

Riot!

House Rules for urban unrest in Epic Armageddon

By Greg Bak

Important Note: Here are some light and fun house rules from Epic Veteran, Greg Bak. The troop types previewed here are purely speculative and shouldn't be seen as official.

In the 41st millennium Imperial citizens are not always as loyal or thankful as they should be. Despite all that the Emperor of mankind has done for his subjects, sometimes his servants are less than grateful. Attempting to join Chaos cults or reckless desires for liberation and independence are the extreme forms of insurrection. However, most acts of riot and rebellion tend to be milder, with usually selfish survival as the primary motivator. Sometimes the urban dwellers get caught up with their own petty desires for food, water, wages, and enhanced living conditions. These petty wants and the unthinkable shame of attempting to avoid the Imperial draft have often led to insurrection in many of the Empires leading hives and cities. On other occasions, hive gangs, smugglers, and criminal organizations have fought each other and the Imperial authority, in pursuit of their greedy enterprises. These actions sometimes took the form of large scale battles. However, in every case the disloyal were always met with swift justice, usually through the Emperors leading arm of justice, the Arbitrator Arbitres, commonly referred to as the Enforcers by most citizens and Imperial servants. As their name entails, Enforcers strictly carry out the law as decreed in the Emperors Imperial code. Civil disobedience, no matter what the cause, is strictly forbidden, and the Enforcers punish those who dare to ignore the law. On rare occasions, when a planet faces great peril, such as was the case in all three of Armageddon's wars, an unholy alliance was formed with the Enforcers and the hives gangs and thugs. The Enforcers armed and trained these lowly citizens, who fought with new vigor to spare their lives and possessions. Despite their unworthy intentions, they did make a determined and formable fighting force, worthy of fighting along side the Emperor's defenders of justice. For their service, most were rewarded by the Emperor by having their criminal sentences reduced from death to life at hard labor. Sadly, many still remained ungrateful of the Emperors generosity and still endeavored to ignore the Imperial law.

From the Lectures of Commissar Von Fredrick at the Imperial Officers Academy, Bakker

The Following are rules for two new small (what I call a pocket) armies for Epic Armageddon. They are the Hive Gangs and Imperial Enforcers. These armies can be used as Imperial Allies or do what they do best, fight each other. Future, as there is no honor, and seldom peace among thieves, Hive Gangs can fight each other for control of illicit actives in their city. It's the ultimate cops and robbers in the 41st Century, no in Epic proportions. Your sure to have a riot!



"Death to all yeah who dare enter this hood"

Gang Graffiti found in Hive Unger, Curtis III

Hive Gangs

Gang armies are a mish-mash of various kinds of hardened low life criminals to religious fanatics to outcasts to wealthy hunters to survival oriented citizens and / or militia. Normally dwelling in the slums, from time to time they come to the surface weather it be to seize an opportunity or by force (the slums are no longer safe). Each army can have a maximum of one Gang Leader or Redeemer. Although often experienced killers, Hive Gangs often lack discipline, military training, and effective communications. Thus, Hive Gangs have a **Strategy Rating of 2**, and an **Initiative value of 3 (2 if given assault orders)**.

Gang Armys Formations

Formation	Core units	Add-ons	Upgrades
Gang	5 Gangers (100pts)	Gangers (20pts) Ratskins (20 pts) Limos (20pts) Technicals (30pts)	0-1 (per army) Gang Leader (25pts)* 0-1 Gang Champion (15pts), 0-1 Bounty Hunters (15pts) 0-1 Bomb Builders (20pts)
Mob	8 Thugs (50pts)	Thugs (10pts)	
Redemption Gang	4 Zealots (100pts)	Zealots (25pts) Gangers (20pts) Limos (20pts) Technicals (30pts)	0-1 (per army) Redemmer (25pts)*
Ratskin Warband	3 Ratskins (50pts)	Ratskins (20pts)	0-1 Chief (Gang Champion) (15pts)
Spyrer Hunters (0-1 per army)	2 Spyrer (50pts)	0-2 Spyrer (30pts) 0-2 Robots (25pts each)	0-1 Patriarch or Matriarch (25 pts)

* **Note:** A Gang army can have 1 Gang leader OR Redemmer, not both.

Gang Army Units



Gangers: are the core of any Gang army. More then common criminals, they are killers who fight in small bands of loyal gang members. Despite their poor equipment, they manage to field a heavy stubber per unit for some stand off firepower.

Gangers*				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	None	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Stubber	30cm	AP6+	---	
Notes:				



Thugs: Are common criminals, punks, protestors, and hooligans. Thugs have little to any military training or experience, let alone arms, using whatever is at hand. Often more bark then bite, their large numbers can tip the scales in their favor and out weight their limited capabilities.

Thugs*				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	None	5+	6+
Weapon	Range	Firepower	Notes	
Clubs	Base contact	(Part of CC)	---	
Molotov Cocktails	15cm	(Part of FF)	---	
Notes:				



Gang Champion: Champions are seasoned veterans and Gang lieutenants who serve in the rank and file to ensure the leaders orders are carried out. Champions further serve to watch over and teach younger gang members. However, as their name implies, they are more warrior then leader.

Gang Champion*				
Type Character	Speed na	Armor na	Close Combat na+	Firefight na
Weapon Assault Weapon	Range Base Contact	Firepower +1 extra attack	Notes ---	
Notes: Inspiring				



Gang Leader: Every army needs a leader, and gangs are no exception. The only true leader and often father / mother figure the gang armies has, these crime masterminds are a big asset to the “troops” they lead.

Gang Leader*				
Type Character	Speed na	Armor na	Close Combat na+	Firefight na
Weapon Assault Weapon	Range Base Contact	Firepower +1 extra attack	Notes ---	
Notes: Leader, Inspiring				



Bounty Hunters: Are among the toughest and most dangerous of all individuals, surviving in perilous conditions out in the wastes and pursuing outlaws and mutants through the ruins. Bounty Hunters are loners, drifters, and usually criminals who offer their services as guns for hire, but such allegiances tend to be temporary.

Bounty Hunter*				
Type Character	Speed na	Armor na	Close Combat na	Firefight na
Weapon Stubber Rifle	Range 30cm	Firepower AP6+	Notes ---	
Notes: Fearless, Sniper				



Bomber Builder: As his names states this half crime half scientist makes large explosive devices for his gangs use in combat. The bomb is then usually placed on a small drone to roam the battlefield until a target appears, and then boom! Although the bomb is a very powerful and effective weapon there are some draw backs. First, the bomber can only make and control one bomb at a time, thus he becomes a one shot weapon. Second, the electronic remote control device he uses to guide and denote his bomb has a limited range, therefore he must be relatively close to his target. However, the drone is equipped with a camera so the bomber does not require line of sight to detonate his explosive device.

Bomber Builder				
Type Character	Speed na	Armor na	Close Combat na	Firefight na
Weapon Bomb	Range 30cm	Firepower 2 BPs	Notes Indirect Fire, One shot	
Notes:				



Ferals: Are a shy people who dwell in the slums and seek to avoid contact with humans. None the less, they sometimes offer their services to gangs or fight as a clan or tribe to defend their territory or avenge a loss. They are renown for their knowledge of the slums, but often under armed as compared to most gangs. This makes Ferals excellent scouts to most gang formations.

Rat Skins*				
Type Infantry	Speed 15cm	Armor None	Close Combat 5+	Firefight 6+
Weapon Stubbers Clubs, knives	Range (15cm) Base Contact	Firepower Part of FF value Part of CC value	Notes --- ---	
Notes: Scout				

Zealots: Religious fanatics and devout disciples to the Emperors cult. These ruthless fanatics take the law into their own hands, seeking to punish anyone they view to have strayed from the Emperors path. They are fearless in their pursuit of delivering justices, and give no leniency to sinners. Armed with flame throwers, power axes, and chain swords, Zealots are deadly and merciless in the assault, earning them their feared reputation.



Zealots*				
Type Infantry	Speed 15cm	Armor None	Close Combat 4+	Firefight 4+
Weapon Flammer Power Axes	Range 15cm Base Contact	Firepower AP4+ (Part of CC value)	Notes Ignores cover ---	
Notes: Fearless				



Demagogue: All religious movements require a leader, and the Demagogue serves as just that. Guiding and directing his devout followers, he is seen as an inspiration, role model, and rally point on the field, well in this case street of battle.

Demagogue				
Type Character	Speed na	Armor na	Close Combat na+	Firefight na
Weapon Assault Weapon	Range Base Contact	Firepower +1 extra attack	Notes ---	
Notes: Leader, Inspiring				



Limos: Represent modified large civilian cars, trucks, or vans designed to carry ten gang members to different parts of the hive at a high rate of speed. Limos are modified to carry a heavy stubber to provide their gang members with some additional firepower. Although lightly armored, the speed and mobility they provide to their gang members makes them very worth while in the attack or when faced with retreating from superior firepower of Imperial Law Enforcement. Since Limos are not factory produces, they are custom made, meaning two are rarely ever built alike.

Limos*				
Type	Speed	Armor	Close Combat	Firefight
Light Vehicle	30cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Heavy Stubber	30cm	AP6+	---	
Notes: Transports (may carry two infantry units)				



Technicals: Are modified trucks or vans, equipped with heavy weapons, usually heavy bolters. They serve as the gang armies mobile firepower and anti-aircraft platform, to rid the sky of pesky Imperial skimmers and fast flyers that want to rain bombs on them. Like Limos, technicals are not factory produces, and thus rarely are two ever built alike. To further represent this, Technicals can be armed with either twin heavy bolters or a multilaser.

Technicals*				
Type	Speed	Armor	Close Combat	Firefight
Light Vehicle	25cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Heavy Bolters	30cm	AP4+ / AA6+	---	
or				
Multilaser	30cm	AP5+ / AT6+	---	
Notes:				



Hot Rods: Are modified automobiles, usually fast ones, with custom weapons to provide the gang with some additional speed and firepower. A favorite tactics of Hot Rods is to stay in cover while the gang moves forward and then speed into close range to support an advance or assault. To represent their custom weapons, Hot Rods maybe armed with either a rocket launcher or a flamer (not both). Like Technicals, Hot Rods are lightly armored, but what do you expect from gang chop-shops.

Hot Rods*				
Type	Speed	Armor	Close Combat	Firefight
Light Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Custom Rockets	30cm	AP5+ / AT6+	Slow Firing	
or				
Flame Thrower	15cm	AP4+	Ignore Cover, +1 FF	
Notes:				



“The streets have been purged of sinners, the Emperors pure light burns a new.” – Preaching of the Grand Redeemer Sterner (AKA Sterner the Burner)



“The violators of the Emperors law must be punished... how dare they question his will, his judgment... if their deeds go unchecked then chaos will surely rein... I have no choice but to sentence the offenders to death, effective immediately and without appeal... you have your orders gentlemen, may the Emperors blessing go with you.”

Decree of Judge Lemog, Hive Fal-sha, Sheldtons World, before the Sector 17 massacre.

Enforcers

In the Urban environments of the 40K universe there is one force whose word is law. They are the Adeptus Arbites, or as they are commonly called, the Enforcers. It is the Enforcers unenviable task to impose the rule of local lord on the citizens and outlaws that inhabit the lower reaches of the Imperium. The Enforcers are hated and feared by the bulk of inhabitants of the Imperial hive cities. They are hated for being implacable and authoritarian imposers of Empires often unfair legislation, and feared for the ruthless efficiency with which they impose the laws of the Emperor. Enforcers are themselves professionally trained and highly dedicated to the Emperor. As police they deploy in small numbers, when compared to other 40K era armies. They have good armor, and are excellent in firefights and assaults. Enforcers lack heavy vehicles and weapons as their main threat, hive gangs, have light to no vehicles. Thus militarily Enforce armies find themselves between the Space Marines and the Imperial Guard. Enforcers always have a **Strategy Rating 3**, with an **Initiative value of 2**.

Enforce Precinct armies are made up of core patrols (foot or mounted) and can be augmented with special teams (snipers, Cyber-K9s, sentinels, and robots) Transport vehicles (Hippos or Valkyires) and leading characters (Judges and Lieutenants). Further, both Foot and mounted patrols can be upgraded to Shock Troops, Aerial Troops, and Bikers.

Enforcers			
Formation	Core units	Add-ons	Transport
Precinct Patrol	4 Adeptus Arbites (100pts)	2 Executioners (50pts)	Hippos (enough for all units) (25pts each)
		2 Cyber-Mastiffs (50pts)	
		2 Sentinels (50pts)	
		2 Robots (50pts)	
		Judge (0-1 per army) (50pts)	
		Lieutenant (0-1) (25pts)	
Mounted Patrol	4 Mounties (100pts)	2 Cyber-Mastiffs (50pts)	
		Judge (0-1 per army) (50pts)	
		Lieutenant (0-1) (25pts)	

Add-Ons and Transports: Each patrol may have 1 add-on squad, 1 add-on character, and 1 transport squad if their unit type allows.

Upgrades

Adeptus Arbites	Shock Troops (Free)
	Aerial Arbites (50pts)
Mounties	Arbite Bikers (50pts)
Hippos	Valkyire (75pts each)

Upgrades point cost transform the whole patrol.



Adeptus Arbites: These are the core Enforcers. Armed with shotguns and other short range weapons, their patrols com the hive streets, ready to confront criminals and maintain order. Their Patrol units are small, but can be augmented with specialist units, transportation assets and character leaders.

Adeptus Arbites*				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Shot guns	(15cm)	(Included in FF)	---	
Notes:				



Shock Troops: Are heavy armored riot control enforcers, who specialize in close combat. On all too many occasions, the Shock Troops form the thin black line in a city sectors main square or road junction. Their task is to hold the rebellious mobs at bay, while specialized units maneuver to attack the crowds flaks and rear. Many hive zones owe their safety to shock troops, for it was they alone who prevented their dwellings and business from being sacked and ruined in the inevitable riot.

Shock Troops*				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	4+	0
Weapon	Range	Firepower	Notes	
Shock Clubs	Base Contact	(Included in CC)	---	
Notes:				



Judge: Are feared by all common citizens. For Judges not only lead enforce armies, they intrepid the Emperors laws, serving as judge and jury at any time of their choosing. There is not the job for the weak at heart.

Judge*				
Type	Speed	Armor	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
Assault Weapon	Base Contact	+1 extra attack	marco weapon	
Notes: Supreme Commander, Leader, Inspiring				



Proctors: Sometime referred to as Champions, they sever as sub-commanders for Judges, often leading patrols and dealing with the routine tasks of leadership. Equipped with enhanced close combat gear, their experience and knowledge steadies the troops in the heat of action.

Lieutenant*				
Type	Speed	Armor	Close Combat	Firefight
Character	na	na	na	na
Weapon	Range	Firepower	Notes	
Assault Weapon	Base Contact	+1 extra attack	marco weapon	
Notes: Leader				



Executioners: Many riots civilian gangs and mobs crumble at the sudden lose of their leader or comrades, and it is here that the executioner excels. Executioners are snipers, who skills are incredibly useful in urban combat. From laying down suppressive fire for advancing enforcers, to singling out known criminals, no one clears the hives streets any better.

Executioners*				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
2x Stubber Rifle	30cm	AP6+	---	
Notes: Sniper				



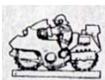
Cyber-Mastiffs: Are an Enforcers best friend, Cybre-Mastiff are robotic dogs, or K-9s of the 41st millennium. Serving mainly as scouts who use their robotic senses and infra-red eye sight to sniff out enemy units, cyber-Mastiffs then close with rapid and deadly speed to quickly subdue their foe.

Cyber-Mastiff*				
Type	Speed	Armor	Close Combat	Firefight
Infantry	15cm	4+	5+	0
Weapon	Range	Firepower	Notes	
Steel Jaws	Base Contact	(Included in CC)	---	
Notes: Infiltrators, Scouts, Fearless.				



Mounties: Nothing controls an angry crowd better then fear and enforcers mounted on horse do just that to the common citizen. Many have never seen a horse, some would love to eat one, but all fear them, especially with an Enforce armed with a shock lance in the saddle. Mounties are excellent close combat troops, but limited to street fighting.

Mounties*				
Type	Speed	Armor	Close Combat	Firefight
Infantry	20cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shock Lance	Base Contact	(Included in CC)	+1 extra attack	
Notes: Mounted, Infiltrate				



Arbite Bikers: Better equipped for firefights and more adapt to operate in dispersed formations, arbite bikers use their steel mounts for extra firefight ability, speed, and scouting ability over traditional Mounties.

Arbite Bikers*				
Type	Speed	Armor	Close Combat	Firefight
Infantry	30cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Shot guns	(15cm)	(Included in FF)	---	
Notes: Mounted, Scouts				



Sentinels: Encased in a steel twelve foot tall cage with legs and an enforcer quickly becomes a steel Ogre, able to wade through a crowd of unruly citizens and lay down some heavy firepower if required. Sentinels are slow, and usually only brought in to break-up big mobs or when big trouble is expected.

Sentinels				
Type	Speed	Armor	Close Combat	Firefight
Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+ / AT6+	---	
Notes: Walker, Scout				



Valkyrie: Ideal for moving troops through the high rises and spires of the hive, Valkyries bring more than just law and order and enforcers from above. They are brimming with heavy weapons the likes of which most gangs can not match. When the Valkyries arrive many criminals head for the underhive. They are so feared that high bounties are rumored to be offered for shooting one down.

Valkyrie				
Type	Speed	Armor	Close Combat	Firefight
Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+ / AT6+	---	
2 x Heavy Rockets	30cm	AP5+	---	
2 x Rocket Pod	30cm	1 BP	Disrupt, One Shot	
Notes: Skimmer, Scout, Transport (may carry two enforcer foot units)				

About the author

Greg Bak first began playing War Games at the age of 12 and never stopped. Greg didn't get involved in Epic until his senior year of college, back in the days of the Horus Heresy when Epic 40K was simply called "Space Marine." Greg has since weathered Epics evolutions through three rule re-writes and managed to collect a very impressive array of armies (Marines, Imperial Guard, Imperial Titans, Orks, Eldar, Choas, and Squats, but no Tyranids or Tau as of yet, as he claims to have run out of money).

Play test paper figures: The following are stand-in figures to use to play test Riot until Games Workshop can make some epic scale. Feel free to use Imperial Guard infantry, Ork vehicles, and another substitute you feel fits the part.

Directions:

1. Cut out Epic Scale Paper figures.
2. Fold bases back, glue on epic stands or card stock (1x4cms or 2x2cms for Mobs)
3. Game on!
4. For enhanced look, cut out each figure separately and base at slight angles (not straight on).

