

# ***Company Based Epic Armies***

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## **Background Notes**

While I've been happy with Epic 40,000 for the most part, I have been annoyed by the army selection process. Frequently detachments with a huge variety troops and vary in size considerably. Armies are also slow to create because you pick ever vehicle every time. Now, you may enjoy this, and if so, more power to you; continue enjoying the existing system. For those who might like a system that more closely modern combat forces in its organization, take a look below.

As a note I've frequently had to make judgment calls on the appropriate structure and usage of the armies and as a result it may not entirely match the official background. I've tried to keep it as close as possible to the style of the armies involved.

## **Frequency Scale:**

- **Very Common:** These units are almost always seen in this army and the commander should seriously adding one to their army.
- **Common:** These units are fairly common on the battlefield. The commander should feel free to take these units, but probably shouldn't field them in every battle.
- **Uncommon:** These units are occasionally seen on the battlefield. The commander should normally field these units with the agreement of the opponent or when the scenario calls for them.
- **Very Uncommon:** These units are very infrequently seen on a battlefield. The commander should only take one of these units if the scenario specifically calls for them.