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IMPERIAL KNIGHTS



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PAINTED BY ERICK WATSON

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Throughout the summer, all Games Workshop stores in the USA and Canada will be holding special **Summer Scorchers** days. There'll be a host of gaming events, special deals, drawings and give-aways, demonstrations and competitions.

That's not all... everyone who comes along to a **Summer Scorchers** will be entered into a grand Prize Draw. The winner will be given an all expenses paid trip to the US Citadel Miniatures factory in Baltimore.

- You'll see how Citadel Miniatures are cast
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SUMMER SCORCHER SCHEDULE

JULY

18th Vancouver
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AUGUST

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GAMESTM WORKSHOPTM AND CITADELTM NEWS

WRAITH TOUR

As we mentioned in last month's news, **Warhammer Records** new signing **Wraith** will be on tour throughout July and August. The first dates have now been finalised with more to be added as soon as they are confirmed.

If you want a special pre-release preview of the **Wraith** album - *Danger Calling*, then head along to one on the **Chaos Roadshows**. Games Workshop artist **Wayne England** has become a big fan of the band and will be playing the tape on every Roadshow date along with the **D-Rok** album - *Oblivion*. Wayne will also be giving away autographed photos and posters of the band as competition prizes.



SUMMER'92 UK TOUR DATES

July

31st Milton Keynes Wroughton Centre

August

1st - Swindon: Links Centre

2nd - Oxford: Corn Dolly

5th - Wolverhampton: Fox's

7th - Stoke: Wheatsheaf
8th - Coventry: General Wolfe
12th - Manchester: Rockworld
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15th - Hamilton: Blazes



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CHAOS ROADSHOW!



The Games Workshop Chaos Roadshow has now been on the road for three months bringing madness, mayhem and anarchy to innocent, unsuspecting Games Workshop stores. The response to the Roadshows has been really great with loads of gamers turning up and bringing along their models and armies to join in the fun.

The next four Chaos Roadshow venues are Brighton, Preston, Harrow and Coventry. The Games Workshop artists, designers and miniature painters will come crashing into town for a day of Warhammer participation games, special offers, live 'Eavy Metal painting demo's, Modelling Workshops, competitions.

We never know exactly where or when the Roadshow will be turning up next, so watch out for news in White Dwarf and your local Games Workshop store. Everyone is welcome and if you bring along your best painted army banner you could win a prize.



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WARHAMMER®

FANTASY BATTLE

IMPERIAL STEAM TANK

The Steam Tank is the invention of the extra-ordinary Leonardo of Miraglio, the founder and former Chief Engineer of the Imperial Engineering School. This remarkable pioneer created twelve of these machines, of which eight still survive, the remaining four having been lost in battle or exploded during trial runs. The surviving machines are polished and maintained by the Engineers School and occasionally receive a fresh coat of paint or new decorative iron work. They are not very reliable and it is a rare day when all eight can be persuaded to run!

As their name suggests the Steam Tanks are powered by steam engines fed by pressurised boilers. Young engineers are reluctant to volunteer as Steam Tank crew as the boilers are renowned for bursting apart, turning the tank into a giant pressure cooker. The Steam Tank is also very uncomfortable

to ride in. Whenever the cannon is fired the noise rebounds inside, making the whole machine vibrate furiously and churning the stomachs and brains of the crew.

The whole Steam Tank is protected by a thick armoured skin, making it immune to fire from arrows and light missiles and impervious to blows from most warriors. Machines which have been destroyed or damaged in battle have so far been recovered and rebuilt, although since Leonardo's disappearance many of the secrets of their construction have been lost and the engines become increasingly unreliable and inefficient.

The Steam Tank is powered by a substantial iron boiler which feeds steam through a series of pipes and pistons to drive the wheels. The pressure of steam is controlled in a



rather haphazard way by bleeding off excess pressure so that the build up of steam does not cause the boiler to explode. If the tank commander wishes to move fast or manoeuvre then he allows the pressure to build so that is sufficient for his needs. He has to be careful to judge the pressure properly otherwise the whole thing could quite easily go up.

As the Steam Tank is not provided with any instruments for determining the pressure in the boiler, the commander must rely on the intensity of the gurgling noises, the hissing sound as steam escapes from imperfectly sealed piping, and the clouds of vapour which accumulate around him. In past battles Steam Tanks have exploded with spectacular results, but in each case the machine has been meticulously rebuilt.

At the start of the move phase the player declares how much steam he is using this turn – in effect how high a pressure he wants to run the boiler at. He can choose any number of steam points between 0 and 5, with 0 being no steam at all and 5 being maximum power.

Each steam point allows the player to move, manoeuvre or shoot with the steam-powered cannon and once steam points have been declared they must all be used during that move phase. Each point allows the Steam Tank to do one of the following:

- Move 3" directly forward
- Pivot up to 90° to the right or left
- Fire the Steam Cannon (once per turn)

So, for example, with 4 points a Steam Tank can move forward 6", pivot up to 90° to its left and then shoot.

Before moving the Steam Tank it is necessary to test to see if the boiler holds out. Roll a D6. If the score is a 6 then some fault has developed placing the Steam Tank in danger. To find out what has happened roll a further D6 add the number of steam points you have declared you will use this turn, and consult the table below.

THE CANNON

The Steam Tank is armed with a large and impressive cannon which has a breech fed with pressurised steam from the boiler. Pressurised steam is less potent than gunpowder and so the cannon has a shorter range than muzzle-loaded cannons but otherwise it works in the same way. It is of course impossible to use a conventional cannon inside the Steam Tank due to the muzzle being outside the tank, and also due to the inevitable risk of explosion.

The cannon is fired exactly like other cannon except that the Steam Tank cannot be turned to face its target, it always fires straight forward. You must therefore manoeuvre the Steam Tank into a firing position using steam points. The cannon firing rules are the same as for other cannon. Pick a target that lies directly in front of the cannon and which you can see. Now guess the range – the highest number you can guess is 36" in the case of the cannon in a Steam Tank.

Now roll an artillery dice (marked 2, 4, 6, 8, 10 and MISFIRE). If you roll a number add this number to the range you have guessed – this is how far the cannon ball travels before it strikes the ground. Any model standing where the cannon ball lands is hit. The cannon ball then bounces in a straight line. To determine how far it bounces roll the artillery

IMPERIAL STEAM TANK BOILER TABLE

Up to 6 A leak has developed in the pressure system but it is not serious. Next turn you can use no more than 2 steam points while the pressure builds up again, but otherwise there is no effect.

7 Part of the mechanism has momentarily seized preventing steam from driving the tank at all. The Steam Tank cannot move at all this turn and the steam continues to build up in the boiler. This means that next turn you cannot choose to use less steam points that you have already accumulated this turn – although you may use more if you wish.

8 Great clouds of steam pour out of a burst pipe somewhere in the system, completely covering the Steam Tank. Nothing can see the Steam Tank until the beginning of its following turn, nor can the tank commander see where he is going. This means that no one can shoot at the Steam Tank, but the Steam Tank may not shoot its cannon this turn either.

The Steam Tank moves in an erratic way as the commander is unable to see where he is going and equally unable to stop!

Determine where the Steam Tank moves immediately – roll a D6 for each steam point used.

- 1-4 Move straight ahead
- 5 Turn 90° to your left
- 6 Turn 90° to your right

For example, if you were using 4 steam points you would take a D6 and roll it four times, moving the Steam Tank as indicated each time you roll.

9 With a crack like a cannon shot the boiler ruptures open spilling steam and boiling water all around. Any model within 3" of the Steam Tank sustains a strength 3 hit from escaping steam. The Steam Tank can move no further this turn, and is rendered immobile for the rest of the game, although it may continue to shoot its cannon at any targets in front of it.

10+ The boiler explodes scattering red hot metal, boiling water and scalding steam. Any model within 3" of the Steam Tank sustains a strength 6 hit. The Steam Tank is wrecked and its commander unable to fight on. The destroyed vehicle may be removed from the battle or left in position to mark the place where it met its end.

Estimate the distance to the target and add the result of the artillery dice roll. This is where the cannon ball lands.

Any model lying under the path of the bouncing ball is killed outright on the score of 4+.



dice again. A number indicates how far the ball bounces and a MISFIRE result indicates that the ball sticks in the ground where it lands and does not bounce.

Any model bounced over by the cannon ball will be hit on the D6 roll of a 4 or more - roll for each potential hit. Any models hit by a cannon are slain, no saving throw is allowed. Character models may get out of the way or be pushed aside by self-sacrificing troopers according to the 'Look Out Sir' rule: a character can only be killed on the roll of a 6, while a result of 4 or 5 indicates the ordinary model next to him is killed instead.

If the original artillery dice roll is MISFIRE rather than a number then something has gone wrong. The cannon does not fire and you must test the boiler in the same way as at the start of the turn. Roll a D6 and add the number of steam points used that turn, and consult the chart above. Whatever the result you cannot fire the cannon this turn when is MISFIRES.

HAND-TO-HAND COMBAT

The Steam Tank is an unstoppable mass of metal, and it does not halt simply because enemy are in the way! When it moves any models in its path are run over, sustaining a strength 7 hit unless they can jump out of the way. To jump out of the way a model must roll equal to or less than its initiative value on a D6. For example a human with an initiative of 3 must roll 3 or less, a Dwarf with an initiative of 2 must roll 2 or less, and so on. Character models are less likely to be hit as they tend to have higher initiative values. When a Steam Tank ploughs through a unit it will probably hit several models and it may run over several units in a turn if it is lucky.

Attacking a Steam Tank is very difficult - not the least because it cannot be brought to hand-to-hand combat but will always move off in its own turn. Any models in contact with the Steam Tank in the combat phase can fight a round of hand-to-hand combat as normal, but it is impossible to win a round of combat against the Steam Tank. Your best hope is to cause enough damage to slow it down or destroy it.

A Steam Tank never needs to take a break test. It has a token weapon skill of 3 which is used to determine the attacker's basic chance of scoring a hit in the normal manner. The Steam Tank has no armour saving roll - instead its thick iron skin is represented by a very high toughness of 10, and enemies will need a very high strength to stand any chance of crushing or piecing its armoured shell.

Once it has been damaged, the Steam Tank becomes increasingly less reliable. To simulate this add +1 to the D6 roll when testing for boiler problems for every wound the Steam Tank has sustained. So, normally the boiler will malfunction on the D6 roll of a 6, but if the Steam Tank has sustained 1 wound it will malfunction on a 5 or 6, if it has 2 wounds it goes wrong on a 4, 5 or 6 and so on. This is quite

useful as it means there is a real point to damaging the Steam Tank even if you cannot destroy it in one go. This modifier also applies to cannon misfires too.

COMMANDER

The commander is armed with a repeater pistol, which is a multibarreled pistol made by the skilled gunsmiths of the Engineers School. It is not a very practical or reliable weapon, but engineers are notoriously fond of clever little devices like this even if they don't always work. The pistol has a range of 10" and hits with a strength of 3 and the commander has a BS of 3 (this is included in with the profile for the Steam Tank itself). If the commander's shot hits then he can shoot again immediately, either at the same target at a new target within 2" of the previous one. He can continue to shoot so long as he keeps hitting, up to a maximum of 6 shots per turn. If he misses then the shot is his last for that turn. Should the first shot of that turn miss and roll a 1 on the dice, then the gun is jammed and cannot be used for the rest of the battle.

The commander himself is not eligible as a target - he usually keeps his head down and only appears over the rim of his armoured command turret to shoot his weapon. In effect he is a treated as an integral part of the Steam Tank.

PSYCHOLOGY

Steam Tanks must take fear, panic and other psychology tests just like other units and characters, but it isn't possible for a Steam Tank to literally flee in rout. If the rules would otherwise indicate that the Steam Tank routs, then the vehicle comes to a dead halt and the crew runs off - disappearing without trace not to be seen again during the battle. The Steam Tank cannot be captured or used against its former owners, and the model may be either left in place to commemorate its demise or removed from the battle, whichever you prefer. In either case it takes no further part in the game.

It is quite rare for a Steam Tank crew to desert its post, not least because its thick armoured plating does much to bolster the courage of the men inside! This is why the Steam Tank has a particularly high leadership value.

	M	WS	BS	S	T	W	A	Ld
STEAM TANK	-	3	3	7	10	5	-	10.
NOTES	Hits any models run over as it moves							
CANNON	Range - maximum nominated distance 36"							
REPEATER PISTOL	Range 10". Strength 3. If you hit shoot again up to 6 shots. If first shot is a 1 the gun jams, and cannot be used for the rest of the game.							



STEAM TANK COMMANDER
WITH REPEATING PISTOL



IMPERIAL STEAM TANK

ASSEMBLING THE STEAM TANK

The Imperial Steam Tanks were designed and built by Leonardo of Miraglio the Chief Engineer of the Imperial Engineering School. They are powerful if unreliable weapons, and each one is a valuable artifact, incrustured with baroque decoration and intricate designs. Like the War Wagon (featured in White Dwarf 149) the Steam Tank is a spectacular model and powerful gaming piece and should be painted to the highest possible standard.

As with all multi-part castings, the first stage is clean and assemble your model. The Steam Tank comes in several large parts which must be glued and preferably pinned together. You may find that the pieces do not quite fit together perfectly, this is because large areas of metal sometimes warp very slightly in the casting process. The easiest way to rectify this is to carefully file away any excess metal until a closer fit is achieved. Any gaps in the model can be filled with modelling putty or plasticine.

To assemble the model, first attach the wheels to the base plate of the main body. As these wheels are going to take the weight of the entire model, it is best to pin them for extra strength. We've found it best to glue the wheels onto the axles with superglue and wait until they are dry before the pin is added. A hole should be drilled through the outside of the plastic wheel and into the metal casting, then cut a length of wire is to the correct length and glue it into place. This method easier then drilling a separate hole in each piece and then trying to line them up accurately.

The engine and crew compartment can be assembled as two separate sections and stuck together when dry. The cannon can then be glued to the front of the model. The Commander is best left separate from the tank so that he can be painted up as an individual model and put in or left out of the hatch as desired.

PAINTING YOUR MODEL

Once the glue had dried, the model was given a thin undercoat of white paint. This provides a smooth surface to paint over and ensures that the colours come up clean and bright. The barrel of the gun and all the areas of the engine that were to be

given a metal finish were then painted Chaos Black. When this was dry, the engine was given a base coat of Boltgun Metal and highlighted with Chainmail and Mithril Silver. The Steam Tank body itself was painted in the vivid reds, blues and yellows that are typical of the Engineers Guild. The main panels on the body of the tank and some parts of the engine and wheels were given a base coat of Moody Blue highlighted up with Enchanted Blue and Skull White. The hatches were painted Go Fasta Red with Skull White Crosses and some yellow detail was added to provide a strong contrast to the blue areas. The gold areas were given a base coat of Dwarf Bronze and highlighted with Glistening Gold and Mithril Silver.

One of the focal points of the model is the lion's head which surrounds the barrel. This has been painted in a strong colour to make it look more aggressive. It was given a base coat of Go Fasta Red highlighted up with Blood Angel Orange and Sunburst Yellow.

The decoration is of a style typical throughout the Empire, laural wreaths, cherubs and scrolls are all devices that are commonly found on banners and armour. Painting a scene of cherubs holding scrolls takes a lot of patience and practice, but you can get an equally effective result if you just paint on the scrolls with some suitable motto.



The banner has been printed separately above for you to cut out and add to your own Steam Tank. All you need to do is drill a hole into the back of the engine to take a piece of thin wire, then fold the banner in half and glue it to the wire with PVA glue.



Battle for Armageddon is a two-player board game of strategic conquest in the 41st millennium.

One player takes command of the massive Ork force which has invaded the planet Armageddon, and the other plays the human defenders – the hiveworld troops, Imperial Guard and Space Marines.

The opposing forces fighting in the campaign are represented by counters, which are moved and fight on a full-colour map board. The winner is the player who defeats his enemy's armies in battle to conquer the hive cities and burning ash wastes of Armageddon.

Battle for Armageddon contains a full-colour board and double sided colour counters representing the Ork Clans that have invaded

Armageddon, the Hive Defence forces, the Imperial Guard and three Chapters of Space Marines: the Blood Angels, the Salamanders and the Ultramarines.

The game also includes a rule book with a history of the Armageddon Campaign and background details on the most important commanders, two sets of strategy cards, twelve special cards, a reference sheet, and two six-sided dice.

Battle for Armageddon is designed by Jervis Johnson, designer of Blood Bowl and Space Marine.



**GAMES
WORKSHOP**

Battle for Armageddon is the first in Games Workshop's planned series of strategic board wargames.

**WARGAME
SERIES**

GOLDEN DEMON '92

GRAND FINALS

The 1992 Golden Demon Award Grand Finals was the showcase for thousands of the finest painted miniatures in the world. After last year's awards, we didn't think the standard could possibly get any better, but once again you've proved us wrong. On the following pages we present the winners of the individual categories and a selection of the highly commended models. We start with overall winner Paul Robins, whose spectacular Warhammer Fantasy Battle Dwarf Army won him the coveted Golden Demon Slayer Sword.



The photograph above shows the entire Dwarf Army assembled on its specially constructed base. Even though Paul regularly fights battles with this army, he created the base to give it that extra impact for the Golden Demon finals.



These Troll Slayers make a stunning unit. Paul has painted up each of the miniatures as individual characters, giving them bright coloured hair and exotic body paint. Our favourite is the Troll Slayer with skeletal war paint and bright red swords, a truly fearsome model!



These two photographs show miniatures from the Crossbow and Thunderer units. They both clearly show the way that Paul has tied his models together into units. Although he has not painted up the dwarfs in a strict uniform, all the miniatures within a unit are linked by colours and definite styles of patterning.





Paul Robins
Golden Demon 1992
Overall Winner



Command Group and army standard. The brightly coloured pennants, wolf pelt and Celtic style knot work all combine to make this a worthy centre piece for the army.



The unit of Longbeards shown in these two photographs has been painted in a very strong colour scheme. Note how the devices on the shields contain a simplified version of the banner design, and the same patterning has been carried through to the helmets, surcoats and gauntlets of the models.



Dwarf armies are characterised by their war machines and both of these models display Paul's fantastic attention to detail. The finishing touches include the rope made from twisted wire, a pile of cannon balls and the brazier of glowing coals.



Without doubt the brightest and most spectacular unit in the army is the Dwarf Warriors armed with pikes. The bright combination of colours on the uniforms and the striped pikes really makes them stand out from the other units. Their large and colourful banner also helps to give them a powerful presence on the battle field.





STUART THOMAS - First Place Marauder Chaos Centaur.



GREG COOPER
1st Place Single Miniature
Bad Moon Ork Nob.



MARK BONNER
2nd Place Single Miniature
Eldar Guardian Exarch.



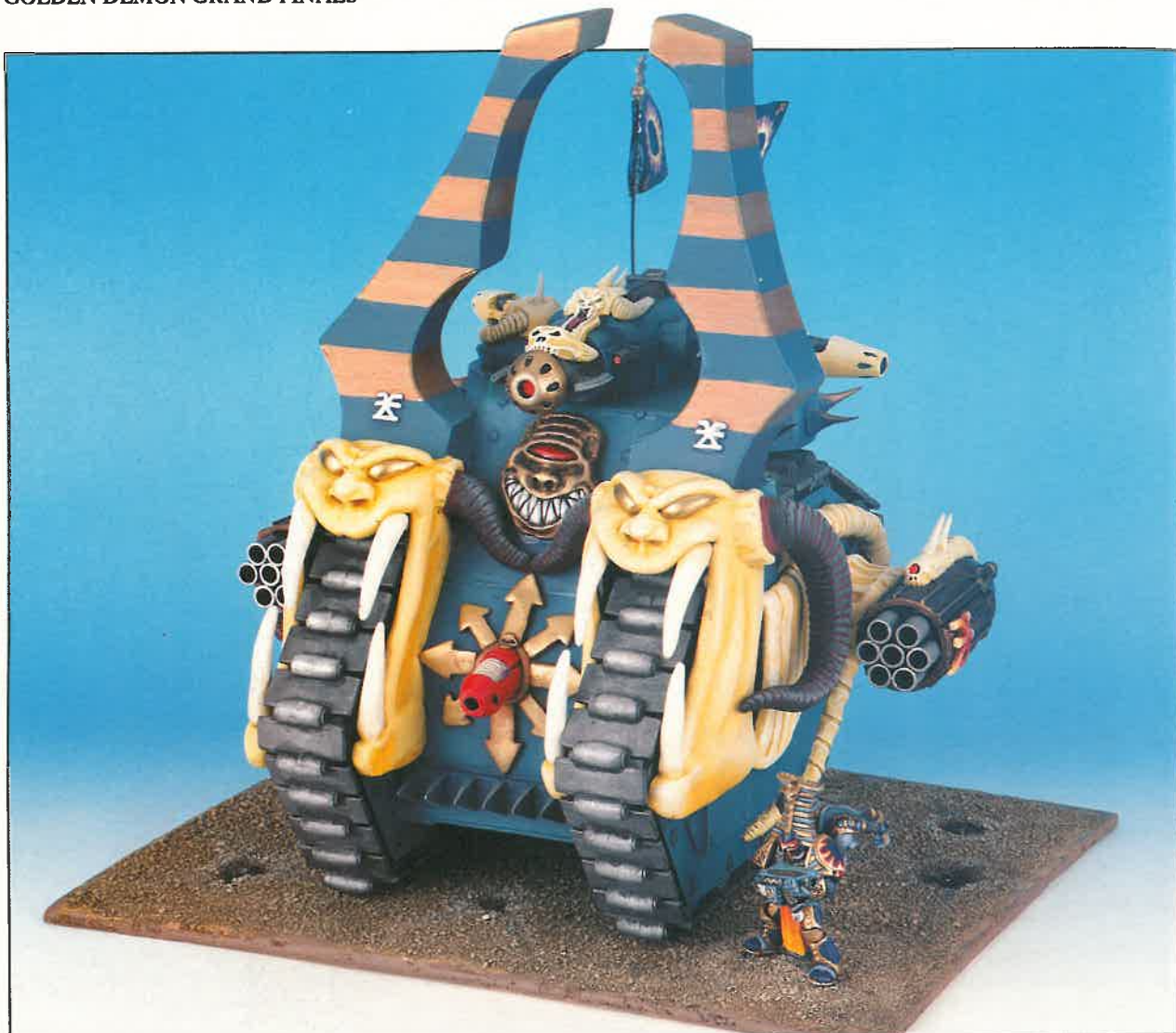
R. HAMMERTON FRAZER - 1st Place Warhammer 40,000 Army. Eldar Battle Host.



BARRY LEES - 1st Place Command Group. Dark Angel 'Death Wing' Terminators.



BARRY LEES - 1st Place Warhammer Fantasy Battle Machine. Two converted Snotling Pump Wagons.



PETER IVES - 1st Place Warhammer 40,000 Vehicle. Converted Chaos Land Raider.



KATHLEEN KOWALSKI - 1st Place Space Marine Battleforce, Space Marines.



TANYA MAJEWICZ - 1st Place Monster. Converted Great Spined Dragon.



MARK BEDFORD
3rd Place Single Miniature
Marauder Dark Elf Hero.



PAUL NAYLOR - 1st Place Diorama. Traitor and Imperial Space Marine Terminators.



IAIN BESWICK - 2nd Place Command Group. Chaos Conversions.



MARK HARRISON - Halfling Command Group.



ANDREW SLATER - Eldar Warlock.



PAUL SAMUELS - 3rd Place Command Group. Converted Ork Command Group.



SCOTT SYMONDS - Eldar Harlequin Command Group.



NICK DRAKE - Undead Command Group.



DAVE BROWNHILL
Terminator Captain.



ALAN FLETCHER - Wood Elf Command Group.



NIGEL SPRING - Nurgle Chaos Space Marines including a Chaos Dreadnought.



SARA RODGERS - Minotaur Command Group.



MICHAEL DAVIDSON - 2nd Place Monster. Dragon Ogre.



JAREC - Traitor Terminator.



WILL WATSON
40K Hive Gang.



C.D.DALE - Marauder Ogre.



BRUCE RICHARDS - 3rd Place Monster.
Lord of Change, Greater Daemon of Tzeentch.



PETER STEWART - Greater Daemon of Nurgle.



SHAUN DAVIS
Champion of Nurgle.



SHAUN CONWAY
Eldar Dark Reaper.



BARRY LEES - Space Marine Captain.



NEIL HENDERSON - Imperial Ogryn.



JON BEESTON - Tyranid Screamer Killer.



RICHARD BARNES - Bloodthirster, Greater Daemon of Khorne.



STEVE WALLIS - Thug Ogre.



MIKE POOL - Ork Freebooter and Space Marine Diorama, "Come On Then, Lets' Finish It!"



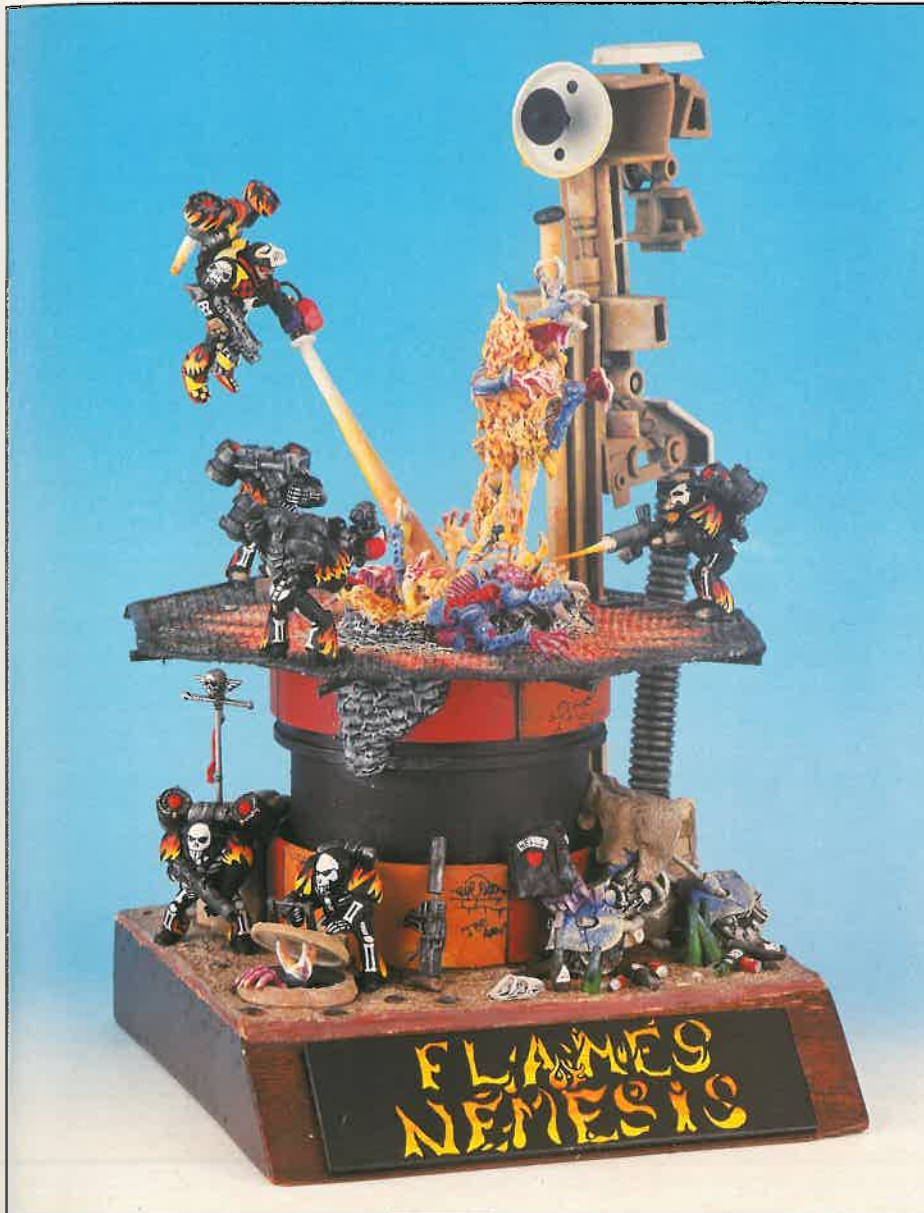
EEJKE POSTMA VAN DER VEEN - Chimera.



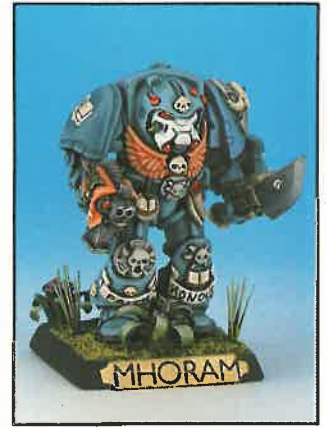
JOHN TOYER - Marauder Treeman.



Grey Knight and converted Champion of Tzeentch, Diorama.



PHILIP BLUNDY - Space Marine and Genestealer Diorama, "Flames of Nemesis."



MIKE POOL
Librarian 'Mhoram'.



D. G. NEWNHAM
Converted Eldar.



DAVID WALKER
Terminator Variant.



PAUL CAPON - Warhammer Fantasy Battle War Machine, Ogre pulling a Dwarf Cart.



AMANDA WIXON - 2nd Place Space Marine Battle Force, Ultramarines.



ALAN JACKSON - Warhammer 40,000 Army, Dark Angel Space Marines.



RICHARD HARRIS - Warhammer Fantasy Battle Army, Orcs.



KHALED HALADAR - 3rd Place Space Marine Battle Force, Eldar.



DANNY FULLER - 2nd Place Warhammer Fantasy Battle Army, Dwarf.



ROBERT YOUNG - 3rd Place Warhammer Fantasy Battle Army, Dark Elf.



STEVE HORTON - 3rd Place Warhammer 40,000 Vehicle, Converted Ork Kustom Battle Wagon.



JOHN TOYER - 2nd Place Warhammer Fantasy Battle War Machine, Orc 'Globber'.



FRANCIS ELLYARD
Noise Marine



STUART MOODY
Warhammer 40,000 Vehicle Eldar War Walker



DAVID ROBERTSON - 2nd Place Warhammer 40,000 Vehicle,
Evil Sunz Ork Battle Wagon / Land Raider Conversion.



JONATHAN WELFARE
Chaos Wizard.



J. VICKERS
Eldar Swooping Hawk.



J. DACUNHA - 2nd Place Mounted Miniature, Empire Knight.



NEIL THOMPSON - Evil Sunz Ork Cyboar Rider.



JOHN JAMES - 3rd Place Mounted Miniature, Hive Gang Brat on a Marine Bike.



PAUL CAPON - Samurai on Temple Dog.



BARRY DURHAM - Skaven and Rat Ogre.

GAMES WORKSHOP™

PRESENTS

GAMES DAY '92



Following the success of the 1992 Golden Demon Awards at the Birmingham NEC, Games Day '92 now also moves to the NEC for biggest and best gaming event *ever!*

AUTUMN 1992 at the BIRMINGHAM NEC

For more details, see future issues of White Dwarf or ask the staff at your local Games Workshop store.

US & CANADIAN GOLDEN DEMON GRAND FINALISTS



Mark Dance from Vancouver won the Grand Prize and 1st Place Monster with this brilliant Chaos Centaur.

On Saturday 25th April, Games Workshop Baltimore hosted the 1992 US and Canadian Golden Demon finals, and the day proved a great success with entries coming in from all over North America and Canada. The following pages show a selection of award winning models.



Orenzo Zivolak from Toronto won a Honourable Mention for his Space Marine Captain.



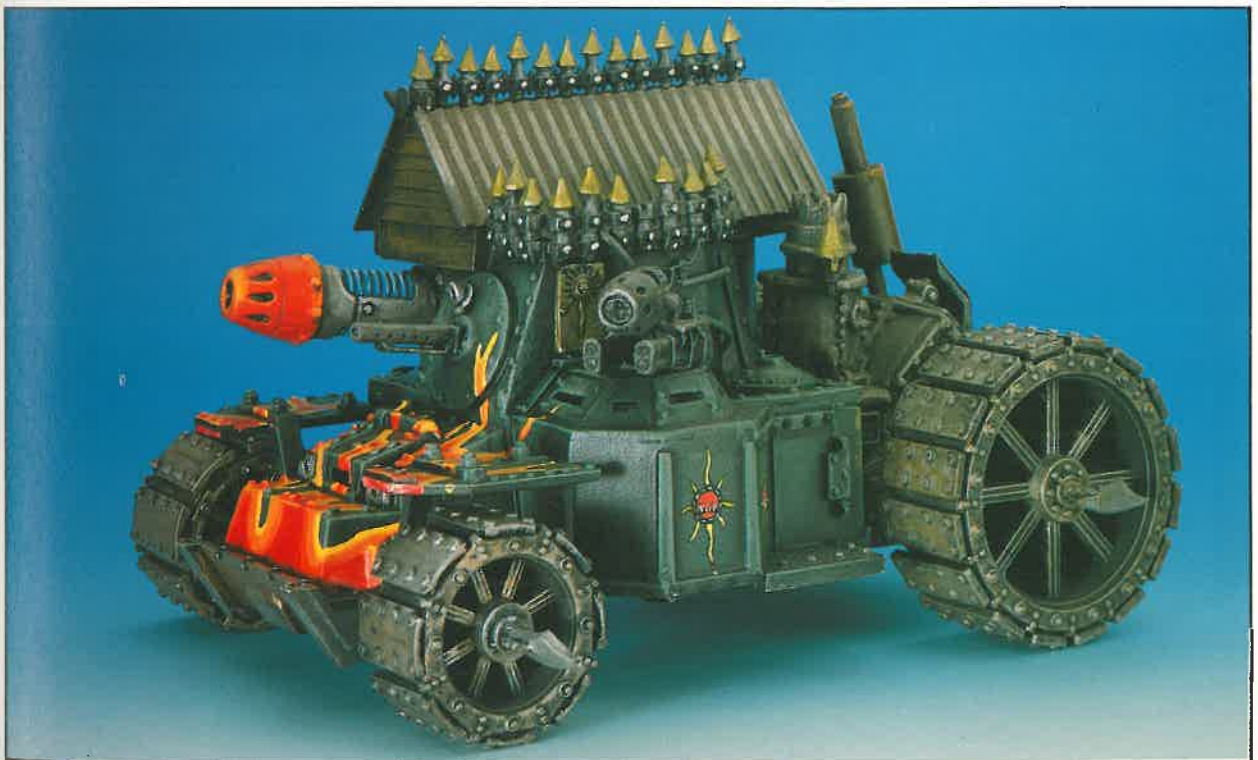
Bill Dewhurst from Los Angeles - 1st Place Vehicle. Converted Rhino of Nurgle.



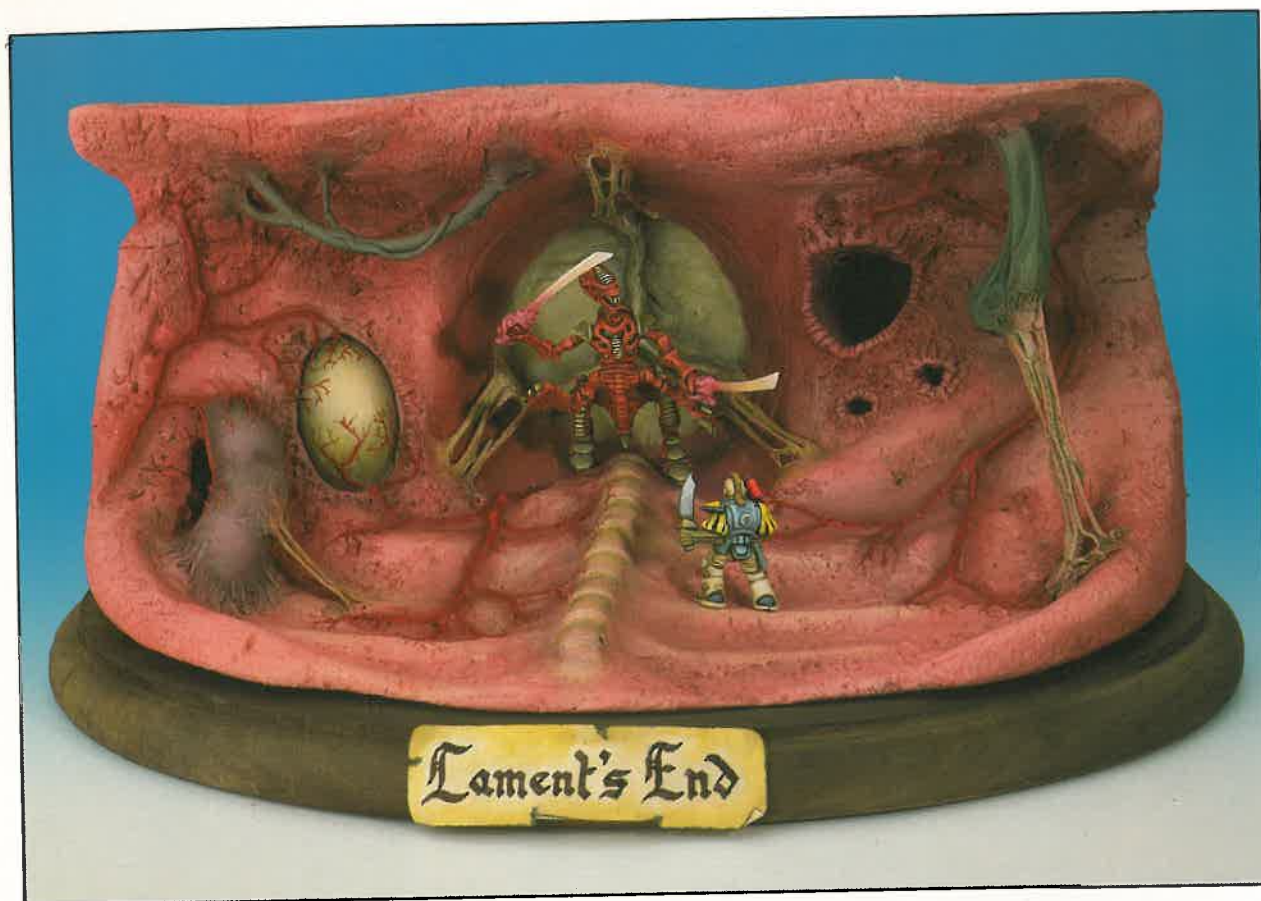
Mark Dance from Vancouver - 1st Place Command Group. Terminators of Slaanesh.



Orenzo Zivolak from Toronto - 2nd Place Warhammer 40,000 Army. Eldar Battle Host.



Chris Murphy from Philadelphia - 2nd Place Warhammer 40,000 Vehicle. Evil Sunz kustom battlewagon.



Mike Stevenson - 1st Place Diorama. Ultramarine Scout confronts a Tyranid Warrior onboard a Hive Ship.



Bill Dewhurst from Los Angeles
3rd Place Mounted Miniature
Flying Disc Rider of Tzeentch



John Jay Wirth from Philadelphia - 1st Place War Machine. Goblin War Chariot.



Jeff Mendyk from Fairfax - 1st Place Epic Battle Force. Eldar Army from the Biel-Tan Craftworld.



Mike Stephenson from Philadelphia
3rd Place Single Miniature
Genestealer Hybrid with Autocannon



Sebastian Fitch from Toronto
1st Place Single Miniature
Eldar Harlequin



Lori Fleming from Towson
2nd Place Single Miniature
Celestial Wizard



Derek Schubert from Philadelphia - 1st Place Warhammer 40,000 Army. Genestealer Brood



Dereck Schubert from Philadelphia - 2nd Place Command Group. Blood Angel Space Marines.



Mark Dance from Vancouver - 2nd Place Diorama. Chaos Dreadnought of Nurgle.

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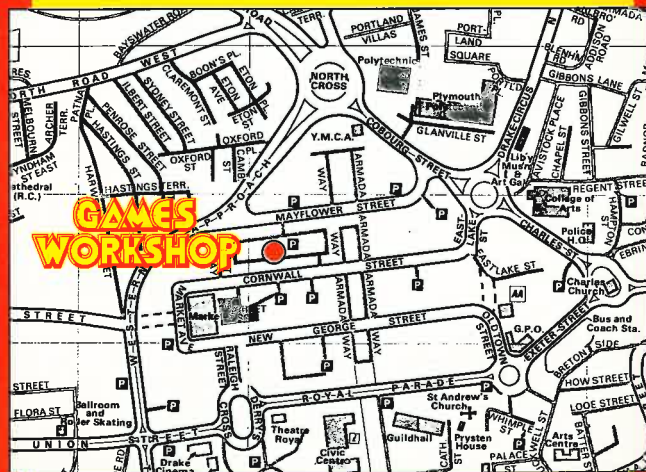
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IMPERIAL STEAM TANK



The Steam Tank is a fearsome armoured war engine from the Imperial Engineers School. It is powered by a high pressure boiler, an ingenious device which drives the Steam Tank relentlessly forwards, scattering enemy formations and crushing foes under its heavy wheels. The Steam Tank's main weapon is its great steam-powered cannon, which can inflict terrible damage as it thunders through enemy ranks. The crew is protected by thick armoured plates and their commander fires a repeater pistol at the enemy from the top of the war engine.

The model consists of the Steam Tank and its commander, who is armed with a repeater pistol.

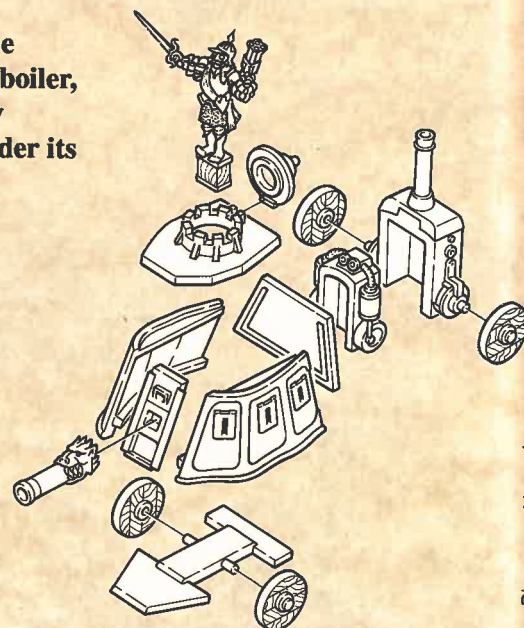
The Empire Steam Tank is a Citadel Miniatures Expert Kit, and requires a degree of modelling skill. We do not recommend this kit for young or inexperienced modellers.



CITADEL
MINIATURES

Models supplied unpainted. Banners not supplied.

WARNING! This model contains lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.



Designed by Norman Swales with Michael Perry

Diagram not to scale

GAMES
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SPACE MARINE™

MEKBOYZ AND SQUATS

By Andy Chambers

As the Warlords supplement thunders towards completion in a rising crescendo of frenzied activity we've stolen a few more pages of it to give you a sneak preview of it through White Dwarf. This month we present rules for the weird but potent vehicles and weapons of the Ork Mekboyz and the first of the selection of awesome war machines available to the Squats - the Land Train.

MEKBOY SPEEDSTA

Ork Warbosses always try to get hold of as many Mekboyz as they can when they go to war, as without the Mekboyz to maintain and repair their vehicles, the Boyz soon find themselves walking everywhere. This is partly why Meks are the most commonly seen Oddboyz on the battlefield. As well as constantly fixing all the Wartracks and Battlewagons that have broken down, Meks spend many happy hours scavenging around wreckage for things to put in their bitz-box and use on future projects.

Mekboyz are apt to be distracted by interesting wrecks and weapons so they are subject to the Ork command rule - so you can only give a Mek orders if there is a Nobz stand or other Ork command unit within 10cm of him in the orders phase. If a Mekboy has no orders he will respond appropriately, according to what clan he's from - Goffs charge, Bad Moons shoot and so on.

Meks don't just spend their time fixing stuff, they improve it too! A few extra spiky bitz here, a quick weldin' job there, and the odd complete engine rebuild - you can never be sure that you'll have quite have the same vehicle left by the time a Mek's finished with it. To represent this unique 'Kustomisin' each Mekboy card you choose in your force entitles you to randomly draw two Mekboy kustom repair cards which can be played on your Ork army.

The only thing Mekboyz like more than tinkering with machines is building and tuning their wickedly fast kustom battlewagons. Every Mekboy has his own pet 'projikt' he's working on. These often lie about forgotten for months or years but when the Waa-Ork starts a Mekboy will find the time (in between building weapons and Gargants) to finish off his special Kustom Speedsta with a few more widgeits and gubbins and (most of all) new, shiny kustom weapons.

Speedstas are festooned with all manner of experimental gadgets, force fields and weapons which the Mekboy usually fits without testing them first, so understandably their performance is a little unpredictable. To represent this, Mekboy Speedstas have variable statistics which change constantly during the game as the Mekboy tinkers with the Speedsta to try and get the most out of it.

MOVE: The basic move of a Speedsta is 30cm but the squig fuel injection systems, turbochargers and so on fitted to the Speedsta mean that every time it moves you roll 2D6 and add the result to its move. On charge orders the Speedsta's move is 60cm +4D6.

SAVING THROW: The Speedsta is protected by all sorts of kustom force fields which can form a crackling, impenetrable dome of force one moment and be spectacularly shorting out with huge showers of sparks



MARK GIBBONS

the next. Therefore each time a Speedsta has to make a saving throw roll a D6 and halve the result to find out the effectiveness of the force field against that shot – so a roll of 1-2 = a 1+ saving throw, 3-4 = 2+, and 5-6 = 3+. Roll again to find out the saving throw each time the Speedsta is fired at by a different unit.

KUSTOM WEAPON: A Speedsta is always armed with some potent new kustom weaponry the Mekboy has invented. Giant cannon strapped to the sides of the Speedsta are popular but another great favourite is a rack of destruktur rokkits armed with experimental warheads - these let the Mekboy try out lots of different weapons without having to rebuild the Speedsta each time. A Speedsta can be armed with either of these two weapons so for simplicity we've included rules for both here rather than treating rokkits and kannon-armed Speedstas as two different vehicles and duplicating a lot of data.

The super-explosive effect of the **kustom destruktur rokkits** spreads destruction over a wide area so rokkits count as barrage weapons. When you shoot a Speedsta with destruktur rokkits take a barrage template and place it over an enemy model or stand which is within range and in sight of the Speedsta. As this is a direct barrage you don't need to roll for deviation. Destruktur rokkits can't

be used to fire indirect barrages at targets which are out of sight. Next, roll artillery dice to find out how many barrage points the destruktur rokkits are worth, then roll to hit everything under the template as for a normal barrage attack. Any hits are resolved with a -2 saving throw modifier. If a 'misfire' result is rolled the rokkits fail to fire momentarily - the Mekboy jumps out and fixes them automatically before the start of the next turn.

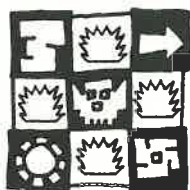
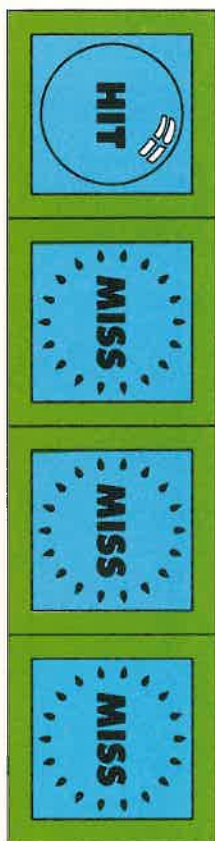
The **kustom kannon** fires a hail of armour-piercing explosive shells. The kustom kannon isn't very accurate because the recoil from the wildly firing kannon sends the Speedsta slewing around all over the place. Of course the Mekks reckon that if they fire enough shells they'll probably hit the target anyway. When you fire the kustom kannon roll the artillery dice first to find out how many attack dice you get to roll. This means that you'll get to roll 2-10 attack dice. The to hit roll for a kustom kannon is 5 or 6 and hits have a saving throw modifier of -2, making the kustom kannon a very good weapon. Unfortunately if you roll a misfire result on the artillery dice one of the shells explodes in the breech and causes a hit on the Speedsta with a -2 saving throw modifier. If the Speedsta survives the explosion the Mekboy (slightly singed and blackened no doubt) jumps out and fixes the kannon before the start of next turn.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Mekboy Speedsta	30cm +2D6	Special	+3	Destruktur Rokkits Kustom kannon	75cm 75cm	2-10 barrage pts 2-10 attack pts		-2 -2	



Ork Speedstas roar out from a Mekboys Compound

BUBBLE CHUKKA COUNTERS



Photocopy or remove this page from your White Dwarf and glue it to some stiff card. When this has dried, you can cut out the counters and templates and use them in your games.



**MEKBOY DRAGSTER
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BUBBLE CHUKKA SPEEDSTA

Ambitious Mekboyz replace the kustom cannon on their Speedstas with large force field weapons called Bubble Chukkas. From its whirring innards the machine produces a stream of invisible force field bubbles - much like a stream of soap bubbles. Most of the fragile bubbles burst immediately but some stick together and amalgamate into larger, stronger spheres. If a bubble hits a suitable surface, such as the hull of a vehicle, more bubbles will adhere to it increasing the size and strength of the bubble until the whole object is surrounded by a giant force field bubble.

Because the force field is invisible the entrapped crew of a vehicle have no idea of their predicament until it's too late. When the vehicle next tries to fire its guns the shots rebound off the inside of the force field bubble and hit the vehicle. The Bubble Chukka always shoots at the very beginning of the combat phase, though it may not fire if it's on charge orders. Because of its unusual nature the Bubble Chukka uses special rules to secretly determine whether it hits or misses.

At the beginning of the game take four Bubble Chukka counters for each Bubble Chukka in your force, ensuring that you have one 'hit' counter and three 'miss' counters. Shuffle all the counters face down or place them in an opaque container like a mug or cup. When you come to fire the Bubble Chukkas at the start of the combat phase draw two counters for each Bubble Chukka without

looking at them. A Bubble Chukka can fire at any vehicle or Titan it can see within its 50cm range. Place one or two counters face down next to the models you want to target. Titan shields afford no protection against the force field bubbles but you can only affect a single weapon on the Titan, so ensure you make it clear which weapon you want to target by actually placing the counter on the Titan's data sheet or on the model's weapon. Infantry stands are too small for the bubbles to adhere to so they may not be attacked with a Bubble Chukka.

If the opposing player wants to fire a vehicle or Titan that has been bubbled make sure he designates exactly which weapons he's firing and then flip the counter face up. If the counter reads 'Miss' the bubbles fail to latch on properly and the target is unaffected - complete its firing as normal. If the counter reads 'HIT' the target has been trapped in an invisible force bubble and all the weapons it's firing rebound off the inside and hit it automatically! Make saving rolls for each hit with appropriate saving throw modifiers for the weapons fired.

A Titan gains no protection from its shields as the shots rebound while still inside them. The hits on a Titan strike the weapon which fired - roll the hit location dice to see if the hits are shifted to a different location, then make armour saving throws with the appropriate modifiers for the firing weapons.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bubble Chukka Speedsta	25cm +2D6	Special 1-3+	+2	Bubble Chukka	50cm	See above			

LIFTA-DROPPA SPEEDSTA

The Lifta-Droppa is another Mekboy invention commonly fitted to Speedstas which utilises traktor beam technology. It is a large and ungainly device, which looks not unlike a crane. When the Lifta-Droppa hits a target it latches a strong, narrow beam of traktor energy onto its victim. The boom-mounted projector swings upwards, lifting the target high into the air above the battlefield. When the Mekaniak judges the moment right he turns off the beam and lets his victims plummet to their doom.

The Lifta Droppa has a range of 75cm and has to roll a 4, 5 or 6 on a D6 to hit its target. If the target is hit it has to make a saving throw with a -4 modifier. A failed save means it's been caught by the traktor beam and is lifted high up into the air. The Ork player can designate where he wants to drop his victim within 6cm. Roll the scatter dice to see if the Mekboy manages to get his helpless victim on target. A 'HIT' indicates he's bang on target; an arrow means the victim flies 2D6cm in the direction of the

arrow before plummeting to the ground. The falling victim is automatically destroyed. A model struck by a falling model or troop stand is automatically destroyed unless its saving throw is better than the 'saving throw of whatever fell on it - so, for example, a troop stand landing on a super heavy tank won't do any damage, but a super heavy tank landing on a troop stand would squash it!

Titans and buildings are too big and heavy to be picked up by a Lifta Droppa but can be hit by falling models. Titans lose a shield if struck by a falling model, or suffer a hit if they have no shields left. Roll for location as normal, the location hit will suffer damage unless its saving throw is better than the model hitting it. A building will only suffer damage if it is hit by something really big like a super heavy tank. If this happens make an unmodified saving throw for the building and if it fails it collapses into rubble.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Lift Droppa Speedsta	20cm +2D6	Special 1-3+	+2	Lifta Droppa	75cm	1	4+	-4	

MEKBOY DRAGSTER

Dragsters are stripped-down Speedstas that have had their weapons removed and replaced with a particularly sneaky device - the deflektor field. Most of the Dragster's hull is filled with thrumming capacitors and giant force field projectors which erect an invisible dome of force in a 6cm radius around the vehicle.

The idea is that when anything shoots at the Dragster the deflektor field (hopefully) bounces the shot away in a random direction, sometimes even destroying the firer! Mekboy Dragsters always race to the areas of heaviest fighting and try to get really close to the enemy so they can laugh at them gawping with amazement as their shells and laser bolts bounce off the invisible dome of force.

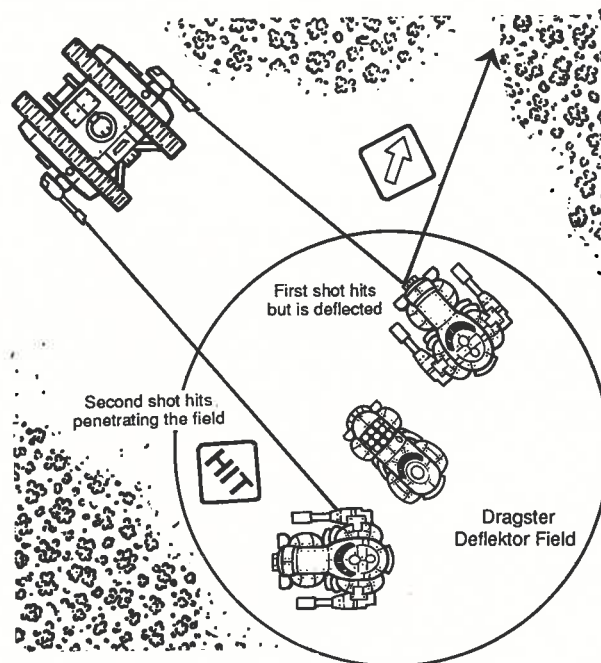
Whenever the enemy shoots at and hits something inside or behind the deflektor field (including the Dragster itself) check to see if the shot is deflected by rolling the scatter dice. You can easily check whether a shot hits the field by placing the Gargant belly gun high-explosive template over the Dragster and drawing a straight line from the firer to the target. If the line crosses any part of the template roll to see if the shot is deflected.

If the scatter dice roll comes up as a 'HIT' the shot has penetrated the field, the intended target is hit and a saving throw is taken as normal. If an arrow is rolled the shot is deflected off in the direction shown and travels out to its remaining range - so if a weapon with a 50cm range was fired at the field from 30cm away and deflected it would travel 20cm in the direction rolled on the scatter dice.

The first object in the path of the deflected shot is automatically hit unless it is also inside the field (ie within 6cm of the Dragster) in which case it is ignored. Keep tracing the line of the shot until it strikes something

outside the field or runs out of range. Barrage attacks which are deflected by the field don't tend to bounce so far because of their high trajectory. Barrages are deflected 4D6cm in the direction indicated.

Units can fire out of the deflektor field and indirect barrages can be fired over it without problems but things trying to fire through the field always have a chance of being deflected. Unfortunately the deflektor field isn't big enough to cover Gargants or Titans so they gain no protection from it.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Ork Dragster	35cm +2D6	3+	+2	Deflektor Shield	See above				



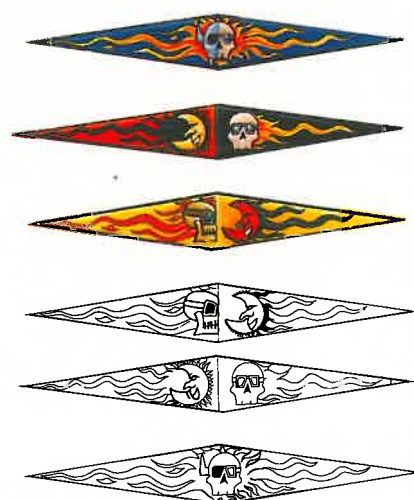
MEKBOY BUBBLE CHUKKA
SPEEDSTA



MEKBOY SPEEDSTA WITH
KUSTOM KANNON

ORK SPEEDSTA BANNERS

These banners may be photocopied, cut out, painted and stuck to your Ork Speedstas. In addition a wide range of Ork decals are available from Citadel Miniatures for adding tiny details and kustomising your Mek's vehicles.



THE LAND TRAIN

Land Trains are rare artefacts which date back to the foundations of the Squat Home Worlds. In the hard, dangerous environment of the Home Worlds the Land Trains crawled back and forth through devastating electrical storms, earthquakes and land slides transporting vital equipment, food and raw materials between the strongholds. After the strongholds had been established the Land Trains still transported bulky loads from one place to another through the huge interconnected tunnel complexes below the surface.



Lovingly maintained by the Engineers Guild, the Land Trains survived the long Age of Isolation and the Age of Trade almost forgotten until the Ork invasion of the great Stronghold of Imbach. As swarms of green skinned invaders flooded into the mighty stronghold the Engineers Guild hastily converted their surviving Land Trains into armed fighting platforms and sent them into the tunnels. The massive, armoured Land Trains came as a great shock to the Orks, who never even suspected their existence, and for a time the Orks were hurled back.

To this day the heroic exploits of three of the Land Trains, Pride of Imbach, Lord Uri's Honour and Grunhag's Bane are celebrated in epic sagas throughout the Squat Home Worlds. After the fall of Imbach many Warlords ordered that their Land Trains be refitted with potent weapons and readied for war.

A Land Train comprises a huge, armoured engine which tows behind it a number of smaller tracked 'carriages' called Battlecars. The Land Train engine mounts two heavy battlecannon and a monstrosly destructive Doomsday cannon as well as numerous bolters. Because the bolters fire from slits and cupolas positioned around the engine to rake marauding enemy infantry they can fire in any direction. The engine's other weapons can only fire to the front.

The great size and power of the Land Train means that it can't be pinned in close combat by anything smaller than a super-heavy tank or a Titan. Troops and smaller vehicles simply get shunted out of the way by the Train as it moves forward in its next movement phase. The engine and Battlecars are clad in immensely thick armour plate. Unlike most vehicles the armour on a Land Train is just as thick on the sides and rear as on the front so no modifier is made on saving throws for shots hitting the Land Train's sides or rear.

Apart from its massively thick armour the Land Train engine is also protected by two void shields which operate in exactly the same way as those on Titans, each one absorbing a single hit before it temporarily collapses. When the Land Train engine is linked to its Battlecars the void shields expand to cover the Battlecars as well as the engine itself. The extra energy supplied by the power units in the Battlecars supplements the number of void shields the engine can raise by one extra void shield for each Battlecar the engine is towing.

While the engine and Battlecars are linked up the whole Land Train is given a single order counter and moves as a single model, but the engine and Battlecars count as separate vehicles for the purposes of shooting, saving throws and close combat. This means that once the Train's void shields have been knocked down the attacker has to specify whether he is aiming at the engine or one of the Battlecars.

If one of the Battlecars is destroyed the Squat player is allowed to give the two halves of the Train separate orders. Each 'Battlecar' is an independently functioning vehicle with a computer brain controlled from the engine so if one Battlecar is destroyed and breaks the train the Battlecars can manoeuvre separately to link up again. Remember that only the half of the Train including the engine will have any void shields. If the engine is destroyed the whole Land Train will be halted and will go onto first fire orders for the rest of the game.

Mortar Battlecars mount a large barrage weapon called a Siege Mortar. The Siege Mortar fires heavy shells capable of bursting apart heavy tanks or bringing buildings crashing down into rubble. A similar weapon is carried by the Imperial Bombard, but the Land Train mounted weapon benefits from having a higher rate of fire and greater stocks of shells, allowing it to lay down a heavier barrage. Because the Siege Mortar lobbs its shells up in a high arc it can't fire at targets closer than 50cm, giving it a minimum of range of 50cm.

Dragon Battlecars carry a large, very heavy firethrower. This is a particularly useful weapon to carry for tunnel-fighting and battling in built-up areas, where the torrent of flames can burn out enemy infantry from side tunnels and buildings with ease. To use this weapon take the special flame template and place it so that the pointed end is touching the Dragon Battlecar and the rounded end lies away from it within the normal 180° frontal fire arc. The template represents the fall of flames and all targets within the area are hit on a 4, 5 or 6 on a D6. No hit modifiers are applied for cover as the flames burn through it or lap around and over it.

Berserker Battlecars have a crenellated battlement and an autocannon mounted in a turret, as well as numerous firing slits. They carry a unit of Squat Berserkers whose job is to attack anything that gets too close to the Land Train and clear out terrain impassable to the vehicle. While they are still aboard the Train the Berserkers can fire from the battlements, counting as being on the same orders as the Train itself. The Berserker unit of five attack squads is included for free - it costs no points and counts as separate detachment so it can move away from the Train and operate independently.

Bomb Battlecars carry a single large missile armed with a high yield rad-bomb. This is a one-shot missile which is particularly useful for clearing concentrations of enemy forces in woods or buildings as the powerful radiation-pulse generated by the warhead passes straight through cover. The missile has effectively unlimited range and can be guided to its target with unerring accuracy by targeting systems mounted in the Land Train engine if the target is in sight of the engine, hitting the target point automatically.

The missile can also be launched at a point out of sight using the missile's internal guidance systems if the Train is on first fire orders. The missile's own guidance system is less reliable, however, so roll for deviation as for an indirect barrage weapon. When the missile is launched either remove the model from the Battlecar or mark it with a counter. The rad-pulse produced by the missile covers a large area so the 12cm Gutbuster high explosive template is used to represent its blast instead of the normal barrage template. Place the template at the landing point. Anything even partially under the template will be hit on a 3 or more on a D6 regardless of modifiers for cover. Saving throws are taken with a -1 modifier. Unlike most barrage weapons the rad-bomb doesn't affect buildings so it has no chance of turning them into rubble.

As you can see by looking at the card, the Land Train comes supplied with one Battlecar automatically. Obviously, the exact type of this Battlecar will depend on the model you have chosen, as the Land Train comes packaged with one random Battlecar.

A Squat Land Train can be chosen as a special card to go with any Squat company card. The fighting strength of the Land Train can be increased by choosing extra Battlecar support cards for it. Each Battlecar support card adds three Battlecars to the Land Train but the engine can pull a maximum of seven Battlecars - the original Battlecar, plus up to two support cards' worth.

A Land Train must have at least one of each type of Battlecar before it can have a second Battlecar of a particular type, and it must have two of each sort of Battlecar before it can pick a third Battlecar of the same type. So, for example, a Land Train with four Battlecars would have to have one of each type - a Mortar Battlecar, a Dragon Battlecar, a Berserker Battlecar and a Bomb Battlecar. A Land Train with seven Battlecars would have to have the same selection of one each of the four Battlecars but could go on to pick a second Bomb Battlecar, a second Mortar Battlecar and a second Dragon Battlecar, for example.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Land Train Engine	10cm	1+ all round	+6	Battlecannon Doomsday cannon Bolters	75cm 200cm 15cm	4 D6+3 barrage pts 8	4+ 6+	-2 -3 0	2 void shields
Mortar Battlecar	5cm	2+ all round	+3	Siege Mortar Bolters	50- 150cm 15cm	6 barrage pts 2	6+	-3 0	Adds +1 void shield
Dragon Battlecar	5cm	2+ all round	+3	Firethrower Bolters	Special 15cm	Special 2	4+ 6+	0 0	Adds +1 void shield
Berserker Battlecar	5cm	2+ all round	+3	Autocannon Bolters	50cm 15cm	2 2	5+ 6+	-1 0	Adds +1 void shield Carries 5 stands
Bomb Battlecar	5cm	2+ all round	+3	Rad bomb Bolters	Special 15cm	See above 2	6+	-1 0	Adds +1 void shield

IRON EAGLE ATTACK GYROCOPTER

Iron Eagle attack gyrocopters are armoured flying machines used to mount high speed attacks on enemy forces. By using dense terrain to cover their approach, daring Guild aeronauts can spring upon enemy artillery and HQs in lightning fast raids, swooping through them with their cannon blazing. Using its speed and manoeuvrability an Iron Eagle gyrocopter wing can strike unexpectedly almost anywhere.

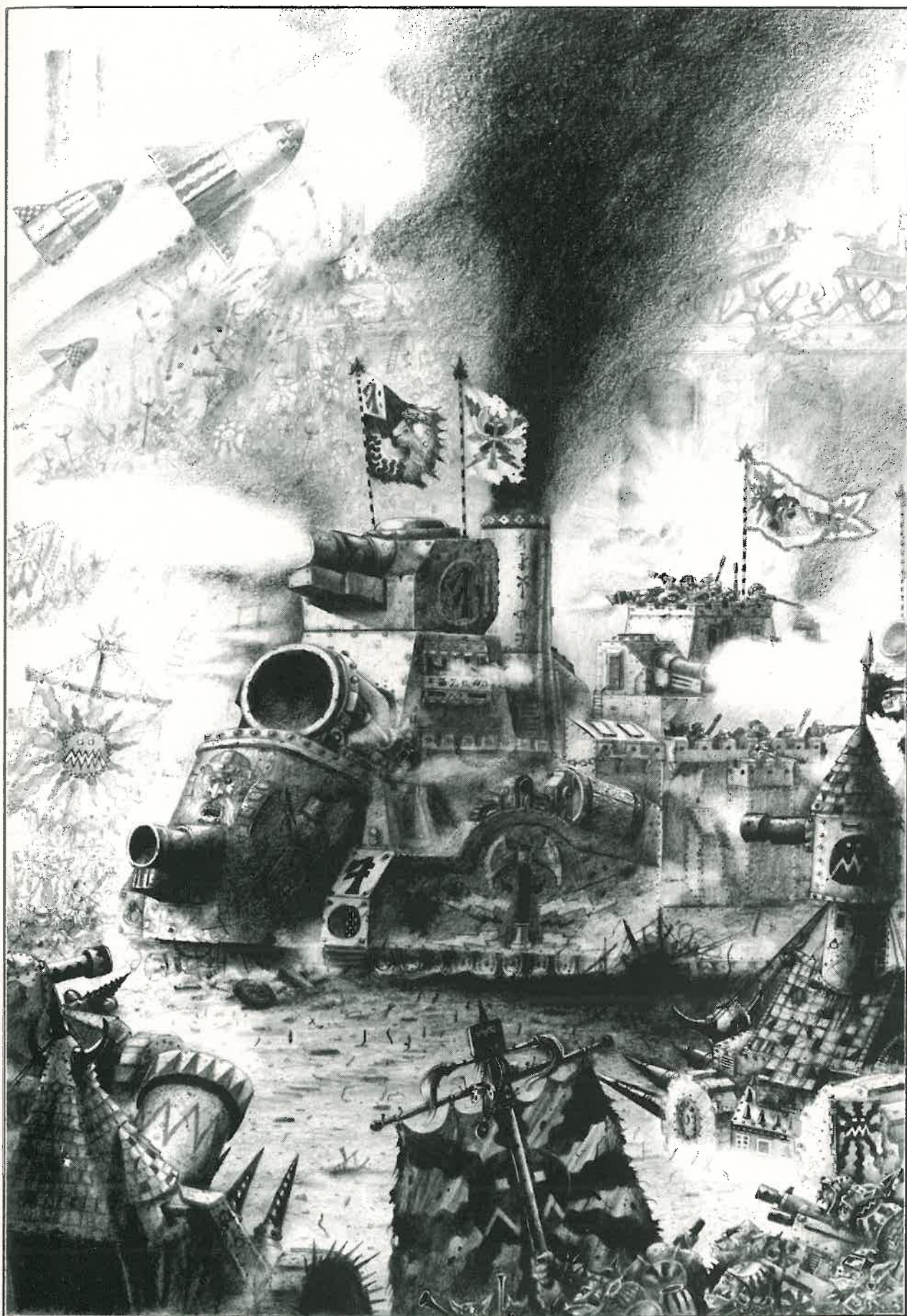
The gyrocopter achieves its unprecedented manoeuvrability by combining traditional gravitic thrusters with high-powered turbofans which give it extra power and lift. Two aeronauts act as crew, one flying the machine and firing the main battlecannon armament

while the other navigates and fires the tail-mounted autocannons.

Brotherhood Warlords are always more than happy to have the support of Iron Eagles to offset their slower moving ground forces and take the foe off-guard. Iron Eagles are skimmers so they can fly over impassable or difficult terrain without penalty as long as they don't finish their movement in impassable terrain. Iron Eagles can also make pop-up attacks.

The exceptional manoeuvrability of Iron Eagle attack gyrocopters means that they can fire in any direction, not just their forward 180° arc.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gyrocopter	40cm	4+	+3	Battlecannon Autocannon	50cm 50cm	1 2	5+ 5+	-2 0	Skimmer



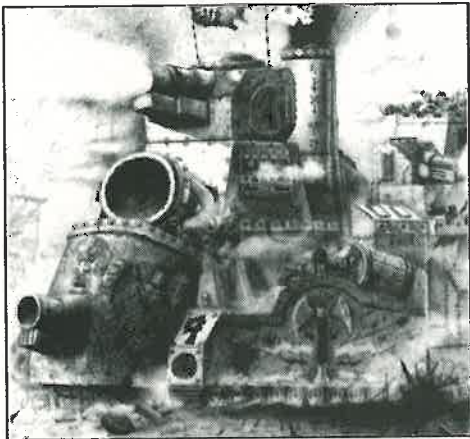
JOHN BLANCHE

A mighty Squat Land Train forges into attacking Evil Sunz Orks.

SPECIAL CARD

SQUAT LAND TRAIN

A Squat Land Train consists of one Land Train Engine and one Battlecar.



POINTS VALUE 350

SQUAT LAND TRAIN

Squat Land Trains are ancient war machines dating back to founding of the Squat Homeworlds. Used extensively for tunnel fighting and sieges, a Land Train comprises a large, heavily armoured engine and a number of carriages mounting massive weapons or carrying assault troops. You can buy support cards of extra carriages to increase the size of your Land Train.

BREAK POINT 1: The Squat Land Train is broken once it has lost one model – either the engine or the Battlecar. Once the Land Train is broken it must take a morale check.

MORALE VALUE 1: The Land Train must roll 1 or more on a D6 to pass its morale check.



VICTORY POINTS 4

Your opponent gains 4 VPs when the Land Train is broken.

LAND TRAIN BATTLECARS

Three Land Train Battlecars.



POINTS VALUE 200

LAND TRAIN BATTLECARS

Land Train Battlecars can only be chosen to accompany a Land Train special card. The Battlecars do not fight as a separate formation, but are added to a Land Train to increase its fighting strength.

Each Battlecars card you add to a Land Train increases its break point by +2 and the victory points awarded to your opponent for breaking the Train goes up by +2.

VICTORY POINTS ADDS +2

IRON EAGLE GYROCOPTER SQUADRON

An Iron Eagle Gyrocopter Squadron consists of three Iron Eagle attack gyrocopters.



POINTS VALUE 200

IRON EAGLE GYROCOPTER SQUADRON

BREAK POINT 2: The squadron is broken once it has lost 2 models. Once the squadron is broken it must take a morale check.

MORALE VALUE 2: Squats must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the squadron is broken.

MEKBOY DRAGSTER

One Mekboy Dragster.

**POINTS VALUE 100****MEKBOY DRAGSTER**

An Ork Mekboy Dragster can be added to any Ork clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Mekboy Dragster can be added to an Ork clan except Blood Axes or Evil Sunz which can have two and a Kult of Speed which can have five. Each Dragster forms a distinct formation. For each Dragster you add the break point of the Ork clan goes up by +1 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1**MEKBOY SPEEDSTA**

One Mekboy Speedsta.

**POINTS VALUE 100****MEKBOY SPEEDSTA**

An Ork Mekboy Speedsta can be added to any Ork clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Mekboy Speedsta can be added to an Ork clan except Blood Axes or Evil Sunz which can have two and a Kult of Speed which can have five. Each Speedsta forms a distinct formation. For each Speedsta you add the break point of the Ork clan goes up by +1 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1**MEKBOY BUBBLE CHUKKA SPEEDSTA**

One Mekboy Bubble Chukka Speedsta.

**POINTS VALUE 100****BUBBLE CHUKKA SPEEDSTA**

A Bubble Chukka Speedsta can be added to any clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Bubble Chukka can be added to a clan except Blood Axes or Evil Sunz which can have two and a Kult of Speed which can have five. Each forms a distinct formation. For each Bubble Chukka you add the break point of the clan goes up by +1 and the victory points your opponent gets for breaking the clan go up by +1.

VICTORY POINTS ADDS +1**MEKBOY LIFTA DROPPA SPEEDSTA**

One Mekboy Lifta Droppa Speedsta.

**POINTS VALUE 100****LIFTA DROPPA SPEEDSTA**

A Mekboy Lifta Droppa Speedsta can be added to any clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Mekboy Lifta Droppa can be added to a clan except Blood Axes or Evil Sunz which can have two and a Kult of Speed which can have five. Each one forms a distinct formation. For each Lifta Droppa you add the break point of the clan goes up by +1 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

SQUAT LAND TRAINS

Squat Land Trains are ancient machines maintained and crewed by the Engineers' Guild. Each Land Train has an individual name which pertains to its past exploits or the Stronghold it originates from, examples include the Hammer of Bruggen, Pride of Imbach and Gotrek's Anvil. The colours of a Land Train reflect both the Strongholds traditional colour scheme and the colours of the Engineers Lodge in that Stronghold. Stylised ancestor masks are used as common form of decoration along with Squat runes and complex, intertwining designs.



SQUAT LAND TRAIN ENGINES



THE SQUAT LAND TRAIN "LORD KETTRI'S REVENGE"



THE SQUAT LAND TRAIN "GOTREK'S ANVIL"



GRAND WARLORD AND HEARTHGUARD



SQUAT LANDTRAIN BANNER



SQUAT WARRIOR BROTHERHOODS

Each Squat Stronghold has several Warrior Brotherhoods. The Brotherhoods have their own distinctive uniforms which use different combinations of the Strongholds colours. On the left and below you can see examples of a Warrior Brotherhood from the Mjolna Stronghold. These use the traditional Mjolna Stronghold colours of red, green and yellow, for body armour, uniform and helmets respectively. Other Brotherhoods from Mjolna would use different combinations, red helmets and yellow body armour for example. The Warrior unit is led by a Warlord and his personal retinue, these are equipped with exo-armour and bear the Brotherhood's battle banner.



A SQUAT WARRIOR UNIT OF THE MJOLNIR BROTHERHOOD LED BY A WARLORD



SQUAT LANDTRAIN BANNER



SQUAT COMBAT SQUADS FROM (LEFT TO RIGHT) THE THUNGTRIM, GRINDEL, KELEKAN AND BRUGGEN BROTHERHOODS



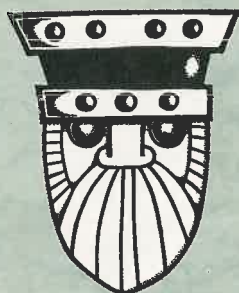
SQUAT GRAND BATTERY



GUILD TRIKES LED BY A GUILDMASTER

GUILD BIKERS AND TRIKES

Every Squat Stronghold contains a lodge of the Engineers' Guild. In times of war the Engineers take to the battlefield on bikes and trikes to supply fast attack forces to support the Brotherhoods. The Guild units shown below are from the Mjolna Stronghold, as shown by their red and green uniforms. To distinguish themselves from the Brotherhoods, the Lodge members wear blue caps rather than the Brotherhood's yellow helmets.



GUILD BIKERS LED BY A GUILDMASTER

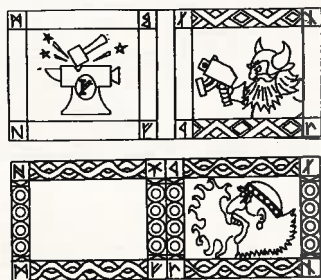


SQUAT THUNDERER UNIT OF THE GRINDEL BROTHERHOOD
LED BY A HEARTHGUARD SQUAD

SQUAT THUNDERERS

Squat Thunderer units are made up of the most hardened veterans in a Brotherhood. On the left is an example of a Thunderer unit from the Grindel Brotherhood, shown in their distinctive white uniforms. Thunderer units are exceptional in that their members are armed entirely with Heavy Bolters, Lascannon and Missile Launchers.

SQUAT BANNERS AND EDGING DESIGNS



These banners may be photocopied, cut out, painted and stuck to your Squat Land Trains. To make the banner poles, you can use thin wire or a straightened out paper-clip.

The bar below is a sample edging design of the kind that appears on many Squat vehicles and banners. Squats have a tradition of decorating their vehicles and uniforms with complex, swirling devices of this type, with no two designs ever being quite the same. There are literally thousands of such motifs, each unique in its design and history.



EPIC SQUATS

LAND TRAINS

The most powerful and spectacular models in the epic Squat army are the mighty Land Trains. Protected by void shields and bristling with devastating firepower they have an almost legendary status on the battlefields of the 41st Millennium. Tales are still told of when a single one of these awesome mobile fortresses was able to rumble forward to strike terror into the hearts of the enemy.

Elsewhere in this issue, we've provided the rules for including the Land Train in your epic Squat Battleforce and in this special Squat 'Eavy Metal, Mike McVey explains how to get the best finish on your Land Train models.

Squat vehicles are characterised by the use of strong colours and specific styles of decoration. In the two models we've painted, a single colour, either red or blue, has been used as the basis for the whole colour scheme. Each carriage of the Land Train is dedicated to one of the revered Squat ancestors, and their stylised image has been painted onto the side panels. Each of the engines has been dedicated to an ancient and powerful warrior and the whole model has been covered with runic symbols.



The ancestor heads are fairly straightforward to paint onto the models. Each one is based around a rough oval shape. The first step is to rough out your designs on a sheet of paper so that you know exactly what you are going to paint. The only aspects of the design that really differ are the shapes and styles of the beard and helmet. When these are changed the whole character of the head alters.

Paint the oval shapes onto the carriages in white paint where you want the heads to be. This will act as an undercoat for the design and make sure that the colours stay clean and bright. The details of the design can be painted on in Sunburst Yellow and shaded with brown ink. Use a fine brush and keep the paint thinned down so that it flows smoothly onto the model. It is best to use simple designs at first until you get an idea of how they look, and then move on to more complex patterns as your confidence and skill increases.

The other striking feature of these models is the intricate Celtic-style knotwork painted around the base of the engine and the carriages. Although they may look complicated, these designs are actually quite easy to paint. The designs on the blue train, 'Lord Kettri's Revenge' consist of one twisted line that appears to weave in and out of itself. Breaks have been painted where lines meet to give the impression that one of the lines goes behind the other. As with the ancestor heads, it's a good idea to draw out the design on paper before you start to paint. Once you have worked out how the designs work it is really just a question of being neat.

The designs on the red train, 'Gotrek's Anvil' are slightly more complex and consist of up to four interlinked lines. Designs like these take a lot of preparation. It's best to use

some graph paper to work them out on before you start to paint so that you can see where each line goes. A clever three dimensional effect has been achieved by shading part of the design so that some lines appear to run behind others. This sort of detail work takes a lot of practice and patience but for a model as special as the Land Train the effort is well worthwhile.



Another distinctive feature of the paint scheme is the runes that are painted both on the banners and the vehicles themselves. These are first carefully painted onto the model in black and then overpainted with white to give them a strong outline. It's easier to do this if you first of all lightly draw the design onto the miniature with a sharp, soft pencil to act as a guide before the paint is applied.

Banners form a very important part of Squat tradition. The large banners on the Land Trains show the most revered ancestors of a particular Stronghold while the smaller pennants display runic slogans. Several banners are included on these pages for you to use on your models, and some of them have blank spaces for you to fill in your own runes or decorative borders. All you need to do is carefully cut them out and mount them on a short length of wire. A pin vice can be used to drill a small hole into the miniature and the wire should be glued into this.

SQUAT WARRIOR BROTHERHOODS

Squat Strongholds are defended by a number of Warrior Brotherhoods, each of which uses different combinations of the Stronghold colours on their uniforms. Tim has painted the miniatures in these photographs to a high standard with shading and highlighting added over the basic colours.

One of the most characterful features of Squat Warriors is their use of gold and bronze decoration on their weapons and armour. The colours from the new Metallic Paint Set, Glistening Gold and Dwarf Bronze are ideal for this. The Mole Mortars and Thudd Guns have also been painted in these colours to contrast with the red and green of the Mjolnir Brotherhood uniforms.

The Bike and Trike squads are ridden into battle by members of the Engineers Guild. While the Guild are a part of the Stronghold they are fiercely proud of their engineering skills and display the Guild's symbol, the winged hammer, on their uniforms and equipment. Both the Land Train engines show variations on this design painted in a rich golden yellow. A small winged hammer has been modelled onto the top of the banner pole on 'Lord Kettri's Revenge'.



Tim Prow

SPACE MARINE™



Warlords describes Ork and Squat forces of the 41st Millennium, and contains background, rules and army cards for using these armies in your games of Space Marine. The Orks section contains expanded details of the Ork Clans, new weapons and vehicles, the mighty Ork Gargants, and the unpredictable but deadly machines of the Ork Mekboyz. The Squat rules cover troops and special characters of the fiercely independent Squat Home Worlds such as Warlords, Living Ancestors, Warrior Brotherhoods and Guild aeronauts, plus the Squat Land Train and the gigantic Colossus. The rulebook also contains a full colour section illustrating Ork and Squat colour schemes, glyphs, banner designs, and photographs of painted miniatures.

The Warlords box also includes new card templates, Gargant data cards, Mekboy kustom repair cards and over a hundred epic army cards for the vehicles and troops described in the rule book. The contents of this product can be used in conjunction with the army cards and rules from Space Marine and all the Space Marine supplements.

**GAMES
WORKSHOP™**

**EPIC
BATTLES®**

ORK AND SQUAT WARLORDS IS NOT A COMPLETE GAME. A COPY OF SPACE MARINE IS REQUIRED TO USE THE CONTENTS OF THIS BOX

BATTLE FOR ARMAGEDDON™

DESIGNER'S NOTES

By Jervis Johnson

Battle for Armageddon is the first release in a brand new series of Games Workshop board wargames. On the following pages, Jervis gives us an insight into the inspiration and background to the game. We also include rules, cards and counters for a complete new scenario for the game – The Chaos Wars.



I can still remember the first board wargame I ever bought. I was fourteen years old, and I'd found a stack of simply produced boxes of board wargames tucked away in a corner of a military bookshop. I was already a keen tabletop gamer, and my attention was immediately caught by these board wargames. Everything you needed to play was included, and there was such

a large choice! I walked out of the shop the proud owner of a huge and sweeping wargame based on the battle for Kursk, a campaign from WWII that featured the largest tank battles the world has ever seen – and that includes Desert Storm!

Over the next few weeks I played the game again and again, either with my friends, or 'solo' taking command of both sides. Numerous strategies were tried, only to be countered by cunning new plans from the opposing side. Entire tank divisions were hurled into battle, only to be turned back by mammoth airstrikes and massed anti-tank guns. I was hooked!

Over the years my collection of board wargames grew and grew. Although they were not the only type of game I played – I was still primarily a tabletop gamer – they provided me with hours of enjoyment. At this time there were many enthusiastic board wargamers and countless different games were available. Some were produced in cheap, unglamorous packaging by fellow hobbyists, while others were professionally produced and colourful. New games were coming out all the time, and my friends and I used to go down to our local games store and study the new releases, trying to decide which would be the most fun to play.

So what exactly was it that appealed to me about these games? First of all, as I mentioned above, a board wargame was complete, with everything you needed to play included in the box. What's more, you could have it set up and be playing a game within a couple of hours of

tearing off the shrink-wrap. With a bit of thought it was possible to come up with cleverly conceived plans that would help win you the game – a bit like chess openings or gambits.

However, the plans would usually only win you the game *once*, because by the next time you played your opponent would have come up with a counter-strategy! I spent many happy hours playing my board games 'solo', trying out new strategies for one side, and then trying to counter it from the other half of the board. Only when I had tested my plans fully in solo play would I put them to the test in the white heat of face to face contest!



What particularly appealed to me was the sheer size of the battles offered by a board wargame. Most of them dealt with conflicts that were simply too large to be played out as a tabletop game: battles that featured not hundreds or thousands of men, but tens of thousands or even millions.

The games weren't just about land battles either. You could get games about the huge naval battles in the Pacific that involved dozens of battleships and destroyers, or the aerial battles that took place between hundreds of planes during the Battle of Britain. There were games that allowed you to refight the whole of the Napoleonic Wars, or try to better Hannibal by actually conquering Rome. And there were even science fiction games where you led huge space armies in an attempt to conquer the galaxy. Only with a board wargame did you get such variety, or the opportunity to command a really huge army and fight campaigns in which the fate of entire planets would hang in the balance!

Board wargaming reached a peak of popularity in the late seventies and early eighties, and has declined steadily since then. Many of the old games I loved so much are simply no longer available. However, I've still got a soft spot for those old wargames, and I've been a bit sad to see their steady decline. This was why I was so pleased to be asked to design a game in the style of the board wargames. Here was my chance to combine my love of big wargames with the rich Warhammer 40,000 background. What was more, it would give us a chance to show how really large scale campaigns are fought in the Warhammer 40,000 universe.

THE BACKGROUND

The first step in the designing Battle For Armageddon was to decide on the background for the campaign. One side obviously had to be the Imperium, as it would be unthinkable that the game should not include those champions of humanity, the Space Marines. Their opponents were more of a problem, but in the end we plumped for the Orks, as they could be guaranteed to give the Imperium a good straight-forward fight. On the basis that history repeats itself, our campaign started out

as an amalgam of three historical campaigns (see if you can guess which!). However, it quickly developed a life of its own as the huge amount of background work we've done on the Warhammer 40,000 universe started to suggest things that should be added to the game.

Battle for Armageddon simulates the titanic conflict that took place between Orks and the Imperium for control of an Imperial hive world Armageddon. The hives and factory cities of Armageddon produce arms and weapons that equip Imperial Guard units for hundreds of light years in every direction, and its loss would have been a serious blow to the Imperium's ability to defend this sector of the galaxy.



Counters representing some of the Ork invaders

The invading Ork army was led by Ghazghkull Thraka, a powerful and brilliant Ork Warlord who had united five full Ork tribes in a Waa-Ork (Ork holy war) against the Imperium. The resulting war involved tens of millions of combatants, and took nearly two decades to resolve. By its end, the lives of countless millions of Ork and Imperial warriors had been lost.

The game concentrates on the campaign fought for control of the continent Armageddon Secundus. The factory cities and huge hive cities on this continent produced over 80% of Armageddon's industrial output and were vital for the Imperial war effort. If Armageddon Secundus could be conquered, the Imperial forces would be starved of ammunition and equipment, and it would only be a matter of time until the whole planet was conquered by the Orks. The campaign that was fought for the continent was one of the bloodiest in Imperial history. For almost two years the sides battled to control the vital factories and hives, and entire Imperial armies were consumed in battles so intense that they dwarfed any that had been fought since the Horus Heresy.

The initial Ork attack caught the Imperial forces almost completely by surprise. Ork spearheads punched through Imperial lines and pushed deep into Imperial territory. Furious counter-attacks failed to stop the Ork advance, and for a while it looked as if all was lost. But in this darkest hour, salvation was at hand. First, the defence of Hades hive, inspired by the heroism of Commissar Yarrick, slowed and then halted the Ork blitz against almost impossible odds. Then the arrival of three entire Marine Chapters - the Salamanders, Ultramarines and Blood Angels under the brilliant leadership of Space Marine Commander Dante, turned the tide.

Although the Orks initial attack had been stopped, the campaign was by no means over. See-saw battles of attrition and manoeuvre engulfed the continent, and the fate of Armageddon hung in the balance. Finally, however, the Orks were decisively defeated at the battle of Tarturus hive cluster and Warlord Ghazghkull Thraka was slain. Without this mighty leader to guide them the



Mark Gibbon's stunning full-colour mapboard of the Battle for Armageddon

shattered remnants of the once mighty Ork tribes retreated back to the original border, and the campaign for Armageddon Secundus was over. Although the battle for the rest of Armageddon carried on for more than a dozen years, the Orks' defeat in the Armageddon Secundus campaign marked the end of any hope of Ork victory.

THE GAME

The game begins at the start of the campaign, with the three Ork tribes poised on the border of Armageddon, and all hell about to break loose! One player takes the side of the Orks and the other of the Imperium. The military units that made up the huge Ork and Imperial armies are represented by the cardboard playing pieces provided with the game. Each playing piece is printed with a name and picture to show what type of unit is represented, and three numbers at the bottom. The numbers are very important, as they show how good the piece is at attacking, defending and moving. The higher the number, the better!

The game is split into eight turns, each of which represents about three months of the actual campaign. At the start of each turn you decide on a plan for your army to follow by picking two strategy cards and placing them in a stack in front of you. The cards list what you may do when the card is revealed. For example, if you had a 'movement and combat' card, you could move and then attack with your pieces. The strategy cards add an important element of planning to the game, and allow the possibility of major breakthroughs to take place if you manage to out-think your opponent!

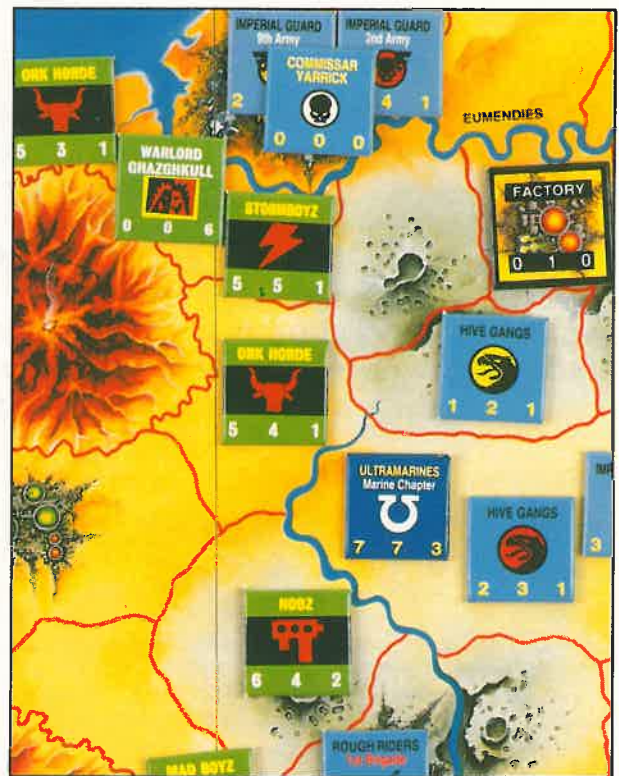
Once both players have chosen their strategy cards, each player rolls a D6. Whoever scores highest wins the initiative and goes first, flipping over the top card in his stack of strategy cards and carrying out the two phases listed on the card in the order shown. His opponent then flips over his top card, and so on, with the players taking it in turn to reveal a card and carry out the phases on it.



A selection of Imperial forces

In a movement phase you are allowed to move all of your pieces a number of areas equal to their movement value. Most counters only have a movement value of 1, and can only move one area a turn. However, some fast moving formations like the Space Marines or Ork Bikeboyz have move values of 3 or even 4, allowing them to exploit any gaps in the enemy line and make lightning fast raids into enemy territory.

In a combat phase your pieces are allowed to attack any enemy pieces in an adjacent area. This is done by comparing the attacking piece's attack value to the defender's defence value to get an odds ratio. The odds ratio is then cross-referenced with a dice roll on a special chart called the Combat Results Table. The table gives the



Warlord Ghazghkull leads the assault against the Hades Hive, defended by Commissar Yarrick. Further south, the Ultramarines spearhead a counter attack against the Ork flank.

result of the combat, which can range from the attackers being hurled back in rout through to the total annihilation of the defending forces – with lots of different results in between!

Victory in the campaign is determined by the number of hives you control at the end of each turn. The Ork player must attempt to capture and/or destroy as many Imperial hives as possible, so as to fatally undermine the Imperial war effort. The Imperial player must desperately defend his hives, and attempt to recapture and rebuild those that fall into the Orks hands.

That, briefly, is the way the game works, though there are a number of special rules to cover specific aspects of the campaign. For example, both sides get a number of special cards that represent unique 'one-off' attacks that were used in the historical campaign, and there are special rules to recreate the vital importance of characters like Commissar Yarrick, Space Marine Commander Dante and Warlord Ghazghkull Thraka.

CONCLUSION

Originally I was going to finish these game notes off by giving a few hints and tips about how to play the game, but on consideration I've decided not to. My reason for doing this is that working out strategies and tactics for yourself is very much part of the fun of playing a game like Battle For Armageddon. Instead I'll simply say that you should study Bill King's background very carefully, and then try to avoid the mistakes that were made in the historical campaign by the side you are playing. And if your first plan turns out to be comparable to Von Straab at his best, don't worry, you can always go back to the drawing board and start again. Good luck!

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BATTLE FOR ARMAGEDDON

THE FIRST BATTLE FOR ARMAGEDDON THE CHAOS WARS

The Ork invasion of Armageddon was not the first time that the planet had been attacked. Five hundred years before Ork Warlord Ghazghkull Thraka was born Armageddon faced no less deadly a threat but from an entirely different enemy – the forces of Chaos.

Within the Eye of Terror the forces of Chaos are constantly at war against each other. On occasions, however, the Chaos Gods put aside their personal rivalries and join together to mount a large scale invasion.

The assembly of such an invasion force is often triggered when a space hulk drifts past a daemon world. These ancient space ships can be used to transport vast armies through the warp. Driven and tossed by the currents of the warp, no-one can predict where and when they will reappear, so it is virtually impossible for the Imperium to predict where Chaos will strike next. Usually the attack occurs within a few light years of the Eye of Terror, but sometimes a hulk will drop out of the warp in a system hundreds, or even thousands, of light years away.

Such was the case with the first invasion of Armageddon. Following a bout of strange and unnatural events, armed rebellion inexplicably broke out in half a dozen hives. The revolts were quickly put down on Armageddon Secundus, but amongst the more widely scattered hives of Armageddon Prime they proved more difficult to eradicate. As the planetary forces seemed capable of dealing with the revolt, no additional units were sent from the Imperium. After all, the planet was a very long way from the Eye of Terror, and no-one suspected any more sinister cause for the revolts than civil unrest.

Busy containing the rebellion, Imperial forces were caught by surprise when the space hulk *Devourer of Stars* appeared in the Armageddon system. On board was an enormous Chaos army led by the Daemon Primarch Angron. Chaos Marines from the World Eaters Chapter and hordes of daemonic creatures poured from the space hulk and swept across the land.

The insidious effects of Chaos were quickly felt as nearly half the planetary army went over to the invaders. The few remaining loyal defenders were quickly routed from Armageddon Prime. Falling back through the jungles in the south, the survivors joined up with the units that had been left on Armageddon Secundus and prepared to make a last ditch defence along the rivers of the Styx and Caeron.

The Imperial defence was well organised. Unknown to the forces of Chaos, the Space Wolves Chapter of Space Marines had been assigned to this sector of the Imperium, and they moved quickly to help as soon as they received the distress messages from Armageddon. The defenders gained valuable time when Angron, replete with success, wasted weeks building victorious monuments to the Chaos Gods instead of pursuing the shattered Imperial armies into Armageddon Secundus.



JOHN BLANCHE

Angron's failure to follow up his success cost him dear. When his army emerged from the jungles that separated Armageddon Prime from Armageddon Secundus they found the defenders ready and waiting, and reinforced by the Space Wolves.



Titanic battles erupted all along the front line as the forces of Chaos crashed into the Imperial defences. On the banks of the river Chaeron the Imperial defenders held, and Chaos was hurled back in disorder. But further to the west Angron led the attack personally, smashing through the Imperial lines and leading his forces towards Infernus and Helsreach hives. It was at this moment that Logan, Lord of the Space Wolves, played his trump card – a full company of Grey Knights, whose assistance Logan had requested as soon as he was aware of the dangers that faced Armageddon.

Only the Grey Knights had the ability to truly defeat an entity such as Angron. They arrived just as the Chaos Forces surged towards Infernus and Helsreach hives. Teleporting directly into the presence of Angron at the centre of his Daemonic Horde, the Grey Knights defeated the Daemon Prince, hurling his spirit back into the warp from where he did not return for over a hundred years. At the same time the Space Wolves launched a massive counter-attack. The forces of Chaos were routed and only the World Eaters managed to retreat back to the space hulk and escape back to the safety of the warp. The Imperial victory was complete and overwhelming.

This time the Imperial forces triumphed, but the outcome could have been very different. What would have happened if Angron had moved straight into Armageddon Secundus? What if the Grey Knights had not arrived when they did? Using the counters provided with this article you can refight the First Battle For Armageddon and discover for yourselves what might have been...

USING THE NEW COUNTERS AND CARDS

After this article you will find a complete set of counters and cards for the forces of Chaos, and some new Imperial counters representing the Space Wolves, Wolf Lord Logan Grimnar and the Grey Knights. In order to use the counters and cards you will need to carefully remove them from your copy of White Dwarf and glue each set together so that the front and back sides match up. Once you've done this, and the glue has had time to dry, you can cut out the individual counters and cards.

The cards and counters for the forces of Chaos simply replace the Ork counters and cards used normally in Battle For Armageddon. At the start of the game the entire Chaotic army is set up in Ork - now Chaos - territory.

Apart from the exceptions noted in the special rules below, all of the rules that normally apply to the Orks apply to the forces of Chaos.

The counters representing Commander Dante, Commissar Yarrick, the Iron Skulls Titan Legion and three Space Marine Chapters (Ultramarines, Blood Angels and Salamanders) provided with Battle For Armageddon are not used in this version of the game, so put them aside somewhere safe.

All of the other Imperial counters are set-up in exactly the same way as the instructions in Battle For Armageddon. In addition the Imperial player gets the three Space Wolf counters and Wolf Lord Logan at the start of the game, and may set up these counters anywhere in Imperial territory. The Grey Knights arrive as reinforcements as described in the special rules below. As with the Orks, apart from the exceptions noted in the special rules below, all of the rules that normally apply to the Imperial counters in Battle For Armageddon also apply in this version of the game.

ANGRON, DAEMON PRIMARCH OF THE WORLD EATERS



Ten thousand years ago, at the very birth of the Imperium, the Warmaster Horus, greatest and most trusted of the Emperor's generals, led the rebellion that plunged the Imperium into the maelstrom of terror known as the Horus Heresy.

Angron was the first Primarch to join Horus in revolt against the Emperor. Angron knew Horus as a brother, and supported the Warmaster in demanding a new order of discipline and martial virtue as the only way to save mankind from destruction. The World Eaters had always been the most warlike and savage of the Space Marine Chapters and Angron led them into the worship of Khorne, god of war and bloodshed.

Though Angron's loyalty to the Emperor had once been exemplary, Khorne appealed to his honour and martial pride more. When the Heresy failed and Horus was slain, Angron and the World Eaters battled halfway across the galaxy to reach the Eye of Terror and the daemon world Khorne had prepared for them.

Twisted and horribly mutated over the centuries, Angron is now a hulking giant with skin the colour of spilt blood. He continues to serve his Daemonic master Khorne, smiting his foes with a mighty Chaos blade of black glowing iron etched with runes of doom and destruction.

Angron is a cunning and extremely able leader. Any counters stacked with him have their attack and defence combat value doubled. Angron does not count for stacking, and may not be used to satisfy combat losses when 'one unit must be eliminated'. He is almost indestructible, and can only be killed by the Grey Knights (see below). If all of the counters with Angron are eliminated, or if he is attacked when he is on his own, then he must retreat one area. If he cannot retreat, move his counter to the nearest area that is occupied by Chaotic counters.

THE CHAOS ARMY

A Chaos army is a tremendously varied and colourful force. It is based around the Greater Daemons, who are accompanied by their followers - immortal daemons, daemon machines and warbands of mortal Chaos Champions. All kinds of mutated creatures flock to the warbands of a Chaos Champion, including humans, Beastmen, Trolls and Minotaurs. In addition a Chaos army can be joined by subversive Chaos Cultists; often Imperial Guard or local human forces who have turned rebel, or civilian cultists armed and uniformed in Imperial Guard fashion.

Most of the units within a Chaotic army will worship one of the Chaotic powers. To represent this the Chaos counters are divided into four colours, one for each of the great Chaos Powers (Khorne, Tzeentch, Nurgle and Slaanesh). Chaotic units worshipping different Chaotic gods are not allowed to stack or attack together, just like different Ork clans in Battle For Armageddon. The only exception to this is the Deaths Head Titan Legion, which is not allied to any one power and so can stack or attack with any other Chaotic unit.



Chaotic horde counters represent the many strange daemoniac creatures that can be found in a Chaos army. The effect that these creature will have on a battle is highly variable because it is dependent on the fickle and perverse nature of the Chaos Powers.

To represent this Chaotic horde counters do not have a fixed attack and defence value. Instead, each time a daemoniac horde is included in an attack, roll three dice and total the score to find the horde's attack value for that battle. If a daemoniac horde is defending against an attack, roll a single dice to find the horde's defence value. Note that you recalculate the horde's attack or defence value for each and every combat it is involved in.

THE SPACE WOLVES



After the Horus Heresy the Space Wolves were reorganised according to the Codex Astartes. However, their Primarch, the famous Leman Russ, was never conventional and the Chapter soon adapted to suit its leader's fierce warrior mentality.

The Space Wolves are renowned throughout the Imperium for their ferocity, and they have a far larger number of units equipped for close assault and hand to hand combat than the other Marine Chapters.

Most Space Marine Chapters have around a thousand Marines divided into ten companies. The Space Wolves are considerably larger, and are divided into twelve Great Companies each led by a Space Wolf chieftain called a Great Wolf. Normally each Great Company will fight as an independent force, but in times of great danger two or more will combine to fight under the leadership of the Wolf Lord, the master and ruler of all the Space Wolves.



Logan Grimnar was Wolf Lord at the time of the invasion of Armageddon. He ruled over his Chapter for over a century, and led the Space Wolves to many famous victories in campaigns all over the galaxy. If Logan is included with a stack taking part in an attack, you

may reroll the dice if you don't like the result that you get on the Combat Results Table. You must accept the results of the reroll.

Logan does not count for stacking and may not be used to satisfy combat losses when 'one unit must be eliminated'. He is killed if all of the counters with him are eliminated, or if he is attacked when on his own.

THE GREY KNIGHTS



The Grey Knights are the military arm of the Ordo Malleus, the inner chamber of the Inquisition dedicated to eradicating all manifestations of Chaos within the Imperium. The Chapter is the only product of the mysterious second founding of the Legiones Astartes in the 31st

Millennium, raised by the Emperor to protect humanity by hunting down and destroying Daemons in all their forms.

The Grey Knights are one of the largest of the Space Marine Chapters but even so, they are too few to stand against the incursions of Chaos throughout the Imperium. When an Imperial Commander seeks aid in defeating Daemons or those irrevocably tainted by the warp, he must hope that the Grey Knights are near enough to arrive before it is too late.

To recreate the uncertainty about the arrival of the Grey Knights, the Imperial player does not automatically get the Grey Knight counter at the start of the game. Instead, at the end of each turn the Imperial player rolls a dice. If the dice roll is equal to or less than the turn number, the Grey Knights arrive on the planet and can be placed in any area on the map. The Grey Knights do not count against the stacking limit, and can be included in a stack even if there are already three counters in the area.

The Grey Knights' psychic powers make them extremely effective against Angron or the daemon horde counters. If the Grey Knights are taking part in a combat - either on attack or defence - that includes a daemoniac horde or the Angron on the opposing side, roll a D6 for each daemoniac counter. On a roll of 1-3 the daemoniac counter is not affected and the combat is resolved as normal. On a roll of 4-6 the counter is hurled back to the warp by the psychic powers of the Grey Knights and is eliminated before the combat is resolved. This means the banished counter's combat value is not included when working out the odds ratio for the battle.

FIRST TURN SURPRISE

The rules for surprise on the first turn of the game do not apply in this campaign as the Imperial forces are well prepared for the Chaotic invasion.



GRAND MASTER OF THE KNIGHT PANTHERS



KNIGHT PANTHER STANDARD BEARER



KNIGHT PANTHER



The Knights Panther Battle Standard

The Battle Standard of the Knights Panther was created by the wizards of the College of Light. It protects the Knights Panther from magical attack by warding away evil sorcery.

The Knights of the White Wolf Battle Banner

This banner depicts the white wolf of Ulric. The banner was carried at the battle of Middenheim itself, and afterwards dipped in the blood of a mighty daemon prince of Chaos destroyed by the Knights. This has endowed the banner with magical properties, radiating a sense of terror that affects the Knights' enemies.



KNIGHTS OF THE WHITE WOLF STANDARD BEARER



GRAND MASTER OF THE KNIGHTS OF THE WHITE WOLVES



KNIGHT OF THE WHITE WOLF

EMPIRE 'EAVY METAL

KNIGHTS OF THE WHITE WOLF

The Knights of the White Wolf are one of the largest and most powerful knightly orders of the Empire, and are certainly one of the most fearsome cavalry units in the Empire army. These mighty warriors shun the use of helmets and shields and wield huge double-handed hammers in battle. Their hair and beards are grown into shaggy manes and they wear white wolf pelts over their armour.

The knights' fearsome appearance has been enhanced by painting them in strong, contrasting colours. Because most of the miniature was going to end up black, the knights were given an undercoat of Chaos Black. When this was dry, the armour was highlighted by adding Skull White to Chaos Black and carefully blending onto the raised parts of the armour. This takes some time but the finished effect is worth the effort. A quicker way to get a similar effect is to lightly drybrush the armour with a mix of Chaos Black and Skull White. When this is dry, tiny highlights of Elf Grey are painted onto the sharpest edges of the armour plates.

The bright red armour on the horses contrasts strongly with the black armour of the knights. Knights of the White Wolf are traditionally mounted only on grey or white horses. To paint the grey horses start off with a base coat of Codex Grey (from the new Epic Battle paint set) mixed with a little Space Wolf Grey. Highlight by adding Skull White and painting onto the raised areas of muscle. For the dappled effect, paint on small patches of a mid highlight colour and then, with a fine brush, highlight each of these patches with Pure Skull White. This is easier than it sounds – and the more you practice the better you'll become!

The horse armour was given a base coat of Go Fasta Red and then highlighted with a mix of red and Sunburst Yellow. For the final highlights, add a small dab of Skull White. To make the edges of the armour stand out, the gaps between the individual plates can be carefully lined with Chaos Black. You need a really fine brush and a steady hand to do this. If you do make the line too thick all you need to do is touch over the mistake with Skull White, then Go Fasta Red.

One of the most striking and characterful features of these knights is the white wolf skins that they wear around their armour. First paint the whole of the skin white over the black undercoat. When this is dry paint on a coat of thinned down

Orc Brown. This acts like a wash and runs into all the gaps and recessed areas and provides shading. When the wash is dry, the highlights are added with a mix of Orc Brown and Skull White. The final highlights are pure Skull White.

KNIGHTS PANTHER

The Knights Panther are another of the most important Knightly orders of the Empire, and have been painted to the same high standard to reflect their power and glory.

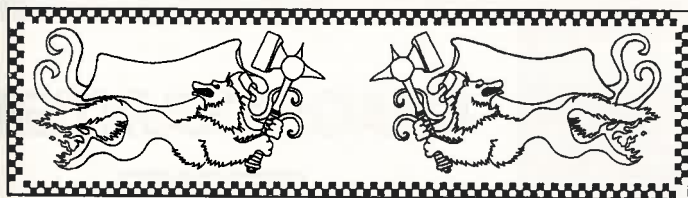
The knights' armour has been painted bright gleaming silver. There are several ways you can do this. The quickest and easiest way is to paint the armour Chaos Black then drybrush the highlights with a mixture of Chainmail and Mithril Silver. Alternatively, paint the armour in the normal way by first applying a base coat and then highlighting with lighter shades of the base colour. For these knights we used a base colour of Chainmail, highlighted with a mix of Mithril Silver and Chainmail. The topmost highlights were pure Mithril Silver.

The second method of painting armour is more time consuming, but the result is better. It's worth trying out both techniques to see which you prefer. You could always use the drybrushing method for the bulk of your army, and the full blending method for special personality models.

Each of the Knights Panther wears the skin of a panther over his armour. Painting the pelts of exotic beasts is fairly straightforward. The panther skin was given a base coat of Sunburst Yellow deepened down with a little Blood Angel Orange. When this was dry, a wash of Chestnut Ink was applied for the deep shading. The highlights were gently drybrushed on with a mix of Sunburst Yellow and Skull White. The snouts and paws of the panthers were painted a lighter shade of the base colour. If you look at pictures of big cats you will see that they often have white or pale-coloured fur on their undersides. If you paint your miniatures like this they'll look much more realistic.

The spots were added fairly regularly over the back of the pelt, diminishing in size towards the paws and tail. They were painted in Chaos Black and highlighted with a little Elf Grey. For a little variation, some of the spots were given white centres. Patterns on animal skins should be painted on in a darker, contrasting colour so they show up well. Black or a very dark brown usually work well.

As with the Knights of the White Wolf, the horse armour has been painted in a bright colour rather than a metallic. For the horses' blue armour use a base colour of Moody Blue highlighted with Enchanted Blue and Skull White. The rivets on the armour are first painted Chaos Black which is then picked out in Mithril Silver. The blue of the armour contrasts well with the yellow areas on the knights and helps to make the riders stand out.



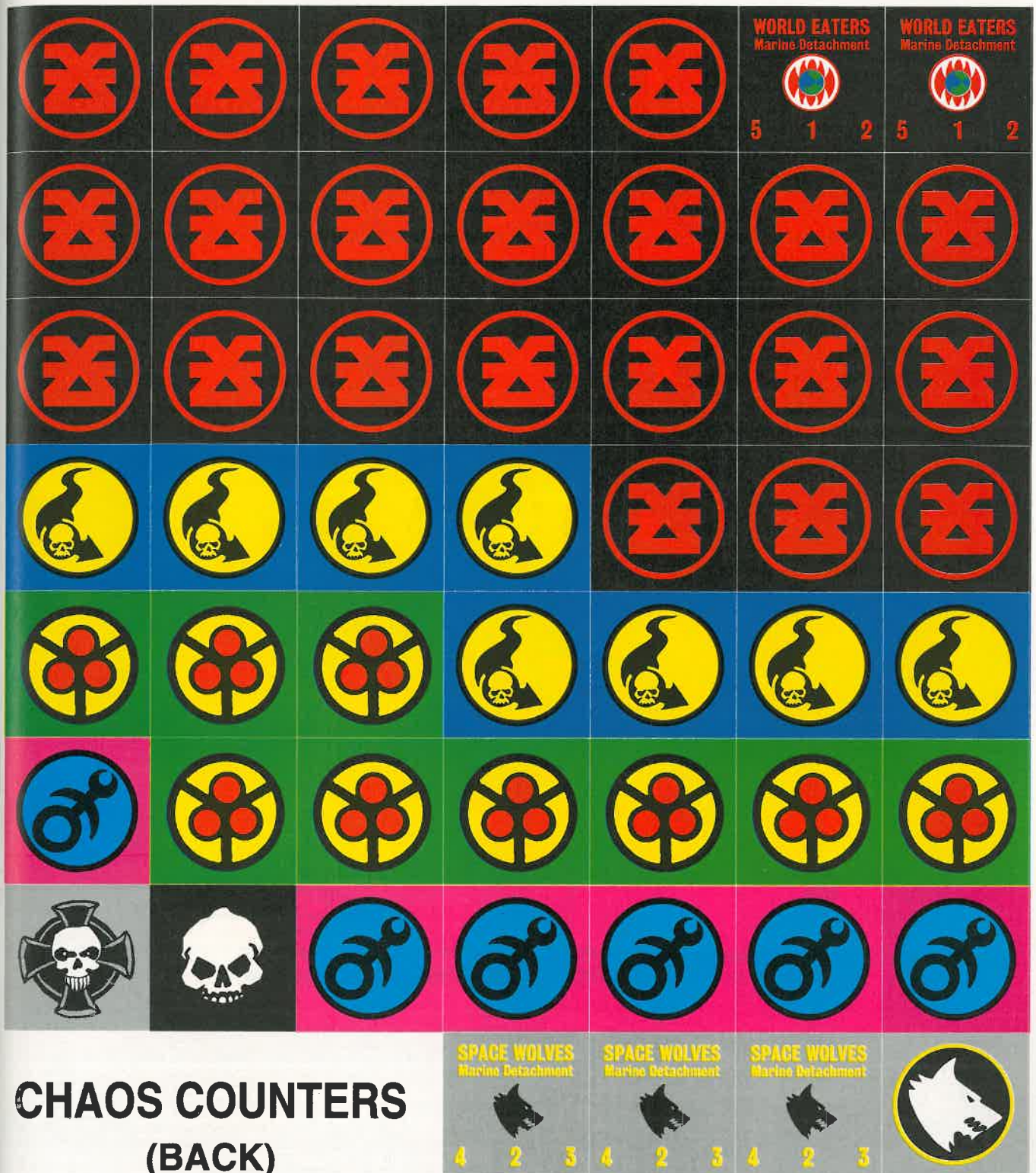
Above: Banner of the Knights of the White Wolf



Right: Banner of the Knights Panther

WORLD EATERS Chaos Space Marines  9 5 2	WORLD EATERS Chaos Space Marines  9 5 2	WAR ENGINES  10 3 1	WAR ENGINES  10 3 1	DAEMON HORDE  3D 1D 1	KHORNE JUGGERS  6 3 2	KHORNE JUGGERS  6 3 2
KHORNE JUGGERS  6 3 2	CHAOS WARBAND  5 3 1	CHAOS WARBAND  5 2 1	CHAOS WARBAND  4 3 2	CHAOS ANDROIDS  3 3 1	CHAOS SQUATS  2 5 1	CHAOS SQUATS  2 5 1
CHAOS CULTISTS  3 3 1	CHAOS CULTISTS  3 3 1	CHAOS CULTISTS  3 3 1	CHAOS CULTISTS  3 2 1	CHAOS CULTISTS  2 2 1	CHAOS CULTISTS  2 1 1	CHAOS BEASTMEN  4 2 1
TROLLS  5 1 1	MINOTAURS  5 1 1	ANGRON  0 0 6	DAEMON HORDE  3D 1D 1	DISC RIDERS  3 3 4	CHAOS WARBAND  4 3 2	CHAOS CULTISTS  3 3 1
CHAOS CULTISTS  2 1 1	CHAOS ANDROIDS  3 3 1	CHAOS BEASTMEN  4 2 1	CHAOS BEASTMEN  4 2 1	DAEMON HORDE  3D 1D 1	BEASTS OF NURGLE  5 5 1	CHAOS WARBANDS  4 4 1
CHAOS CULTISTS  3 1 1	CHAOS CULTISTS  2 1 1	CHAOS SQUATS  2 5 1	CHAOS SQUATS  2 5 1	TROLLS  5 1 1	TROLLS  5 1 1	DAEMON HORDE  3D 1D 1
SLAANESH BEAST RIDERS  4 4 3	CHAOS WARBAND  4 3 2	CHAOS CULTISTS  3 3 1	MINOTAURS  5 1 1	MINOTAURS  5 1 1	DEATHS HEAD Titan Legion  10 8 1	GREY KNIGHTS  1 1 6
WOLF LORD Logan Grimnar  0 0 6	SPACE WOLVES Marine Chapter  8 6 3	SPACE WOLVES Marine Chapter  8 6 3	SPACE WOLVES Marine Chapter  8 6 3	CHAOS COUNTERS (FRONT)		

To make the cards and counters for Chaos Armageddon remove the four card and counter pages from your copy of White Dwarf. Glue the two front sheets onto thin card, and carefully cut round the *outside* of the block of cards, and the block of counters. Do not separate the individual cards and counters yet! Cut round the *outside* of the card and counter backs, and then glue them onto the other side of the fronts, making care that the words are the same way up on both sides. When the glue is dry, you can cut out the individual cards and counters with scissors or a sharp modelling knife.



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CHAOS CARDS (BACK)

BOLT OF CHANGE

The followers of Tzeentch unleash a bolt of magical power which mutates anyone it strikes into a monstrous Chaos Spawn.

This card may be used to affect a battle that includes 1 or more worshippers of Tzeentch (any blue counter).

Roll a D6:

- 1-3** The attack has no effect.
4-6 One enemy counter (chosen by your opponent) is changed into a Chaos Spawn. The counter is eliminated and you may add 1D6 to your combat value for this combat.

NURGLE'S PLAGUE

Whole armies are stricken with a horrible chaotic plague that leaves thousands dead and dying.

This card may be used at any time to attack an enemy counter that is adjacent to 1 or more worshippers of Nurgle (any green counter).

Roll a D6:

- 1-3** The attack has no effect
4-6 The attack destroys the enemy counter.

If the attack is successful, the plague may spread. Any other counters in the same area are eliminated on a dice roll of 4 or more

BLOOD FOR THE BLOOD GOD!

Bellowing their famous battlecry the worshippers of Khorne hurl themselves at the enemy with fanatical fury.

This card may be played at the start of any combat phase. For the rest of that phase any attacks that include 1 or more worshippers of Khorne (any black counter) receive a +1 bonus to the dice roll on the Combat Results Table.

**CHAOS CULTISTS**

Led astray by the whispered promises of the Chaos Powers, once loyal citizens rise up in rebellion against the Imperium

You may play this card at the start of any phase. It allows you to take 1D6 Chaos Cultist counters that have been eliminated, and place them on any empty area on the map – including areas that are behind the front line in Imperial territory.

**AURA OF SLAANESH**

The followers of Slaanesh overwhelm their enemies with an aura of utter pleasure that leaves them exhausted and helpless.

This card may be used to affect one battle that includes any worshippers of Slaanesh (any pink counter).

Roll a D6 for each enemy counter involved in the battle:

- 1-3** The attack has no effect.
4-6 The counter has its attack, defence and movement value reduced to 1 each for this combat, and is eliminated if forced to retreat.

TIME WARP

Such is the awesome power of the Chaos Gods that they can warp even the law of time itself!

You may play this card at the end of any of your phases. It allows you to take the phase again.

If, for example, you had just completed a combat phase you could take take another combat phase and attack again.



CHAOS CARDS (FRONT)

**MOVEMENT
AND
COMBAT**

**COMBAT
AND
MOVEMENT**

**COMBAT
AND
COMBAT**

**MOVEMENT
AND
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ELДАР BATTLE HOST		
Warlock with Witchblade	071604/1	£2.00
Farseer	071604/3	£2.00
Eldar Guardian	071584/13	£3.99 for 4
Striking Scorpions	071560/16	£3.99 for 4
Dire Avengers	071560/5, 071560/12, 071560/18	£3.99 for 4
Dark Reapers	071560/7, 071560/14	£3.99 for 4
KUSTOM BATTLEWAGON (Boxed Set) *		£10.99
SPRUE OF 5 PLASTIC SCOUTS		£1.25
PLASTIC TYRANID WARRIOR	120013	£1.50
DISC RIDER OF TZEENTCH		
Rider (073253/6), Disc (073253/7)		£2.00
GOBLIN BATTLE CHARIOTS * (Boxed set of 2)		
One Goblin Battle Chariot		£8.00
EPIC ELДАР ARMY:		
Phantom Titan		£4.99
Tempest Battle Tank		£3.99
Battle Group (Boxed Set)		£14.99
Attack Force (Boxed Set)		£14.99
GENESTEALER HYBRID	072557/22	£1.35
HARLEQUIN TROUPER	RTB6/6	£1.00
CELESTIAL WIZARD	074141/38	£2.50
GENESTEALER BROOD ARMY:		
Magus	072596/1	£1.00
Genestealer Hybrids		£3.99 for 3
Plastic sprue of Imperial Guard		£1.25
Plastic sprue of Genestealers		£2.00
BLOOD ANGEL SPACE MARINES		
Blood Angel Captain *	070268/3	£2.50
Swooping Hawk wings	071560/4	50p
Space Marine with Power Glove	070145/4	£1.35
Terminators		£2.50 each
Terminator Squad boxed set		£14.99
CHAOS DREADNOUGHT OF NURGLE		
Chaos Dreadnought		£4.99
Nurglings		£3.99 for 18
Nurgle Renegade	070354/4	£1.35



PLEASE NOTE: Many of the miniatures featured on the Golden Demon pages have been converted. When this is the case, we have listed the basic model used. Full details of the extra parts and accessories are given in the Citadel Miniatures Catalogue, or phone our Mail Order service for help. An asterisk indicates that the model/s has been substantially converted.

SPACE MARINES



SPACE MARINE
MK7 ARMOUR 1
070172/1



SPACE MARINE
MK7 ARMOUR 2
070172/2



SPACE MARINE
MK6 ARMOUR 1
070158/1



SPACE MARINE
MK6 ARMOUR 2
070158/2



SPACE MARINE
MK8 'ERRANT' ARMOUR
070197/5



SPACE MARINE
MK4 'MAXIMUS' ARMOUR
070197/4



SPACE MARINE
MK5 'HERESY' ARMOUR
070197/3



SPACE MARINE
MK2 'CRUSADE' ARMOUR
070197/2



SPACE MARINE
MK3 'IRON' ARMOUR
070197/1

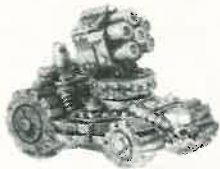
THESE MODELS ARE SUPPLIED WITH A SEPARATE SPACE MARINE ARM SPRUE AND A SPACE MARINE BOLTER AND BACKPACK SPRUE.



EXAMPLES OF COMPLETED MK7, MK6 AND MK3 SPACE MARINES.

Designed by Jes Goodwin

ORK WAR MACHINES



EXAMPLE OF THE
KUSTOM BATTLEWAGON 2



BATTLEWAGON
KUSTOM TURRET 4
076250/19



BATTLEWAGON
KUSTOM TURRET 5
076250/20



BATTLEWAGON
KUSTOM TURRET 6
076250/21



BATTLEWAGON
KUSTOM TURRET 7
076250/22



BATTLEWAGON
KUSTOM TURRET 8
076250/23



KUSTOM
BATTLEWAGON 2
076250/18

THE COMPLETE KUSTOM BATTLEWAGON CONSISTS OF;
1 x KUSTOM BATTLEWAGON
1 x BATTLEWAGON KUSTOM TURRET



EXAMPLES OF THE
SPEEDSTAS VARIANTS



SPEEDSTA
VARIANT 1
076286/2



SPEEDSTA
VARIANT 2
076286/5



SPEEDSTA
VARIANT 3
076286/7



BUBBLE CHUKKA
TURRET
076286/3



LIFTA DROPPA TURRET
076286/3



DESUKTA ROKKITS
TURRET
076286/6

THE COMPLETE SPEEDSTA VARIANT CONSISTS OF;
1 x SPEEDSTA VARIANT
1 x SPEEDSTA VARIANT TURRET



SPEEDSTA WITH
KUSTOM CANNON
076286/4



TINBOT
076262/4



MEKBOY DRAGSTER
076286/1



SQUIGGGOth 2
076262/7



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Designed by Kev Adams

ORK WAR MACHINES



BONEBREAKA



**BONEBREAKA
TURRET**
076250/6



BONEBREAKA CHASSIS
076250/4

THE COMPLETE BONEBREAKA CONSISTS OF;
1 x BONEBREAKA CHASSIS
1 x BONEBREAKA TURRET

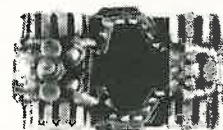


**WEIRDBOY
BATTLE TOWER**

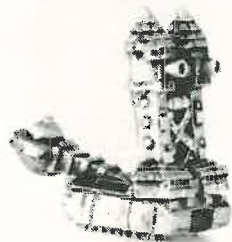


**WEIRDBOY
TOWER**
076250/14

THE COMPLETE WEIRDBOY BATTLE TOWER CONSISTS OF;
1 x BATTLEWAGON
1 x WEIRDBOY TOWER



BATTLEWAGON
076250/13



SQUIG KATAPULT



SQUIG KATAPULT TOWERS
076274/3



SQUIG KATAPULT BASE
076274/2

THE COMPLETE SQUIG KATAPULT CONSISTS OF;
1 x SQUIG KATAPULT TOWER
1 x SQUIG KATAPULT BASE



KUSTOM BATTLEWAGON



**BATTLEWAGON
KUSTOM TURRET 1**
076250/15



**BATTLEWAGON
KUSTOM TURRET 2**
076250/16



**BATTLEWAGON
KUSTOM TURRET 3**
076250/17



BATTLEWAGON 1
076250/13

THE COMPLETE KUSTOM BATTLEWAGON CONSISTS OF;
1 x BATTLEWAGON
1 x BATTLEWAGON KUSTOM TURRET



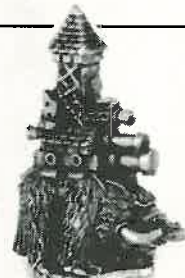
HOT SPLAT GUN
076262/2



WARTRACK
076262/1



LUNGBURSTA
076250/1



SQUIGGOOTH 1
076262/4



SPLEENRENDA
076250/8



MEKBOY PULSA ROKKIT
076274/2



SCORCHER
076262/3



GOBSMASHA
076250/7

Designed by Kev Adams

WD77

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EMPIRE

KNIGHTS OF THE WHITE WOLF



WHITE WOLF KNIGHT 3
073764/4



WHITE WOLF KNIGHT 2
073764/2



WHITE WOLF KNIGHT 1
073764/1



KNIGHT'S LEGS
073764/3



GRAND MASTER OF THE
KNIGHTS OF THE WHITE WOLF
073764/6

KNIGHT OF THE WHITE WOLF
STANDARD BEARER
073764/5

KNIGHTS PANTHER



KNIGHT PANTHER
STANDARD BEARER
073862/4



KNIGHT PANTHER 1
073862/1



KNIGHT PANTHER 2
073862/2



GRAND MASTER OF THE
KNIGHT PANTHERS
073862/5



KNIGHT'S LEGS
073764/3

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EMPIRE

IMPERIAL STEAM TANK



THE COMPLETE IMPERIAL STEAM TANK CONSISTS OF;

- 1 x COMMANDER
- 4 x PLASTIC WHEELS
- 1 x R/HAND SIDE ARMOUR
- 1 x L/HAND SIDE ARMOUR
- 1 x FRONT ARMOUR
- 1 x STEAM CANNON
- 1 x BACK PLATE
- 1 x BOILER
- 1 x ENGINE
- 1 x HATCH
- 1 x ROOF
- 1 x BASER



STEAM TANK
BACK PLATE
0812/6



STEAM TANK
ENGINE
0812/7



FRONT ARMOUR
0812/9



STEAM TANK
BOILER
0812/8



L/HAND SIDE ARMOUR
0812/2



R/HAND SIDE ARMOUR
0812/3



STEAM TANK ROOF
0812/4



STEAM TANK BASE
0812/1



PLASTIC WHEEL



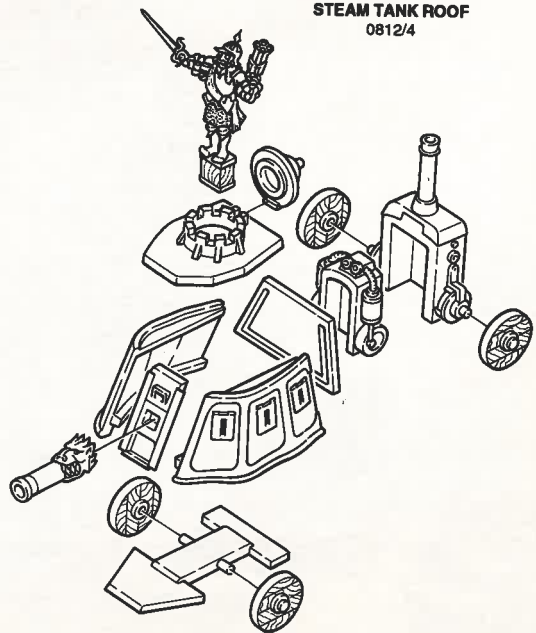
STEAM TANK
HATCH
0812/5



STEAM TANK
COMMANDER
0812/11



STEAM CANNON
0812/10



Designed by Norman Swales and Michael Perry

WD79

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EPIC SQUATS

SQUAT LAND TRAIN



LAND TRAIN
ENGINE CHASSIS
076707/1



LAND TRAIN ENGINE
SUPERSTRUCTURE
076707/2



BATTLECAR
CHASSIS
076707/3



BERSERKER
BATTLECAR
076707/4



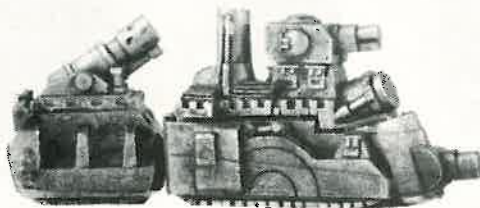
DRAGON
BATTLECAR
076707/5



BOMB
BATTLECAR
076707/6

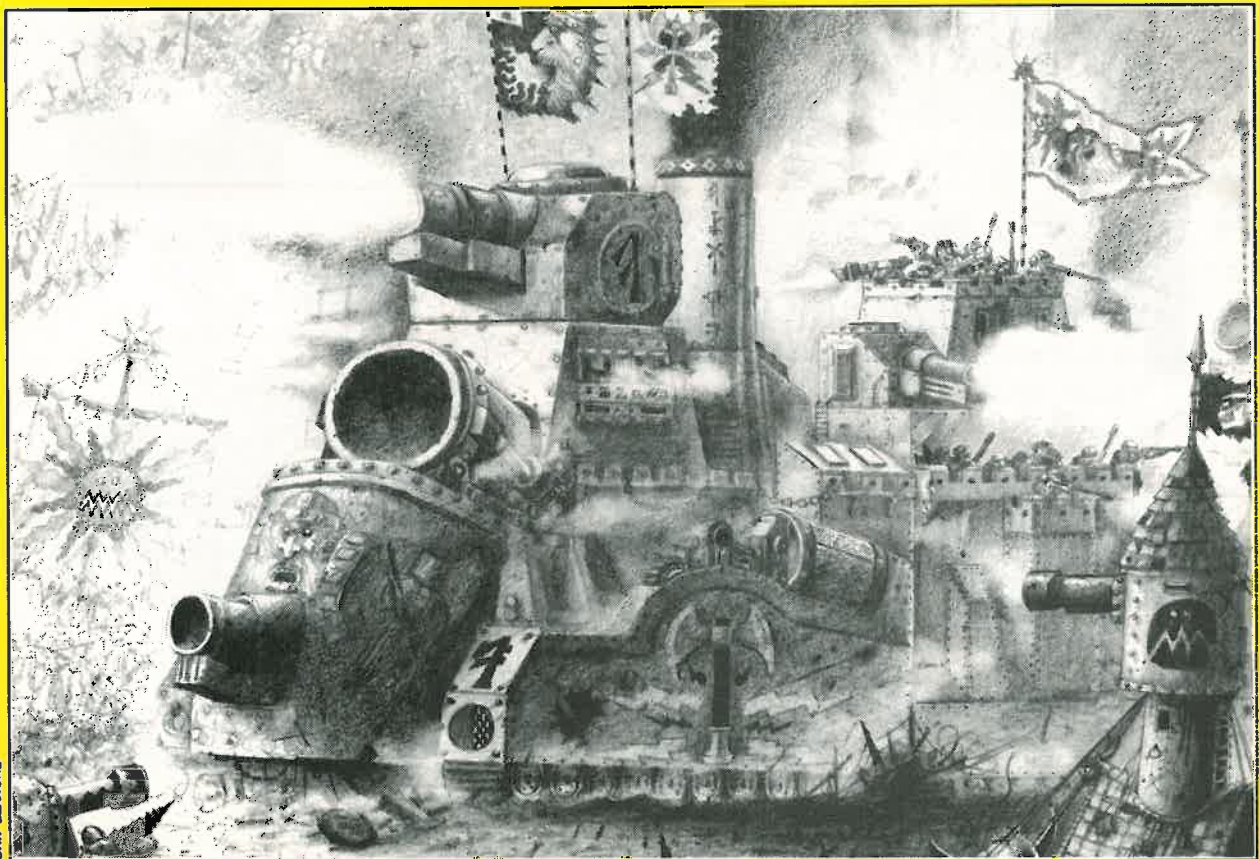


MORTAR
BATTLECAR
076707/7



THE COMPLETE LAND TRAIN
CONSISTS OF:
1 x LAND TRAIN ENGINE CHASSIS
1 x LAND TRAIN ENGINE SUPERSTRUCTURE
1 x BATTLECAR CHASSIS
1 x RANDOM BATTLECAR WEAPON

Designed by Norman Swales



JOHN BLANCHARD

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CITADEL
MINIATURES

SPACE MARINE DEVASTATORS

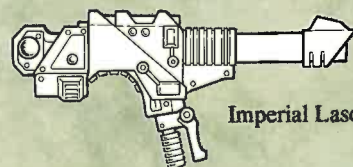


Space Marines designed by Jes Goodwin and Norman Swales.

The Space Marine Devastators box contains five new Space Marine models designed by sculptors Jes Goodwin and Norman Swales. Four Space Marines carry awesome heavy weapons: two have Heavy Bolters, ideal for laying down a withering curtain of fire; one is armed with a Lascannon, the ultimate tank buster of the 41st Millennium and the fourth has a Missile Launcher, a long ranged weapon which can fire either armour penetrating shells or explosives. The fifth Space Marine is a sergeant armed with a deadly power fist – an energised gauntlet that can tear apart armour and crush enemies in hand-to-hand combat.

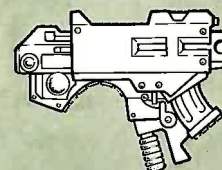
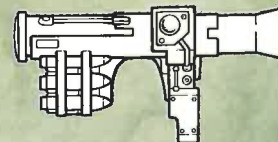
These Space Marines with heavy weapons make an excellent addition to a Devastator Squad or Tactical Space Marine Squad from any Space Marine Chapter. We've chosen to paint our Space Marines as the heavy-weapon element from an Ultramarines Devastator Squad.

All five of the Space Marines are supplied with separate metal weapons and plastic arms and shoulder pads, allowing you to assemble them in a variety of combinations and poses.



Imperial Lascannon

Missile Launcher



Heavy Bolter



CITADEL
MINIATURES

Models supplied unpainted. Banners not supplied.

WARNING! This model contains lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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MINIATURES



THE IMPERIAL ARMY ADVANCES