called, form the bodyguard of the Shogun and the Daimyos. They wear the powerful terminator armour and are allowed to wield two hand-grafted power swords as the mark of an ultimate warrior.

The 2<sup>nd</sup> – 5<sup>th</sup> companies are assault companies and the 6<sup>th</sup> – 9<sup>th</sup> companies are tactical companies. The Crimson Suns do not use scouts, as they want their future warriors to: "learn how to fight honourably and not sneak around like some weak cowards". Instead, the Ashigaru, as the new recruits are called, are taught the least respected form of warfare: fire support. Only when they have proven themselves are they inducted to the 9<sup>th</sup> company and taught more honourable means of warfare.

## **Beliefs**

The motto of the Crimson Suns is: "Better to die with honour than to live with shame". They live for the purpose of destroying the Emperor's enemies, preferably in melee, and there is no greater honour than to die in battle. The Crimson Suns believe that all warriors who die defending the Emperor's name go to him and when their number has grown large



enough they go to final battle led by the Emperor to destroy the chaos gods and their heretical lackeys for good.

However, the Crimson Suns maintain that martial prowess alone does not make a good warrior. A warrior must know the philosophy of war as well as the practice of war in order to be something more than a savage. His spirit must be as strong as his body, and preferably even stronger, for he who is unable to master himself is unable to master the art of war. Poetry and calligraphy are seen as ways to see the purity and worthiness of the spirit within, and a Crimson Suns officer must be well versed in both.

### **Battle Cry**

Son of Heaven! May your enemies die a thousand deaths!

### **Uniform**

Bright red with white shoulder pads. On the Right shoulder pad is painted the chapter's symbol, the Crimson Sun, while the unit markings are painted on the left shoulder pad.

### **Special Rules**

**Death before dishonour:** Crimson Suns player may re-roll one morale check per turn. The second result is final. However, his opponent gets two additional victory points for every Crimson Suns detachment that goes on fall back orders.

### **New Units**

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Ashigaru	10 cm	None	0	Heavy Weapons	75 cm	2	5+	-1	

### **Prohibited Army Cards**

Veteran companies and detachments, Terminator companies and detachments, Battle companies, Devastator companies and detachments, Scout companies and detachments.

### **New Army Cards**

Hatamoto company, Ashigaru company, Ashigaru detachment.

#### **Hatamoto Company**

Company	Contents	Break Point	Morale	Victory Points	Cost
Hatamoto company	3 Close Assault Terminator Detachments 1 HQ (Term. Command stand, Land Raider Crusader)	14	1	14	1000

#### **Ashigaru Company**

Company	Contents	Break Point	Morale	Victory Points	Cost
Ashigaru Company	3 Ashigaru Detachments 1 HQ (Command stand, Rhino)	10	2	9	900

#### **Ashigaru Detachment**

Company	Contents	Break Point	Morale	Victory Points	Cost
Ashigaru Company	6 Ashigaru stands, 3 Rhinos	10	2	3	300

## E40K Black Templars



**New Special Ability -Black Templars:** Instead of becoming broken Black Templars detachments go on assault orders when they lose a CC or a fire fight. The detachment must assault the nearest enemy detachment it can see and remains on assault orders until rallied. To differentiate the detachment from detachments on normal assault orders you should still mark it as being "broken".

<b>Infantry</b>						
	Speed	Range	Firepower	Assault	Armour	Special
Neophyte	10cm	15cm	1	2	4+	Assault, Stubborn
Close combat Initiate	As Space Marine + Assault					

All other troops are as in the Epic 40,000 Armies Book.

<b>Vehicles</b>						
	Speed	Range	Firepower	Assault	Armour	Special
Land Raider Crusader	20cm	30cm	3	3	6+	Transport(3), Close Support
Neophyte Bike	35 cm	15 cm	1	1	4+	

Note: All Black Templars vehicles are stubborn  
All other troops are as in the Epic 40,000 Armies Book.

### **Black Templars Detachment: Strategy Rating 5**

#### **Command**

##### **1 Marshal 50 points**

Consists of one Space Marine unit (+Hero)

Extra cost to:

Mount in a Rhino*	+7pts
Mount in a Razorback*	+15pts
Mount in a Land Raider*	+35pts
Mount in a Land Raider Crusader*	+35pts
Upgrade to jump packs* (Hero, jump packs)	free

##### **Up to one Chaplain 30 points**

Consists of one Space Marine unit (+Hero, Assault)

Extra cost to:

Mount in a Rhino*	+7pts
Mount in a Razorback*	+12pts
Mount in a Land Raider*	+35pts
Mount in a Land Raider Crusader*	+35pts
Upgrade to jump packs* (Hero, Assault, jump packs)	free

(\*Choose one upgrade only)

#### **Main Force**

Choose up to **10** squads from the following list.

##### **Black Templars Squad**

**30 or 40 points**

Consists of two Space Marine units at 15 pts per unit and up to one Neophyte unit at 10pts.

Extra cost to:

Mount in a Rhino*	+7points
Upgrade both units to assault troops* (Assault, jump packs)	+4points

**\* Choose one upgrade only; the upgrades may not be taken if the squad includes Neophytes.**

##### **Close Combat Squad**

**30 or 40 points**

Consists of two close combat Initiate units at 15 pts per unit And up to one Neophyte unit at 10pts

Extra cost to:

Mount in a Rhino*	+7points
Upgrade both units to assault troops* (Assault, jump packs)	+4points

**\* Choose one upgrade only; the upgrades may not be taken if the squad includes Neophytes.**

##### **Terminator Squad**

**19 points**

Consists of 1 Terminator unit.

Extra cost to:

Mount in a Land Raider*	+35pts
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#### **Support**

As in the Space Marine detachment support list in the Armies Book plus the following unit.

##### **Land Raider Crusader**

**35 pts**

Mount in a Land Raider Crusader\* +35pts  
(\*Choose one upgrade only)

### Black Templars Bike Squad

Consists of 1 to 3 Space Marine Bike Units at **10pts** per unit and up to 2 Neophyte Bike units at **8 pts** per unit.

**Chain of command:** Marshal > Chaplain > Terminator > Space Marine > Any other unit

### Black Templars Armour Detachment

#### Command

**1 Detachment HQ +25 points**

**Up to one Marshal 25 points**

Consists of one Space Marine unit (+Hero)

Extra cost to:

Mount in a Rhino\* +7pts  
Mount in an Razorback\* +15pts  
Mount in a Land Raider\* +35pts  
Mount in a Land Raider Crusader\* +35pts  
Upgrade to bike unit\* free  
(Hero)

(\*Choose one upgrade only)

**Up to one Chaplain 30 points**

Consists of one Space Marine unit (+Hero, Assault)

Extra cost to:

Mount in a Rhino\* +7pts  
Mount in an Razorback\* +12pts  
Mount in a Land Raider\* +35pts  
Mount in a Land Raider Crusader\* +35pts  
Upgrade to bike unit \* free  
(Hero, Assault)

#### Main Force

As in the Space Marine armour detachment main force list in the Armies Book plus the following units.

**Land Raider Crusader Squadron**

Consists 1 to 3 Land Raider Crusaders.

**35 points per unit**

#### Support

Make up to **10** choices from the following list, but you may not exceed the number of choices on the main force list.

**Black Templars Squad**

**30 or 40 points**

Consists of two Space Marine units at 15 pts per unit and up to one Neophyte unit at 10pts

Extra cost to:

Mount in a Rhino\* +7pts  
Upgrade both units to assault troops  
(Assault, jump packs) +4points

**\* Choose one upgrade only; the upgrades may not be taken if the squad includes Neophytes.**

**Close Combat Squad**

**30 or 40 points**

Consists of two close combat Initiate units at 15 pts per unit and up to one Neophyte unit at 10pts.

Extra cost to:

Mount in a Rhino\* +7points  
Upgrade both units to assault troops\*  
(Assault, jump packs) +4points

**\* Choose one upgrade only; the upgrades may not be taken if the squad includes Neophytes.**

**Terminator Squad**

**19 points**

Consists of 1 Terminator unit.

Extra cost to:

Mount in a Land Raider\* +35pts  
Mount in a Land Raider Crusader\* +35pts  
(\*Choose one upgrade only)

**Black Templars Bike Squad**

Consists of 1 to 3 Space Marine Bike Units at **10 points** per unit and up to 2 Neophyte Bike units at **8 points** per unit.

**Chain of command:** Marshal > Chaplain > Terminator > Space Marine > Any other unit

#### Supreme Commander

You may include up to 1 supreme commander.

**Up to one Grand Marshal 50 points**

Consists of 1 Space Marine unit (Hero, Commander).

Extra cost to:

Mount in a Rhino\* +7pts  
Mount in an Land Raider\* +35pts  
Mount in a Land Raider Crusader\* +35pts  
Upgrade to jump packs\* free  
(Hero, Commander, jump packs)  
Upgrade to a Bike unit free  
(Hero, Commander)  
Upgrade to a Land Speeder free  
(Hero, Commander)

\*Choose one upgrade only

#### Bodyguard

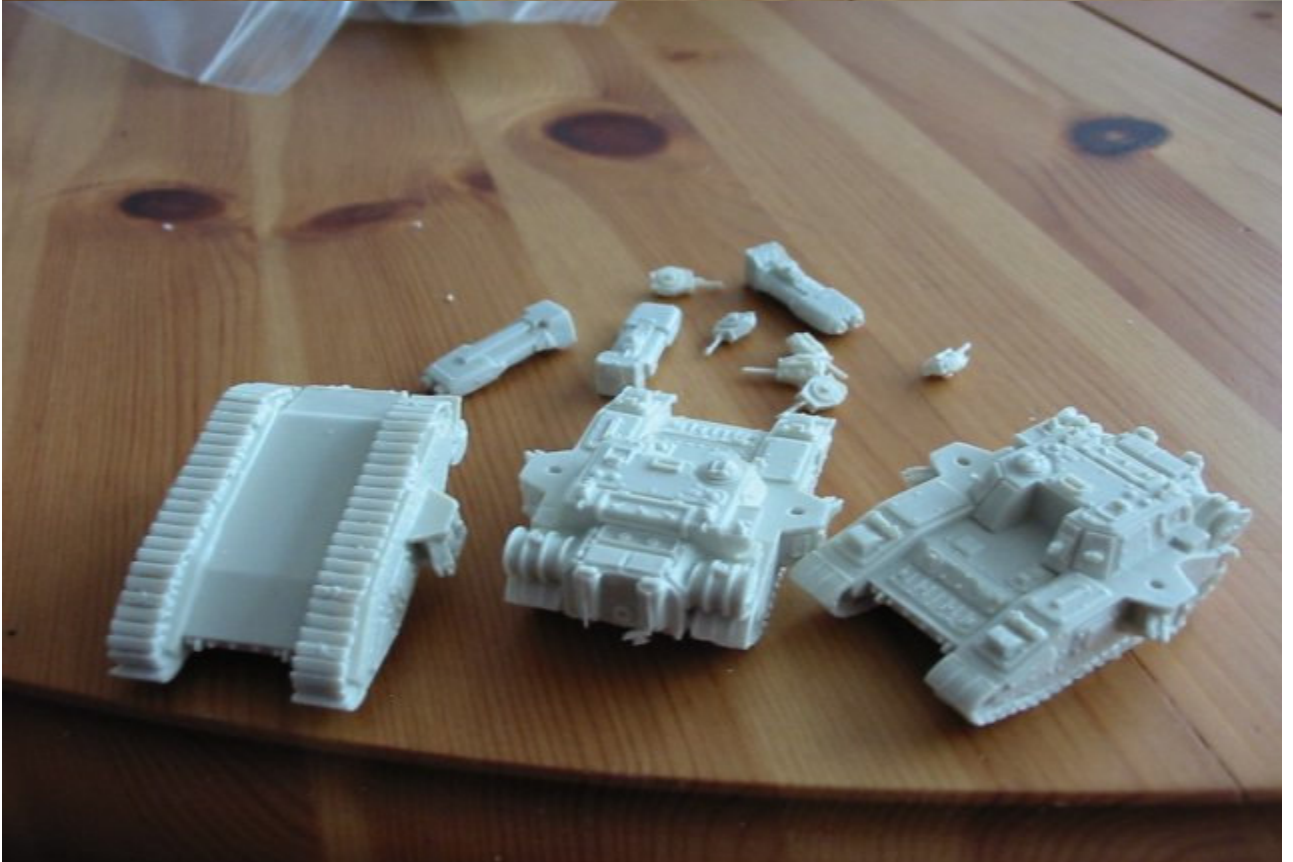
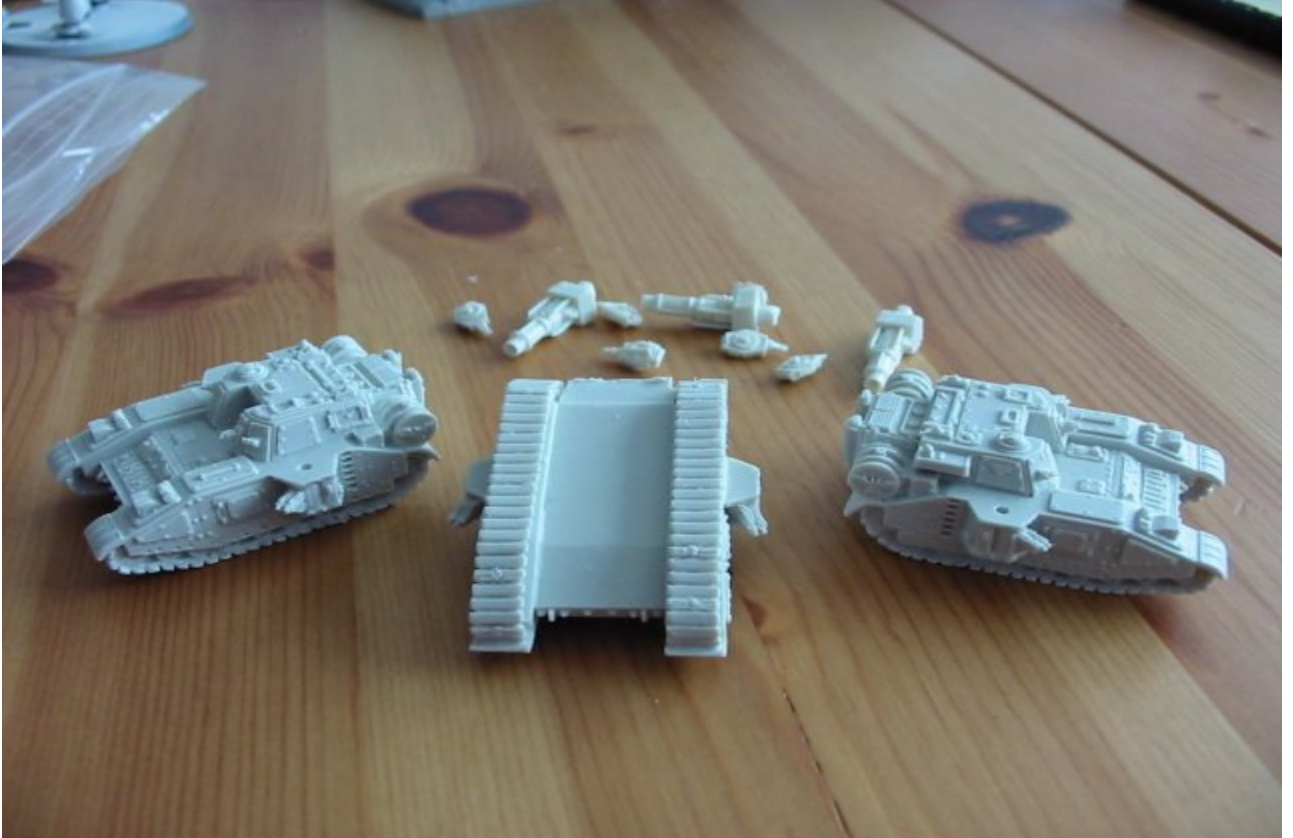
Make up to one choice from the Space Marine bodyguard list in the Armies Book. The bike squad below replaces the normal Space Marine bike squad.

**Black Templars Bike Squad**

Consists of 1 to 3 Space Marine Bike Units at 10 points per unit and up to 2 Neophyte Bike units at 8 points per unit.

## Forge World: Stormsword and Stormblade

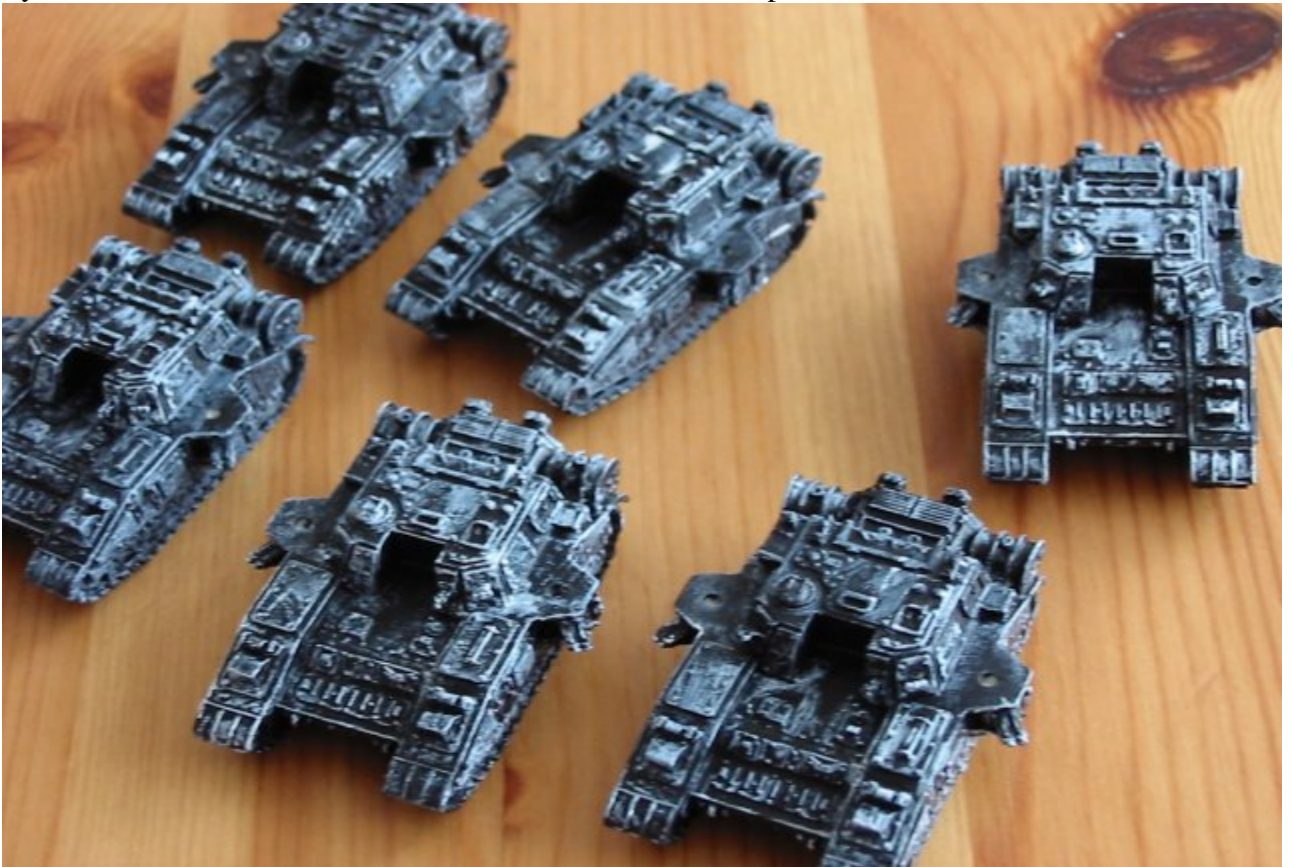
Its been a while since I have written anything about Forgeworld models and that was due to being to busy. The buying didn't change only the painting bit!  
This time I have taken a look at the new tanks FW had decided to bring out for Epic.



As you can see there is not much to the individual tanks; Main chassis, 2 turrets and the main gun. Mounted lascannons for the Stormblade and what I can only tell as flamers for close combat, though I could be wrong. A point to quickly mention is that the Stormsword and Stormblade use the same chassis so there can be no mix up when painting both sets at the same time.

**The Quality** This time I think FW did a better job than on the previous two releases of Baneblade; Lucious and Mars, and the Shadowsword. At least that's how it was for me. My Shadowwords and Baneblades had broken bubbles in certain areas that I had to fill in, the Stormswords and Stormblades didn't have this problem. Casting quality was a lot better on my models although they still have casting problems with the sponsons either side of the tanks. There was some flash on the exhausts of each of the tanks and out of 6 only 1 tank had a bubble hidden behind the flash when I attempted to clear away the flash with clippers. Bits have to be clipped away from the lascannon turrets, the end of the turrets and theres a bit at the base of the gun turret where it joins to the main housing. This must be done with care because its so easy to cut the whole thing off.

**The Paint Job** These models, yet again had to be washed in hot soapy water. I had tried to paint each tank in black but the paint wouldn't stay on and would only form what I can only describe as droplets. This I have to say is most frustrating because the frequency of this problem is occurring more often. FW models didn't always have this 'film' over it that made priming a difficult task. I decided to soak them in warm water and then wash them with washing up liquid and a toothbrush. Didn't make much of a difference when priming with a brush, so I primed them with a spray can of black. That went on fine, which surprised me. I don't like using spray cans but I am slowly changing my mind. As you can see by the picture below I have dried brushed the models white in an attempt to try out an idea that what mentioned in an article on the Netepic site.



Okay in the end it didn't work but I am not so sure I followed the article correctly. Needless to say that the tanks looked good just with black and dry brushed white. So I decided to go for the Codex grey and then dry brushed the model with Fortress grey, which went well together as you can see.







I really like this tanks and I am really happy with the way they have turned out. I am not sure if the highlights will show up as well as I had hoped but that's down to the camera I am using. I hope that FW continue with the good work and reduce the bad casting problems, as they seem to be doing.



## *VASA Strategy By Reuben Parker*

The first thing I would say about the VASA army is that is basically two armies in one. Marines, Suppressors, Ronin and Birds of prey make up a hard-core army with plenty of firepower. This kind of force will lead to games were you probably wont have massive wins or massive losses but is quite easy to play. Perhaps the most important step with this force is actually deployment as your force isn't very mobile so you need to have your squads with good fields of fire and in positions to support each other.



A good tactic I have found is to take minimum size 4 man marine squads this means you can force your opponent to deploy his entire force in the time that you have only placed down around 20-28 marines. This is especially true facing Syntha or Koralon. (Note from Editor: You can only use normal marines and not support or sergeants in a four man squad due to army list restrictions)



The second army is what I would class as a “paper tiger” very fast, deadly but also very flimsy. This force is comprised of Shuriken Guard, Black Legion, Bike squads, Knights of Spirit, Knights of Balance and Shogun's (if you like them in this kind of force). The main strategy with this force is to hit the opponent on one flank with your entire force, eliminate it in one round and then work up his line in the following turns. I find deployment with this force is naturally best behind cover (Not that hard as you only have about 20 models at the max) and in the center of the table. Deploying in the middle means you can ‘Pulse jump’ your entire army to both sides and it doesn't give away which side you are going to attack.



With the two distinct different sides to the VASA army I would say it is useful mix the two. I would still always concentrate mainly on one force and just take about 20% of my points from the other to give me some support and flexibility. I personally have found if you try and split your points 50-50 between the two types of VASA forces it doesn't work as when your jump troopers do attack there aren't enough of them to carry home the attack. Then once they are dead the opponent can pick off your shooting core, as it isn't that large either and lacks the firepower to hold its own.

A unit that really I think isn't worth their points are the Archangels, Shuriken guard are nearly 4 times as effective at shooting 4 shots S4 to 1 shot S5, Black Legion are twice as good at shooting 2 shots S5 plus they are great in H2H combat when Archangels are only as good as a marine. I personally think I-Kore should have put in a hit and run rule for the archangels where they can always make a Jump in the assault phase and they don't have to use it to enter H2H instead they can use it as a normal move. Then they would be useful but as they are as far as I can see they are worthless. *Everyone email I-Kore telling them to add that rule and they might.*



I personally prefer a jump trooper army with some marines or suppressors plus and Knight of balance and a Knight of Spirit. Play a refused flank and try and over run the opponent this works great except vs Junkers. Minimum squad size suicide bombers that's 2 men means he has about 3 times as many squads as you and once the first charge is soaked up you get blown to pieces. Thus vs Junker I now always take a defensive army using minimum squad size 4 marines to rip them apart at range plus some heavy support.

To finish off this article I will just put down a couple of cunning strategies, some of the kudos must go to George Millet who was both a sounding board and also came up with a couple.

- Shuriken guard can use the Guard ability to take characters that aren't normally allowed in a jump trooper unit. First of all a Knight of fury, which gives the unit a H2H monster along with them for around 70 points, (depending which level you take). Or you can take a Knight of spirit at level three using her 'Heavy Armour' ability which gives your ultra expensive unit heavy armour six from shooting.



- Another one is to take a Jump trooper army all with units size four and all transported in Ronins getting two squads of 4 in each Ronin. All your opponent sees is 2 or 3 Ronin and he has no idea what's inside till you jump your force out on one flank. Plus it takes up no room in your deployment zone so they the Ronin should be able to deploy in cover. Then on turn one unload the squads behind cover, then move out the Ronin to do some damage and block LOS then jump out the Jump troopers and overrun.



Well that's it I would like to say the Strategies and opinions are mine and are thus based on my playing style so what doesn't work for me could well work for another VASA player.