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MINIATURES

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ISSN 0265-8712



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CHAOS ALL-STARS

Chaos teams are not noted for the subtlety of their game play. A simple drive up the centre of the field, maiming and injuring as many opposing players as possible, is about the limit of their game plan. They rarely, if ever, worry about minor considerations like picking up the ball and scoring touchdowns – not while there are any players left alive in the opposing team, anyway!



LORD BORAK
THE DESPOILER



CHAOS WARRIOR



CHAOS WARRIOR



CHAOS WARRIOR



CHAOS BEASTMAN



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THE CHAOS ALL-STARS

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THIS MONTH'S EPIC RELEASES

Eldar Warlock Titan (One complete Titan per box)	£9.99
Eldar Doomweaver (Two miniatures per blister)	£4.50
Eldar Firestorm (Two miniatures per blister)	£4.50
Imperial Warhound Titans (Two complete Titans per box)	£9.99
Imperial Shadow Sword (One miniature per blister)	£4.50
Imperial Gorgon (Two miniatures per blister)	£4.50
Imperial Whirlwind (Three miniatures per blister)	£4.50
Imperial Deathstrike Missile Launcher (Three miniatures per blister)	£4.50
Mekboy Gargant (One Gargant per box)	£9.99
Ork Bowelburnas (Three miniatures per blister)	£4.50
Ork Mekboy Speedsta (Two miniatures per blister)	£4.50
Ork Squiggoth (Three miniatures per blister)	£4.50
Chaos Deathdealer (One miniature per blister)	£2.99

EPIC TITAN LEGIONS

ELDAR

This month's release for the Eldar includes the Firestorm, a deadly new vehicle which can shoot down enemy flyers and skimmers with ease. Also joining the Warhost are the Doomweaver and the awesome Warlock Titan. This Titan is a truly devastating machine which is not only armed with normal Titan weapons to blast its foes, but also has deadly psychic powers.

IMPERIAL FORCES

The Warhound Titan of the Imperial Titan Legions is small and fast moving. It specialises in lightning fast raids deep behind enemy lines and is well worth including in your Titan Legion.

The Imperial Guard are reinforced with the Shadow Sword super-heavy tank

and the Gorgon armoured troop carrier to take them into battle. The much-feared Imperial Guard artillery is also expanded with the Deathstrike Missile Launcher and a redesigned Whirlwind.

WAAAGH! ORK

The Mekboy Gargant bristles with strange and unusual kustom weapons which can wreak untold havoc amongst the enemy. The Mekboys who build them also create the ingenious Mekboy Speedstas which fire powerful, if unpredictable weapons. Other Ork forces released this month include Bowelburnas for the maniacs in the Kult of Speed, and the Snakebite clan's Squiggoths.

Last, but by no means least, the Chaos Deathdealer is unleashed again to reap more blood for the blood god!

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THIS MONTH'S WARHAMMER RELEASES

Bloodletters of Khorne (One miniature per blister)	£2.50
Daemonettes of Slaanesh (One miniature per blister)	£2.50
Chaos Warriors (Ten plastic miniatures per box)	£4.99

DAEMONS

The forces of Chaos are strengthened once again with the release of new daemons in the form of the **Bloodletters of Khorne** and the **Daemonettes of Slaanesh**. Designed by Aly Morrison and Colin Dixon, these powerful creatures of the warp are featured on an 'Eavy Metal page elsewhere in this issue.

In addition to these daemons are more mortal followers of Chaos to join the Chaos Knights – a set of new plastic Chaos Warriors.

THIS MONTH'S WARHAMMER 40,000 RELEASES

Eldar Shrieker Jetbike (Plastic kit)	£5.99
Gretchin Assistants (Four miniatures per blister)	£4.50

ELDAR SHRIEKER JETBIKE

Hot on the heels of last month's Eldar Jetbike release comes its heavier variant – the **Shrieker Jetbike**. Armed with the terrifying shuriken shrieker cannon this unique Eldar vehicle strikes fear into their foes as it blasts them to pieces.

WARHAMMER 40,000

GRETCHIN ASSISTANTS

Also released this month are six new **Gretchin Assistants** to accompany your Ork Warboss, Mekaniak, Painboy and Runtherd into battle. These brave Gretchin perform all sorts of useful tasks as they fetch and carry for their Ork masters. One of them is laden with a mass of spare parts, grenades, ammo

clips and other bits taller than himself! Another unfortunate struggles with a huge armful of stikkombombz.

Both these releases are featured on 'Eavy Metal pages in the *Rules of Engagement* article. Ork players should also look out for the *Speed Freaks* article which examines the unusual tactics of the Evil Sunz.

BLOOD BOWL

CHAOS ALL-STARS

The Chaos All-Stars are the latest team to take to the Blood Bowl pitches of the Old World. Chaos teams are notoriously violent and their tactics seldom go beyond smashing the opposing team into the ground before they attempt to score. This is basic but it works!

Leading the Chaos team to victory is **Borak the Despoiler**. This powerful Star Player ensures that your line of players will not be passed!

THIS MONTH'S BLOOD BOWL RELEASES

Borak the Despoiler (One miniature per blister)	£2.50
Chaos All-Stars (Eleven miniatures per box)	£12.99



GAMES DAY '94

Games Day '94 is nearly here! On the 23rd of October over eight thousand gamers will pack into Birmingham's National Indoor Arena to join in the hundreds of games, competitions and other events taking place. It'll be a great day, so see you there!

GRAND RE-OPENINGS

Our programme of re-openings continues this month with more of our shops holding special events with loads of amazing bargains!

The brilliant games and models are still there, along with the friendly and knowledgeable staff, but the shops are even brighter and cheerier so why not come along?

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ASSISTANT GAMES DEVELOPERS



Last year we took the courageous step of employing three enthusiastic young gamers at the Games Workshop Studio. Their job was to play games and help to develop the Games Workshop Hobby. We had over 500 applicants and out of all of these we chose Ian, Gavin and Mark who you can see on the right, enjoying a game of Warhammer 40,000. After a year the three have been thoroughly potty-trained – you may have seen their Battle Reports, Warhammer 40,000 rules and of course the supposedly 'well-hoopy' Citadel Journal. Now we're going to do it again.



SO WHAT'S IT ALL ABOUT?

We want three more young bloods to join us at the Games Workshop Studio and learn how games are invented, developed and produced. This will mean making mock-ups of games, books and cards, working out and checking points values from army lists, and playing games along with our design teams. Yes, we do want you to play games for a living! The three successful applicants will be employed on a maximum two year contract specifically to assist our design teams to invent and produce new games and supplements. The work of the Assistant Games Developers will be assessed over this two year period, at the end of which we will offer permanent places to those who have proven sufficiently able.

WHAT DO I NEED TO APPLY?

There are few formal qualifications for this position although an unquenchable enthusiasm for Games Workshop is an absolute necessity. A good knowledge of Warhammer, Warhammer 40,000 and the Epic Game System is essential too. You must be between 18 and 25 years old with some post 'A' level education. We are looking for people with degrees or the equivalent, but if you dropped out of college, or are willing to do so to take up this position, we will consider you. You must be reasonably literate, with a good command and understanding of written English. You must also be keyboard literate, that is to say you need to know how to use a computer and you need to be comfortable about typing. We would require you to have at least 'O' level maths or comparable or better maths qualifications, as a lot of our work involves calculations or the manipulation of dice probabilities.

The three people we take on will be provided with lodgings at our expense, in a house owned by the company. We will also cover the cost of your travel to work and back. In addition you will receive a wage of £6,000 a year which you are free to spend in whatever depraved fashion takes your fancy.

Send us your full CV together with as many details as possible about your gaming experience, the armies you collect and your abilities as a miniature painter, to: Assistant Games Designer, c/o Helen King, Games Workshop Limited, Chewton Street, Hilltop, Eastwood, Nottingham NG16 3HY.



TITAN LEGIONS

Once you've assembled the great models of the Imperator and Knights in your Titan Legions game, the next thing you'll want to do is paint them.

The Titan Legions Paint Set is new from Citadel Colour and contains all the colours you need to enhance your Imperator Titan and Knight models with a bright paint scheme.

SHADING WASHES

Models painted in Citadel Colours look great, but they can look even better with a wash of ink! A simple wash can quickly and easily produce a professional shaded effect, enhancing the look of your miniatures. The washes in this set include Red Wash, Flesh Wash, Ork Flesh Wash, Blue Wash, Yellow Wash and Brown Wash.

FREE!
CHAOS SPACE MARINE IN
WHITE DWARF®

On the front of the next issue of White Dwarf we're once again giving away a superb plastic Citadel miniature for Warhammer 40,000.

DON'T MISS IT!

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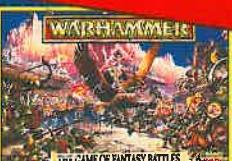
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WARHAMMER 40,000

RULES OF ENGAGEMENT

By Jervis Johnson

In the vastness of the Warhammer 40,000 universe countless wars rage. This almost endless variety of different races, troop types and deadly weapons is what makes Warhammer 40,000 games so exciting. In this article, Jervis takes a look at the areas of the game which may be overlooked in the heat of battle.

INTRODUCTION

We receive dozens of letters every week about Warhammer 40,000, asking questions, making suggestions, or simply telling us about a game that was played recently by the letter writer. We really appreciate receiving any feedback about the game because it allows us to see how you play and which armies you prefer. Everyone has a favourite army, and lots of you have found that some armies appear unbeatable but this isn't really the case. In our experience, all of the armies have

their fair share of victories and losses, though what sometimes happens is that the latest army seems invincible because nobody is used to fighting against it yet! In reality, the most important factor in battle is you – the commander. It is your ability to get the most out of the game, the tactics you employ and the way in which you lead your army to war that matters.

From the letters that we receive it is obvious that there are some areas of the game mechanics that players aren't exploiting to the full, and other areas where they are being far too lenient. This makes some troop types seem much more



Eldar Warp Spider Aspect Warriors warp-jump past the defensive screen of Space Marines to attack a Razorback.

DIAGRAM 1



The Space Marine fires at the Gretchin, rather than the Orks, because they are the closest target.

powerful than they really should be, which is obviously not a good thing! For example, quite a few people have written to us saying that Space Wolves Wolf Guard wearing Terminator armour and armed with assault cannon and Cyclone missile launchers are almost unbeatable. In fact this is only the case if you allow them to fire at whatever they like – if your opponent is choosing his targets correctly you can simply use a skirmish screen to soak up the Wolf Guards' fire while you move your own troops into position to take the Wolf Guard out.

PICKING YOUR TARGETS

In battle, most troops are interested in defending themselves first and foremost. This means that they pick their targets very carefully, choosing to fire at the closest (and most threatening) first. In Warhammer 40,000 the restrictions on choosing a target reflect this desire of the troopers to keep themselves in one piece, regardless of their commander's grand plan!

Warhammer 40,000 states that a model has to fire at the closest enemy squad or vehicle when it makes a ranged attack. Even weapons that use a template, such as flamers or grenades are no exception and should be fired or thrown at the closest enemy squad or vehicle. Some people think that template weapons can be placed anywhere the player likes – this isn't right as it makes these weapons far too powerful. There are, however, a number of important exceptions to these targeting restrictions – most notably heroes and special characters.

Take a look at Diagram 1 and note that because the flamer template has to be placed to cover the closest target (a mob of Gretchin) it doesn't get to hit the mob of three Ork models nearby. By the way, you should remember that although a model armed with a special or heavy weapon can choose a different target to the rest of their unit, they still have to fire at the closest. For example, a trooper carrying a heavy weapon could fire at the closest enemy vehicle while the rest of the squad fired at the closest infantry. The reason for this is simply so that models with heavy weapons are able to fire at enemy vehicles without forcing the rest of the squad to waste their shots trying to hit something they can't damage.

Tactically the targeting rule has a number of important implications, because it allows you to use a skirmish screen or cheap troops to protect more expensive models that are further back. For example, it makes a lot of sense for an Ork army to advance behind a screen of Gretchin, so that the Gretchin soak up any fire that would otherwise be directed at the Orks. You can also use the same tactic to protect vehicles or support weapons (which we normally treat as vehicles for targeting



ELDAR SHRIEKER JETBIKE

Striking deep into their foe's positions, Shrieker Jetbikes ride at the forefront of the Eldar attack. As the sleek machines dart across the battlefield, the shrieker cannon spits forth screaming missiles of lethal serum which twist and mutate the very flesh of their targets. Other troops flee in horror as the convulsing bodies of the shrieker's victims explode in bloody ruin.



ALAITOC CRAFTWORLD



ULTHWÉ CRAFTWORLD



SAIM-HANN CRAFTWORLD

The aggressive Guardians of Saim-hann are wild fighters who love the raw power of battle. Riding to war on their fast and

deadly Jetbikes, they vie with each other to perform the most daring feats, leaving their enemies astounded by the skill of these fearsome bikers.



FRONT VIEW OF JETBIKE

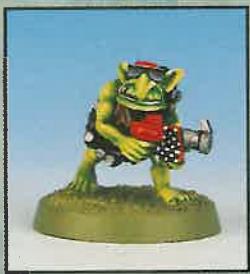


SAIM-HANN CRAFTWORLD

GRETCHIN ASSISTANTS



Many loyal Gretchin accompany their masters into battle, fighting alongside the Ork Warboss, Mekaniaks, Painboyz and Runtherdz. These diminutive greenskins love the noise and fury of battle and consider themselves quite superior to other, more cowardly Gretchin.





The Space Wolves Long Fang isn't able to fire at the support weapons because the bike squadron is a closer target.

purposes). Diagram 2 shows how a player can use a squadron of bikes as a skirmish screen for a group of support weapons further back.

A cunning opponent will, of course, attempt to get round your skirmish screen if he can. Warp Spiders are particularly effective at this, because they can use their ability to move through the warp to appear behind a skirmish screen and attack the valuable enemy troops behind. Your best bet under such circumstances is to set up as far back as possible, so that it is impossible for your opponent to get round your screen on the first couple of turns. By then you will have hopefully been able to use some troops of your own to take out your opponent's attacking force.

One final point needs to be made about targeting, which is that all of the models in a squad must fire at the closest target unit or vehicle, even if this results in a certain amount of overkill.

Diagram 3 shows how this effects a unit of Terminators. Because the mob of five Gretchin are the closest group of enemy foot troops in the open, all of the Terminators must choose to shoot at them. They may not, for example, fire their storm bolters at the Gretchin and their heavy weapons at the much juicier Ork targets further back. In this case, all of the weapons that they fire must be directed at the Gretchin mob!



The Wolf Guard Terminators fire all of their weapons at the Gretchin.

CHARGING

On the highly mobile battlefields of the forty-first millennium, troops are always aware of the rough position of the enemy even if they don't know their exact location. Hidden troops can't be seen but the chances are that they were observed moving into the area of cover possibly even before the battle began. To represent this, troops which are "hidden" cannot be shot at but we still allow them to be charged. The attackers move rapidly towards the enemy occupied area and then attack them as soon as they come within Spotting distance and detect them. A model can charge an enemy even if it can't see them at the start of its move, or even if the enemy are hiding.

However, and this is very important, a model must charge the closest enemy model when it makes a charge, even if that model is out of sight or hiding at the start of the move. The only exception to this is if the closest enemy has already been engaged in hand-to-hand combat by another friendly model, in which case you could choose the closest unengaged model to charge instead. This represents the fact that in the heat of battle, troopers will attack the first enemy they find. The important thing to note is that this applies to all troop types, including characters and flying troops. Diagram 4 shows how this works in game terms. The Blood Axe Kommandos want to attack the Leman Russ in close combat, but the screen of Arbitrators in front of the tank are closer, so the Kommandos must attack them instead.

The implications of all this are obvious – you can protect valuable models from enemy charges with a screen or bodyguard of troops just as you protect them from enemy fire.

DISPLACER FIELDS

Displacer fields are very popular items of defensive equipment, providing a 3+ unmodified save and quite often moving the model out of the danger zone into the bargain! However, some players are unclear on the exact way to show this in their games and have asked us to clarify the way they work. A displacer field shifts the wearer D6" when he is hit, but this does not happen until after all hits that were made at the same time have been resolved. For the purposes of displacer fields all of the ranged attacks made by a single squad or vehicle, and all hits in hand-to-hand combat, are assumed to happen at the same time.

For example, a model with a displacer field is fired at by a squad and hit four times by four different models. The first hit is saved by the model's displacer field, but the remaining three hits must still be worked out. Although the model gets displacer field's save against all four hits, it will only displace away once after all the attacks have been worked out, no matter how many saves it makes.



Note that models fighting multiple opponents in hand-to-hand combat only displace after all of the opponents have been fought. This may seem a bit strange, because the opponents are

DIAGRAM 4



A screen of Arbitrators successfully protects a Leman Russ from attack by the Bloodaxe Kommandos.

fought one after the other. However, in reality all of this fighting would take place simultaneously – unless we assume that the attackers form a orderly queue!

While on the subject of displacer fields, players should remember that they only work on the model itself – they do not displace anything that the model is riding on like a bike or Tzeentch flying disc. This can be very dangerous as models that are displaced off a vehicle in this way can take damage if the vehicle was moving at 10" or more, as described on page 77 of the Warhammer 40,000 rules. If the model was the driver of the vehicle, then the vehicle will go out of control.

JUMP PACKS & ELDAR SWOOPING HAWK WINGS

Both of these items are very popular with players because they allow assault troops to get into combat very quickly. Eldar Exarchs equipped with Swooping Hawk wings and a selection of powerful weapons and wargear cards make particularly dangerous opponents! Nonetheless, while jump capable troops will always be dangerous they do suffer from a couple of drawbacks that tend to reduce their effectiveness. Unfortunately, these limitations are all to often forgotten in the heat of combat, with the result that flying troops are sometimes allowed to dominate the game.

The first thing to remember is that flying troops must still charge the closest enemy model when they charge. They are not allowed to jump over intervening models to go for more attractive targets that are further away. In Diagram 5 the jump pack equipped Space Marines want to attack the Ork Dreadnought in close combat, but the screen of Ork Boyz in front of the Dreadnought are closer, so the Space Marine assault troops must attack them instead.



The other important thing that players often forget (sometimes deliberately!) is that troops equipped with jump packs or Swooping Hawk wings must fly in a straight line in the direction that the model is facing. The model is allowed to make one turn, either before it moves, or after it moves, but not both. This is important as it greatly restricts the manoeuvrability of flying troops.



Even with jump packs, the Space Marines must charge the nearest enemy and cannot choose to engage the Dreadnought.

DIAGRAM 5



A polymorphed Assassin emerges to attack the Warlock at the heart of the Eldar position.

POLYMORPHINE

Of all of the Wargear cards in Warhammer 40,000, *Polymorphine* is potentially the most devastating. I've lost count of the number of letters I've read recounting the exploits of an Imperial Assassin who used *Polymorphine* to appear in



the midst of the enemy, and then caused mass destruction by lobbing vortex or virus grenades around!

Fortunately, there are a number of new pieces of equipment around which can be used to make an Assassin think twice about trying such underhand tricks. The *Vortex Detonator* Vehicle card published in White Dwarf 178 is one such item, while the *Vaxxine Squigs* and *Sniffer Squigs* Wargear cards in the Codex – Orks are two more. By the way, the *Sniffer Squig* card incorrectly says that models wearing *Cameleoline* can't appear within 18" of a character equipped with a *Sniffer Squig*. This should, of course, say instead that Assassins using *Polymorphine* can't appear within 18" of a character equipped with a *Sniffer Squig*.

In addition to the above, players should note that an Assassin using *Polymorphine* is only allowed to use weapons and Wargear cards. He may not be given additional armour or vehicles. This means that you may not, for example, reveal that what appeared to be a humble Eldar Guardian is actually an Imperial Assassin, wearing Terminator armour and riding a bike! Hopefully most players would not dream of trying anything so silly, but we have heard of some players that will try such tricks simply because the rules don't specifically say that they can't.

IN CONCLUSION

As I noted in the introduction, understanding the limitations of your troops and those of your enemy is vital to getting the most out of them. With the help of these examples of basic tactics, hopefully everybody – no matter what army they use! – will have an equal chance of winning. Have fun!

EPIC

TITAN LEGIONS

Apocalypse

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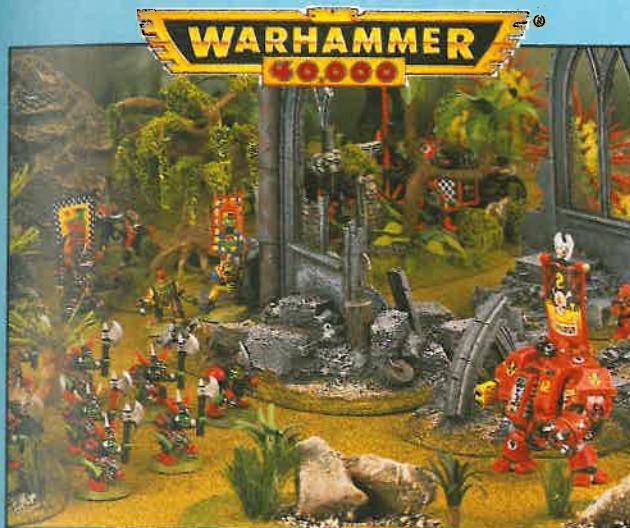
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MODELLING WORKSHOP

RUINED BUILDINGS

By Simon Tift

We get a constant stream of letters at the Games Workshop Studio asking how we make the terrain we show in our gaming photographs. In this article, Simon explains just how to get your carefully built model to look as if it's just been blown apart!

Few models better evoke the image of a desolate war-ravaged battlefield, than the twisted girders and scorched rubble of ruined buildings. Although these kind of models are most suitable for games of Warhammer 40,000 or the Epic game system, they can easily be used to represent the crumbling remains of an ancient fortress in Warhammer.

MAKING RUINS

The great thing about making your own ruins is that they are one of the simplest modelling projects to have a go at. Because they are meant to have a smashed and blasted look, you don't have to worry too much about getting your first ones exactly

right. If you do make any mistakes it's easy to cover them with filler, or piles of rubble and this will just add to the character of your model.

GETTING STARTED

First of all, you have to decide how large an area you want your model to cover. In the example in this article, I decided to mount my ruin on a roughly oval-shaped piece of hardboard approximately 16cm by 30cm. To help me keep the proportions of my scenery right, I like to keep a Citadel miniature on hand to check the scale of the model and test the height of doors and windows etc.



A squad of Blood Angels Space Marines advance through a ruined building.

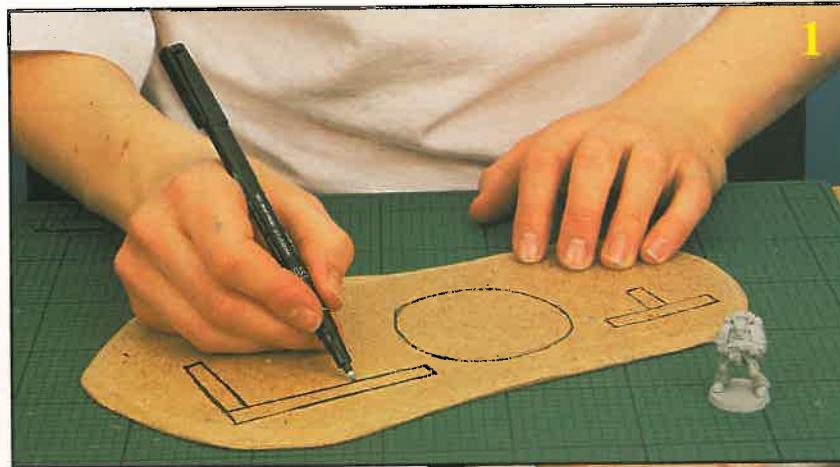
Once you've cut out your base, the next thing to do is draw on the basic features of your model. After a little thought, I decided to make my ruin with a still-standing corner wall, a bombed out crater and a T-shaped section of wall.

As you can see from the photos, after I'd marked out the basic shapes, the next task was to glue a sheet of polystyrene to the base to raise the level of the floor by about 2cm. This would allow me to carve out a crater that looked as if it had been blasted right through the building's foundations. It would also create sufficient depth to provide good firing positions for my models. Polystyrene sheets are available from most building suppliers or hardware stores, but you can always use a couple of polystyrene ceiling tiles or even thick card instead.



Using a sharp modelling knife, I cut out the polystyrene to roughly the same shape as the base. You don't have to be too accurate when shaping the polystyrene as it can always be trimmed and modelled-up later on. I then cut out the crater by simply slicing a circular hole in the polystyrene. I like to make my craters large enough to fit two or three models inside them and cutting around the base of a coffee mug usually gives me a crater of just the right size. Where the polystyrene base was going to join the walls, I just made a couple of straight cuts.

Once you have finished trimming the polystyrene it can be stuck to the base. I used Copydex to glue the polystyrene to the base as it doesn't shrink when it dries and cause the base to warp. Copydex is a rubber-based glue that is available from most stationery shops.



1. Once the base has been cut out of cardboard or hardboard, the basic shapes of the wall and the crater are drawn on with a felt pen.



2. A sheet of polystyrene is glued onto the base with Copydex to raise the level above the tabletop and give depth to the crater.

FLOORS

While the glue was drying, I started to cut out the floor and walls of the ruin. I used foam card to make my floor and walls but thick card or even polystyrene sheets can work just as well. Foam card is a modelling material that consists of a sandwich of polystyrene foam between two sheets of card. It makes a superb scenery-building material because of its strength and the ease with which it can be cut.

As you can see from the photos on the opposite page, I cut the floor from two pieces of foam card, one about 8cm by 8cm and the other 7cm by 6cm, which I then glued to the ends of the base on either side of the crater. In the places where the walls were going to be located, I cut the edges of the floor as straight as possible.

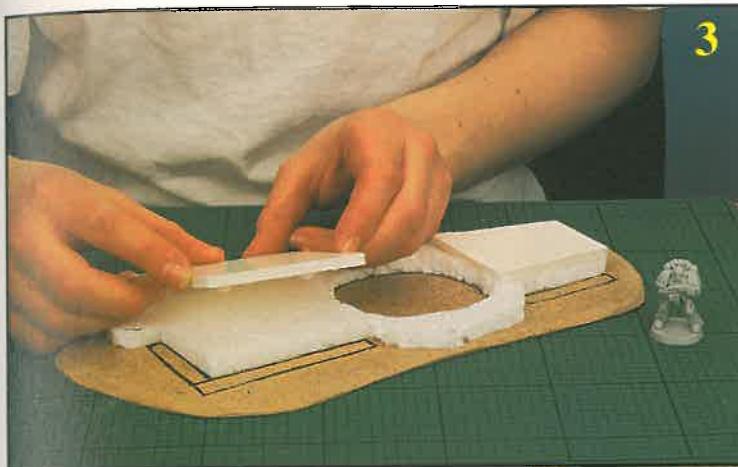
WALLS

Once the floor had been glued down and was drying, I cut out the wall sections. When I make my models, I like to use two layers of foam card glued together to make my walls. These give a thick double-skinned wall that really does give the appearance of hard cover! It also means that you can carve into the wall from both sides.

First of all, I cut out a piece of foam card long enough to run against the floor and high enough for a miniature to see over. Then I made a number of cuts into the top of the card to give the wall a ragged and irregular edge. As each section is completed, stick them into position on the base with PVA glue. When you come to make the corners, take care to ensure that the edges of the foam card are as square as possible, but don't worry too much as any rough edges or gaps can be filled-in later when you texture the model.

The T-shaped wall section was made by just sticking a single thickness of foam card on top of the floor so that it butts against a wall section as in the photograph.

I wanted to add a small section of upper floor to my model so that a miniature or two could also be placed up there and so I made the corner section quite tall. To get the upper floor at the right height, I used my



3. Gluing the floor sections to the base.
 4. Assembling the corners.
 5. Attaching the walls and corner pieces to the base.



6. Trimming and shaping the floors and base prior to texturing the model.

Once you have finished shaping your model, coat all the exposed areas of polystyrene and the edges of wall sections with watered down PVA glue. This will help to strengthen the building, seal the polystyrene and provide a good base on which to apply fillers and textured paint.

FILLING AND MOULDING

There are a number of do-it-yourself fillers such as Polyfilla or Tetrion which can be used to fill in gaps and model the ruin onto the base, but I prefer to use Das modelling clay. Das is a fibrous modelling material, available from most model shops, that produces a sticky and strong modelling clay when mixed with PVA glue. Das is normally very pale grey, but I added green paint to my Das to show up the areas where I used the filler in the photos.

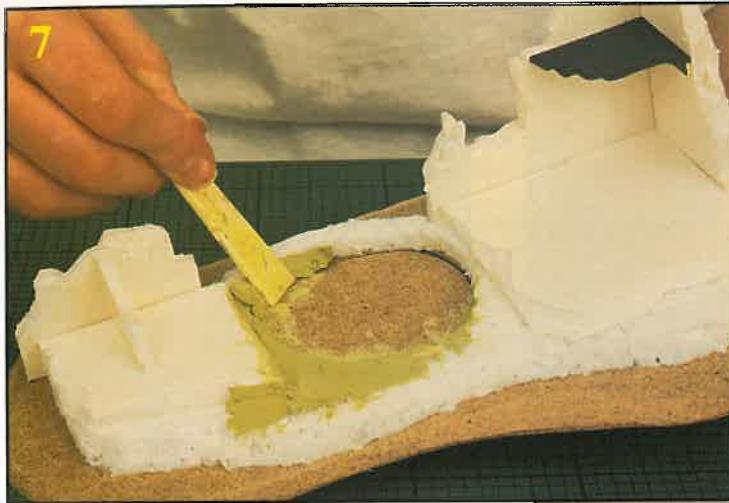
The crater is also shaped and built up with Das in the same way. If your crater is fairly big you may want to build it up in several layers, giving each layer time to dry as you go along. Smaller craters can be added to the base by simply modelling them in. Filling in bits of the ruin with offcuts from your earlier work, reduces the amount of filler you will need and helps use up some of the rubbish you would otherwise throw away. Larger offcuts of foam card can be added to look like fallen masonry by just painting one side with PVA glue and pressing them into the drying filler.

Because of the way in which Das dries and sets hard it's a good idea to poke small pin holes in the filler where it's particularly thick. The small holes allow the moisture to dry out of the filler, reducing the time it takes for the Das to go hard.

Space Marine to measure up the wall and made a mark just clear of the miniature's head. Next I glued two thin strips of card onto the walls at the height of the upper floor. Although they don't look as if they will support a lot of weight, they provide just enough of a lip for the floor to rest on while it's being glued into place. The floor itself is cut out of another triangular piece of foam card or cardboard, trimmed along its longest edge in the same jagged style as the walls.

TRIMMING AND SHAPING

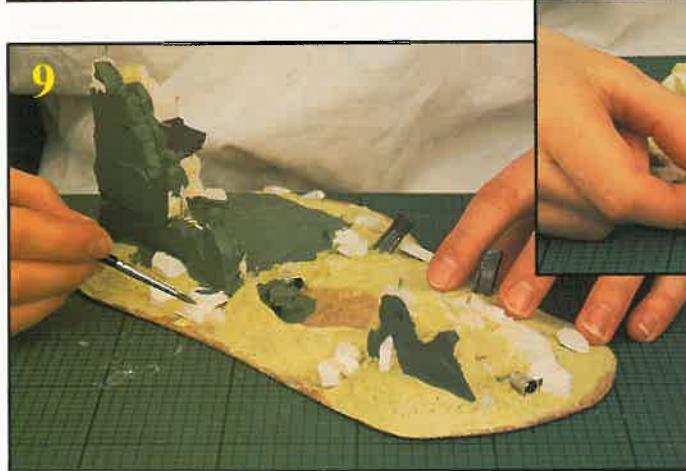
By now the main structure of your model should be complete and you can begin to give it some shape. The wall sections, floor, and polystyrene base are best modelled by trimming them with a sharp craft knife. I like to add bullet holes and pock marks to my ruins to make them look battle-scarred and damaged. You can make your shell holes and battle damage as elaborate as you want, but remember that too many holes may weaken your ruin or look over the top. Smaller bullet holes can be added later by just sticking a large pin or pencil tip into the walls. Larger holes, like those caused by grenades or large shells, will need to be cut into the walls with a modelling knife. I've found that cutting starburst shapes around the centre of the impact and adding cracks is the best way of showing where shells or missiles have hit the building.



7. Filling and shaping the crater with a mixture of Das modelling clay and PVA glue.

8. Adding broken masonry and other detail.

9. Applying textured paint to the model to unify the surfaces and cover any gaps.



my pieces of scenery. Most model shops sell model railway ballast or other materials suitable for rubble but these can be quite expensive for what you get. The best rubble-making materials are ordinary broken bricks and stones, together with cat litter and coral sand. The last two can both be found at a local pet shop, or you may have them already for your own pets.

To add rubble to the ruins, first glue the larger rock pieces to the base with PVA glue. When this has dried, paint the areas around the rocks with thick PVA glue and pour on some cat litter. When the glue has dried, the excess material can be tipped back into a container and the process repeated with the coral sand. Be careful not to stick too much rubble around your ruin, or you may not be able to balance miniatures on it during a game!



ADDING DETAIL

Plastic straws for pipes, old wires and any other spare plastic kit parts are the type of bits that can be added to your ruin to give it detail. The walls and floors can be made to look like reinforced concrete by sticking thick lengths of wire into them and filling along the walls with Das. The only thing you should try to avoid is placing too much material in any areas where they will hinder the placing of miniatures in your games. The filled and moulded ruin is now ready for the next step.

APPLYING TEXTURE

Texturing the walls and base gives the model a rough finish which looks really effective when painted and drybrushed. I use two types of textured paint, a smooth one for the walls and floors and a coarse one for the ground, wall edges and areas like the crater. Textured paint can be purchased from DIY shops but it is quite easy to make up your own by mixing fine sand with Citadel paint. Paint the mixture carefully around areas like the shell holes and impact craters otherwise you may obscure them. A good coating of textured paint blends all of the elements of the model together and also helps to hide mistakes and cover any pencil marks.

MODELLING THE BASE

When buildings are destroyed, either by bombardment or neglect, they tend to collapse, scattering debris and rubble around them. I use rocky materials to make the rubble around

PAINTING YOUR MODEL

Once all the glue and textured paint has dried, your model is ready for painting. I find it best to leave my scenery overnight to ensure that everything is completely dry and thoroughly set. I normally use black Citadel spray paint to undercoat my ruins but Chaos Black paint works just as well. One thing to remember if you are going to spray your model is to make sure you've given it a good coat of PVA to seal the polystyrene. Most spray paints will melt polystyrene foam and there is nothing worse than seeing your nearly completed model dissolve in front of your eyes!

Over the undercoated wall, floor and masonry sections I drybrush varying shades of grey paint starting with Shadow Grey and working through to lighter shades like Space Wolves Grey and finishing with a very gentle highlight of Skull White.

The crater and any other areas of exposed earth were drybrushed with Bestial Brown followed by Bubonic Brown and again with a final light coat of Skull White.



For metalwork like the exposed pipes or bits of wire emerging from walls, I use Chainmail paint washed over with Fiery Orange or Snakebite Leather. The orange or brown wash gives the metalwork a decaying, rusted look that looks particularly good on ruins.

The grassy effect is added to the ruin's base using green modellers flock. Modellers flock is scenery making material made up of green dyed sawdust and is available from your nearest Games Workshop store or model shop. To stick flock to the base of your model first coat the base with watered down PVA glue. Then sprinkle the flock gently over the top of the glue before it dries, and shake the excess off onto a sheet of newspaper so that it can be used again.

STILL MORE DETAIL...

One problem that all model makers face is where do you stop? You can continue to add further detail to your model in the form of spent ammunition cases, discarded weapons and wargear to characterise it even further, but most gamers will want to get out their miniatures and start a battle straight away.

WARHAMMER AND EPIC RUINS

All of the techniques described in this article apply equally well to making terrain for both Warhammer and Epic games, with just a few minor modifications.

When I make buildings and ruins for Epic I prefer to use thick card for my walls rather than foam card. Foam card may be very good for Warhammer or Warhammer 40,000 scenery but it is just too thick for showing walls in Space Marine or Titan Legions. Epic ruins can be quite elaborate and can represent anything from a bombed out industrial complex to a derelict Squat stronghold.

Making ruins for Warhammer is slightly different, in that you are not trying to represent the devastating effect of missile blasts and bolter shells on a structure. A Warhammer ruin is more likely to be the crumbling remains of an ancient fortress or tomb, and so looks better with lots of broken and scattered masonry. The size of your model will also need to vary, as you are more likely to want to move whole units through it rather than individual squad members or troop stands.

All in all, the most enjoyable aspect of scenery modelling, is that there are no rules and what you build is entirely up to you. I hope this article has provided a taste of what you can achieve, the next thing to do is sit down and have a go! Good luck.



The techniques described in this article were used to create these dramatic Epic scale ruins.

BLOODLETTERS OF KHORNE AND *DAEMONETTES OF SLAANESH*



BLOODLETTERS OF KHORNE



DAEMONETTE OF SLAANESH



DAEMONETTES OF SLAANESH

TALISMAN® CITY OF ADVENTURE

By Jervis Johnson

City of Adventure – the second supplement for the Talisman game – is released this month. Packed with two new board sections and a host of new player characters, City of Adventure enables you to journey into the streets of the Warhammer City or venture into the realm of the Wraithlord. Here, Jervis explains how the new supplement expands the game and provides two unpublished characters for you to use.

CITY OF ADVENTURE

City of Adventure is the second of three expansion kits that Games Workshop will be publishing for Talisman. It adds new board sections, decks of cards, player characters and miniatures to the game.

Surrounding the land of Talisman are four great kingdoms which are known as the *realms*. City of Adventure allows players to enter two of these realms: The City realm of the Emperor, and the Forest realm of the deathly Wraith Lord. The remaining two realms are available in the first Talisman expansion set, Dungeon of Doom.

Each of the realms included in City of Adventure offer great opportunities as well as terrible dangers for those adventurers bold enough to enter them. Amongst the crowded markets and shops of the City of the Emperor can be found almost anything an adventurer might desire, from a sturdy warhorse to a magic sword. But the adventurer must keep his wits about him, for the city can be a dangerous place for the unwary. Meanwhile, far away from the hurly burly of the city lies the forest realm of the Wraith Lord. The winding pathways and hidden groves of this sinister land are guarded by a host of evil spirits, but great knowledge can be gained by those brave enough venture into the Wraith Lord's hidden realm.



COMPONENTS

City of Adventure contains a pair of 'L' shaped board sections that attach to opposite corners of the main Talisman board. The two boards depict the two new realms which the players can explore. Two new sets of adventure cards (one for each realm) detail the events, enemies and followers that can be encountered, and the treasures that can be found in the new realms. In addition to the new boards and decks of cards, City of Adventure contains six new characters: the frenzied Witch Elf, dour Chaos Dwarf, grim Dragon slayer, back-stabbing Assassin, plucky Halfling, and the mighty Black Orc. Each new character is provided with a full-colour character sheet detailing the character's strength, craft and special abilities, and is represented by a superbly detailed plastic Citadel miniature hand-crafted by the Citadel design team.

The basic Talisman rules are left pretty much unchanged, and the game is still won by defeating the Dragon King. However, if City of Adventure is being used then players may move their character's into the new realms by the side of the main Talisman board. Each realm is connected to the main Talisman board at a specific space; the City realm connects at the City Gates space, and the Forest realm connect at the Forest space. You may enter a realm simply by moving from the main board to the realm from the appropriate connecting space. To exit a realm, simply reverse the procedure, moving from the entry/exit space in the realm back to the connecting space on the main board.

When in a realm a player must draw cards from the appropriate realm card deck, rather than the normal Talisman Adventure card deck. In addition, if a player's character starts a turn in a realm he must roll the special *realm dice* to see how many spaces the character may move. The realm dice is included with the City of Adventure expansion set and is different to a

normal six sided dice. It bears the numbers 1,1,2,2,3,4 instead of the normal 1-6 pips. You will notice that this means you move more slowly in the realms, which is as it should be because each realm is, in its own way, more difficult to move through than the normal board. The realm dice is only used for movement; a normal six sided dice is used for battles, psychic combat, or anything else that calls for a dice roll.

NEW TALISMAN CHARACTERS

Unfortunately we couldn't fit all of the characters we had play-tested in City of Adventure, so we've included two of the characters we had to miss out here in White Dwarf. To use them simply cut out or photocopy the character sheets and glue them to a piece of thin card, and then shuffle them in with the rest of the character sheets the next time you play a game of Talisman. The new characters can be represented by an appropriate Citadel miniature from your collection, or see the Mail Order advertisement elsewhere in this issue for a specially selected set of Citadel miniatures you can use. The two new characters are:

Dark Elf

The Dark Elf warrior is a cruel and fierce fighter. He is lithe and sinuous, with strong muscles and reactions every bit as quick as his agile mind. Despite his deathly pallor and cruel face he is savagely handsome. He treats all other creatures with contempt and places no value on the lives of lesser races.

Ogre

The Ogre stands almost twice as tall as a man and is far more strongly built. He has a massive, well muscled frame, huge limbs, a jutting jaw and a thick bony forehead. Although slow of mind and not especially quick or agile in his movements, once the Ogre decides to act he is as unstoppable as a vast boulder rolling down a mountain chasm.



NEW TALISMAN CHARACTERS



OGRE

SPECIAL ABILITIES

1. You need not roll the dice in the Crags unless you wish to. If you choose to roll you must accept the result.
2. You are not affected by the Siren.

START IN THE
CRAGSNEUTRAL
ALIGNMENTGOLD
1STRENGTH
6CRAFT
1LIVES
4EXPERIENCE
0

▼ OBJECTS ▼

▼ FOLLOWERS ▼

Ogre

The Ogre stands almost twice as tall as a man and is far more strongly built. He has a massive, well muscled frame, huge limbs, a jutting jaw and a thick bony forehead. Although slow of mind and not especially quick or agile in his movements, once the Ogre decides to act he is as unstoppable as a vast boulder rolling down a mountain chasm.



DARK ELF

SPECIAL ABILITIES

1. Take a broadsword and shield from the purchase card deck at the start of the game.
2. You do not lose a life in the Desert.
3. At the end of your turn you may sell any of your followers into slavery. Discard the follower and roll a dice: 1-3= Gain one gold; 4-5= Gain two gold; 6= Gain three gold.

START IN THE
RUINSEVIL
ALIGNMENTGOLD
1STRENGTH
3CRAFT
3LIVES
4EXPERIENCE
0

▼ OBJECTS ▼

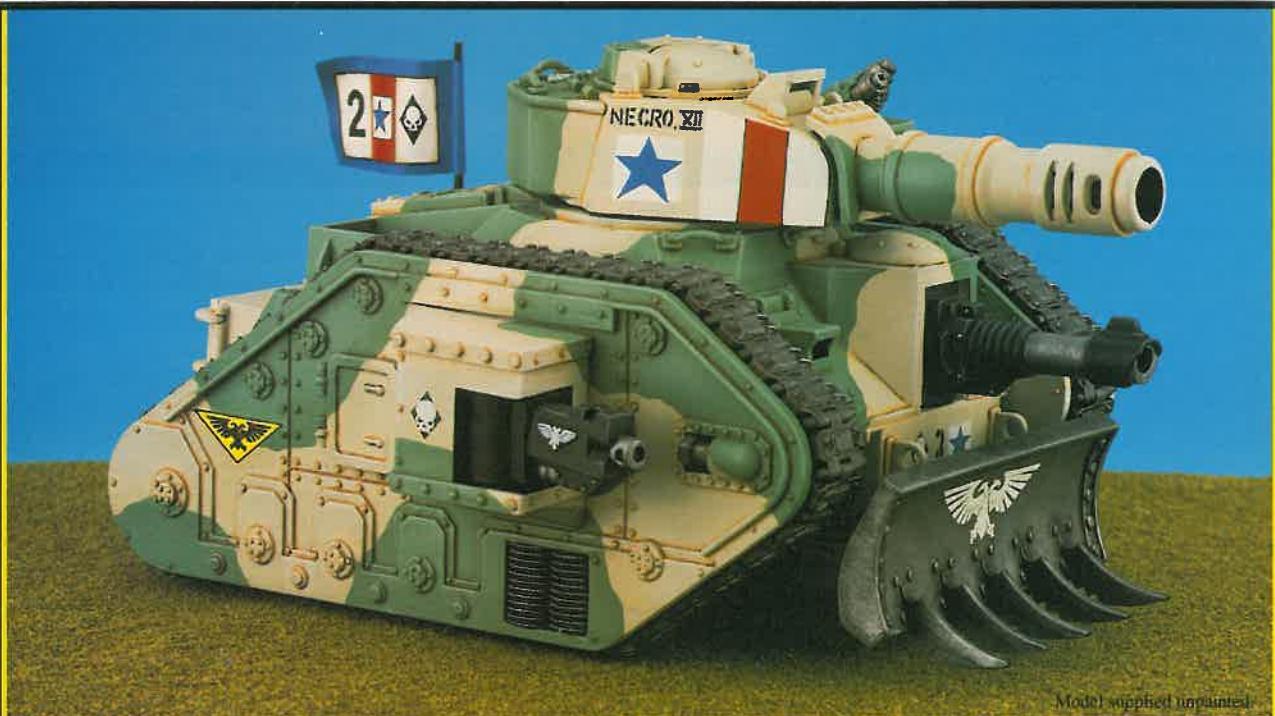
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WARHAMMER 40,000

LEMAN RUSS IMPERIAL BATTLE TANK



Model supplied unpainted

The Leman Russ is the backbone of the Imperial Guard army. With its turret-mounted battlecannon, lascannon and sponson-mounted heavy bolters, the Leman Russ shatters heavily armoured targets and devastates enemy troops.

The Leman Russ boxed set contains a highly-detailed Leman Russ plastic model kit together with two sheets of water-slide transfers and a sheet of full-colour, self-adhesive banners. The box also contains a sprue of additional weapons and wargear to enable you to customise your model.

This highly-detailed plastic kit is moulded in a hard styrene compound which is particularly suitable for modelling and painting.

This model requires assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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TITAN LEGIONS!

The huge Imperator Titan and the imposing Mega-Gargant are the most impressive of the new models for the Epic Game System, but there are many more miniatures waiting to be released in the coming months.

TITAN LEGIONS

Titan Legions was a huge project, involving nearly all of the staff at the Studio for a whole year! One of the key elements of this great game are the models of the Imperial forces' huge Imperator, and Mega-Gargants of the Orks. These impressive kits tower over the battlefield, dwarfing other Titans and buildings alike. Hordes of tiny foot troops mill around their feet like ants waiting to be crushed by the awesome might of these walking machineries of destruction.

NEW MODELS

All the excitement of the recent release of the Epic Titan Legions game spurred us to take a fresh look at our existing range of Epic miniatures. We wanted to make sure that the rest of the range came up to the even higher standards which we had set ourselves with the Imperator and Mega-Gargant

models. All this activity has resulted in the production of a whole bunch of new models for nearly all of the armies. Dave Andrews, the designer of the fabulous Imperator Titan kit, has been busy creating some new designs for the Imperial, Ork and Eldar ranges. Also writhing on his desk are prototypes of some of the models which accompany Andy Chamber's forthcoming rules for Epic scale Tyranid hordes.

WHAT NEXT?

The next few months should see more of Dave's new models including splendid new Imperial Knights. Also to be released is a whole range of material from Norman Swales who has taken the opportunity to update some of the existing models by producing new versions of old favourites like the Leman Russ and the Thunderhawk gunship. The following 'Eavy Metal pages provide a glimpse of the expanding range of Epic scale miniatures.



FORCES OF THE IMPERIUM



MANTICORE BATTERY

The Forge Worlds of the Adeptus Mechanicus supply the Imperium's armies with the vast bulk of its hardware and war machines. Battle tanks, super heavy tanks and the more specialist artillery vehicles are manufactured in their thousands by the Tech-Priests. These tanks form the mainstay of practically every Imperial Guard army. The Tech-Guard regiments of the Forge Worlds are also supplied with these machines



HYDRA BATTERY



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Super heavy battle tanks are an outstanding example of the Forge Worlds' industrial might. There are many variations of these brutal armoured giants and they are fabricated in vast numbers by the Adeptus Mechanicus to provide the Imperium with one of its most potent war machines.



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LEGIO IGNATUM



REAVER TITAN



The Legio Ignatum is one of the oldest Titan Legions, its Forge World being Mars itself. The Legion fought throughout the Great Crusade and still retains a number of Titans blessed by the Emperor himself at this time. Later the Legion fought through the darkest days of the Horus Heresy defending the Emperor's palace from Warmaster Horus against near impossible odds.



Warhound Titans are the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconnaissance missions and terror raids behind enemy lines.



WARHOUND TITANS



TITANS OF LEGIO IGNATUM BATTLE THE AWESOME POWER OF A CHAOS BANELORD TITAN

ELDAR



WARLOCK TITAN

Eldar Titans are very different from those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by Human Titans.



FIRESTORM



DOOMWEAVER SQUADRON



NIGHTWING SQUADRON



WARLOCK TROOP STAND AND FALCON





GOFF GARGANT BIG MOB



MEKBOY GARGANT

Gargants are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers and strange mechanical devices invented by the Ork Mekboys. On board the Gargant the Orks fire the guns and stoke the boilers while teams of Gretchin 'riggers' are sent to fix bits and fight fires as the Gargant suffers battle damage.



MEKBOY PULSA ROCKETS



STOMPERS

WARHAMMER 40,000

SPEED FREAKS

by Adrian Wood

The Ork army is one of the most colourful and varied forces in the Warhammer 40,000 universe. In this article, veteran Warboss Adrian Wood describes how he went about choosing his own Ork army, and offers an insight into the fast moving battle tactics of the Evil Sunz.

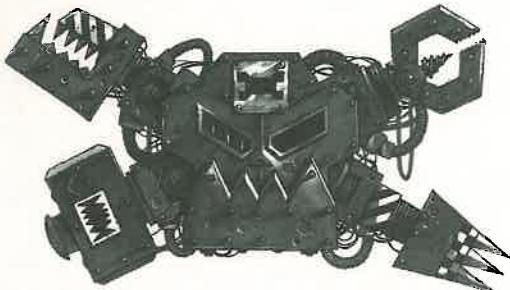
There are many different armies to choose from in the Warhammer 40,000 universe, each with its own unique organisation, special characters and troops. All of them have their strengths and weaknesses, but any can win and in the end the best army for you is the one that most suits your style of play. My favourite army has always been the Orks. Their variety of troops and unusual weapons is endlessly entertaining, if a little unpredictable – the Orks are a gambler's army. Over the years I have lead many a Waaagh! Ork to battle, glorying in my victories, resolute in my defeats.

CODEX ORKS

When Codex Orks was released, I spent some time reconsidering my army and my battle strategies. After experiencing numerous defeats before the Codex came out I was determined to redress the balance. Understanding each army's strengths and weaknesses is part of being a good commander. I would say that the Ork army's greatest strength lies in the cheapness of its troops and the wargear they employ.



An Ork army nearly always out-numbers and out-guns its opponents and can win by sheer weight of numbers. This, however, is very rarely the case. Particularly since the introduction of Mission cards in Warhammer 40,000, sledgehammer tactics don't often work. The Orks usually find themselves out manoeuvred and the Boyz end up stranded in no-man's-land at the mercy of the enemy guns...



Orks are quite tough but only wear flak armour which is a little more effective against blast marker weapons, but still usually provides no protection if the Ork is hit. The Orks compensate for this lack of armour with their large numbers – should any of the Boyz fall there are always more to take their place. The size of your mobs is an important consideration. In the past I have found that large mobs are too cumbersome to use tactically, unable to react to the changing tides of battle. In the *Witch Hunt* battle report in White Dwarf 171 I used some huge, twenty-strong mobs to fulfil a *Take and Hold* mission. Although well suited to this kind of situation it was easy for Jake to channel my Orks' attack into a killing ground because they could not react quickly enough. Smaller mobs, although

much more flexible and easier to hide, can be wiped out by a well placed blast marker (It isn't often that an enemy heavy weapon misfires and saves the Orks' skins, although it has been known to happen). On average, I think that a mob of ten Orks with a Nob to command them seems about right.

The Orks' greatest weakness is their poor morale. Most Boyz only have a Leadership of 7 and their Nobz a Leadership of 8. Even a normal Warboss only has a Leadership of 9. For this reason, the Boyz often end up huddling around the Warboss and the Battle Standard to benefit from higher Leadership and the ability to reroll failed tests. However, there is the danger that the army will just end up as a single bunched-up target that your enemy will delight in shooting to bits.

I decided to try to get around this problem of low Leadership and create an Ork army that was fast, manoeuvrable, heavily armed, numerous and capable of surviving losses without crumbling. Impossible? Vehicle squadrons seemed to be part of the answer.

VEHICLE SQUADRONS

When Dark Millennium was released, I began to experiment with vehicle squadrons, even down to creating squadrons of Dreadnoughts. I found that vehicles had a number of advantages over normal troops. Firstly, they are fast and secondly they are often fitted with potent heavy weapons which can be both moved and fired in the same turn. The most important difference, particularly for the Orks, is that vehicle squadrons are immune to psychology and also to Break tests. This means that the enemy must completely wipe out a



squadron of vehicles to stop them advancing! Looking at the army list, I found that the Orks have some of the cheapest and most heavily armed bikes that you can buy. Warbikes and Wartraks carry loads of heavy weapons and are deadly in large numbers. I realised that if I used vehicle squadrons I could easily manoeuvre large quantities of heavy weapons into a position where they could deliver a crushing blow to the enemy, without falling foul of Break tests.

The first time I used a mass of vehicles I found things began to change – defeat turned to victory. Eight Warbikes attacked the enemy flank, advancing at slow speed across the battlefield and firing twin linked autocannons each turn. Even when the enemy returned fire their bolter shells mostly bounced harmlessly off the bikes themselves. Regardless of the casualties, the squadron kept going until the flank collapsed.

As my Ork tactics began to pick up speed, I felt an uncontrollable urge to paint the Boyz red. I wanted to experience the thrill of break-neck speeds and feel the wind rushing through my squighair top-knot – my Evil Sunz army was born.

EVIL SUNZ

The Evil Sunz Orks love speed, and nothing gives them greater pleasure than to ride a Warbike into the heart of battle with their twin linked autocannons blazing, laughing as the enemy flees. These Orks often wear bright red and even paint their vehicles red as well, convinced that “Red wunz go faster!”

When you choose an Ork army you can take mobs from whatever clans you like but I decided to try to stick to one clan as an experiment. To begin with, I chose a 2000 point army as this size allows you to fight a whole battle in an evening. As usual I selected a Warboss, Battle Standard and as many Oddboyz as I could. This naturally included both a Warphead and a Weirdboy – I never underestimate Waaagh! power. Having equipped my characters with some appropriate wargear, such as the Vaxxine Squig, Sniffer Squig and a Shokk Attack Gun for the Mekaniak, I began to select my mobs.



I resisted the urge to go straight to the support section of the Ork army list and buy as many vehicles as I could. Instead I bought six Evil Sunz Boyz and upgraded them so that they were riding Warbikes. A normal squad of troops mounted on bikes also benefit from the Dark Millennium vehicle squadron rules. I now had a mob on Warbikes that counted towards the Mobs portion of the army’s points value rather than support. Although twin linked autocannons mounted on Warbikes make a mess of most troops, I still needed even heavier weapons to deal with the enemy vehicles. Instead of buying a Nobz mob or Deathskulls armed with multiple heavy weapons, I took two more Warbikes together with three Wartraks carrying multi-meltas to form a second vehicle squadron. As you can see, I favour sustained fire weapons to cut down troops, and powerful blast markers weapons to fry enemy vehicles and Dreadnoughts. When the Orks manage to hit their



targets I like them to hit very hard. Speaking of Dreadnoughts, I took two of them, both armed with a heavy bolter and an assault cannon – a special conversion I often use (when my opponent agrees!). Dark Millennium contains a small section on swapping weapons on vehicles, and I replaced the Dreadnought’s heavy flamer which costs 25 points with an assault cannon at 45 points. This makes the machine 20 points more expensive but a lot more powerful! I also gave both Dreadnoughts the *Ablative Armour* Vehicle card from White Dwarf 178 which lets them ignore the first hit to successfully penetrate their armour. In addition, I equipped one of them with a *Searchlight* to spot hidden enemy troops and to conform to the rule that no two vehicles can have exactly the same combination of Vehicle cards.

After creating half an army that was immune to Break tests, I began to scour the army list for other mobs who were either immune to Break tests, or at least had a high Leadership.

SHEER MADNESS

The Mad Mob is great fun to use, though a little unpredictable. At the start of a battle you roll on the Madboy table and the result determines which psychology rule they are subject to initially. This psychology can change each turn on a roll of 6 on a D6. When subject to a particular psychology the mob is immune to all others and in two out of six cases the mob is also immune to Break tests. For me, this is the Mad Mob’s most important quality. Even when they are subject to Fear or Stupidity they’ll usually do what you want them to. For instance, in one battle I was defending the Ork lines from a



Dawn Raid by the Eldar. I rolled up Fear for the Mad Mob and decided to leave them on permanent overwatch at the edge of the battle line. They remained hidden for nearly the whole game, only to emerge at the very end to gun down the remainders of a Howling Banshees squad who were caught in the open after tearing some Gretchin apart. A Mad Mob is also very cheap, each Madboy only costing ten points. This means that even a ten strong mob will still only give away a single victory point – and then only if they are completely wiped out!

I always like to use a mob of Ogryns. These are huge, tough, human-like creatures who cause Fear and have 3 wounds each. They have a Leadership of 9 so they can be placed on a flank away from the Warboss without much risk. Although this puts them far from the Battle Standard so they cannot reroll a failed test, you can get round this simply by protecting them from enemy fire as much as possible.

When using Ogryns in an attack role I use Gretchin to act as a skirmish screen for them. Ogryns move extremely fast when they charge, so even if they have to stay behind the slower moving Gretchin for a turn or two they can soon get to where they work best – in hand-to-hand combat. If I use the Ogryns defensively, I place them behind walls or a large hill. Although they cannot hide as such, you can still stop them from being targeted by heavy weapons by keeping them out of their line of sight. In fact, the main fear an Ogryn has is from weapons that cause multiple wounds which make a mockery of their resilience. Still, they do have a good psychological effect on your opponent who will often go to extraordinary lengths to destroy them.

Another mob I take for its high Leadership is the Stormboyz. The Stormboyz have a special commander called a Drillboss who has a Leadership of 9 so you can use them independently of the Warboss. I don't usually give them an assault role, placing them instead on a flank in hidden overwatch with a suitably heavy weapon. Once, when the clan was under attack

by a Tyranid army, the threat of the Stormboyz kept a Carnifex at bay for several turns. When it finally risked the might of the multi-melta it was instantly burnt to a cinder!

Finally, I round the army off with two mobs of Gretchin to act as a skirmish screen, and some Snotlings as ammunition for the Shokk Attack Gun. I usually keep the Gretchin as far forward as possible but close enough to the Warboss to test on his Leadership. The Shokk Attack Gun is the only piece of artillery I use as I've found it tends to do what I want it to do. It's particularly useful against vehicles and Dreadnoughts as it ignores their armour. In one battle I was desperately trying to destroy an Eldar Dreadnought. I threw everything I could at it and watched as each shot in turn bounced off its armoured hull. Finally, my Shokk Attack Gun hit it with a couple of Snotling bases, causing havoc inside the machine. In his frenzied panic, one Snotling kicked a control and the machine went berserk, wandering around the battlefield shooting a random weapon every turn. I lost more troops to this rampaging monster than to anything else that battle! Needless to say the game was a draw.

WAAAGH! ORK

How does this army work on the battlefield? My general battle plan is dependant in the Mission cards that I and my opponent have drawn. A mission such as *Dawn Raid* is particularly suited to this army. Both the Evil Sunz bike mob and the Wartraks Squadron can destroy a flank each and one or more of the squads fulfils the mission. To ensure victory, I send the Ogryns in behind the Warbikes. Even if there aren't enough of them to fulfil the mission objective, they usually cause enough damage to win anyway. If the enemy has the *Dawn Raid*, the Warbikes either sit on overwatch on the Ork battleline, or more usually, I attempt to wreck the enemy's fast moving squads or vehicles before they get off the starting blocks. After all, the best form of defence is attack.

When I have the *Guerrilla war* mission I tend to avoid hand-to-hand combat for as long as possible. This may sound strange considering *Guerrilla War* is a mission in which you score points for hand-to-hand combat, however, I have a good reason for being a little cautious. Firstly, my army isn't particularly well-suited to hand-to-hand combat. Secondly, hand-to-hand combat can be deadly to my Weirdboyz as it increases the amount of Waaagh! power to a stage where even the Warhead has to test on the 'Eadbangerz chart. For these reasons I prefer to try keep any hand-to-hand combat to a minimum and rely on my guns even in a *Guerrilla war*. Of all the missions I particularly enjoy the challenge of *Engage and Destroy*, but I admit have never got the hang of *Take and Hold* – with any army for that matter!

THE FUTURE

I am constantly trying to develop my tactics and honing them to a razor's edge. In future, I want to take even more bikes and perhaps invest in some Freebooterz lead by Kaptin "Flash Git" Badrukk, another strong leader. I also plan to convert a model to use as Wazdakka Gutzmek, Evil Sunz Mekaniak and Bad Ork Bikeboy. He should fit into my army very well.

The Orks are a brilliant army, and more than any other can be tailored to suit your own playing style. If you've never led the Waaagh to battle, have a go – they may not always win but they're always great fun to play!

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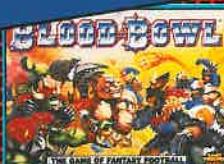
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EPIC®

TITAN LEGIONS

INFERNO

By Andy Chambers and Jervis Johnson

With *Titan Legions* just released, we report on a fierce Epic battle between two old adversaries. This time, the scene for their struggle is the hiveworld of Gehenna Prime and their chosen weapons of war are the monstrously huge Imperator Titan *Cassus Belli*, and the Ork Mega Gargants *Stompsmasha* and *Korpsgrinder*.

Wisps of vapour drifted from the tumbled mass of craters and ruins on the valley floor. Intact but grim grey structures rose out of the smoke to the right, their rows of empty windows staring out like accusing eyes. The bright ribbon of a river could be glimpsed twisting beyond them. To the left an untidy sprawl of abandoned Ork shacks clustered on low mounds amidst sparse woodland.

Warlord Hargluk stared down at the still valley with red, hate-filled eyes. He could almost smell the humies across the valley, the rank stench of their weak, pink-bodied fear made his nostrils flare. "Bring it 'ere" he snarled at his bodyguards. Two of the hulking, heavily armed Orks dragged a semi-naked human forward and hurled him to the ground with bone-cracking force. The filthy, shaven headed wretch bore a crude Ork glyph tattooed on his forehead which spelt 'RUNT' to those who could read it.

Hargluk glared at the creature until it raised its eyes fearfully to meet his. He grunted one word "Where?". The runt pointed a shaking finger at the largest of the blocky charcoal-grey buildings rearing up out of the valley. "There, great Warlord, that is where our tithes are kept".

"Dats where da humies keep da Teef" Hargluk muttered to himself and chuckled maliciously. "G-Great Warlord", the runt quavered "I was promised freedom and reward for my help, I... aaah!" His voice choked off as Hargluk placed one massive hobnailed boot on his chest, ribs creaked ominously as Hargluk leaned more weight on it. "Nevva talk 'round me, runt, or I might notice ya." He lashed out with his foot as the runt scuttled away to cower at a safe distance.

Hargluk turned from the valley to face the two metal mountains behind him. They rose up from the plateau, tier upon tier like iron pyramids studded with gun turrets and surmounted with weapon towers. A horde of red and black battlewagons, tanks and war buggies was spread around them, burly Ork warriors lounged on the war machines intently watching the Warlord.

Hargluk raised his fist and the air was suddenly filled with the roar of starting engines and the stink of exhaust fumes,

the ground shuddered as the two Mega-Gargants started their engines with a gout of smoke and steam. Ork warriors hastily clambered aboard the battlewagons as Hargluk and his bodyguard strode over to the nearest Mega-Gargant, mounted a metal boarding ramp and disappeared inside. The Mega-Gargant lurched forward, its broad treads kicking up clouds of dust as it started to descend into the valley. The ground shook as it passed and the second Mega-Gargant rumbled after it. Behind them the Ork horde thundered forward in the wake of their iron gods.



The runt cringed as the cavalcade flowed past. He turned to look across the valley again. The mist was rising and he could see the far side of the valley more clearly now. Metal glittered in the distance and tall man-shaped machines could be vaguely seen descending the slope. Behind them taller shapes bulked black against the sky, they were as tall as many of the buildings in the valley below. Great weapons jutted forward in place of their arms and on the smooth curve of their armoured backs. Behind these strode something even bigger, so tall that its top was almost lost in the low clouds. The thunder of the Orks' engines blotted out all other sound but the heavy, regular tread of the giant made the ground tremble even at this distance. The enormous weapons depending from the giants' arms made the others' guns look like toys. The runt blinked and stared as he realised this metal monster bore a towered fortress on its back, with cannon jutting from every turret. He fell back on the quivering turf laughing insanely, his voice cracking as he howled after the Ork horde.

"Now there'll be a reckoning for your crimes Hargluk. You're going to your doom and may the blessed Emperor smite you down!"



INTRODUCTION

The recent release of the new Titan Legions game is the culmination of a year's work for the games designers, artists, and miniature sculptors involved in the project at the Studio. For this battle, both myself and Jervis wanted to use the terrifying power of the Imperator Emperor class Titan so we rolled dice to see who would play the Imperial forces and who would play the Orks. Jervis won and took the forces of the Imperium. Fortunately, I rather like Orks and their cheerfully homicidal nature, so I was happy to use them and their equally monstrous Mega-Gargants.

We chose armies to a value of 6000 points for this battle, a fairly substantial size for an Epic scale battle but necessary when including an Imperator Titan on one side (after all it is 2250 points on its own!). This meant that in order to secure victory either Jervis or myself would have to gain 55 or more victory points through breaking enemy units, holding objectives and achieving Titan mission objectives.

THE BATTLE

We decided to make this battle a what if? confrontation set during the Gehenna campaign. The full story of these nightmare battles is detailed in the scenario booklet *The Fires of Gehenna* which is included in the Titan Legions box. In the campaign the main force of Orks besieging the capital of Gehenna Prime, Kravaster Hive, was drawn off by the heroic exploits of Imperial Guard armoured companies under the inspired leadership of Guard Colonel Born Tahal. This allowed Imperial reinforcements to land at Kravaster and break the siege a few weeks later.

In this battle we decided to see what might have happened if the Ork Warlord Hargluk had sent a smaller force to pursue Colonel Tahal and then fought a pitched battle with the Imperial reinforcements shortly after they had landed. The battle was set in the outer districts of Kravaster Hive around the huge Administrorum Tribute Hall. Titan Legions has

introduced Mission cards for Titans and Gargants and in this game we added to the excitement by weaving these missions, and the objective counters we placed, into the plot.

The Imperial army consisted of Titans of the Legio Metalica supported by Blood Angels Space Marines. These forces had been ordered to secure the Tribute Hall in order to prevent it falling into Ork hands. This would also delay the enemy whilst Imperial Guard regiments moved into defensive positions. The Orks had to flatten as much of Kravaster as possible and advance quickly so as to come to grips with the mighty Titans of Legio Metalica before they were reinforced.

THE RULES

For the Epic scale veterans its worth noting that there are a couple of minor alterations introduced to the Epic Game system in the Titan Legions rulebook. The first is that all psychic attacks are made during the newly introduced Psychic Phase. This phase nestles between the movement and combat phases and helps the game flow more smoothly. Secondly power fields and void shields can only be knocked down by weapons with a saving throw modifier of -1 or better. This was introduced so that lightweight weaponry would be useless for wearing down Titan and Gargant shields, making Titans and Gargants less vulnerable to being totalled by swarms of cheap and expendable troops such as those favoured by the Orks!

Thirdly, we instituted a 'house rule' for this particular game (a house rule is one that isn't in the rulebooks but you use it in your own gaming group because it makes good sense). We had several very large buildings in this game, most notably the Tribute Hall, and we felt that they were too big to be destroyed by a single hit from a barrage. Because of this we decided that it would take 3 hits to completely destroy the Tribute Hall and the large Ork settlement and 2 hits to destroy the Basilica and the Generator Vulcanis. If a multi-hit building failed its save then the part of it hit was marked with rubble counters and any troops in that part were killed automatically, the rest of the building stayed intact.

CHOOSING THE IMPERIAL ARMY

by Jervis Johnson



Titan Legions has been rumbling through the Studio for a long time now and although I'd been involved in a lot of the early playtesting I'd lost touch with it as other projects had encroached on my time. It was therefore with some trepidation that I agreed to take on Andy "at his own game" and take command of an Epic scale Imperial army against Andy's Orks.

To make sure that I didn't make any particularly silly tactical errors, we agreed to have a warm-up session first, using roughly the same armies that we were going to use in the battle report. This gave me a chance to get used to the new rules for Emperor class Titans, and gave me an opportunity to learn about the tactics required to get the most from these impressive pieces of Imperial equipment. To my surprise I was able to pull off a win in the warm-up session, though it has to be said that I was aided by a few lucky dice rolls at crucial points in the game. Even so the win did my confidence a lot of good, and I decided to use exactly the same army for the battle report as I had used in the warm-up session.

The core of my force was, of course, the new Imperator Titan model that comes in Titan Legions. This has to be one of the

best plastic models we (or anyone else for that matter) has ever made, only matched by the Mega-Gargant models that also come in the Titan Legions box. The warm-up game had given me a taste of the awesome amount of damage an Imperator can inflict (it pretty much won the game on its own!), so I was more than happy to build my army around it. In the Gehenna campaign the bulk of the fighting was undertaken by the Imperator Titan Cassus Belli, so that was the Imperator I decided to take for this battle.

To provide support for the Imperator I took all of the Knight Paladin models from my copy of Titan Legions. As you get ten Knights in the box I was able to field a full Knight Household as well as an extra detachment of Knight Paladins. Each Knight is armed with a long ranged battlecannon, so they are able to provide extra fire support for the Imperator if required. Knight Paladins are also extremely effective in close combat which makes them handy to have around to deal with any enemy troops or vehicles that get to close to the Imperator. Even if the enemy hangs back they cannot escape these troops as your Knights can easily go on the offensive with their deadly shock lances.

Next I took a Reaver Titan Battle Group to add even more firepower to my forces. Titan Battle Groups are an absolute bargain if you have three Titans of the same type in your collection, as they allow you to take the three Titans for the points cost of two individual ones. Although all three Titans have to be of the same type (i.e. all Reavers or all Warlords) they do not have to have the same weapon fit, and I took advantage of this to make sure that each Reaver was equipped to carry out a different tactical role.



LEGIO METALICA



6000 POINT IMPERIAL ARMY

KNIGHT HOUSEHOLD <p>A Knight Household consists of a Knight Paladin HQ unit and two detachments of three Knight Paladins each.</p> <table border="1"> <tr> <td>Knight Paladin HQ UNIT</td> <td>Knight Paladin Detachment</td> <td>Knight Paladin Detachment</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table> <p>POINTS VALUE 550</p>	Knight Paladin HQ UNIT	Knight Paladin Detachment	Knight Paladin Detachment										SPECIAL CARD <p>IMPERATOR EMPEROR CLASS TITAN</p> <p>POINTS VALUE 2250</p>	TECH-GUARD TITAN DEFENCE COMPANY <p>A Tech-guard Titan Defence Company consists of one company HQ unit and three tactical platoons. Each platoon comprises six tactical stands and includes a section HQ.</p> <table border="1"> <tr> <td>Company HQ UNIT</td> <td>Platoon 1</td> <td>Platoon 2</td> <td>Platoon 3</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p>POINTS VALUE 400</p>	Company HQ UNIT	Platoon 1	Platoon 2	Platoon 3																	REAVER TITAN BATTLE GROUP <p>A Reaver Titan Battle Group consists of three Reaver Battle Titans.</p> <table border="1"> <tr> <td>Reaver Titan</td> <td>Reaver Titan</td> <td>Reaver Titan</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table> <p>POINTS VALUE 1000</p>	Reaver Titan	Reaver Titan	Reaver Titan						
Knight Paladin HQ UNIT	Knight Paladin Detachment	Knight Paladin Detachment																																										
Company HQ UNIT	Platoon 1	Platoon 2	Platoon 3																																									
Reaver Titan	Reaver Titan	Reaver Titan																																										
SPACE MARINE TACTICAL COMPANY <p>A Space Marine tactical company consists of 1 HQ unit plus 3 tactical detachments. Each tactical detachment consists of 6 Space Marine stands and 3 Rhinos. The HQ unit consists of 1 Space Marine command stand and 1 Rhino. Each Rhino carries two stands.</p> <table border="1"> <tr> <td>HQ UNIT</td> <td>+ Tactic Detachment 1</td> <td>Tactic Detachment 2</td> <td>Tactic Detachment 3</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p>POINTS VALUE 750</p>	HQ UNIT	+ Tactic Detachment 1	Tactic Detachment 2	Tactic Detachment 3																	KNIGHT PALADIN DETACHMENT <p>A Knight Paladin detachment consists of 3 Knight Paladins.</p> <table border="1"> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table> <p>POINTS VALUE 250</p>							SPACE MARINE LAND SPEEDER SQUADRON <p>A Space Marine Land Speeder Squadron consists of 5 Land Speeders.</p> <table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p>POINTS VALUE 200</p>						THUNDERHAWK GUNSHIP <table border="1"> <tr> <td></td> </tr> </table> <p>POINTS VALUE 50</p>										
HQ UNIT	+ Tactic Detachment 1	Tactic Detachment 2	Tactic Detachment 3																																									
	SPACE MARINE TERMINATOR DETACHMENT <p>A Space Marine Terminator Detachment consists of 4 Terminator stands and 2 Land Raiders. Each Land Raider carries 2 stands.</p> <table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p>POINTS VALUE 300</p>						SPACE MARINE BIKE SQUAD <p>A Space Marine Bike Squad consists of a single formation of 5 bike stands.</p> <table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p>POINTS VALUE 150</p>						TARANTULA SUPPORT UNIT <p>A Tarantula Support Unit consists of 5 Tarantulas.</p> <table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table> <p>POINTS VALUE 100</p>																															

The first Reaver I took was the *Clavigera*. I designed this Reaver for close combat by equipping it with a Chain Fist, Vulcan Mega-Bolter and Barrage Missile. On its first turn it would advance on the enemy, firing off its barrage missile (an extremely effective one shot weapon) as it did so, and then it would close with the enemy to unleash the full fury of its Vulcan Mega Bolter. My second Reaver, the *Carnivore*, was armed with a "general purpose" weapon fit, consisting of a Multi-Launcher and two Turbo-Lasers, which I could use for general fire support. My third Reaver, *Castigator*, had an "anti-Gargant" weapon fit, being armed with a Turbo-Laser and a Gatling Blaster for shredding shields, and a one shot Warp Missile which would hopefully cause a bit of internal damage to one of Andy's Gargants right at the start of the battle – Warp Missiles ignore shields and automatically damage the area they hit!

Although Titans and Knights are good at destroying enemy troops, they are not all that effective at capturing and holding objectives. To carry out this task I decided to take a Tactical Company of Space Marines, backed up by a fast-moving assault group made up of a detachment of Bikes and a detachment of Land Speeders.

This left me with only 450 points, which I decided to spend on a detachment of Tarantulas, a Terminator detachment, and a Thunderhawk gunship. The Tarantulas would be capable of providing excellent fire support, and are well worth the points as long as you don't move them during the game, while the Terminators would provide an excellent and extremely hard hitting assault force should I need one. The Thunderhawk was a bit more of a gamble, as the new "snap-fire" anti-aircraft weapons which are introduced in Titan Legions have made flyers more vulnerable to being shot-down before they can deliver any onboard troops. This being the case I decided to take just the one gunship, which I would load with a Tactical detachment of Space Marines and hold in reserve until the second turn of the game – by which time I hoped to have taken out any anti-aircraft units Andy might have in his army. The Thunderhawk used up the last of my 6,000 points and my army was complete. Now all that remained was to come up with a game-winning battle-plan...



THE IMPERIAL PLAN

Before I could come up with my plan we had to set up the table, place objective counters and draw Mission cards. The terrain and placement of objective counters is shown on the Deployment map. As you can see, the bulk of the objectives were around the Imperial city with only a couple of objectives near the Ork settlement on the other flank.

With the objectives placed, this just left the drawing of Mission cards to complete my force. These are an important addition to the Epic game system as they give special missions to any Titans or Gargants taking part in the battle. A separate card is drawn for each Emperor Titan or Mega-Gargant,

Gargant Big Mob or Titan Battle Group. I therefore had to draw two Mission cards – one for the Imperator Titan and one for the Reaver Titan Battle Group.

The cards I drew were *Capture* and *Delaying Action*. *Capture* required Andy to pick a building in my half of the table, which was worth 15 victory points if I could capture it with one of my Titans. The building that Andy chose is marked on the map, and I decided to give this mission to my Reaver Battle Group, as the Reavers were faster and more manoeuvrable than the Imperator. The *Delaying Action* mission was given to the Cassus Belli, and meant that I would accumulate five extra victory points at the end of each turn after the first, as long as the Imperator had not been destroyed.



With the missions chosen and the objectives placed it became immediately apparent that the main battle was going to take place over the old Imperial city. Not only were there five objectives placed in or around the city, but one of the buildings was worth an extra fifteen victory points to me if I could capture it. I therefore decided to concentrate nearly all of my forces as close to the city as possible, and make only a token effort to capture the Ork settlement.

My actual set-up is shown on the Deployment map. Clavigera, my close combat Reaver, a detachment of Knight Paladins, the Bike detachment, Terminators and a detachment of Space Marines were placed by the river and as far forward as possible. The Imperator Titan, his escorting Knight Household, the remaining two Reavers, and the detachment of Tarantulas were placed on the large ridge or bluff near the Imperial city, from where they had a commanding view of the whole battlefield.

The small flanking force consisting of a detachment of Space Marines and a detachment of Land Speeders was placed halfway between the Ork settlement and the Imperial city. The Thunderhawk gunship and the last detachment of Tactical Space Marines began the battle off the table, ready to be brought into play as, or when, I needed them.

I always try to keep my overall battle plans as simple as possible, and this game would be no exception. Basically what I wanted to do was use my forces around the river to capture the city, while the Imperator and other units on the hill provided heavy supporting fire, and the flanking force and Thunderhawk gunship acted as mobile reserve which I could use to exploit any weak-points in Andy's deployment, or reinforce any weak-points in my own. Finally, based on my experiences in the warm-up game, I decided that I would try to score enough victory points to win the game by seizing objectives and breaking the Ork clans, rather than trying to destroy Andy's Mega-Gargants.



WAAAGH! ORK

by Andy Chambers



For this particularly apocalyptic death-fight I had a princely 6000 points to spend on building an unbreakable Ork horde to overwhelm the forces of the Imperium. In the warm-up game I'd had with Jervis I'd taken a fairly conventional force of Ork Clans and a Kult of Speed supported by the two Mega-Gargants. A lousy deployment had scuppered me early on, but what the game impressed on me most was the fact that Jervis' Titan-mounted firepower was capable of wiping out large units of foot troops and lightly armoured vehicles in the blink of an eye. For this game I wanted to choose another force almost from the bottom up with an emphasis on speed, firepower and durability instead of overwhelming weight of numbers.

The first things I chose were Two Mega-Gargants to batter Jervis' Imperator Titan and four detachments of Bonebreaka tanks to support the Mega-Gargants. Because of their high points value the Mega-Gargants – *Stompsmasha* commanded by Warlord Hargluk, and *Korpsgrinder* commanded by Kaptin Nashbad – would form the core of my army and to a large extent everything else in the army would be there to support these two mighty battle fortresses.

While we've been playing Titan Legions here at the Studio I've found that the Bonebreaka tanks make an almost perfect adjunct to the Mega-Gargants. They have good long range firepower with their battlecannon and they are also fast enough to keep up with the Mega-Gargants. The other main attribute of the Bonebreakas is their high close assault factor and their vicious deathrollas which they use to run over any infantry in their path. The humie infantry would certainly think twice before trying to board my Mega-Gargants!

Of course Mega-Gargants are quite capable of looking after themselves, being protected by multiple power fields and studded with heavy guns as a backup to their krooz missuls, Skull-krusha cannon, big lobbas, Deth rays, super lifta droppas and Weirdboy towers. As if this wasn't enough, the krew of Boyz, Nobz and Gretchin Riggers could fight separately if need be, though their Mega-Gargant would be compromised if too many krew disembarked.

The Bonebreakas and Mega-Gargants gave me a large chunk of speed, survivability and firepower for my Orkish horde, an armoured battering ram to bludgeon Jervis' battle line with. Because the Bonebreakas were support cards for the Mega-Gargants they would not be broken until the Mega-Gargants were destroyed. This would give Jervis problems if he tried to ignore the Mega-Gargants and break the rest of my forces, although I would be coughing up 18 victory points for each Mega-Gargant lost. Now I needed something to follow the Mega-Gargants up with.

In this battle I decided to try out a novel tactic with the Ork Boyz which I've had in the back of my mind for a long time. In the warm-up game the Boyz had suffered so many casualties



WAAAGH! HARGLUCK



6000 POINT ORK ARMY

MEGA GARGANT POINTS VALUE 1400	SPECIAL CARD ORK WARBOSS POINTS VALUE 250		MEGA GARGANT POINTS VALUE 1400
BONEBREAKA SQUADRON An Ork Bonebreaka Squadron consists of 3 Bonebreakas. POINTS VALUE 150	GOFF GUTTRIPPA SQUADRON A Goff Guttrippa Squadron consists of three Guttrippas. POINTS VALUE 100	EVIL SUNZ CLAN The Evil Sunz Clan consists of 1 command unit of 3 Nobs stands, plus 1 Boys Mob of 15 Boys stands. COMMAND UNIT BOYZ MOB POINTS VALUE 600	BONEBREAKA SQUADRON An Ork Bonebreaka Squadron consists of 3 Bonebreakas. POINTS VALUE 150
BONEBREAKA SQUADRON An Ork Bonebreaka Squadron consists of 3 Bonebreakas. POINTS VALUE 150	GOFF GUTTRIPPA SQUADRON A Goff Guttrippa Squadron consists of three Guttrippas. POINTS VALUE 100	SPECIAL CARD FREEBOOTERZ Freebooters are treacherous Ork scoundrels who know the ways of Ork territory as plumes and straws to his hat. Any Freebooter can use his skills to quickly move by passing them a sliver of the spoils of victory. A Freebooterz Mob consists of 1 Freebooter Nobz stand - the Kapuz - and four Ork Freebooter Boys stands. COMMAND UNIT BOYZ MOB POINTS VALUE 200	NOBZ WARBIKES A Nobz Warbikes Mob consists of five Ork Warbikes stands. POINTS VALUE 200
MEKBOY DOOMDIVER MAGNA KANNON POINTS VALUE 50	SKULLHAMMA BATTLE FORTRESS One Ork-Doomsday Battle Fortress. POINTS VALUE 100	WAR BUGGY SQUADRON An Ork War Buggy Squadron consists of five War Buggies. POINTS VALUE 100	MEKBOY PULSA ROKKIT BATTERY A battery of Meekboy Pulsar Rokkit consists of three Pulsar Rokkit. POINTS VALUE 250
MEKBOY DRAGSTER One Meekboy Dragster. POINTS VALUE 100	BATTLEWAGON SQUADRON The Battlewagon Squadron consists of three Battlewagons. POINTS VALUE 100	BATTLEWAGON SQUADRON The Battlewagon Squadron consists of three Battlewagons. POINTS VALUE 100	MADBOYZ MOB A Madboyz Mob consists of four Madboyz stands. FREE



as they slogged forward on foot that they were broken long before they got into combat. To overcome this I decided to ensure that all the Boyz were mounted in battlewagons so that they could ride into battle in style. This would not only get them forward and into position quicker but they would have extra fire support from the Battlewagons' autocannon and an increased break point as well.

I chose a Goff clan first of all because their ferocious close combat ability. The double helping of elite Nobz in command makes them the best assault infantry the Orks have got. Adding two squadrons of battlewagons and a single Skullhamma battle fortress gave them enough transport space for all twenty three infantry stands in the clan. To further bolster my substantial force of tanks I also chose a squadron of Goff Gutrippas. To try and protect the Goffs when they arrived in their forward positions I also included a Mekboy Dragster with a kustom deflektor field. This would project a (hopefully) impenetrable force dome over the Goffs as they deployed.

So far I had spent 4450 points and got my main battering force and a block of fast moving assault infantry to mop up with. I reckoned I needed something else fast moving to cover the flanks of the meatgrinder section of the force and some long range artillery to keep the enemy busy while we closed to killing range. After some calculating I decided that I could only afford one more clan with the necessary support.

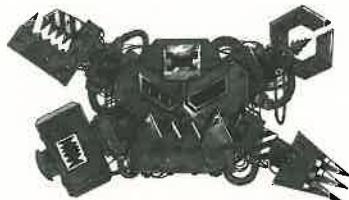
Another consideration was that this second clan would have to include some Mekboy Pulsa Rokkits to supply the long range harassing fire and a Mekboy Magna Kannon to shoot down any Thunderhawk gunships Jervis might use. In the warm-up, one of the few cheering incidents was a Magna Kannon shooting down a Thunderhawk gunship packed full of Space Marines. This cut the options down to the clans which could

take more than one Mekboy support card – Blood Axes, Evil Sunz or a Kult of Speed. Of these I considered the Kult of Speeds' lightweight vehicles too fragile for the bloody kind of battle I envisaged fighting.

There was little to choose between Blood Axes and Evil Sunz as both had the advantage of including their own transport vehicles – Rhinos and Battlewagons respectively. In the end I plumped for Evil Sunz. What swung the decision was the fact that Evil Sunz could include Nobz Warbikes as support cards. This solved the problem of how to keep the Mekboyz in position on first fire orders while the rest of the clan piled forwards, the Nobz could stay back to command the Mekboyz while the Nobz Warbikes went with the clan to keep them moving. I also added a mob of War Buggies to the Evil Sunz so they had something to sally out and snatch any lightly-held objectives. I chose a Madboyz mob for the Sunz' fifth and last support card because they cost no points!

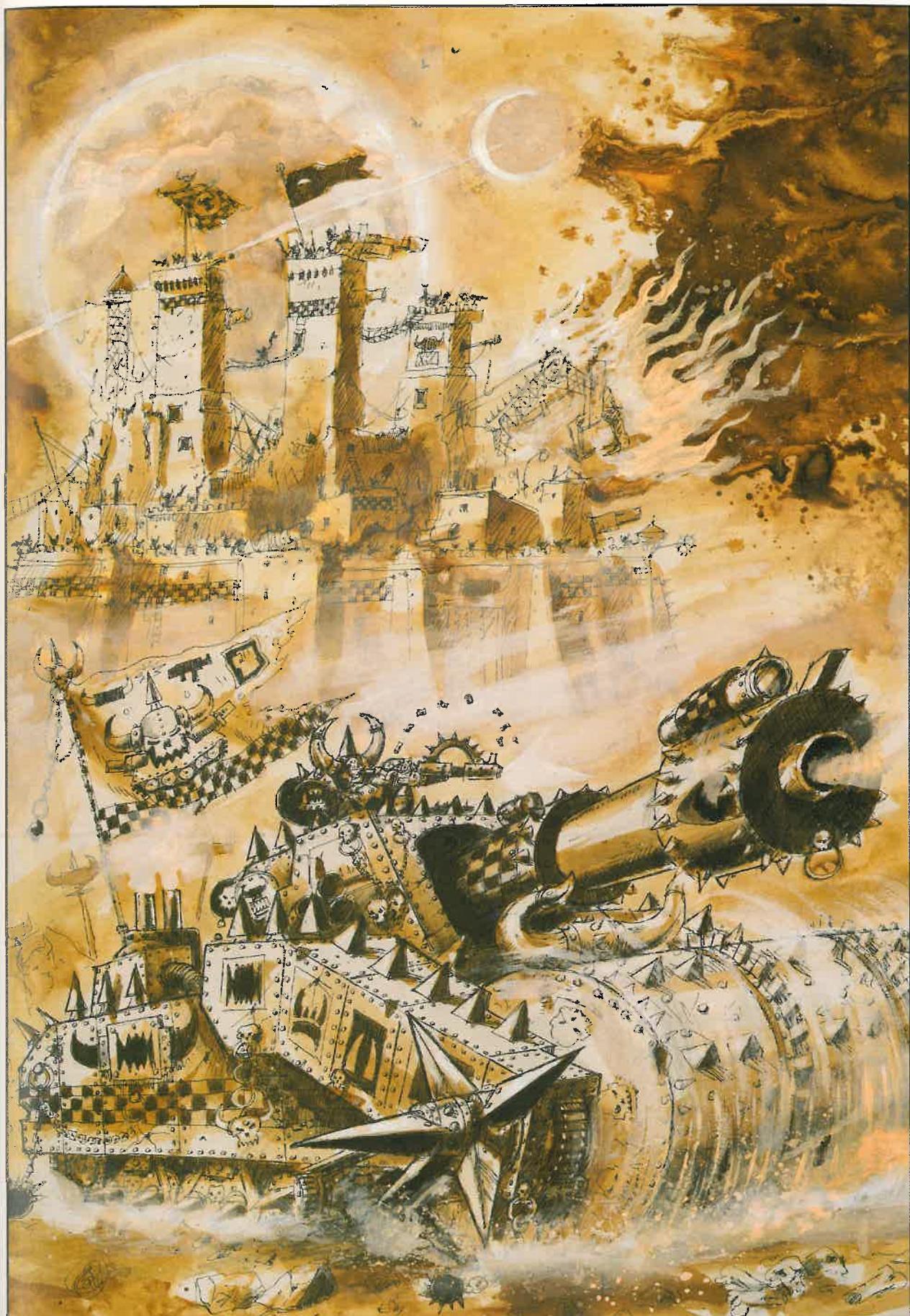
Finally, with a mere 250 points left, I came to choose my special cards. I picked one Freebooterz mob because, like the Madboyz, they're free if you can find space for them in your force. The Freebooterz are actually rather useful for sending after out-of-the-way objectives as they have their own Kaptin and don't have to stay with the main Ork horde.

I blew my remaining points on a Warboss (Klawbog) and his retinue of Nobz. These would work well with my armoured assault force as they have their own Battlewagons for transport and would provide me with lots of extra firepower from the well-equipped Nobz. Having Warboss Klawbog around also opened up the possibility of sending off the Evil Sunz Nobz Warbikes and War Buggies for a deeper foray into Imperial territory by letting the Warboss command the Evil Sunz. I was very tempted to drop the Pulsa Rokkits and the Warboss at the last minute and take a Warlord with a mob of Stompers instead. Stompers are well armoured, excellent in close assault and carry a very big gun. In the end, however, I decided that they were just too slow for this kind of attack and that I really did need the Rokkits.



I was entitled to six Kustom cards because I had three Mekboy units. Kustom cards represents "improvements" the rather unpredictable Ork Mekboyz have made to the Orks' wargear. I didn't draw a particularly edifying selection but I can't complain since they're all free! I gave the *Super Stikkbomz* to the Evil Sunz Boyz and the *Xtra-Spiky Bitz* to their Battlewagons to help them out in close combat. Unfortunately, the potent but unstable stikkbomz are as dangerous for the user as the target, otherwise I would have given them to the Goffs. I did add *Soundz* to the Goffs Battlewagons so that they would be less likely to fail any morale tests. The *Armour Plating* went on one of the Bonebreaka squadrons to improve their armour save and the *Glyph Inscriptions* adorned the Evil Sunz Buggies. The last card was the *Super Cyboarz* which couldn't be used because I didn't have any Snakebite Boarboyz.

With my force sorted out it was now time to turn my eye to the lay of the land and some sort of a plan.



DA PLAN

Ork armies are large and unwieldy affairs which always work best if they're rammed down opponents throats with a minimum of fancy manoeuvring. Imperial armies conversely have tremendous flexibility, firepower and tenacity with a fair number of highly mobile elements such as Space Marines and the lighter battle Titans such as Reavers and Warhounds. In this particular battle, almost half the points value of my force was tied into the two Mega-Gargants. It was therefore imperative for me not to allow Jervis to manoeuvre his forces out of my path and leave these two great mobile fortresses with no opposition to shoot at.



Experience has taught me that Mega-Gargants' need to move into position and then halt to get the maximum benefits out of their firepower (lack of suspension means that Mega-Gargants get more inaccurate the faster they move). This meant that the Mega-Gargants would have to be deployed in a position where they could cover the shortest possible distance to get within range of the enemy. In fact Ork armies in general need to exploit the fact that their big units and limited command range mean they have to clump together. The best way to achieve this is by overwhelming the enemy in one sector of the battlefield. Both these considerations made it imperative to launch my blitzkrieg on a fairly narrow front.

Once we had set up the terrain and were placing objective counters, I tried to make sure that I placed mine to form a 'ladder' from one side of the battlefield to the other. This would give a series of objective counters to advance over with my green horde. I chose the area of woods and ruins next to the Imperial part of the city as the terrain in this area would provide cover for my troops and not impede the Mega-Gargants as they advanced. I even included one objective counter on each side of table so that my Evil Sunz Nobz could guard it while they were commanding the Pulsa Rokkits and Magna Kannon.

Once we had placed all of the objective counters, we rolled to see who could choose which edge of the table to deploy on. I won the roll and opted for the edge of the table which included three objectives (3, 7 and 8) within easy striking distance.

We then drew our Titan and Gargant Mission cards to determine what individual missions our war machines would try to achieve. I pulled out *Stompfest* and *Trash Da 'Burg*, which meant that one of my Mega-Gargants needed to get across into the other half of the battlefield and the other would receive victory points for each building it destroyed. We had decided before the game that it made good sense to draw all of the Mission cards and then assign them as desired.

In preparing the Mega-Gargants for battle I had rolled up ten active power fields for Stompsmasha and nine for Korpsgrinder. Next I drew their Shouting Counters. These represent a Mega-Gargant's commander using his particular charismatic command skills (a decent application of boot leather!) in order to get the best out of his Krew. The first two Shouting Counters for Warlord Hargluk were both "*Let 'Em Ave It Now!*", which would allow Stompsmasha to fire in the

first fire phase on a turn it had advanced. The last Shouting Counter was "*Full Zoggin' Speed Ahead!*" which would give the Mega-Gargant a spurt of 3D6cm extra movement on the turn it was played. Kaptin Nashbad fared less well, only getting a single "*Full Zoggin' Speed Ahead!*" Shouting Counter for the Korpsgrinder.

With these things in mind, it made perfect sense to give the *Stompfest* mission to Stompsmasha as it had more power fields to absorb enemy fire. The "*Let 'Em Ave It Now!*" Shouting Counters meant that Stompsmasha could be given Battle Speed orders and still shoot in the first fire phase for the first two turns. In the third turn, it could use the "*Full Zoggin' Speed Ahead!*" counter to ensure that it got into the enemy half of the table to grab some victory points. Korpsgrinder could use its own "*Full Zoggin' Speed Ahead!*" counter to get into range faster and then settle down to blast hell out of some buildings and accumulate victory points.

Jervis drew *Capture* and *Delaying Action* missions which he gave to his Reaver battle group and Imperator Titan respectively. *Capture* required his Reavers to capture a building of my choice on his half of the table, an endeavour which would net him a bucketful of victory points.

I contemplated nominating one of the Ork shacks at the extreme end of the battlefield from where I intended to set up my army. However, I decided this would just cause me problems as the Reavers would be able to secure both objectives at that end of the battlefield and harry my flank with fire. It would be much better if I could fight the Reavers head on and contest his *Capture* mission directly with the bulk of my army.

In the end, I nominated the huge Administratum Tribute Hall near the bridge as the Reavers' objective. By adjusting the direction of my advance very slightly I would be able assault this building head on. This would drag Jervis' forces into a short range slogging match where my quantity could hopefully win out over his quality.

DEPLOYMENT

I deployed Stompsmasha and Korpsgrinder in position to capture objectives 2 and 4 respectively. The Mega-Gargants would form the tip of my spearhead. I then placed the Goffs and the Evil Sunz to either side of the Mega-Gargants. On the first turn these two clans would hurtle forward in their Battlewagons. The Goffs would seize the Tribute Hall and the Evil Sunz would occupy the ruins around objective 2. Once the clans were in position they would simply hold on until the Mega-Gargants advanced past them, before jumping forward again. The Pulsa Rokkits and Magna Kannon were placed behind objective 8, with the Magna Kannon on the slope of the hill to try and spot any incoming Thunderhawks. When the Evil Sunz moved off, the Nobz would remain behind to command these two Mekboy weapons.

I placed the Madboyz and the Freebooterz down by the Ork settlement to grab objectives 5 and 7. I placed the Nobz Warbikes and War Buggies between the Freebooterz and the Evil Sunz, from this position they could either move up to assist the Freebooterz in taking objective 5 or strike out for objective 6 deep in Imperial territory. The Warboss and his Nobz took up a position between the War Buggies and the Evil Sunz. Last of all I deployed all the Bonebreakas and Gutrippas adjacent to the Mega-Gargants to give them supporting fire as they advanced.

DEPLOYMENT MAP





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EPIC

AN LEGIONS



'IC WAR MACHINES CLASH IN EPIC CONFLICT

TITAN LEGIONS



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TURN ONE

Jervis won the initiative and opted to make me move first. On the bluff overlooking the city the towering forms of the Cassus Belli, Castigator and Carnivore dominated the battlefield. The bulk of the rest of his army was also concentrated around this area. It certainly looked as if Jervis had decided to seize the city with both hands! Fortunately for the Orks, the Cassus Belli had rolled a rather scanty six plasma counters for its first turn.

With a thunderous roar I sent the Mega-Gargants forward at battle speed, churning through the dust and rubble on their broad tracks. The Bonebreaka and Gutrippa tanks advanced with them, sweeping around their feet and through the ruins at the edge of the city, seizing objective 3 as they went.



The Goffs' black Battlewagons and Skullhamma battle fortress screamed forward, overtaking the slower tanks and towering Gargants before they skidded to a halt in the shadow of the monolithic Tribute Hall. Though the quickest Goff squads piled out and made it inside the building most were left milling about in the street, some even taking cover in the buildings on the opposite side. The sleekly curved lines of the Mekboy Dragster nestled in the middle of the black-clad horde, its

crackling deflektor dome offering some scant protection against the barrages Jervis would doubtless hurl at the closely-packed Goffs.

The red battlewagons of the Evil Sunz clan overtook Stompsmasha and roared off ahead of it. They dismounted amongst the crater-strewn ruins and spread out around objective 2, taking cover against the inevitable storm of fire they would take from the Imperator and Reavers up on the bluff. Notably absent in this headlong Evil Sunz charge were their Nobz who had remained behind to have a picnic on objective 8 and shout orders at the waiting Magna Kannon and Pulsa Rokkits arrayed on the slope behind them. The Nobz Warbikes and War Buggies roared off towards objective 5, taking cover behind a hill from the Imperial Tarantulas around objective 6. Warboss Klawbog and his retinue of Nobz followed the main bulk of the Evil Sunz in their own banner-festooned Battlewagons and dismounted at the edge of the ruins.

The Ork Freebooterz on the far left of the line charged forward to seize objective 7 with plenty of salty space dog cursin', though to their utter disgust met no resistance. Caught in a rare moment of lucidity, the Madboyz advanced towards objective 5 in accordance with Da Plan – a first for the Madboyz.

As the Imperials closed in it became clear that the Goffs were in a lot of trouble. A detachment of Knights Paladin charged into them first with the electrical flashes from their Shock lances wreathing their towering forms. Hard on their heels came a detachment of Space Marine Terminators in Land Raiders and a squadron of Space Marine Bikes also came



Warlord Hargluck, in his Mega-Gargant – Stompsmasha, leads his army into battle...

thundering across the bridge (grabbing objective 1 in the process). Suddenly the street was full of vicious combats of Orks against Space Marines and Knights.

In the confusion one squad of Space Marine bikers skidded through to the centre of the horde to attack the Mekboy Dragster – the objective of this Imperial assault. The heavy footfall of a Reaver Titan rounding the corner revealed why Jervis needed to kill the Dragster so badly. The Reaver mounted a one-shot barrage missile and it was aimed straight at the middle of the Goff clan! If he could destroy the Dragster and unleash the missile, the Goffs would be wiped out by its multiple plasma warheads where they stood.



A Tactical detachment of Blood Angels Space Marines charged into the Tribute Hall itself to secure it against the Goffs already inside. The Blood Angels company commander seized objective 4 with support from the Knight Household's Seneschal. The rest of House Krast advanced past objective 6 and opened fire on the Ork Bonebreaka squadrons. The Landspeeders Jervis had cunningly placed in the middle of his deployment zone zoomed off to snatch objective 5 from under the noses of the Freebooterz and Madboyz. The Blood Angels detachment in their Rhino troop carriers moved towards the

city under cover behind some woods but remained onboard their armoured transports.

The Cassus Belli opened fire with a huge belch of smoke and flames. The massive projectile from its main battery ploughed into the ground between the Magna Kannon and the Pulsa Rokkits, miraculously leaving them all untouched (Jervis rolled two 1's!). The Evil Sunz clan fared less well as mobs of Boyz and three battlewagons were blown apart in a hail of shells from the Hellstorm cannon. The Goffs lost a squad to a blast from the Plasma Annihilator. The Bonebreakas suffered losses at the hand of the defence laser and two of the large calibre tower guns. Fortunately the Imperator's secondary batteries were still out of range.

Warlord Hargluk onboard Stompsmasha yelled "*Let 'em 'ave it now!*" and with the aid of this wonderfully useful Shouting Counter I got to fire my Mega-Gargant in the First Fire phase instead of the Advance fire phase. I started off by launching a Krooz missul at the tactical detachment still in their Rhinos concealed behind the woods (Krooz missuls are guided by a teevee kamera in the nose so they don't need a line of sight to their target when they're fired). The missul struck home, more by luck than judgement, and the Blood Angels lost two thirds of a detachment in the explosion. The Skull-Krusha cannon rattled off three shots at the Knights Paladin and Tarantulas around objective 6. Four Knights were hit but deflected the blasts away with their glittering energy shields, two Tarantulas were not so lucky and were blasted to junk. Stompsmasha's gun decks and turrets were out of range so I had to be content with the carnage I'd already inflicted.



...against the implacable might of the Legio Metalica and the Blood Angels Space Marines.



HARGLUK'S ORK HORDE

Mega-Gargant Korpsgrinder	Bonebreakas	Mega-Gargant Stompsmasha
Goff Clan		
Warboss	Nobz	Freebooterz
Skullhamma	Nobz	Madboyz
Gutrippas	Pulsa Rokkits	Nobz Warbikes
	War Buggies	Magna Kannon

Up on the bluff the Reaver battle Titan Carnivore sent an arcing cloud of rockets from its launcher to smash into the Magna Kannon, but its armour held against the multiple blasts. Carnivore hurled ruby coloured bolts of death at the Evil Sunz with its Turbo Lasers leaving two more squads of Boyz burning in the ruins.



Realising that the proximity of the Magna Kannon to the Pulsa Rokkits might bring more flak down on them I hastily fuelled and fired one towards the Knights near objective 6. The ungainly projectile (utilising ten dice of fuel) overshot the mark but landed neatly at the feet of the Imperator Titan instead. The field projector onboard swung into action and battered the Imperator with five expanding waves of green energy, knocking down five of the Imperator's twelve void shields.

Castigator replied with a lance of fire from its carapace as it launched its Warp missile. Powered by its miniature warp drive, the missile flickered in and out of existence like a stone skipping across a pond. It plunged past Stompsmasha's power fields and reappeared in gundeck C, annihilating the area in a

LEGIO METALICA

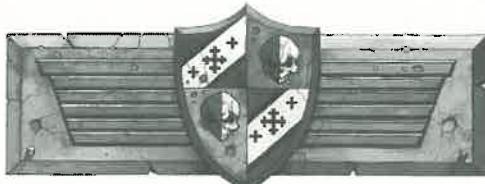
Imperator Titan Cassus Belli	Knight Household	Knight Detachment
Reaver Titan Battlegroup		
Castigator	Space Marine Captain	Land Speeder Squad
Carnivore	Thunderhawk gunship	Bike Squad
Clavigera	Terminator detachment	Tarantula battery
	Space Marine Tactical detachment	

massive explosion but miraculously causing no fires or further damage. Luckily Jervis had aimed the warp missile at the gun decks in the belief that it would scatter at least one square – wrongly as it turned out. The Reaver turned its Gatling Blaster on the Evil Sunz Buggies in frustration and shredded two of them in a hail of fire.

In front of the Tribune Hall the Goff Nobz ferociously poured fire into their assailants, all who could shooting at the Reaver Titan. The rest of the Nobz fired wildly at the other Imperial troops, shattering a Knight Paladin in a gout of flames and cutting down a squad of Terminators as they charged forward. The beams and bolts smashing at Clavigera's shields knocked them down one after another but no shots reached the Titan's adamantium skin. Before more fire could be directed against the Reaver, Space Marine bikers destroyed the Mekboy Dragster in the close combat phase. In other combats, a group of Nobz destroyed bike squad while the Knights and Terminators smashed a Battlewagon and a squad of Goffs.

Without further ado, Jervis launched the barrage missile and it smacked accurately into the middle of the Goff clan. He rolled four extra barrage templates for the missile and white hot plasma scoured across the street to eliminate four battlewagons, four Nobz squads and two Goff Boyz squads – by some quirk of fate even the Space Marine bikers were left untouched. Clavigera's Vulcan mega bolter shredded two more squads of Goffs to leave the whole clan teetering on the edge of breaking.

If Clavigera remained intact it would be able to claim a full 15 victory points for capturing the Tribute Hall as soon as Jervis routed the last remnants of the Goffs from inside. In hopes of putting it down once and for all I fired two detachments of Bonebreakas at Clavigera. But their heavy battlecannon shells flew wide and struck the building, or else ricocheted off the Reaver's thick armour.



Meanwhile, cannon fire from the Knights Paladin destroyed a single Gutrippa (pushing the Goffs even closer to the edge). Another detachment of Bonebreakas scored two hits on the Knights in return but both hits were deflected by their damnable shields. The Tarantulas readjusted their aim from their earlier shooting and cut down some Evil Sunz Boyz to push that Clan ever closer to breaking too. As an act of petty revenge the Madboyz and Freebooterz Kaptin destroyed two Landspeeders which had incautiously remained in sight as they captured objective 5.

Though my Clans were taking a beating my Mega-Gargants remained intact (barring one warp missile hit) and Korpsgrinder had yet to shoot. I prayed to Ork gods that it would help to turn the tide and fired with everything I could. A shell from Korpsgrinder's big Lobba crashed into a group of three Knights, two saved themselves with their shields but one

crashed into flaming ruin - a good start. The ghostly green beam of the Deth Ray stabbed out against Carnivore, penetrating its shields and striking it in the legs only to be deflected by the Reaver's armour at the last second. The Skull-Krusha rattled off three explosive shots at the Blood Angels in the Tribute Hall and brought a single section of it crashing down on one squad's head. Salvoes from the turrets and gun decks blasted apart two more Space Marine squads.

The final act of destruction was launching one of Korpsgrinder's Krooz missuls at Clavigera. The missul plummeted down on a tail of smoke and sparks and luckily connected squarely with the Reaver's armoured head. Jervis failed his armour save and Clavigera's head was smashed apart as I rolled a resounding six on the damage table. The Reaver battle Titan Clavigera fell over backwards with a scream of tortured metal matched by Jervis' own agonised groan. The Goffs were avenged!

The End phase revealed that I was 8 victory points ahead of Jervis, 3 points from damaging the Tribute Hall and 5 points from the unfortunate Reaver's demise. Other than this, we both held four objectives. The Cassus Belli managed to raise two of its downed void shields.

TURN 1 VICTORY POINTS

IMPERIAL: 20 POINTS

ORKS: 28 POINTS



The Ork army surges forwards, led by their Mega-Gargants – Stompsmasha and Korpsgrinder.

TURN TWO

The turn started poorly with Jervis rolling eight plasma counters for Cassus Belli – obviously it was starting to warm up! On a much brighter note though I won the initiative roll and since the fight around the Tribute Hall was still ongoing I decided to move first. For just such an eventuality I had placed the Gutrippas and one Squadron of Bonebreakas on charge orders and I hurled these into the fray.



Using their deathrolls, the Bonebreakas managed to crush one squad of Terminators and one squad of bikers before they got bogged down in combat. One of the Gutrippas charged into a Land Raider but the other was too far away to find an opponent. The Goff Boyz took heart at these reinforcements and hurled themselves against the Knights and Terminators in the street and the Tactical Space Marine squads in the building (through all this I gallantly tried to ignore the fact that Jervis had his troops on first fire orders and would get shots off at me before we fought). The Nobz cunningly spread themselves out to make best use of their superior firepower.

It was clear that Jervis was bound to break the Goffs this turn whatever happened, and if they failed their morale check I would become badly unstuck. I had placed both Mega-Gargants on battle speed orders (so much for halting and firing for best effect!) so that I could close in on the Tribute Hall and support the Goffs. By using Kaptin Nashbad's *"Full Zoggin' Speed Ahead"* counter, Korpsgrinder hurtled forward almost 30cm and slewed around the corner to face the Imperator Titan and bring the front of the Tribute Hall into sight. As long as the awe-inspiring presence of Mega-Gargant was within 25cm of the Goffs they would automatically pass their morale checks and doggedly hang in the fight.

The battered Evil Sunz clan advanced through the ruins around objective 2. Behind them two more squadrons of Bonebreakas and the towering form of Stompsmasha ground their way forward on rattling tracks. Warboss Klawbog and his retinue also moved up cautiously through the rubble and the Evil Sunz starting getting the distinct impression that they were being ruthlessly exploited as a screen...

The Evil Sunz War Buggies snatched their chance for glory and charged into the remaining Blood Angel Rhino near objective 6. The Nobz Warbikes closed in behind but didn't dare risk snatching the objective while the Imperator Titan was still so close to it. In their own private little battle around objective 5 the Madboyz had another brainstorm and advanced again – still following Da Plan! The Freebooterz, happy with



HARGLUK'S ORK HORDE



Mega-Gargant
Korpsgrinder



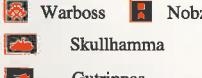
Bonebreakas



Mega-Gargant
Stompsmasha



Goff Clan



Warboss Nobz
Skullhamma
Gutrippas



Nobz
Pulsa Rokkits
War Buggies



Freebooterz
Madboyz
Nobz Warbikes
Magna Kannon

LEGIO METALICA



Imperator Titan
Cassus Belli



Knight
Household



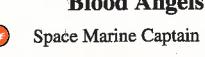
Knight Detachment



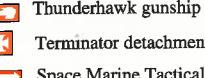
Reaver Titan
Battlegroup



Castigator
Carnivore
Clavigera



Blood Angels Space Marines



Space Marine Captain
Thunderhawk gunship
Bike Squad
Terminator detachment
Tarantula battery
Space Marine Tactical detachment



Bloody hand-to-hand combat rages in the streets outside the Tribute Hall.

their capture, waited on first fire orders around objective 7 for any Land Speeders to show up.

The Imperator Titan pulled itself out of the Pulsa field with one earth-shaking stride and moved right up to the edge of the bluff. Castigator moved off the bluff and towards the Tribute Hall to seal its capture while Carnivore stayed in position and provided covering fire. Knights Paladin of House Krast advanced ahead of the Reaver, facing up to the blocky silhouette of Korpogrinder through the buildings.



The Blood Angels caught near objective 6 leapt out to fight against the attacking Evil Sunz War Buggies. Meanwhile those in the Tribute Hall were led by their company commander as they charged into combat with the Goffs in an effort to oust them from the building once and for all. Likewise the Knight's Seneschal moved up to objective 4 in effort to keep it out of the hands of the advancing Orks. Finally, Jervis' Thunderhawk gunship put in an appearance, screaming in along the line of the river and completely concealed from my waiting Magna Kannon by the buildings. The detachment of tactical Space Marines onboard were disembarked into the cauldron of destruction around the Tribute Hall, now it seemed that the red armoured Blood Angels were bound to evict the remnants of the Goffs.

As Cassus Belli hove into range, Warlord Hargluk shouted at the Minderz in Stompsmasha's Weirdboy tower to grab the copper staffs from all the Weirdboyz. A rising crescendo of howling and gibbering came from the ramshackle tower as the psychic energy absorbed by the unfortunate Weirdboyz built up. Finally, Warlord Hargluk threw the lever to unleash an arcing bolt of pure Orky psychic energy at the hulking form of the Imperator Titan. Unfortunately, most of the green energy snaked into the ground and only a single vagrant bolt overloaded one of the Imperator's Titan shields. So much for the psychic phase!

At the start of the combat phase, with a magnificent roll of 6, the Pulsa generator which had hit Imperator on the preceding turn whined, smoked and then exploded in a flash of energy. Both Cassus Belli and Carnivore up on the bluff lost a shield to the plucky device as it immolated itself. Having won the roll for initiative this turn, I made the most of my advantage by using Stompsmasha's second "*Let 'em ave it Now!*" Shouting Counter to get its salvo off early. I had decided that I needed to damage the Imperator Titan to cut down the toll it was taking of my forces, I also reasoned that not firing at it would waste the shields already knocked down by the Pulsa Rokkit. It was time to seize the opportunity and stick some damage on the monster while I had the chance, maybe I'd even destroy it and earn enough victory points to win the day.

Stompsmasha's turrets took down one void shield and the heavy cannon of the gun decks took down two more, despite the smoking hole left in them by the warp missile. The mighty Skull-Krusha cannon failed to fire and the Deth Ray missed altogether, but the faithful Krooz missul exploded against the Imperator shields and knocked down one more of them.



Imperial Titans and an Ork Mega-Gargant in a duel to the death!

In the blood-slicked street outside the Tribute Hall, the Space Marine Terminators blew up two of the Ork tanks that were overrunning them. The Goff Nobz further up the street sprayed their heavy weapons around at the Imperator Titan, the Blood Angels and the Knights. The Knight's Seneschal stumbled and fell in flames under the barrage of fire but all the other targets escaped without damage. The Skullhamma lurking across the street scored a hit on the Imperator and knocked down another shield, now only one void shield was protecting the Imperator.

The Tarantulas snatched their opportunity to pick off the distant Nobz Warbikes while the Buggies were fighting the Space Marines, but the Nobz evaded their criss cross of laser pulses. Carnivore hurled another barrage of rockets at the Evil Sunz and blew two more squads into Orky Valhalla! For an encore, its twin Turbo Lasers stripped the first power field off Korpsgrinder. Another Pulsa Rokkit sailed skyward from far behind the Ork lines. Again it was overfueled and shot past Castigator, corkscrewed wildly away from the Imperator and landed behind Carnivore. I rolled yet another 6 for the effect of this Pulsa generator and it ran out of control, battering the Reaver with waves of energy before it finally exploded. Carnivore was lucky to only lose its shields and suffer a reactor shut down. A whole keg of fungus beer for the Mekboy who built those Pulsa Rokkits!

A single squad of Blood Angels survived the attacks of the speeding War Buggies and destroyed one of them. In other close combats the Goff Nobz in the Tribute Hall fought off attacks by the Blood Angels company commander and a squad of Space Marines, slaying them both. Meanwhile the Goff Boyz died in droves, losing three squads against the Blood Angels and three more being overrun by the Knights outside.

In reply the Goffs only took down one squad of Space Marines. The Bonebreaka and Gutrippa tanks crushed a squad of Bikes but most were bogged down in combat with the Terminators Land Raiders. The Terminators themselves slaughtered two more squads of Goff Boyz which had foolishly attacked them. Partway through these fights the Goff clan broke because of its losses but the presence of Korpsgrinder stopped their morale from failing in the sprawling close combat.

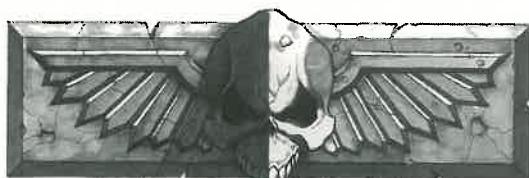


Korpsgrinder belched its first salvoes at Cassus Belli and the Knights advancing along the base of the bluff. First the bright beam of the Super Lifta Droppa snapped on to encompass two of the Knights and a large chunk of the building beside them. The Knights were lifted up and scrunched like tinfoil by the energy beam, the shattered wreckage was hurled against the Tribute Hall streets away but the building survived the battering with only the loss of some ornamental masonry. A succession of lucky hits from the turret guns (three out of five hit and they needed 6's!) was deflected by the Knights wading through Goff blood in front of the Tribute Hall.

Korpsgrinder's gun decks scored five hits on the Imperator (out of eight shots needing 5's!), smashing down its remaining void shield and hitting its armoured hide for the first time. Three of the four hits pattered off the Imperator's armour like gentle rain. The fourth shell missed the main battery it was aimed at and fractured the base of a tower on the Imperator's upper fortress level. The tower shattered and tumbled away, trailing the tiny falling forms of the Tech-guardsmen as they fell to their doom...

The final killer blow was to be a Krooz missul aimed at the Imperator's sensorium dome. It roared in accurately enough but twisted aside at the last moment to disappear through the gap left by the destroyed tower! I couldn't believe my eyes and was positively choking as I fired Korpsgrinder's Skull-Krusha cannon at the unshielded Reaver on the ridge. It scored one hit which blew off Carnivore's carapace rocket launcher and breached the shut-down reactor, now if the Reaver failed to repair its reactor it would go into meltdown!

The Knights beside the woods hit Korpsgrinder with their battlecannon and brought down another one of its power fields, while the Tarantulas picked off one of the War Buggies. The Reaver advancing down the bluff rattled off two more hits against Korpsgrinder's fields with its Gatling Blaster. The Bonebreakas with Stompsmasha replied and hit the Imperator twice more, one shot exploded against the main battery casement with no effect, the second amazingly wrecked the barrels of the giant Hellstorm cannon which formed the Imperator's right fist. The Evil Sunz gave a spontaneous cheer and opened fire on the Imperator themselves. Their first two hits bounced off the main battery and the void shield generator housing but by a freak chance (Jervis rolling double 1 for his armour save) the third struck the Hellstorm cannon primary coupling and that mighty weapon parted company with the Imperator and plummeted groundward! Of course this made no odds because the Hellstorm was already out of action, but don't tell the Evil Sunz that!



As if stung into action by these ignominies the Imperator swung its remaining weapons to bear on Korpsgrinder and battered it with full force. Shells, laser beams and plasma bolts struck Korpsgrinder's shrinking power fields in a polychromatic spray of violence until the last bolt from the Plasma Annihilator vapourised a section of the hull. The Defence Laser hit last of all and plunged a lance of pure energy through Korpsgrinder's armour and into its ammo. A fiery explosion mushroomed out from the hit and smoke started to pour out of the beleaguered Mega-Gargant, yellow flames danced at port holes and along gantries.

As the End phase arrived, hordes of green figures with buckets desperately tried to quench the fires raging on Korpsgrinder but only managed to keep them in check and get the Mega-weapons operational again. Cassus Belli had channelled extra power into the Void Shield Controls in anticipation of taking heavy fire this turn. Unfortunately, the Tech-Priests only succeeded in raising four of the Imperator's twelve shields. Up on the bluff the Reaver battle Titan Carnivore was consumed



in a flash of incandescence as its reactor went critical. The outrushing sphere of white light struck Castigator and Cassus Belli just as it managed to raise its four shields again, downing a void shield on both of them.

Over by the Tribute Hall the remaining Space Marine Bikes were broken. Failing their morale check, they went onto fall back orders. The Knight household broke too and the surviving Knight at the foot of the bluff decided that discretion was the better part of valour. The Goffs were also broken but passed their morale check automatically because of the proximity of the Mega-Gargant. At the end of the second turn the Orks were on 41 victory points and the Imperium had jumped up to 36 points thanks to breaking the Goff clan and 5 victory points from the Imperator Titan's delaying action mission. Things were on a knife edge with both sides within striking distance of the 55 victory points needed for a win in the next turn. The Imperial forces were almost completely broken with only the Space Marines holding out. On the Ork side the Goff clan was already broken and the Evil Sunz were getting close, and even if they held up Korpsgrinder was probably going to get chargrilled in the next turn.

TURN 2 VICTORY POINTS

IMPERIAL: 36 POINTS

ORKS: 41 POINTS



HARGLUK'S ORK HORDE

Mega-Gargant Korpsgrinder	Bonebreakas	Mega-Gargant Stompsmasha
Goff Clan		Evil Sunz Clan
Warboss	Nobz	Freebooterz
Skullhamma	Nobz	Madboyz
Gutrippas	Pulsa Rokkits	Nobz Warbikes
	War Buggies	Magna Kannon

LEGIO METALICA

Imperator Titan Cassus Belli	Knight Household	Knight Detachment
Reaver Titan Battlegroup		
Castigator	Space Marine Captain	Land Speeder Squad
Carnivore	Thunderhawk gunship	Bike Squad
Clavigera	Terminator detachment	Tarantula battery
	Space Marine Tactical detachment	

TURN THREE

I was determined to use this last turn to score as many victory points as I could. Objectives 4, 5 and 6 looked vulnerable to attacks (though taking 6 would involve getting uncomfortably close to the Imperator Titan and 5 was a bit out of reach) and I knew I could earn 10 victory points just by advancing Stompsmasha halfway across the table. Whatever happened it was imperative for me to stop the Castigator picking up 15 victory points for capturing the Tribute Hall. 15 points plus the points from the Imperator's Delaying Action mission would give Jervis enough to win without firing a shot at me!

Cassus Belli rolled a miserable five plasma counters for this turn - obviously it was slowing down somewhat. I won the initiative roll again and this time I opted for Jervis to move first. His remaining Knights took advantage of their opportunity and charged in against some of the surviving Goff Nobz and the Bonebreakas near objective 4. Behind the Knights, the Terminators and their Land Raiders stormed forward against the Bonebreakas, the last Gutrippa and the Goffs in the street outside the Tribute Hall. The Blood Angels in the Tribute Hall itself attacked the remaining pockets of Goff Boyz and Nobz in the building.

Meanwhile, a detachment of Blood Angels Rhino transports, which had been widowed by the destruction of their infantry squads, moved in close to objective 4 to keep it out of Ork hands. Behind them, Castigator attempted to slip through the

buildings at the back of the Tribute Hall and achieve its mission objective. Finally, casting caution to the winds, Jervis sent his Thunderhawk gunship skimming across the tabletop to attack objective 3 deep behind the Orks' line. As the Thunderhawk screamed over the Tribute Hall, the Magna Kannon snap-fired at the speeding gunship but the deadly force beam flew wide.

Over by objective 5, the Madboyz caught on to the plan and charged forward, racing with the Freebooterz in a forlorn attempt to snatch the objective from the Land Speeders. The Evil Sunz Nobz around objective 8 woke up to the fact that a battle was going on and legged it over to take some shots at the Thunderhawk. The Evil Sunz Boyz filtered through the ruins to get more of their number within range of the Imperator while Warboss Klawbog and his retinue moved forward to give more substantial supporting fire from a rather exposed position in the woods. The last surviving War Buggy charged in to finish off the one squad of Blood Angels near to objective 6, then the Nobz Warbikes roared forward in an effort to overrun the three Tarantulas defending objective 6 itself!

Warlord Hargluk, onboard Stompsmasha, bellowed "*Full Zoggin 'Speed Ahead!'*" and sent the Mega-Gargant clattering forward towards the bluff before screeching round to turn its guns full on the Reaver. The flame-wreathed Korpsgrinder had powered down its engines and readied itself to make one last effort to destroy Castigator before the Mega-Gargant was itself obliterated by the awesome firepower of the Imperator.

The Weirdboy towers on both Mega-Gargants crackled with barely suppressed green lightning, and almost simultaneously sparking bolts of energy lashed out. One after another, Castigator's void shields flickered and died under the vicious assault. Korpsgrinder's gundecks belched a thunderous salvo against the Reaver, striking its head and legs. The smoke cleared to show the Titan's armoured head dented but undamaged and its leg twisted and buckled, however, although the towering war machine swayed alarmingly it did not fall. A round from Korpsgrinder's Big Lobba also failed to floor the Reaver as the turret guns strafed the nearby Knights with shells to no appreciable effect. Finally, Korpsgrinder pointed its Skull-Krusha cannon at the Reaver but only an embarrassing "CLUNK" issued from the mechanism. I was horrified that the Reaver was still standing after Korpsgrinder's salvos but I consoled myself that the Mega-Gargant Stompsmasha would be able to finish it off.

Over by objective 6 coruscating bolts of energy from the Tarantulas destroyed one of the Nobz Warbikes squads as they raced up the slope to overrun the battery. Warboss Klawbog and his retinue blazed away at the Imperator Titan towering above the skyline of the bluff. Their volume of fire was impressive if erratic and the Imperator's shields failed before the storm of shots. But the Imperator was barely even distracted as it prepared to unleash a devastating salvo against Korpsgrinder. Secondary batteries lashed out against the Warboss' position and the Nobz Warbikes. Casements, barbettes and sub turrets all over the Imperator lit with gun flashes as shells and energy bolts rained down on the slope to wipe out more of the Nobz Warbikes squadron and send Klawbog ducking into the scanty protection of the woods.

The Imperator lowered the blunt stub of its massive Plasma Annihilator to aim at the burning Mega-Gargant and fired a full salvo of shells and plasma bolts into it. Flames shot from every orifice as the tonnes of explosives onboard the massive

Ork machine fuelled its already raging fires. Seconds later, Korpsgrinder exploded with a deafening roar. Its huge hull shattered like a giant frag grenade sending red-hot shards slicing through the bloody battleground in front of the Administrorum Tribute Hall.

All of the surviving Goff Nobz were obliterated with the exception of one stand inside the Tribute Hall itself (and they were so close that we rolled a dice to see if they were caught in the blast or not). One of the Knights and two squads of Blood Angels were also blasted apart in the titanic concussion. Only a smoking crater remained where Korpsgrinder had stood as a hail of nuts, bolts and other unidentifiable pieces of debris rained from the sky. The Blood Angels Tactical Company was broken by Korpsgrinder's noisy demise but this was small recompense at the time. Ouch!

The air resounded with cheers as the Tech-Guard onboard Cassus Belli inflicted further casualties on the Nobz Warbikes and the destroyed two Battlewagons and a squad of Nobz from Warboss' retinue down in the woods. The Bonebreakas supporting the Evil Sunz fired a vengeful salvo of shells at the Imperator and another of its upper towers exploded in a blossom of sullen red flames.

Ignoring the mushroom cloud in the city, the Evil Sunz Nobz blasted away at the Thunderhawk gunship as it swept over objective 3 and were rewarded with the sight of it trailing smoke and then smashing into the ground. The Skullhamma battle fortress parked opposite the Tribute Hall rained battlecannon shells on the Blood Angels Rhinos around objective 4 but only destroyed one of them.

The last Pulsa Rokkit roared skywards and looped toward the Land Speeders around objective 5 (everywhere else there was too much chance of dropping it on my own head by accident). The Rokkit overshot, landed amid the buildings and started battering them down but the Speeders were well clear of the impact point.



The Freebooterz and Madboyz race forwards to capture objective 5 from the Land Speeders.



The huge Imperator Titan – Cassus Belli, looms over the battlefield.

The close combats were bloody and uncompromising as the last few Orks, Space Marines and war machines who were close enough to claw, gouge and shoot at each other fought to the death. The Tarantulas around objective 6 were quickly overrun and crushed by whooping Nobz Warbikes, as the last Evil Sunz War Buggy was also destroyed by the Blood Angels Tactical squad.

The scarred streets outside the Tribute Hall saw more bloodshed as the Blood Angels Terminators smashed their way forward through the squad of Goff Boyz still standing on the steps of the building, tore open the last Gutrippa and shattered a Bonebreaka which was in the process of grinding a Space Marine biker to a pulp. Such progress was not without loss as one of the Terminator's Land Raiders was immobilised by Goff Boyz before being crushed by another Bonebreaka.

In the Tribute Hall itself, the Blood Angels Tactical Company passed their break test for being in close combat and a desperate fight with the Goffs ensued. The Orks actually managed to fight back this turn and destroyed two squads of Space Marines for only one squad of Goffs. In the end, the Orks were left with their last Goff Nobz squad still holding a position at one end of the shattered building.

Two Knights had charged into combat with the Bonebreaka squadron closing on objective 4 and their crackling shock lances should have made short work of the Ork tanks. However, the Bonebreakas proved too well insulated – one fight was inconclusive and the other brought one of the Knights crashing to his knees!

Close by, Stompsmasha fired another salvo of shells into the reeling Castigator. The Skull-krusha cannon coughed once and blew away Castigator's empty carapace warp missile hard point, the explosion causing a flashback to the Reaver's head

which made the metal giant jerk spasmodically and almost fall. But it still stood. The gun decks scored several hits on the Castigator but only the arm gave way to be sent pinwheeling gracefully away on a trail of fire. The Reaver's pocked and battered armour withstood the rest and still it remained standing. In an attempt to retrieve something of his pride Warlord Hargluk annihilated the Blood Angels' Rhinos behind objective 4. This objective too fell to the Orks.

The battered Castigator bravely fired back at Stompsmasha but all it could manage was to knock down a single power field. The Evil Sunz sprayed fire at the Imperator and the one surviving Tarantula on the slope while some of them attempted to pick off Space Marines in the Tribute Hall. Though the Imperator was hit several times its metres-thick armour easily deflected the shots. On the hill below, the last Tarantula was not so lucky and objective 6 fell into Ork hands!

In the End phase we made a final count up of victory points and found that the Orks were on 77 victory points and the Imperial forces had fallen just short of a draw by scoring 50 points. Seizing the two extra objectives, 4 and 6, and picking up 10 points for Stompsmasha fulfilling its mission (to get onto the Imperial side of the battlefield) had tipped it for me. With the Blood Angels Tactical company, Terminators and Thunderhawk gunship all adding their cargo of extra victory points I had won outright! WAAAGH!

TURN 3 VICTORY POINTS

IMPERIAL: 50 POINTS

ORKS: 77 POINTS

IMPERIAL CONCLUSION

And so another perfectly good plan lies in tatters! Seriously, though, I think my initial plan was quite sound, and there is little if anything I would do to change it – after all, if I could just have killed the last stand of Goff Nobz lurking in the building, I could have captured it and picked up another 15 victory points! Killing off just one more unit would have broken the Evil Sunz and given me another 13 points! Either one of these would have given me a draw, and both together would have placed me ahead of Andy by 1 victory point! Unfortunately, in this game the dice were not with me and so I went down to a crushing defeat. It just goes to show that when you are playing against an opponent of Andy's calibre you not only need a good plan, you need a bit of good luck as well!

This being said, from the moment Clavigera went down on the first turn I was in trouble, and I was extremely lucky to have a Reaver left at all by the end of the battle. As ever Andy showed his exceptional ability to pick out the most important targets in the enemy army and concentrate as much of his firepower as possible against them. This is far more easily said than done, as it is all too easy to simply shoot at the easiest or softest target rather than doing your best to take out the enemy units that you really need to destroy in order to win the game. Andy realised immediately that the most important targets were the Reavers, which would not only earn me 15 victory points if they captured the building, but were also worth 5 victory points each if they were destroyed. Having realised this he systematically went about destroying the Reavers one after the other, and Castigator only survived the game by managing to soak up the fire of two Mega-Gargants on the final turn without being destroyed!

For my part, I failed to appreciate just how vulnerable the Mega-Gargants were to the awesome amount of firepower I had collected on the hill, and ended up frittering away my attacks against the Evil Sunz and the vehicles accompanying the Mega-Gargants. If I had concentrated my fire on Andy's Mega-Gargants from the first turn I would have had a good chance of taking both of them out, and in any case the damage that I would have caused would have reduced the amount of carnage they inflicted on my army. Even just spending a bit more time shooting up the Evil Sunz instead of the vehicles with the Mega-Gargants would have almost certainly earned me extra victory points by causing the single extra casualty I needed to break the Evil Sunz clan. It just goes to show how important the skill of picking the right target is.



While on the subject of picking targets, one other lesson I learnt in this battle was that when you fire a Warp Missile, you should aim at the most vulnerable point on the target. I aimed at the central Gun Deck to avoid the (very small) chance that the missile would miss the Gargant all together, and so only caused minor damage. If I'd gone for the ammo I would



probably have done enough damage to cripple the Mega-Gargant with one shot, and I'd only have had a 1 in 36 chance of a complete miss.

On a more positive note, I was pleased with the way that the attack on Andy's Goffs went on the first turn. Using the Terminators and Knights to clear a path for the Bikes to close assault Andy's Mekboy Dragster worked especially well, allowing my Reaver to use its Barrage Missile without any fear of the Dragsters force field spoiling the attack. It's just a shame that the barrage didn't kill more of the Goffs than it did!

I was also pleased that I managed to resist the temptation to make pop-up attacks or do anything else foolish with my Land Speeders once they had captured their objective. Normally I can't resist the temptation to do something with my troops on every turn, and it took a fair amount of self-restraint to keep the Land Speeders under cover. However, doing so meant that the Land Speeders survived the battle unbroken (a rare feat!), and retained control of one of the two objectives I still held at the end of the game.

Turning my attention to the other half of the table, there is little I can fault in Andy's game play once the game had started. If he made any mistakes it was that his initial set-up spread his troops over too wide a front. The Evil Sunz, in particular, were badly out of position at the start of the game, and would have been far more usefully employed backing up the Goffs in their attack on the Imperial city. As usual, however, Andy maximised the effectiveness of his troops once the game had started, and easily made up for any deficiencies in his starting deployment. For my part, although my deployment was probably better than Andy's, I let myself down by some poor execution once the game was under way.

'ERE WE GO! 'ERE WE GO! 'ERE WE GO!

Vengeance is mine sayeth the Orks! I was quite stunned by the carnage in this game – I had aimed to get into a bloody slugfest and I most certainly succeeded! I think the overall tactic I chose was just right, I successfully forced Jervis into a fight where his manoeuvrability and longer range weapons were of little help – it was down to kill or be killed. Where I very nearly came unstuck was in holding back my forces from the battle for the Tribute Hall. This was because I underestimated just how fast the Goffs would accumulate casualties, let alone that they would come within a hair's breadth of being broken on the very first turn.



The reason for this was that Jervis had deployed his forces in an even more concentrated fashion than I had. This meant the Evil Sunz were left at the fringes of the main fighting and in particular Warboss Klawbog and his retinue had very little effect on the battle. Had I placed the Warboss with the Goffs instead of the Evil Sunz he would have had a far more decisive effect. All this being said, at the end of the day things worked out in my favour. The mobility of the Evil Sunz meant that they enveloped the flank of the Imperial force in time to seize objectives 4 and 6 on the last turn of the game, and they did absorb a lot of firepower that Jervis might have been better off directing elsewhere.

It's worth noting here that the fact the Evil Sunz were in cover in the ruins around objective 2 saved them from taking even more casualties than they did. One more casualty and the Evil Sunz would have broken and given Jervis enough victory points for a draw. Of course destroying the Imperator's Hellstorm cannon after it had got one shot off at the Sunz might have had some bearing on their survival too!

Of course, it can be argued that the Goffs expended themselves very efficiently indeed. Once they were broken all the extra casualties they took didn't score Jervis any victory points and the presence of Korpsgrinder ensured they passed all their morale checks. Jervis, on the other hand, was forced to throw more and more units into maelstrom around the Tribute Hall allowing me to score more victory points as his troops were broken in the fighting. However, at the end of the game only one stand of Goff Nobz survived in the Tribute Hall to prevent Jervis from capturing it and, once again, scoring enough points to draw. That's a little close for comfort.

My plan to use Battlewagons to get the Boyz in fighting positions early did work after a fashion but they still incurred horrendous casualties – they were just closer to the enemy and getting killed, rather than pinned down far from the battlefield. At the time I wondered if I should have kept the Goffs on the opposite side of the street on the first turn and then attacked the Tribute Hall on the second turn. This would have enabled them to get into cover but I have a feeling that Jervis could have inflicted as many casualties by destroying the buildings. In addition, the Tribute Hall would have been full of Space Marines and Terminators on first fire orders making an assault in the second turn almost impossible.

Coincidentally, I think that Jervis caught the Goffs in a very well executed ambush outside the Tribute Hall, even down to

using the Bikes to take out the Dragster. Only winning the initiative on the second turn really allowed me to do anything to redress the balance by sending in Bonebreakas and Gutrippas to bolster what was left of the Goffs. The Terminators in particular caused me real problems throughout the game. Not one Terminator squad was killed in close combat despite the fact that they were fighting hand-to-hand on every turn of the game! Excellent deployment of the Terminators and some pretty neat manoeuvring by Jervis.

I must admit I was surprised that Jervis didn't fire on the Mega-Gargants until he was forced to blast Korpsgrinder because of its proximity to his objective. He explained later that he was concentrating on the clans to break them and pick up a lot of easy victory points. This seems sensible enough to me but I probably would have ignored the Evil Sunz on the first turn in favour of making sure the Goffs were broken ("They nearly were!" I hear you cry, but the barrage missile which did most of the damage was lucky to be on target, lucky to produce four extra barrage templates etc, and besides "nearly" counts for nothing!).

As it was, the Mega-Gargants did a lot of damage over the course of the game. Even when Korpsgrinder blew up it had taken a horrendous pounding over two turns to frag it, and the explosion hurt Jervis more than it hurt me. My only regret about Korpsgrinder was that I didn't disembark most of the Krew on the third turn when it was obvious it was going to blow up (abandon Gargant!). Even leaving enough Orks and Gretchin to man the guns would have given me a sizeable force to storm the Tribute Hall or objective 4 with. Of course, if Jervis had concentrated on the Mega-Gargants instead he would probably have been overrun by Ork Boyz and their heavily armed Nobz – you just can't win.



In much the same vein I abandoned my original thoughts on not even trying to damage the Imperator after it had lost most of its shields to a couple of horrendously lucky Pulsa Rokkit hits. I couldn't resist firing at the Imperator while its shields were down and in the end I hurled quite a lot of fire at it. Though this did reduce its firepower (mainly through the loss of its Hellstorm cannon) it never came close to destroying it because I aimed at the less well armoured locations rather than trying for a knockout blow on the head or legs. The Imperator is amazingly tough even with its shields down, and I consider myself lucky that Jervis rolled low numbers of plasma counters throughout the game. If he hadn't then it would have done even more damage than it did.

Similarly the Reavers proved very tough to stop. This is mainly because the new shield rules mean you have to expend some of your more powerful weapons on just knocking shields down before you can get through to the armour. I was lucky to down two Reavers, and then unlucky not to down the third in the last turn. Other races with more potent weapons may find life a bit easier but no self-respecting Imperial commander should pass up on having a few Titan battle groups! As for Ork Warlords, get a Mega-Gargant or two in your force and you'll find rolling over the enemies' defence a genuine pleasure, perhaps next time I'll go for a Gargant Big-mob as well...

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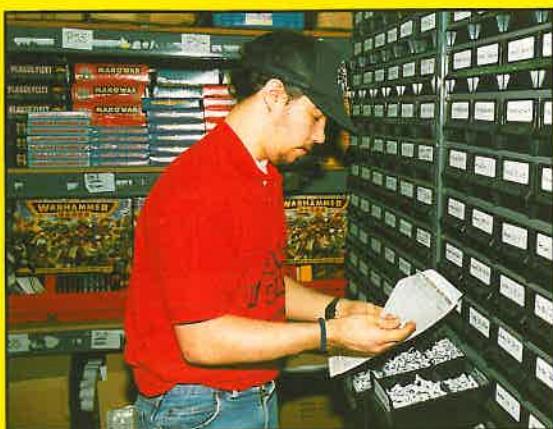
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ORKS	

| BLOOD BOWL | |

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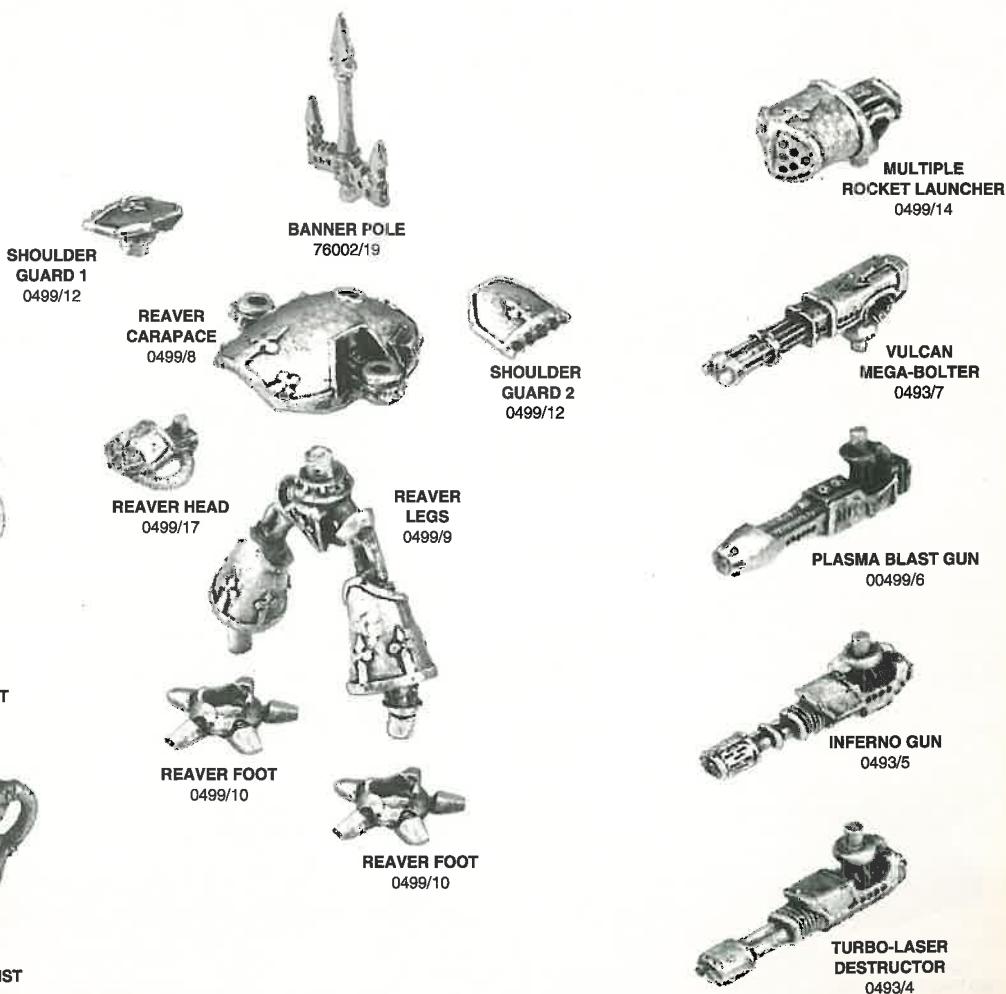
REAPER TITANS

A COMPLETE REAPER TITAN

CONSISTS OF:
 1 x HEAD
 2 x SHOULDER GUARD
 1 x CARAPACE
 2 x FEET
 1 x LEGS
 3 x WEAPONS



EXAMPLES OF COMPLETED REAPER TITANS



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EPIC IMPERIAL

WHIRLWIND

A COMPLETED WHIRLWIND CONSISTS OF:
1 x RHINO CHASSIS
1 x MULTI - LAUNCHER



EXAMPLE OF A COMPLETED WHIRLWIND

WHIRLWIND
MULTI - LAUNCHER
76049/16



RHINO CHASSIS
76007/1

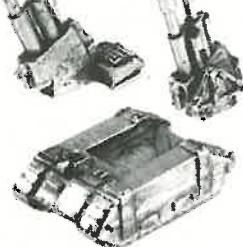
HYDRA

A COMPLETED HYDRA CONSISTS OF:
1 x ARTILLERY CHASSIS
1 x HYDRA CANNON RIGHT
1 x HYDRA CANNON LEFT



EXAMPLE OF A COMPLETED HYDRA

HYDRA RIGHT
CANNON
76005/1

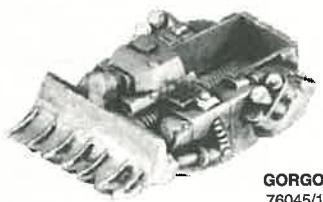


ARTILLERY CHASSIS
76091/15

HYDRA LEFT
CANNON
76005/2



GORGON



GORGON
76045/17

DEATHSTRIKE MISSILE LAUNCHER

A COMPLETED DEATHSTRIKE
MISSILE LAUNCHER
CONSISTS OF:
1 x MISSILE CARRIER
1 x DEATHSTRIKE MISSILE



EXAMPLE OF A COMPLETED
DEATHSTRIKE MISSILE LAUNCHER

DEATHSTRIKE MISSILE
76095/13



DEATHSTRIKE
MISSILE CARRIER
76095/12

HELLHOUND

A COMPLETED HELLHOUND
CONSISTS OF:
1 x HELLHOUND CHASSIS
1 x DRAGON FIRE THROWER



EXAMPLE OF A COMPLETED HELLHOUND

DRAGON FIRE
THROWER
76048/23



HELLHOUND CHASSIS
76048/22

MANTICORE

A COMPLETED MANTICORE
CONSISTS OF:
1 x ARTILLERY CHASSIS
1 x STORM EAGLE ROCKETS



EXAMPLE OF A COMPLETED MANTICORE

STORM EAGLE ROCKETS
76092/7



ARTILLERY CHASSIS
76091/15

BOMBARD

A COMPLETED BOMBARD
CONSISTS OF:
1 x BOMBARD CHASSIS
1 x BOMBARD SIEGE MORTAR



EXAMPLE OF A COMPLETED BOMBARD

BOMBARD SIEGE MORTAR
76094/2



BOMBARD CHASSIS
76094/1

BASILISK

A COMPLETED BASILISK
CONSISTS OF:
1 x ARTILLERY CHASSIS
1 x EARTHSHAKER CANNON



EXAMPLE OF A COMPLETED BASILISK

EARTHSHAKER
CANNON
76091/5



ARTILLERY CHASSIS
76091/15

EPIC ORKS

BOWEL BURNA

A COMPLETE BOWEL BURNA
CONSISTS OF:
1 x BOWEL BURNA CHASSIS
1 x BOWEL BURNA TURRET



EXAMPLE OF A COMPLETED
BOWEL BURNA

BOWEL BURNA
TURRET
76256/10



BOWEL BURNA CHASSIS
76256/9

SQUIG CATAULPT

A COMPLETE SQUIG CATAULPT
CONSISTS OF:
1 x SQUIG CATAULPT TOWER
1 x SQUIG CATAULPT BASE



EXAMPLE OF A COMPLETED
SQUIG CATAULPT

SQUIG
CATAULPT
TOWER
76267/6



SQUIG
CATAULPT
BASE
76267/5

SQUIGGOHTS



SQUIGGOHT 1
76266/4



SQUIGGOHT 2
76266/7

GOBSMASHA



GOBSMASHA
76257/11

SPLEENRIPPA



SPLEENRIPPA
76258/12

PULSA ROKKIT



PULSA ROKKIT
76274/1

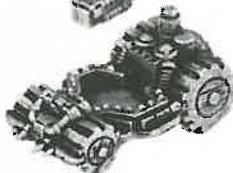
WIERDBOY BATTLE TOWER

A COMPLETE WIERDBOY BATTLE TOWER
CONSISTS OF:
1 x WIERDBOY TOWER
1 x BATTLEWAGON



EXAMPLE OF A COMPLETED
WIERDBOY BATTLE TOWER

WIERDBOY
TOWER
76291/14



BATTLEWAGON
76291/13

DOOMDIVER MAGNA CANNON

A COMPLETE DOOMDIVER MAGNA CANNON
CONSISTS OF:
1 x MAGNA CANNON
1 x DOOMDIVER CHASSIS

MAGNA CANNON
76200/1



EXAMPLE OF A COMPLETED
DOOMDIVER MAGNA CANNON



DOOMDIVER CHASSIS
76200/1

MEKBOY SPEEDSTAS



SPEEDSTA VARIANT 1
76234/7



SPEEDSTA VARIANT 2
76233/5



SPEEDSTA VARIANT 3
76233/5



LIFTA DROPPA
TURRET
76234/3



DESTRUKTA ROKKITS
TURRET
76233/6



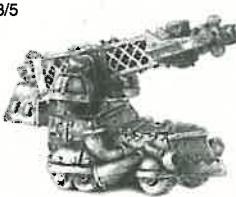
BUBBLE CHUKKA
TURRET
76233/8



MEKBOY DRAGSTER
76234/1

EXAMPLES OF COMPLETED ORK SPEEDSTAS

A COMPLETE
MEKBOY SPEEDSTA
CONSISTS OF:
1 x SPEEDSTA VARIANT
1 x SPEEDSTA TURRET



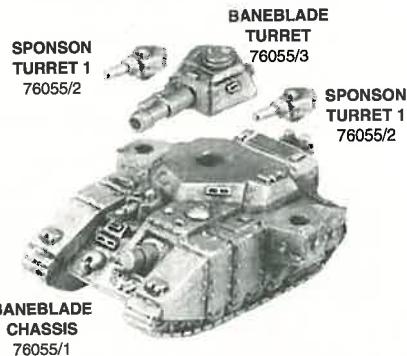
EPIC IMPERIAL

BANEBLADE

A COMPLETE BANEBLADE CONSISTS OF:
1 x BANEBLADE TURRET
1 x BANEBLADE CHASSIS
2 x SPONSON TURRETS 1



EXAMPLE OF A COMPLETED BANEBLADE

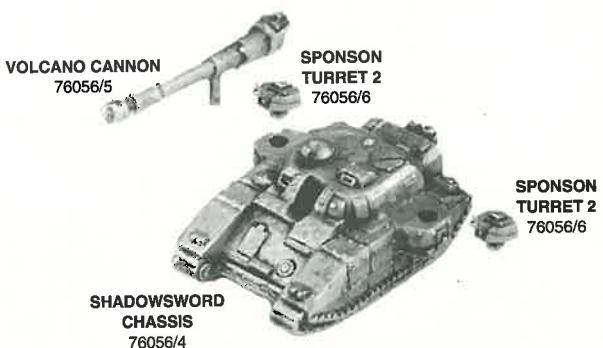


SHADOWSWORD

A COMPLETE SHADOWSWORD CONSISTS OF:
1 x SHADOWSWORD CHASSIS
1 x VOLCANO CANNON
2 x SPONSON TURRETS 2



EXAMPLE OF A COMPLETED SHADOWSWORD



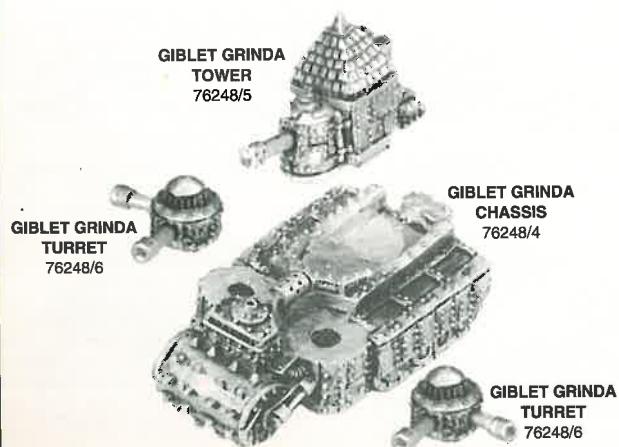
ORK WAR MACHINES

GIBLET GRINDA

A COMPLETE GIBLET GRINDA CONSISTS OF:
2 x GIBLET GRINDA TURRETS
1 x GIBLET GRINDA CHASSIS
1 x GIBLET GRINDA TOWER



EXAMPLE OF A COMPLETED GIBLET GRINDA

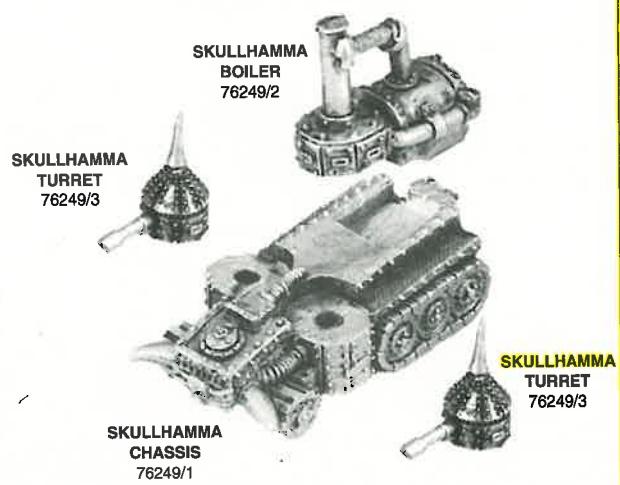


SKULLHAMMA

A COMPLETE SKULLHAMMA CONSISTS OF:
2 x SKULLHAMMA TURRETS
1 x SKULLHAMMA CHASSIS
1 x SKULLHAMMA BOILER

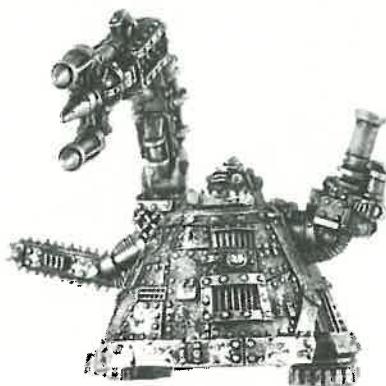


EXAMPLE OF A COMPLETED SKULLHAMMA

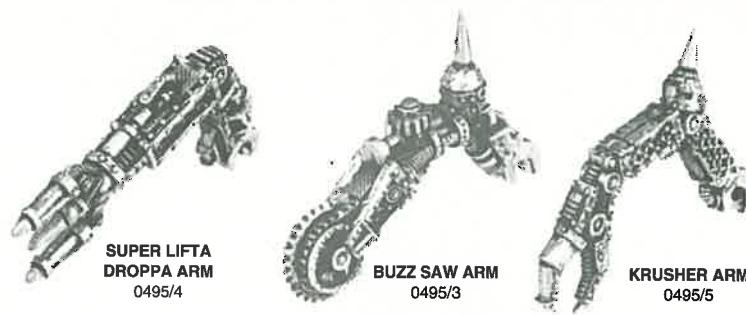


ORK GARGANTS

MEKBOY GARGANT



EXAMPLE OF A COMPLETED MEKBOY GARGANT



MEKBOY GARGANT BODY
0495/1

A COMPLETE MEKBOY GARGANT
CONSISTS OF:
1 x MEKBOY GARGANT BODY
1 x MEKBOY GARGANT BELLY
1 x MEKBOY GARGANT ARM VARIANT

SLASHER GARGANT



EXAMPLE OF A COMPLETED SLASHER GARGANT



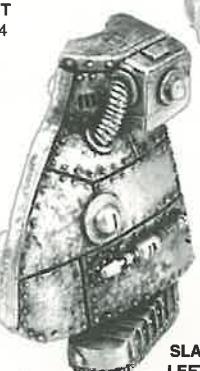
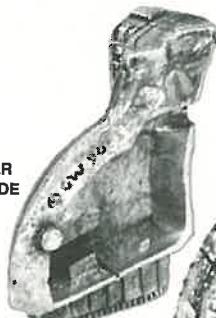
SLASHER GORK HEAD 1
0497/5



SLASHER
RIGHT SIDE
0497/2

SLASHER
FRONT
0497/4

SLASHER
BACK
0497/3

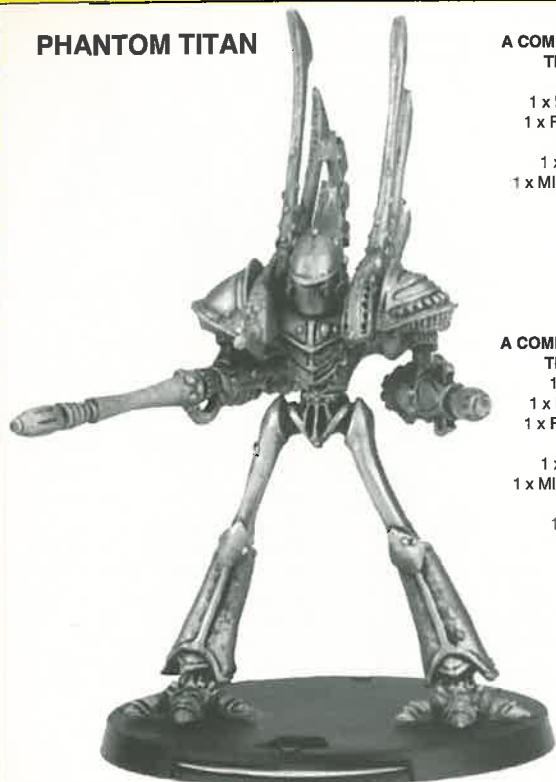


A COMPLETE SLASHER GARGANT
CONSISTS OF:
1 x SLASHER FRONT
1 x SLASHER BACK
1 x SLASHER RIGHT SIDE
1 x SLASHER LEFT SIDE
1 x SLASHER BELLY GUN
1 x SLASHER HEAD
2 x SLASHER WEAPONS

SLASHER BELLY GUN
0497/8

ELDAR TITANS

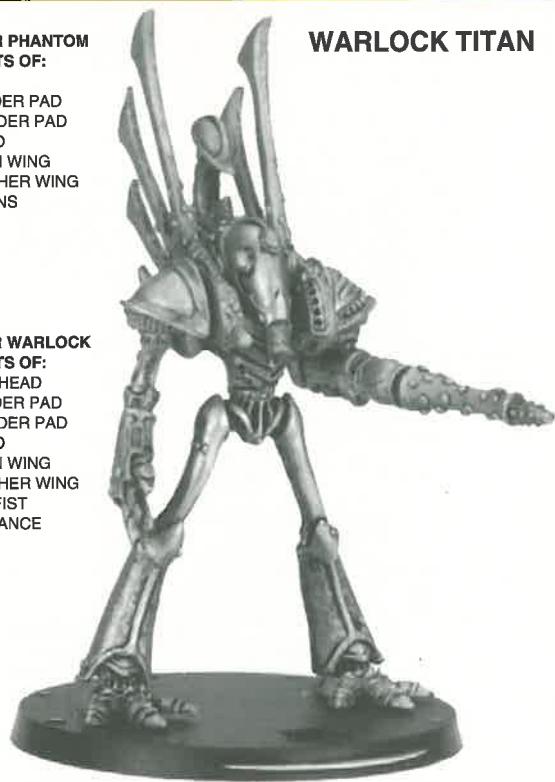
PHANTOM TITAN



A COMPLETE ELDAR PHANTOM TITAN CONSISTS OF:

- 1 x HEAD
- 1 x LEFT SHOULDER PAD
- 1 x RIGHT SHOULDER PAD
- 1 x TORSO
- 1 x LASCANNON WING
- 1 x MISSILE LAUNCHER WING
- 2 x WEAPONS
- 1 x LEGS
- 2 x FEET

WARLOCK TITAN

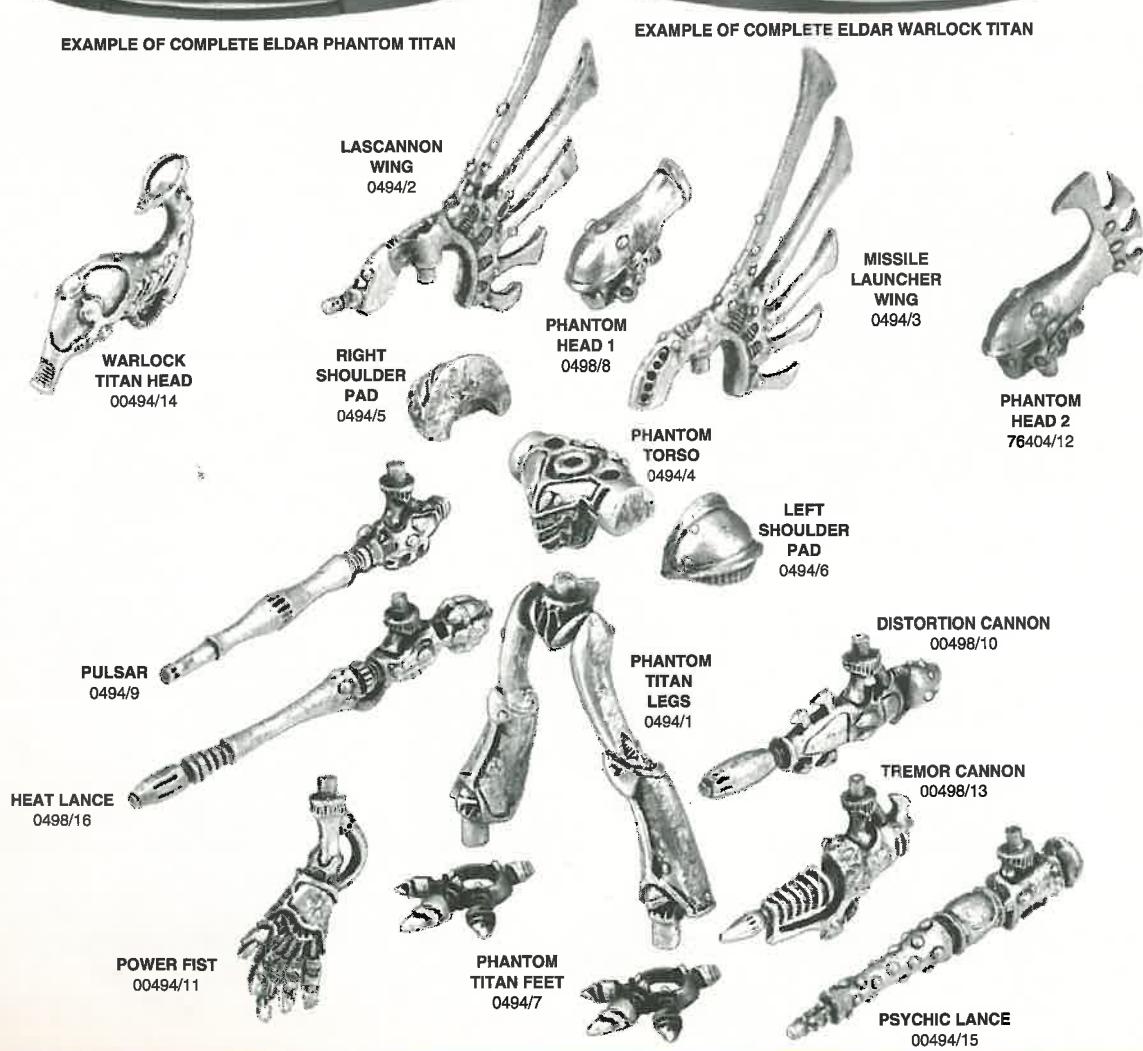


A COMPLETE ELDAR WARLOCK TITAN CONSISTS OF:

- 1 x WARLOCK HEAD
- 1 x LEFT SHOULDER PAD
- 1 x RIGHT SHOULDER PAD
- 1 x TORSO
- 1 x LASCANNON WING
- 1 x MISSILE LAUNCHER WING
- 1 x POWER FIST
- 1 x PSYCHIC LANCE
- 1 x LEGS
- 2 x FEET

EXAMPLE OF COMPLETE ELDAR PHANTOM TITAN

EXAMPLE OF COMPLETE ELDAR WARLOCK TITAN



Designed by Jes Goodwin



EPIC ELDAR

ELDAR NIGHTWING

A COMPLETE ELDAR NIGHTWING CONSISTS OF:
1 x NIGHTWING HULL
1 x NIGHTWING TAIL
1 x NIGHTWING GUN



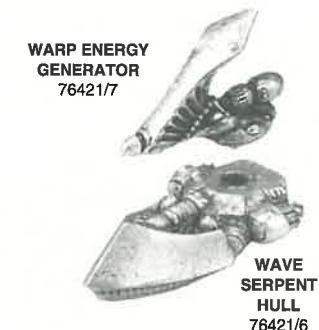
EXAMPLE OF COMPLETE NIGHTWING

NIGHTWING GUN
76435/3



NIGHTWING TAIL
76435/2

NIGHTWING HULL
76435/1



ELDAR WAVE SERPENT

A COMPLETE ELDAR WAVE SERPENT CONSISTS OF:
1 x WARP ENERGY GENERATOR
1 x WAVE SERPENT HULL



EXAMPLE OF COMPLETE WAVE SERPENT

WARP ENERGY GENERATOR
76421/7



WAVE SERPENT HULL
76421/6

ELDAR FIRESTORM

A COMPLETE ELDAR FIRESTORM CONSISTS OF:
1 x FIRESTORM LASER BATTERY
1 x ELDAR GRAV HULL



EXAMPLE OF COMPLETE FIRESTORM

FIRESTORM LASER BATTERY
76436/1



ELDAR GRAV HULL
76423/4

ELDAR DOOMWEAVER

A COMPLETE ELDAR DOOMWEAVER CONSISTS OF:
1 x DOOMWEAVER WEB SPINNER
1 x ELDAR GRAV HULL



EXAMPLE OF COMPLETE DOOMWEAVER

DOOMWEAVER WEB SPINNER
76424/8



ELDAR GRAV HULL
76423/4

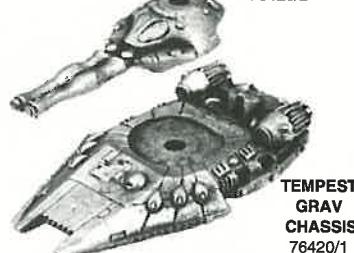
TEMPEST GRAV TANK

A COMPLETE TEMPEST GRAV TANK CONSISTS OF:
1 x TEMPEST GRAV CHASSIS
1 x LASER AND SHURIKEN TURRETS



EXAMPLE OF COMPLETE TEMPEST GRAV TANK

TEMPEST LASER AND SHURIKEN CANNON TURRETS
76420/2



TEMPEST GRAV CHASSIS
76420/1

ELDAR WARP HUNTER



WARP HUNTER
76422/3

ELDAR DEATHSTALKER

A COMPLETE ELDAR DEATHSTALKER CONSISTS OF:
1 x PRISM CANNON
1 x ELDAR GRAV HULL



EXAMPLE OF COMPLETE DEATHSTALKER

PRISM CANNON
76423/5



ELDAR GRAV HULL
76423/4

EPIC CHAOS

DEATHDEALER



EXAMPLE OF
COMPLETE DEATHDEALER

THE COMPLETE DEATHDEALER
CONSISTS OF:
1 x DEATHDEALER GUN TOWER
1 x DEATHDEALER BASE
1 x DEATHDEALER MACHINE
WARRIOR



DEATHDEALER
GUN TOWER
76543/2

DEATHDEALER
MACHINE
WARRIOR
76543/3



DEATHDEALER BASE
76543/1

THE COMPLETE DOOM BLASTER
CONSISTS OF:
1 x DOOM BLASTER LEFT MORTAR
1 x DOOM BLASTER RIGHT MORTAR
1 x BATTLE SCYTHE
1 x DOOM BLASTER BASE



DOOM BLASTER
RIGHT MORTAR
76545/15



DOOM BLASTER
LEFT MORTAR
76545/14

EXAMPLE OF COMPLETE
DOOM BLASTER

BATTLE SCYTHE 3
76545/16

DOOM
BLASTER BASE
76545/13

TOWER OF SKULLS

THE COMPLETE TOWER OF SKULLS
CONSISTS OF:
1 x SKULL TOWER
1 x BATTLE SCYTHE
1 x TOWER OF SKULLS BASE

SKULL
TOWER
76541/8

TOWER OF
SKULLS BASE
76541/7



EXAMPLE OF COMPLETE
TOWER OF SKULLS

BATTLE SCYTHE 2
76541/9

ANGRON



DAEMON PRIMARCH OF KHORNE
76550/21

BLOODTHIRSTER



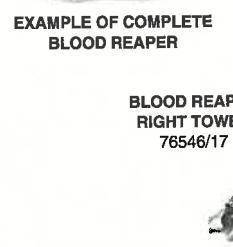
GREATER DAEMON OF KHORNE
76551/17

BLOOD REAPER



THE COMPLETE BLOOD REAPER
CONSISTS OF:
1 x SKULL CANNON
1 x BATTLE SCYTHE
1 x BLOOD REAPER RIGHT TOWER
1 x BLOOD REAPER LEFT TOWER

SKULL CANNON
76546/19



EXAMPLE OF COMPLETE
BLOOD REAPER

BLOOD REAPER
RIGHT TOWER
76546/17



BATTLE SCYTHE 4
76546/20

BLOOD REAPER
LEFT TOWER
76546/18

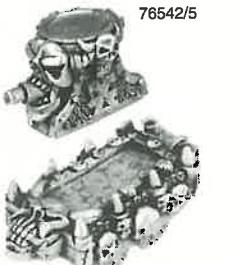
CAULDRON OF BLOOD

THE COMPLETE
CAULDRON OF BLOOD
CONSISTS OF:
1 x CAULDRON OF BLOOD TOWER
1 x BATTLE SCYTHE
1 x CAULDRON OF BLOOD BASE

CAULDRON OF
BLOOD TOWER
76542/5



EXAMPLE OF COMPLETE
CAULDRON OF BLOOD



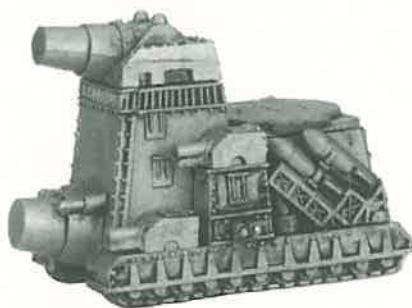
CAULDRON OF
BLOOD BASE
76542/4

BATTLE SCYTHE 1
76542/6



EPIC SQUATS

SQUAT COLOSSUS



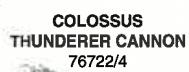
EXAMPLE OF A COMPLETED SQUAT COLOSSUS

THE COMPLETE SQUAT COLOSSUS CONSISTS OF:

- 1 x COLOSSUS THUNDERER CANNON
- 1 x COLOSSUS DOOMSDAY CANNON
- 4 x BATTLE CANNON TURRETS
- 1 x COLOSSUS RIGHT SIDE
- 1 x COLOSSUS LEFT SIDE
- 2 x MISSILE RACKS
- 1 x LANDING PAD
- 1 x IRON EAGLE GYROCOPTER
- 1 x PLASTIC FLYING STAND



MISSILE RACKS
76722/7



COLOSSUS THUNDERER CANNON
76722/4



BATTLE CANNON TURRETS
76722/6

IRON EAGLE GYROCOPTER



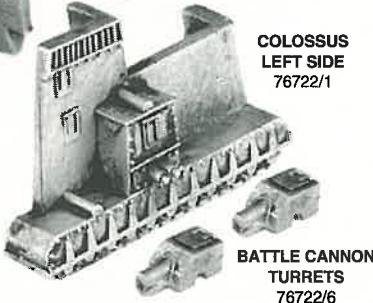
IRON EAGLE GYROCOPTER
76722/8



MISSILE RACKS
76722/7



LANDING PAD
76722/5



COLOSSUS LEFT SIDE
76722/1



COLOSSUS RIGHT SIDE
76722/2

COLOSSUS DOOMSDAY CANNON
76722/3

GOLIATH MEGA CANNON

A COMPLETE GOLIATH MEGA CANNON CONSISTS OF:

- 1 x GOLIATH MEGA CANNON BARREL
- 1 x GOLIATH MEGA CANNON TRACK UNIT

GOLIATH MEGA CANNON BARREL
76734/2



EXAMPLE OF A COMPLETED GOLIATH MEGA CANNON

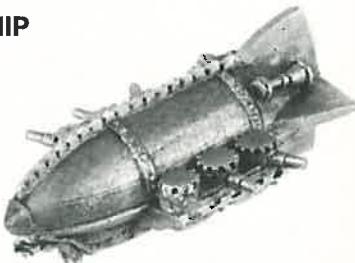


GOLIATH MEGA CANNON TRACK UNIT
76734/1

OVERLORD AIRSHIP

A COMPLETE OVERLORD AIRSHIP CONSISTS OF:

- 1 x OVERLORD AIRSHIP UPPER HALF
- 1 x OVERLORD AIRSHIP BOTTOM HALF
- 2 x OVERLORD AIRSHIP BATTLE CANNONS
- 1 x PLASTIC FLYING STAND



EXAMPLE OF A COMPLETED OVERLORD AIRSHIP

OVERLORD AIRSHIP
UPPER HALF
076746/1



OVERLORD AIRSHIP
LOWER HALF
076746/2



OVERLORD AIRSHIP
BATTLE CANNONS
076746/3

OVERLORD AIRSHIP
BATTLE CANNONS
076746/3

BLOOD BOWL

STAR PLAYERS



COUNT LUTHOR VON
DRAKENBURG
73514/1



LORD BORAK THE DESPOILER
73516/1



PRINCE MORANIAN
73511/1



VARAG GOUL-CHEWER
73509/1



HURKON HEARTRIPPER
73515/1



THE MIGHTY ZUG
73505/1



GRIFF OBERWALD
73503/1



GRIM IRONJAW
73512/1



FUNGUS THE LOON
73506/1



SCRAPPA SOREHEAD
73502/1



BOMBER DRIBBLESNOT
73507/1



NOBBLA BLACKWORT
73501/1

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CITADEL
MINIATURES

Designed by Gary Morley

BLOOD BOWL

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★ GALADRIETH GLADIATORS™ ★

When Blood Bowl was first played, the High Elves disdained the sport, however it didn't take them long to realise that

there is nothing to beat seeing your team wipe out the opposition in a hard-fought game. High Elves are now renowned for their high-speed passing game, relying on the accuracy of their Phoenix Warriors and the icy calm of their catchers to score fast throwing touchdowns.

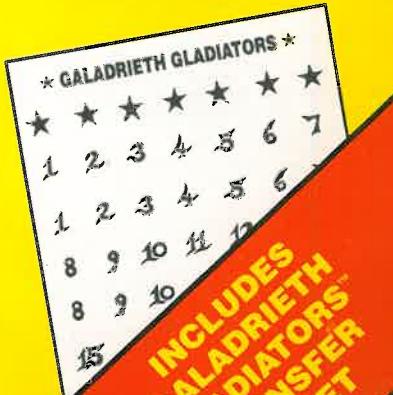
High Elf teams are also remarkable for their combination of speed and agility, which makes their players the epitome of grace when it comes to the running game.

**THIS BOXED SET
CONTAINS A
COMPLETE HIGH ELF
BLOOD BOWL TEAM
CONSISTING OF:**

- 2 Dragon Warriors
- 2 Lion Warriors
- 1 Phoenix Warrior
- 7 Linemen
- 1 Galadrieth Gladiators transfer sheet to allow you to detail your team with numbers and symbols.



DRAGON WARRIOR



**INCLUDES
GALADRIETH
GLADIATORS
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**GAMES
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GRETCHIN

GRETCHIN ASSISTANTS



Designed by Alan Perry

GRETCHIN WITH AUTOGUNS



GRETCHIN WITH AUTOPISTOLS AND SWORDS



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ELDAR

ELDAR SHRIEKER JETBIKE

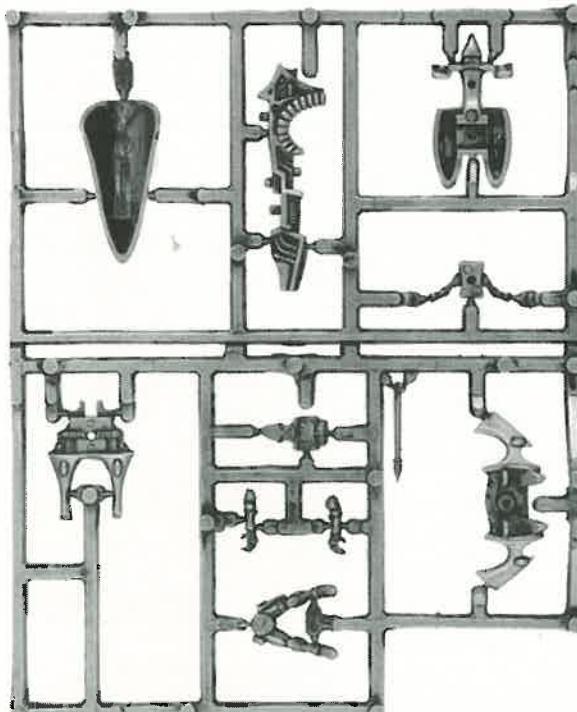
A COMPLETE ELDAR SHRIEKER JETBIKE CONSISTS OF:

- 1 x PLASTIC ELDAR JETBIKE SPRUE
- 1 x METAL SHRIEKER CANNON
- 1 x METAL JETBIKE RIDER TORSO
- 1 x PLASTIC FLYING BASE
- 1 x PLASTIC ELDAR ARM SPRUE
- 1 x PLASTIC ELDAR WEAPON SPRUE



SHRIEKER CANNON
00438/2

JETBIKE RIDER
TORSO
00438/1



ELDAR JETBIKE SPRUE 102784 (SHOWN AT 50% OF ACTUAL SIZE)

NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS DUE TO SMALL PARTS AND ESSENTIAL POINTED COMPONENTS.
THIS KIT IS SUPPLIED UNPAINTED. THE PLASTIC PARTS NEED TO BE ASSEMBLED USING POLYSTYRENE CEMENT.

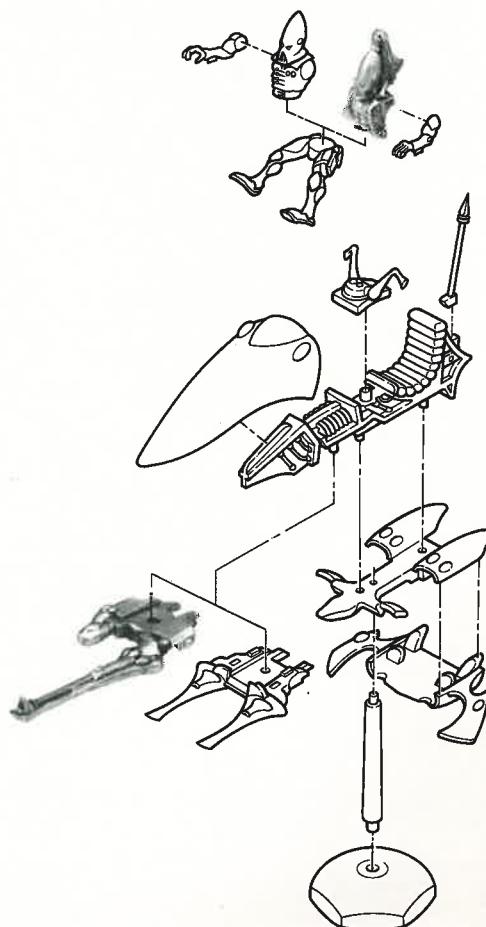
ELDAR JETBIKE

A COMPLETE ELDAR JETBIKE CONSISTS OF:

- 1 x PLASTIC ELDAR JETBIKE SPRUE
- 1 x PLASTIC FLYING BASE
- 1 x PLASTIC ELDAR ARM SPRUE
- 1 x PLASTIC ELDAR WEAPON SPRUE

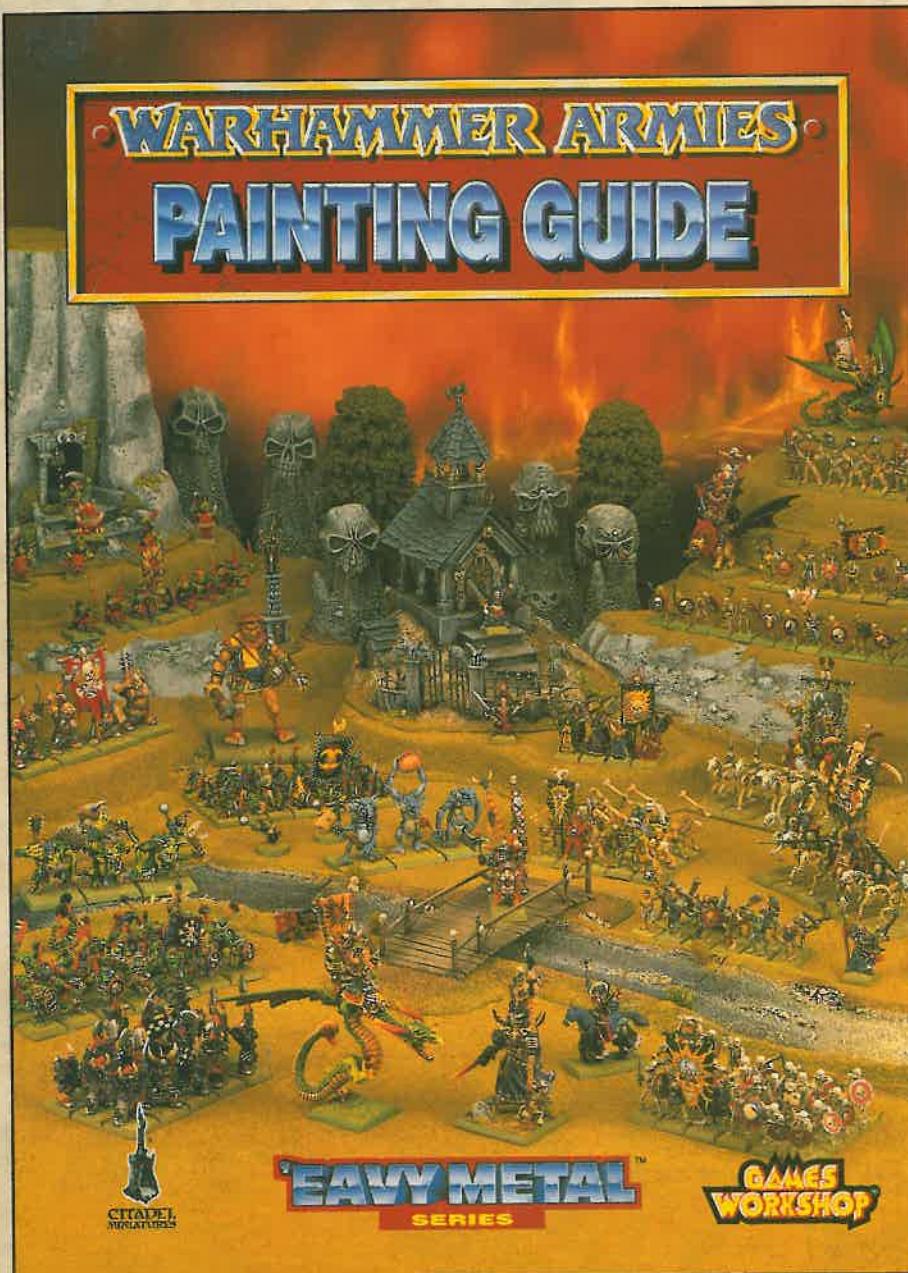


THESE MODEL KITS INCLUDE A CITADEL TRANSFER SHEET AND FULL COLOUR ADHESIVE BANNERS.
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Designed by Jes Goodwin

'EAVY METAL™



Written by master painter Mike McVey, the Warhammer Armies Painting Guide is the essential reference book for all gamers, miniature painters and collectors of Warhammer fantasy models.

All of the major races of the Warhammer world are included, with detailed stage-by-stage colour photos and explanations showing how to go about painting your chosen army.

As well as describing how to quickly paint your rank and file warriors, each section contains a special feature which focuses on painting a unit leader or a character model from the army.

Mike McVey has also included a host of photos of his own projects, complete with detailed explanations which show exactly how they were created.

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CHAOS

BLOODLETTERS OF KHORNE



DAEMONETTES OF SLAANESH



CHAOS WARRIORS



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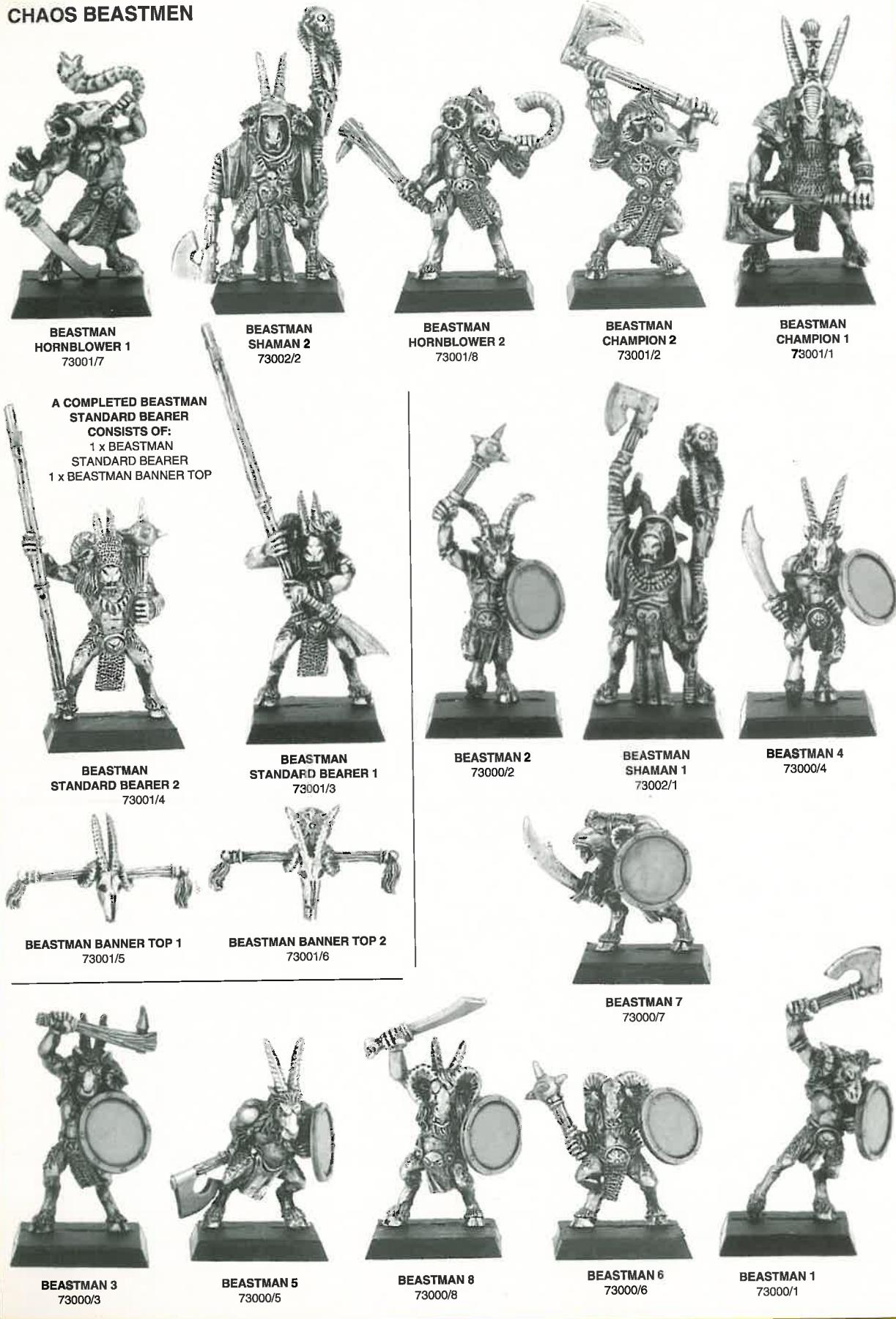
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Designed by Aly Morrison and Colin Dixon

CHAOS

CHAOS BEASTMEN



Designed by Michael Perry

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