EPIC

CHARACTERS

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In Epic Commanders can represent a variety of characters, such as Captains, Colonels and maybe even an Ork Warboss. These characters can be added to numerous units within an Epic army. Following are some examples of how these characters can be represented, in different units, using the various character packs.

SPACE MARINE CAPTAINS & SUPREME COMMANDERS

Space Marine 'characters' – such as Apothecaries, Techmarines, Chapter Banner Bearers and other such support staff – have no effect in the game, but do make ideal models with which to emphasise important characters. Including such models on a character's base might be used to pick out the Supreme Commander, as in the first example. Captains can then be differentiated by a more humble Command squad, perhaps just a single Company Standard Bearer, as in the second example.

Left: A Supreme Commander stand showing from left to right a Servitor, Techmarine, Commander, Chapter Banner Bearer and an Apothecary.
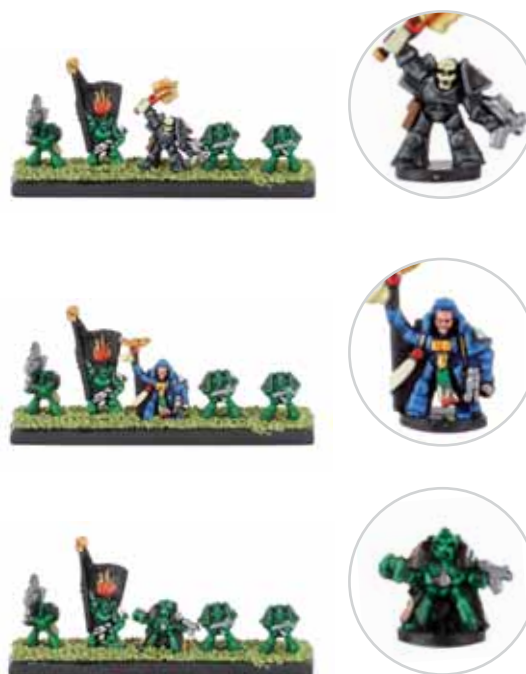
Above: Three varieties of command stands showing from top to bottom a Chaplain, a Librarian and a Space Marine Captain. Each stand also contains a Standard Bearer

SPACE MARINE CHARACTERS IN TERMINATOR ARMOUR

Space Marine commanders can be added to Terminator detachments, joining one of the Terminator units. In these cases it is most appropriate to use a Terminator armoured character model, such as the Captain, Chaplain and Librarian in Terminator armour as shown below.

Of course, individual characters can also choose to wear Terminator armour, even when accompanying a different kind of squad, so for variety you might like to include a character in Terminator armour in a unit of Tactical Marines – just remember it doesn't turn his unit into Terminators!

Right: From top to bottom a Space Marine Captain, Chaplain, and Librarian, all of which are in Terminator armour.

SPACE MARINE CHARACTERS WITH JUMP PACKS

When a Space Marine character joins a unit with jump packs, it obviously makes sense that the character himself should wear a jump pack. The Space Marine character pack includes versions of all the characters with jump packs, as shown in our examples.

Above: Showing the jump packs on the back of the new Librarian figure.

Right: Three varieties of Space Marine characters stands with jump packs. Showing, from top to bottom, a Chaplain, a Librarian and a Space Marine Captain.

SPACE MARINE CHARACTERS ON BIKES

As with jump pack equipped and Terminator armoured characters, characters mounted on bikes can be used to pick out commanders which have joined units of Space Marine bikes. In our example a Captain, a Chaplain and a Librarian mounted on bike are shown.

Above: A Space Marine Standard Bearer on bike

Right: Three varieties of Space Marine characters on bikes. Showing, from top to bottom a Chaplain, a Librarian and a Space Marine Captain.

IMPERIAL GUARD SUPREME COMMANDER

Imperial Guard Supreme Commanders represent such senior officers as Generals, Colonels or even very senior commanders. Such individuals are invariably accompanied by considerable retinues or bodyguards, so including models of standard bearers, Ogryn bodyguards or Sanctioned Psykers on a base is a good way of picking out the Supreme Commander. In our example, we've also decided to use a few Storm Trooper models on the base, painted up to represent elite Imperial Guardsmen detailed to protect their Supreme Commander.

A Supreme Commander could also represent a special character, such as Commissar Yarrick himself, as is the case in the example on the below.

Top: A Supreme Commander stand showing from left to right a Company Standard Bearer, the commander himself and a sanctioned psykers.

Above: Another Supreme Commander showing, from left to right, a Company Standard Bearer, the Commander himself and a Sanctioned Psykers.

IMPERIAL GUARD COMMANDERS & COMMISSARS

Imperial Guard Commanders fulfil such roles as Captains, Lieutenants and other important officers. Commanders need to be picked out on the battlefield, and not confused with Guardsmen, which can easily be done by including a few character models on the base. The Commander model himself is sufficient, though you could also add Standard Bearers, Guardsmen with comm-links, assistants and so on.

Although Commissars themselves are not officers as such, they can easily be picked out using the same methods, as in the example to the right.

Above: A Commissar stand consisting of, from left to right, two Officers, Commissar, Guardsman and a Comm-link operator.

Above: An Imperial Guard Commander

ORK WARLORDS

Ork Warlords represents the biggest, nastiest Ork who leads the army. When doing so, they are invariably accompanied by their Nobz – equally big and nasty Orks with ambitions of their own. As well as these Nobz, Ork Warlords may be accompanied by a variety of hangers-on, such as Standard Bearers, Runtherds, Mekaniaks, Mad Doks, Painboyz and so on. All of these can be used on a Warlord's base to help mark him out as Da Big Boss.

Above and Left:
Six different variations of the Ork Nob.

SPECIAL CHARACTERS

An Ork Warlord could easily represent a special character. The Ork character pack includes a model of Ghazghkull Mag Uruk Thraka himself, which you can use as your Warlord should you so choose.Although Commissars themselves are not officers as such, they can easily be picked out using the same methods, as in the example to the right.

Right: From left to right a Painboy, Standard Bearer, the Warboss himself, Runtherder and Mechaniak.

SPECIAL CHARACTERS

Alone amongst the armies in Epic: Armageddon, Orks can add characters to artillery and war engines, in the shape of their Oddboyz. These characters provide teknical know-wotz or bawl constantly at the crew to get them to work harder. Despite joining guns and vehicles rather than units, these characters can be represented in just the same manner. In our example, a Slaver has been added to a Soopa Gun.