

GAMES WORKSHOP®

PRESENTS ITS MONTHLY HOBBY MAGAZINE



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GAMES WORKSHOP®



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Like all Games Workshops, our Australian stores carry a huge range of Citadel Miniatures and the full range of the Games Workshop games. We have friendly, knowledgeable staff who will be more than happy to chat about what's new in the hobby or show you how any of our games are played. Every Thursday night is Games Night, where you can come along and join in with a game of Warhammer, Warhammer 40,000, Blood Bowl or the Epic Game System.



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CONTENTS

COVER: DARK ELVES – *Dave Gallagher*

GW AND CITADEL NEWS

All the latest news from Games Workshop and Citadel Miniatures.

3

LEMAN RUSS DEMOLISHER! – *Ian Pickstock*

This devastating new tank is the latest addition to the **Warhammer 40,000** Imperial Guard army. In this article, Ian explains the history and background of this powerful vehicle, as well as the full rules for the awesome new Demolisher cannon.

8

'EAVY METAL – *Studio 'Eavy Metal Team*

Leman Russ Demolisher siege tank.

11

Ultramarines Chief Librarian Tigurius and Space Marines Terminator Chaplain.

12

Tyrannid Termagants with fleshborers.

17

Witch Elves.

20

NAGGAROTH – *Jervis Johnson*

From Naggaroth, the Land of Chill, come the dreaded Dark Elves – servants of the bloody God of Murder. In this special preview of **Warhammer Armies – Dark Elves**, Jervis describes the bleak and terrifying realm of these deadly fighters.

21

'EAVY METAL – *Studio 'Eavy Metal Team*

Dark Elf regiments.

24

Epic Imperial Thunderbolt fighters and Marauder fighter-bombers.

30

IMPERIAL AIRPOWER – *Andy Chambers*

High above the battlefields of the 41st millennium soar Imperial Thunderbolt Fighters and Marauder Fighter-Bombers. Full background history, rules and new army cards are included in this article so that you can add these powerful aircraft to your **Epic** games.

31

LAIR OF THE ORC LORD – *Andy Jones and Dean Bass*

Andy and Dean explain all about the new Adventure packs for **Warhammer Quest** and take a close look at the first in the series – the *Lair of the Orc Lord*. Also included in the article are four new Treasure cards for you to use in your games!

35

GAMES DAY AND GOLDEN DEMON '95

In this special article, we provide a list of all the categories for the **1995 Golden Demon Awards** together with an entry form for this year's competition.

41

HERETIC – *Andy Chambers, Jervis Johnson and Jake Thornton*

In this month's **Warhammer 40,000** battle report, over two dozen tanks and other armoured vehicles clash in a bitterly fought struggle to the death! Will the Emperor's loyal forces of the Space Marines be victorious, or will the evil psyker Lord Varlak escape to spread his rebellion?

48

ADVERTS

The Exterminatus Roadshow	2	Azhag the Slaughterer	34
Lair of the Orc Lord Adventure pack	4	Imperial Noble Warrior Pack	46
The Screaming Death Roadshow	6	Chimera Boxed set	47
Games Workshop Retail Stores	18	Games Workshop Mail Order	70
Warhammer Frenzy	19	Citadel Miniatures Catalogue	75
Games Workshop Battle Tour	28	Warhammer Armies – Dark Elves Inside back cover	



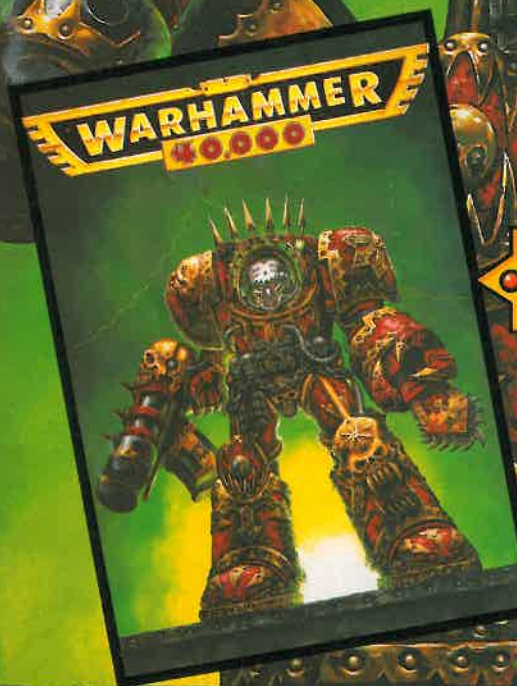
GAMES WORKSHOP

Presents

WARHAMMER

40,000

EXTERMINATUS



WARHAMMER ROADSHOW

JULY

1st Gloucester
8th Swansea
15th Exeter
22nd Wolverhampton
With loads more
dates to come...

The Imperial planet of Trantis IX has been overrun by the foul World Eaters Chaos Space Marines. Can the Ultramarines plant the **Exterminatus** device and destroy the infestation or will their efforts be crushed by the dark forces of Chaos?

At each **Exterminatus Roadshow** everything is provided. There's no need to bring miniatures, dice or rulebooks – you just turn up and play!

And, at every event, there will be special prizes of a brilliant limited edition **Exterminatus Poster**.



WHITE DWARF®

TYRANIDS

As I speak, our production team is putting together the final, impressive 'Eavy Metal pages for Codex Tyranids. As usual, our painters have done an excellent job on the many new models of Hive Tyrants, Lictors, Biovores and other creatures featured in the volume. Already, several people at the Studio have succumbed to the aliens' temptations and have started their own Tyranid armies – the word going around at the moment is "They're weird, but they're hard!"

IN THE EMPEROR'S NAME!

The battle report this month is a massive Warhammer 40,000 tank battle between loyal Space Marines and a renegade Psyker's Imperial Guard! Over two dozen vehicles ranged over the eight foot square table, including the latest additions to the Imperial Guard – the Chimera and the Demolisher siege tank. By the end of this bloody battle more than half the vehicles involved had been reduced to burning wrecks!

ON TOP OF THE WORLD

Over the weekend of the 13th and 14th of May, intrepid Games Workshop employees set out for the depths of the Scottish Highlands. Their aim – a sponsored walk to raise money for the Rainbow Children's Hospice (over £2,500 so far...).

Representing Games Workshop on the hike were Dave Gallagher, Simon Smith, Mike McVey, Linda Cawthorne and Colin Grayson. As you can see, they took their trusty travelling companion with them. You never know when you'll need your White Dwarf to fend off the advances of a ravaging bear or ward away the bitter, ice-cold winds!

See you next month,

Bob



Our intrepid hikers on top of a "Munro" (a mountain higher than three thousand feet). The party walked over ten of these in a weekend!

Warhammer Quest™

ORC ATTACK!

This month, Games Workshop releases the first of its Warhammer Quest Adventure packs. Each pack contains a selection of specially sculpted, metal Citadel miniatures, together with new board sections, cards and a rulebook.

Lair of the Orc Lord is the first of these Adventure packs, and takes you into the dark domain of Warboss Gorgut and his Black Fang Orcs. Battle against his Orc Big'uns and try to defeat Skabnoze the Shaman. If you survive, you'll have to face Gorgut himself in the depths of his lair! Andy Jones explains a little more about these Adventure packs later in this issue.

EN GARDE!

Perhaps you'd like to face the threat of Gorgut and his horde as an **Imperial Noble**. With his sharp wit and sharper Rapier, the Imperial Noble can cut his way through almost any opposition. The Imperial Noble also carries an Heirloom – a potent artefact handed down by his ancestors which causes Monsters to cower, or flee in terror from his wrath.

The splendid Imperial Noble miniature by Gary Morley is the latest Warrior for Warhammer Quest, and comes complete with his Warrior and Equipment cards, Warrior counter and a detailed rulebook by Ian Pickstock.

WARHAMMER QUEST RELEASES

Imperial Noble Warrior Pack £6.99
(Boxed set with one miniature, cards, counters and rulebook)

Lair of the Orc Lord £19.99
(Supplement with eight miniatures, cards, board sections and rulebook)



The latest, brave Warrior to enter the dungeon – the Imperial Noble.

Warhammer Quest



The Black Fang Orcs of Mount Gunbad are ruled by the tyrannical Warboss Gorgut. Surrounded by his brutal bodyguard and entertained by Gubbinz the Goblin jester Gorgut holds court, counting the skulls of the many Warriors who have dared to enter his bleak domain.

This Adventure Pack enables your Warriors to enter the dreaded Lair of the Orc Lord. The box contains new full colour floorplans, treasure cards, event cards, magic items and 8 brilliant Citadel miniatures, together with a 48 page rulebook describing a wealth of background information, six basic adventures and a complete Warhammer Quest Roleplay adventure.



Contents and components may vary from those illustrated



GUBBINZ THE JESTER



GROWLER THE SQUIG HOUND

Miniatures supplied unpainted



This is not a complete game. You need a copy of Warhammer Quest to use the contents of this box.

WARNING! Some of the components in this boxed supplement contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. Citadel, the Citadel castle, Games Workshop, the Games Workshop logo and Warhammer are registered trademarks of Games Workshop Ltd. Warhammer Quest is a trademark of Games Workshop Ltd. © Games Workshop Ltd. 1995. All rights reserved.

**GAMES
WORKSHOP**

THIS MONTH'S WARHAMMER RELEASES

Warhammer Armies – Dark Elves	£9.99
Dark Elf Warriors (Boxed set of ten plastic miniatures)	£4.99
Black Guard of Naggaroth (Three miniatures per blister)	£4.99
Cold One Knights (Boxed set of three miniatures)	£11.99
Dark Elf Command Group (Three miniatures per blister)	£4.99
Dark Elf Witch Elves (Four miniatures per blister)	£4.99

ARMIES OF NAGGAROTH

Warhammer Armies – Dark Elves is released this month, along with more new miniatures for this cruel warrior race. Jervis Johnson, the author of Warhammer Armies – Undead, gives us the low-down on the history of the Dark Elves and their cold and forbidding realm.

This month's release of Dark Elf models includes the **Black Guard of Naggaroth**. These grim guardians of Naggarond, the Tower of Cold, are vicious fighters who give no quarter to their foes. Accompanying these elite veterans are the **Cold One Knights**, who ride to battle on vicious reptilian steeds and are wholly dedicated to Khaine: the bloody God of Murder.



Dark Elf Cold One Knight.

Also devotees of Khaine are the murderous **Witch Elves**. Led by the Hag Queen, the Witch Elves revel in the slaughter of their enemies. In battle, this makes them frenzied fighters who are almost unstoppable.

To lead these regiments, a new **Dark Elf Command Group** has been designed consisting of a champion, musician and standard bearer.

All the models in this new range of Dark Elf miniatures have been sculpted by the Marauder design team of Colin Dixon, and Aly and Trish Morrison. Watch these pages for the latest news on this splendid new Dark Elf range.

Also, in this issue is an article by Jervis Johnson describing the desolate realm of Naggaroth, complete with a full colour map of these bleak lands.



IMPERIAL FLYERS

The skies are filled with the roar of plasma ramjets and the scream of aircraft as the Imperium sends its squadrons of flyers out on the attack!

The **Thunderbolt Fighter** is a lightning-fast craft which makes devastating attack passes with its autocannon and rockets, deep behind the enemy lines. These aircraft have proved their worth in many battles, smashing the enemy artillery with deadly ground attacks.

The **Marauder Fighter-Bomber** makes steadier aerial assaults, blasting apart enemy battle tanks, Ork battle fortresses and opposing Titans. Its battlecannon, lascannon and missiles cut a trail of destruction as it storms through the skies on its four massive plasma engines.



THIS MONTH'S EPIC RELEASES

Thunderbolt Fighter (Three miniatures per blister)	£3.99
Marauder Fighter-Bomber (Three miniatures per blister)	£4.99

Both of these new Imperial war machines are designed by Dave Andrews and they will add a new dimension to your Imperial Guard or Space Marine army.

The full rules for these magnificent Imperial flyers are presented later in this issue. In his article, Andy Chambers provides the army cards for you to cut out and stick together, enabling you to include Thunderbolt Fighter and Marauder Fighter-Bomber squadrons in your Epic games.

SCREAMING DEATH!



SLAUGHTER AT THE TEMPLE OF MORR

Come along and join in
this massive battle at any
of the Games Workshop
stores below...

Grey Seer Thanquol has been given the task of recovering the Sacred Black Ark from the flagellants of the apocalypse. Arriving at their monastery at the head of a Skaven army, he found to his horror that it was already under siege by a vast Orc and Goblin horde. No matter... the Council must be appeased and the Black Ark recovered.

At each **Screaming Death Roadshow**
everything is provided.

There's no need to bring
miniatures, dice or
rulebooks – you just
turn up and play!

And, at every event, we'll be
giving away special prizes of
this **limited edition Screaming
Death T-Shirt!**

So see you there!



JULY
8th Northampton
15th St Albans
22nd Altrincham
with loads more
dates to come...

**WARHAMMER
ROADSHOW**



THIS MONTH'S WARHAMMER 40,000 RELEASES

Leman Russ Demolisher (Plastic kit with metal components)	£19.99
Tigurius - Chief Librarian of the Ultramarines (One miniature per blister)	£4.99
Terminator Chaplain (One miniature per blister)	£2.99
Termagants with Fleshborers (Three miniatures per blister)	£4.99

SIEGE TANK

The machine shops of the Adeptus Mechanicus have been working overtime for the last couple of months. First there was the Imperial Chimera, now they have produced the **Leman Russ Demolisher**.

The Demolisher is equipped for close-ranged support and is armed with the massive Demolisher cannon. This fires special shells which trigger a deadly explosion of plasma when fired, engulfing the enemies of the Imperium in a huge conflagration!

In addition, the Demolisher is also armed with a lascannon and the choice of sponson-mounted heavy bolters, heavy plasma guns or the much-favoured multi-meltas.

The Demolisher siege tank is based on the plastic Leman Russ tank kit. The



box contains all the plastic sprues you need, as well as the metal components for the new heavy weapons. Also included are sheets of waterslide transfers to enable you to complete your Demolisher siege tank in the markings of one of several different Imperial Guard regiments.



TIGURIUS

When they go to battle, the Space Marines of the Ultramarines Chapter are often accompanied by their **Chief Librarian - Tigurius**. Tigurius is the head of the Chapter's Librarius, and as the Chief Librarian he is the most powerful psyker the Master of the Ultramarines can call upon.

Armed with the mighty *Rod of Tigurius* and wearing the *Hood of Hellfire*, Chief Librarian Tigurius is more than a match for most enemy psykers.

Designed by the talented hands of Jes Goodwin, the model of Tigurius looks

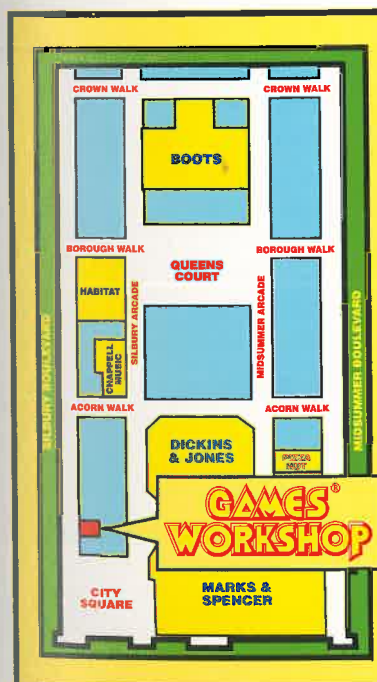
splendid striding into battle and is a must for any Ultramarines army.

CRUSH THE HERETICS!

Another superb Space Marine model by Jes Goodwin also hits the shelves soon. The **Terminator Chaplain** is protected by both his tactical dreadnought armour and *Rosarius*, making him almost immune to enemy fire. Chaplains often lead the Space Marine assault, striding into the midst of their foes, dealing death with their *Crozius Arcanum* or blasting the unbelievers apart with a deadly hail of bolter shells!

TERMAGANTS

As a prelude to the forthcoming release of Codex Tyranids, the first in the new range of Citadel miniatures are released this month. **Termagants with Fleshborers** are a deadly enemy to face, as they race across the battlefield in an unstoppable tide of death. Wave upon wave of these creatures launch themselves at the enemy while the Tyranid Warriors and Carnifexes prepare their devastating assault.



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LEMAN RUSS DEMOLISHER



A LEMAN RUSS DEMOLISHER OF THE TWENTY FIRST TURAN REGIMENT



ARMY BADGE

Every piece of equipment and, in theory, every trooper's uniform, should display an Army badge. This insignia assists in the administration and movement of the vast amount of military hardware and personnel deployed throughout the galaxy and helps prevent "friendly fire" accidents.

TURAN. XXI
ATRIA. VII

REGIMENT NAME

There are literally thousands of different Imperial Guard Regiments raised from hundreds of different worlds. Regiment names are typically displayed in this shorthand style: TURAN. XXI is the twenty first Turan Regiment.



COMPANY AND SQUADRON MARKINGS

Each Imperial Guard Tank Company is distinguished by two main features: a series of broad stripes painted onto the hull or turret of each vehicle in bright contrasting colours, and a symbol.

The Company symbol is a specific icon, such as a star or a scythe. Each Squadron in the Company displays a different coloured version of this symbol – here the 1st Squadron's colour is red.

123

TANK NUMBERS

Imperial Guard Tank Squadrons typically comprise three vehicles and this number simply identifies which is which.



WARHAMMER

40,000

LEMAN RUSS DEMOLISHER!

By Ian Pickstock

With a thunderous roar the tank fired its Demolisher cannon. Orks, Bikes and Buggies flew high into the air as the huge shell exploded into a miniature sun. Seconds later, the charred wreckage crashed to the ground amid the cheers of the advancing Imperial Guardsmen.

THE FORGES OF MARS

Deep within the forges of the Adeptus Mechanicus, teams of Tech-Priests labour unceasingly on designs for new weapons to expand the vast armies of the Imperium. From the humblest bolter to the mightiest of battle tanks, all the armaments of the Imperial forces are carefully tested by skilled Tech-Adepts before they are blessed and issued to troops in the front lines. It was here that the Demolisher was first built.

Although not as widespread as the Leman Russ, this variant of the famous battle tank is still an important part of Imperial Guard armies. From the steaming jungles of Catachan to the bleak plains of Korsk II, the enemies of the Imperium have learned to fear the awesome tank known as the Demolisher.

THE DEMOLISHER SIEGE TANK

The Demolisher siege tank is one of a number of Leman Russ variants designed by the Adeptus Mechanicus to provide close support for troops fighting in dense terrain. With its battery of lethal weapons and thick plasteel sides, it is equally well suited to battles in built-up, urban areas, overgrown jungles, or combat inside the dark underworld of Hive cities.

In fact, Demolishers are so deadly that demands for them by front line troops frequently outstrip supplies! Imperial Guard commanders who are lucky enough to have Demolishers are careful to employ these valuable weapons where they will be most useful. Whether in attack or defence, the Demolisher siege tank is always at the heart of the most important battles.



Demolisher siege tanks smash through the Chaos line as a major Imperial assault begins.



CONSTRUCTION AND ARMOUR

Many modifications have been made to the basic Leman Russ to turn it into the Demolisher siege tank. By far the most obvious is the addition of a completely new and massive gun. However, this is not the only important change.

All vehicles in close terrain are vulnerable to close combat attacks and can be quickly swamped by enemy infantry advancing through buildings or jungle. It was this problem that led the Adeptus Mechanicus to add extra protection to the Demolisher siege tank. This is the second big difference between a Leman Russ and a Demolisher – the massive weight of its armour.

Leman Russ battle tanks are already very heavily armoured, but have weaker spots to their sides and rear. The Demolisher's armour has been thickened, especially on the sides and rear, to give it extra protection and increase the tank's overall survivability. This was an absolutely vital measure if the tank was to close with the enemy and survive the hail of anti-tank fire it would inevitably face.

The only problem was speed. With the increased bulk of the extra armour and the additional space required to carry the huge Demolisher shells, the Demolisher siege tank was not a fast vehicle. Even so, the Tech Priests decreed that this was an acceptable compromise and it was put into full production.

With its multiple layers of thick plasteel and slabs of ceramite armour, the Demolisher is protected from almost all forms of attack. Despite the ability of enemy units to strike from any angle, most heavy weapons fire simply patters off its hull like hailstones. Attacking enemy infantry are submitted to devastating bursts of super-heated plasma or are vaporised by fire from the sponson mounted multi-meltas before they even reach the tank!

DEADLY WEAPONS

In dense terrain, where large buildings or trees reduce lines of sight to a bare minimum, firepower is all important. Carefully designed for just this type of fighting, the Demolisher's weapons have been chosen to provide maximum killing power at very close ranges.

The Demolisher siege tank is armed with some very powerful close ranged heavy weaponry. Its main weapon is the devastating Demolisher cannon, from which the vehicle takes its name. This was specially designed by the Adeptus Mechanicus to fire shells that explode with such force and devastation that they not only destroy fortifications and heavily armoured targets but also any troops that may be concealed within them! The Demolisher siege tank carries this huge cannon in its turret so that it can deal with threats from all sides. Full rules for the Demolisher cannon are included in the box opposite.

In addition to the main armament the siege tank carries two side sponsons which can be fitted with a variety of different weapons. One common option consists of twin multi-meltas. These vicious short range weapons protect the Demolisher's sides and allow it to advance down narrow streets keeping enemy battle tanks at bay. Another common choice is two heavy plasma guns which can be mounted in the sponsons when the Demolisher is being used in a more defensive role. The extra range of the heavy plasma guns is useful against clusters of infantry and light vehicle squadrons, while the option of firing on maximum power turns the heavy plasma gun into a very effective tank killer. Lastly, some Demolisher retain their standard fit of heavy bolters to mow down enemy foot troops, relying on their Demolisher cannon to annihilate the more heavily armoured opposition.

The final weapon in the The Demolisher's arsenal is a hull mounted lascannon. This is the only really long ranged weapon fitted to most Demolishers and is ideally placed to deal with any enemy tanks that may be waiting to ambush them.



The diagram above illustrates the fire arcs of the Demolisher's different weapon systems.



A LEMAN RUSS DEMOLISHER OF THE SEVENTH ATRIAN REGIMENT



A LEMAN RUSS DEMOLISHER COVERS THE ADVANCE OF A SQUAD OF CADIAN SHOCK TROOPS

SPACE MARINE CHARACTERS



The Chaplain of the Ultramarines First Company wears black Terminator armour as directed by the Codex Astartes. His right shoulder pad retains the blue and white heraldry of the Ultramarines.



CHAPLAIN IN TERMINATOR ARMOUR



CHIEF LIBRARIAN TIGURIUS



CHIEF LIBRARIAN TIGURIUS LEADS A SQUAD OF TERMINATORS AGAINST THE ELДАР

THE DEMOLISHER CANNON

"Range is of no importance in urban combat. Widespread destruction and complete annihilation of all enemy in the target zone are the only objectives that must be met."

*Ch4, Vs9 – Liber Artificus
by Chief Artisan Tilvius*

The Demolisher cannon is terrifyingly destructive, blasting through layers of plasteel and concrete alike in a storm of plasma and flying debris. Originally designed to destroy bunkers and similar fortifications, the Demolisher cannon was soon found to be capable of obliterating enemy vehicles with ease. This deadly versatility makes the Demolisher siege tank an extremely valuable vehicle.

The Demolisher is a specially modified battle cannon which fires even larger and more devastating shells. The secret to its great destructive energy lies in the special ammunition that it fires.

These huge shells are far heavier than the standard battle cannon ammunition. They consist of an outer layer of standard high explosive and shrapnel surrounding a chemical core. When the shell strikes its target the explosive detonates, blasting a hole in the target's armour and scattering shrapnel everywhere. At the same time, the explosion also sets off a chemical reaction which superheats the second layer. This sends a plasma jet lancing

through the hole blown in the armour and spreads flaming death and molten metal over a wide area, literally ripping the target apart from the inside.



Special Rules

Like the battle cannon, the Demolisher cannon is such a huge weapon that it may only be mounted on vehicles. It is not possible for it to be carried by foot troops.

When the Demolisher cannon is fired its massive recoil lifts the front of the tank off the ground. If it was fired on the move there would be a danger of the whole tank rolling over! Because of this, the Demolisher cannon may only be fired if the vehicle remained stationary during that turn. If the Demolisher siege tank moved then you may not fire the Demolisher cannon. Note: this restriction only applies to the Demolisher cannon, all its other weapons may fire as normal when it moves.

Finally, when the Demolisher cannon hits, it gains a +3 bonus to rolls on any datafax damage tables. Results modified above 6, count as 6.

Short Range	Long Range	To hit Short	To hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	-	-	10	2D6	-3	3D6+10	3" Blast, move or fire.

BATTLE TACTICS

Using the Demolisher in a game may at first seem straight forward. "Why not just use them like a Leman Russ battle tank", I hear you say. Well the main reason against this is the fact that they are designed for a completely different role.

The Demolisher weaponry has been specially chosen to fit one purpose – close range fire support. This means you are going to have to close the distance between you and your opponent to get the most out of your Demolishers. However, this doesn't mean you are going to have to do the moving. On the contrary, you want to move as little as possible.

UNSTOPPABLE ASSAULT

As the Demolisher rolls forward, it grinds its way through the opposition, annihilating anything that moves until it comes within range of its target. Then the vehicle slews to a halt and the fearsome Demolisher cannon gets to work. In a howl of flame and steel, the tank blasts huge holes in the enemy fortifications and vapourises the hapless defenders. The best tactic for attacking with Demolishers is to work in pairs, each one leapfrogging the other as they advance. In this way you can maintain a heavy barrage of fire without halting the attack.

RESOLUTE DEFENCE

With razorwire and other obstacles channelling the attackers, Demolisher commanders know exactly which way the enemy will approach, and train their arsenal of weaponry on those points. With fingers hovering on their triggers they wait for the enemy to emerge, only to rebound off the Demolishers like the sea hitting a cliff.



In defence, the Demolisher is really in its element. If carefully sited at the beginning of the battle it can spend the whole game systematically destroying the enemy threats, stopping your opponent in his tracks.

Try to place your siege tanks so that they cover areas of ground through which you know the enemy is going to advance. Probably the best example of this is if your opponent has the *Take and Hold* mission. Just watch the look of horror on your



opponent's face as you place your Demolishers with their sights firmly fixed on his objective. As with all tanks, always consider their own survival when deploying them. Placing a Demolisher right up front might give it a clear view of the enemy, but it also leaves your Demolisher out on a limb. Even with its improved armour it may attract so much enemy fire that it ends up being destroyed!



So remember, place your Demolisher so it has clear line of sight to an area that is important to your enemy, but that offers you some protection against enemy fire. Also, it's often a good idea to assign it a squad of troops to protect it against infiltrators and enemy assault squads.

During the game itself you'll want to avoid moving the Demolisher if you can. This doesn't mean you should remain completely static and watch while the enemy avoids your devastating arsenal of weapons by hiding behind a hill. If it becomes apparent that the enemy isn't going to approach the Demolisher then hit first gear and go on the prowl! Don't

forget that even if the Demolisher cannon can't fire, you'll still be able to hit the enemy with the rest of your arsenal.

THE IMPERIAL GUARD

Several new special rules apply to the Imperial Guard army in Warhammer 40,000. In case you've missed these in the last few issues of White Dwarf, we've included them again on the following pages.

BLITZKRIEG

Behind the front line, the Imperial Guard is always supported by massive quantities of heavy artillery. Immediately before an attack these big guns are moved up to forward positions where they unleash a massive barrage of shell and fire. As the ground erupts into a maelstrom of explosions the enemy are destroyed, beaten back from key positions, or left stunned and confused. Before the smoke clears from this deadly barrage, the Imperial reserves strike. In a vast tidal wave, they charge forward through the gap blasted in the enemy formations.

The Imperial Guard has big guns like the Basilisk which are designed specially for barrage work. In addition, tanks may be equipped with battle cannons which can be to add firepower to the barrage before an attack. A barrage is also useful in defence as an effective way of breaking up enemy attacks, destroying troops and vehicles before they reach the Imperial Guard's battle line.

BARRAGE

Demolishers may not fire a barrage at the beginning of the game. Unlike Leman Russ battle tanks they do not carry a battle cannon, and the short range of the Demolisher cannon makes a barrage impossible.

RESERVES

When the Imperial Guard deploys its forces any vehicles, and troops carried in vehicles, may be held in reserve. Reserves are not deployed on the battlefield at the start of the game but are held back until the battle has begun. You do not have to tell your opponent what you have placed in reserve. This means you'll be able to use the Chimera's troop carrying capability to hold Imperial Guard squads in reserve. It should be noted that the Demolisher is not really suited to this style of deployment, but it may still move on this table in this manner if you wish.

At the start of any of your turns, including your first turn you may decide to bring any reserves on to the battlefield. Declare which vehicles or vehicle squadrons you are going to bring on and place them on your own table edge. These may move and fight as normal during the turn that they are deployed. Vehicles may enter at any speed to represent the lightning fast strike of these massed formations. This is a big advantage because it means you can bring on a Leman Russ or a Chimera troop carrier at fast speed. Remember vehicles that deploy normally are restricted to slow speed at most. In effect you can move a speeding armoured column straight to the attack from a reserve position, arriving at your target sooner than if you had deployed normally!



A Demolisher leads the Imperial Guard attack into the heart of an Ork stronghold.

FRAG DEFENDERS

The frag defender round is a special kind of auto-launcher ammunition that is used instead of normal frag or blind grenades to protect vehicles when fighting at close quarters with enemy foot troops. Instead of firing three shots in a normal pattern, the frag defender is launched straight up to explode in a gigantic airburst above the vehicle, scattering shrapnel and fragments of spinning metal over a wide area.

Unlike normal ammunition, the frag defender rounds may be fired at any point in the game, including the hand-to-hand combat phase before other models attack! When it is fired, any models touching the vehicle sustain a strength 4 hit with a -1 save modifier. Models wearing flak armour receive the +1 armour save bonus for being hit by a blast weapon and will therefore save on a D6 roll of 6. Note that just like auto-launchers loaded with frag or blind grenades, auto-launchers loaded with frag defender ammunition may still only fire twice per battle.

ARMY LIST – SUPPORT SECTION

DEMOLISHER SIEGE TANK 190 points

The Imperial Guard army may include any number of Demolisher siege tanks within its 50% points allocation for

support. A Demolisher siege tank is crewed by five Imperial Guardsmen wearing flak armour (6+ saving throw) and carrying a laspistol. See the Demolisher siege tank datafax on the following page for more details.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7
Tank Commander	4	4	4	3	3	1	4	1	8

CREW OPTIONS: The crew may exchange their flak armour (6+ save) for carapace armour (4+ save) at an additional cost of +15 points.

The Demolisher cannon gunner may be upgraded to a *Tank Commander* at an additional cost of +10 points. The *Tank Commander* is a champion character and therefore is entitled to one wargear card.

The Demolisher's sponsons must be equipped with either a pair of heavy bolters (+30 points), heavy plasma guns (+60 points), or multi-meltas (+90 points).

AUTO-LAUNCHERS: The Demolisher may be equipped with auto-launchers loaded with either frag or blind grenades at an additional cost of +5 points

Alternatively, the Demolisher may be equipped with auto-launchers loaded with frag defender ammunition for an additional cost of +10 points.

To assemble, first photocopy or cut out your datafax (keeping the front and back together). Fold along the dotted line and glue the front and back together. To make your datafax a bit more hard wearing, it's a good idea to insert a piece of card (cereal packets are about right) between the two halves before gluing them together.

DEMOLISHER

LEMAN RUSS SIEGE TANK

VEHICLE DATA

CREW:

1 IMPERIAL GUARD DRIVER
4 IMPERIAL GUARD GUNNERS

RAM VALUE:

STRENGTH 9
D20 DAMAGE -6 SAVE

MOVEMENT:

SLOW SPEED: 4"
COMBAT SPEED: 8"
FAST SPEED: 16"
TYPE: TRACKED

WEAPONS:

One lascannon mounted in the hull with a targeter and a 90° field of fire to the front. One Demolisher cannon mounted in the turret with a targeter and a 360° field of fire. Plus either heavy bolters (+30 points), multi-meltas (+90 points) or heavy plasma guns (+60 points) mounted in either side sponson with a targeter and a 180° field of fire to their side of the vehicle. The Demolisher may be fitted with auto-launchers carrying frag or blind grenades at a cost of +5 points, or frag defender rounds at a cost of +10 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		SAVE	ARMOUR	SPECIAL
	SHORT	LONG	SHORT	LONG	MOD.	PENE.	
Heavy bolter	0-20	20-40	-	-	5	D4	D6+D4+5 Sustained fire 2D
Demolisher	0-12	12-24	-	-	10	2D6	3D6+10 3" Blast marker
Multi-melta	0-12	12-24	+1	-	8	2D12	-4 D6+2D12+6 2" Blast marker
* one turn to recharge after firing on max power							
Low Energy	0-20	20-40	-	-	7	D4	-2 D6+D4+7 1 1/2" Blast marker
Max Power*	0-20	20-72	-	-	10	D10	-6 D6+D10+10 1 1/2" Blast marker
Lascannon	0-20	20-60	-	-	9	2D6	-6 3D6+9
Auto-launcher	6	-	-	-	As Grenade	Type	-
Frag Grenade	-	-	-	-	3	1	-1 D6+3 2" Blast marker
Blind Grenade	-	-	-	-	-	-	- 2" Blast Marker
Frag Defender	All models in base contact with vehicle take a S4 hit with -1 save mod.						

POINTS COST: 190 points + sponson weapons

* Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1	Track*	17	17
2-3	Hull	22	20
4	Side Sponson*	18	18
5-6	Turret	25	22

Track Damage Table

- D6**
- The track is damaged but keeps running. The Demolisher may only move at slow speed for the rest of the game.
 - The track is blown off. The Demolisher moves out of control next turn and then comes to a permanent halt for the rest of the battle.
 - The track is blown off as above. The resulting damage sends shrapnel and shredded track links spinning into the hull, bypassing any armour and causing a secondary explosion there. Roll on the hull damage table to find out what effect this secondary explosion has.

Hull Damage Table

- D6**
- The hull mounted lascannon is destroyed and may not be fired for the rest of the battle.
 - A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
 - The Demolisher's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
 - A spark ignites the Demolisher's fuel tanks and it bursts into flames, killing all the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
 - The Demolisher's ammunition explodes. The Demolisher is destroyed and any models within 3" of the centre of the tank suffer D6 strength 10 hits with -3 saving throw modifier.

Side Sponson Damage Table

- D6**
- The sponson weapon is damaged and may only be fired if you first roll a 4 or more on a D6.
 - The sponson weapon is destroyed and may not be fired for the rest of the battle.
 - The sponson weapon is destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the hull damage table to find out what effect this secondary explosion has.

Turret Damage Table

- D6**
- The Demolisher cannon is damaged and may only be used if you first roll a 4 or more on a D6.
 - The turret is jammed and may no longer rotate. The Demolisher cannon may only fire in a straight line at targets that are directly in front of it.
 - The turret gunner is killed. Unless his position is taken over by another model on board the Demolisher cannon may no longer be fired.
 - The ammunition stored in the turret explodes and the Demolisher cannon is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 strength 9 hits with a -6 saving throw modifier.

TYRANID TERMAGANTS



Termagants are one of the mainstays of the Tyranid Hive Mind. These agile creatures hunt in large packs which rove ahead of the larger Tyranid Warriors. As they advance, their bio-weapons spit out a hail of living bullets which burrow into the flesh of their terrified victims. Before their foes can recover the Termagants charge, tearing apart any enemy troops who stand in their way.

TERMAGANTS WITH FLESHBORERS



TERMAGANTS WITH FLESHBORERS



A BROOD OF TERMAGANTS AMBUSH THE MORDIAN IRON GUARD

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SUNDAY OPENING

The following stores are also now open every Sunday:

Bournemouth, Brighton, Crawley, Dudley, Edinburgh, Guildford, Manchester, Portsmouth, Metrocentre, Meadowhall and Thurrock.

***May vary at certain stores in shopping centres.**

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IN THE NEXT
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WHITE DWARF**



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How to paint your Warhammer army. Every store will be giving tuition on how to quickly and easily paint miniatures for your Warhammer regiments.

Tuesday 25th July

Finishing touches

Further tuition on the best painting techniques. Extra advice on basing your models together with quick and simple techniques for shading and highlighting.

Wed 26th and Thurs 27th July

The Clash of Steel

Intermediate games of Warhammer designed to help you improve your tactics. Bring in your newly painted regiments and get some tuition on how to play.

Friday 28th July

The Gathering of Might

Bring in your troops and register them for the following day's games. There will also be an introduction to selecting your army.

Saturday 29th July Warhammer Day!

Gigantic multi-player battles of Warhammer all day! Each store will run three massive games of Warhammer.

Sunday 30th July Warhammer Day!

The fight continues! All of our stores open on Sundays will be running more huge battles of Warhammer.

DARK ELF WITCH ELVES

Witch Elves are the most cruel and bloodthirsty of all the Dark Elves. Before battle Witch Elves drink blood laced with hallucinogenic herbs which drives them into a frenzy of bloodlust. They do not carry shields, caring nothing for their own protection, and are armed with sharp swords and long knives whose edges are dipped in venom. After battle they sacrifice victims to Khaine and bathe in cauldrons of blood, renewing their dark pact with the Lord of Murder.



WITCH ELVES MAKE A FRENZIED ATTACK ON A UNIT OF DWARF WARRIORS

WARHAMMER

NAGGAROTH

By Jervis Johnson

Many centuries ago, the Dark Elves were driven from the Elven land of Ulthuan in a cataclysmic civil war. Fleeing northwards, they came to the dark and forbidding lands now known as Naggaroth – the Land of Chill. The name is an appropriate one, for the unwelcoming home of the Dark Elves is a harsh wilderness of frozen tundra.

THE LAND OF CHILL

The Dark Elves live in six heavily fortified cities, their innumerable black towers rising like pinnacles of ice from the cold, hard rock of Naggaroth. All these cities are dark and evil places, steeped in death and agony. Their black dungeons are crammed with captives whose wailings fill the air and whose moans seep through the thick walls of the high towers, saturating the place with pain and despair. At the tips of these towers, soaked with evil and doom, the sorcerers of Naggaroth cast their malign magic over the world.

The surrounding landscape is bleak and forbidding. To the north the land is flat and windswept, only broken by outcrops of bare rock and poisoned black-water streams that criss-cross the landscape. Further south the thin soil becomes slightly more fertile and the temperature rises high enough to support dark forbidding pine forests, as well as huge plantations where slave workers are forced to work until they drop in order to provide food for the Dark Elf cities.

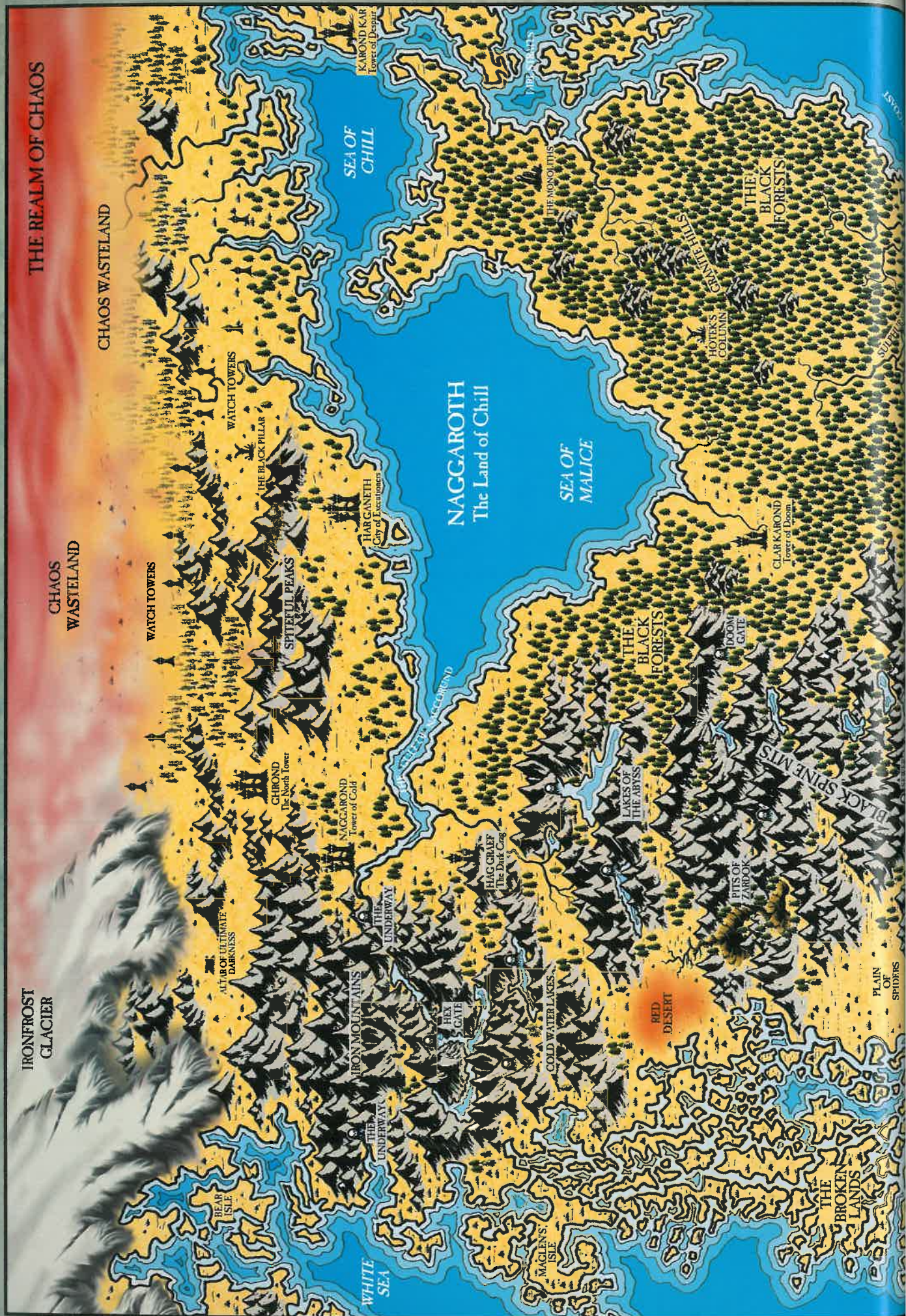
NAGGAROND, THE TOWER OF COLD

Naggarond is the most evil city in the world, and the most mighty of all the cities of Naggaroth. Its black stone walls rise a hundred feet from the ground and set within them are four vast gateways with doors of iron fifty feet high. About the walls are set a hundred towers, which rise as high above the walls as the walls rise from the rock. From these towers fly the dark banners of the Witch King. The severed heads of those sacrificed upon the altars of Khaine are displayed from spikes upon the battlements, and the skins of those flayed alive in the god's honour hang from the walls.

Within its walls the city rises higher and higher and at its pinnacle stands the tower of the Witch King, the Dark Lord of Naggarond, formerly Malekith heir to the Phoenix throne itself. From his tall tower the Witch King rules his domain with a will of iron. His tower rises high above the city and from it spring battlements and lesser towers, for it is a great and impregnable fortress in its own right.

It is said that the sorceries of the Witch King enable him to look out upon the whole world from his tower, to direct his withering gaze wheresoever it pleases his malicious intent. If his eye should fall upon a man then the Witch King's evil gaze can cause his mind to break and the flesh to fall from his bones, for such is the Dark Lord's evil power. He watches his armies ride to war, and sees the dark clad messengers scurry about his land. Far off he watches the land of Ulthuan behind its protective mists of magic, and he feels the keen hatred burning within his heart.





IRONFROST
GLACIER

THE REALM OF CHAOS

CHAOS
WASTELAND

CHAOS WASTELAND

WATCH TOWERS

WATCH TOWERS

CHROND
The North Tower

SPITEFUL PEAKS

NAGGAROND
Tower of Cold

THE
UNDERWAY

THE
UNDERWAY

IRON MOUNTAINS

HAR GANETH
City of Executioners

SEA OF
CHILL

NAGGAROTH
The Land of Chill

SEA OF
MALICE

HAG GRAEF
The Dark Crag

HEX
GATE

COLD WATER LAKES

THE
BLACK
FORESTS

LAKES OF
THE ABYSS

RED
DESERT

STEEPLED

CLARK KAROND
Tower of Doom

HOTEK'S
COLUMN

THE
BLACK
FORESTS

PITS OF
FAROOK

BLACK SPINE MTS

THE
BROKEN
LANDS

PLAIN
OF
SPIDERS

ESVON

SUPERIOR

DARK ELF CROSSBOWMEN



THE BLACK GUARD



CITY GUARD REGIMENT



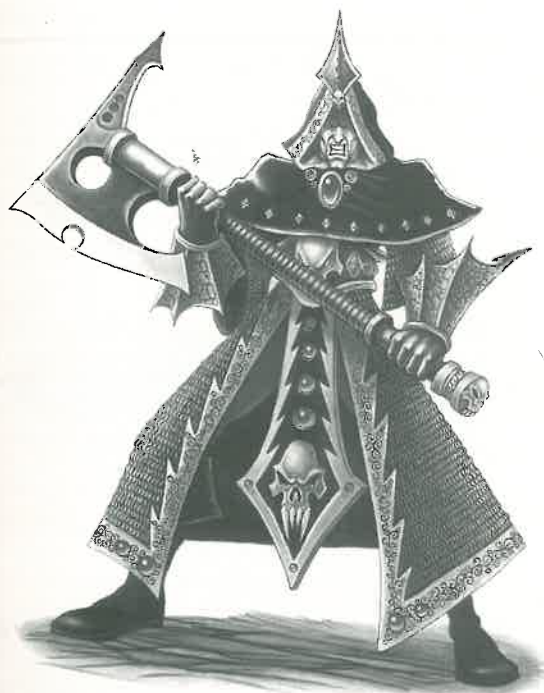
The city is shrouded in a perpetual pall of sacrificial smoke that rises from the burning altars of Khaine, the God of Murder. Upon these altars the Hag Queens tear men and Elves apart. They pluck beating hearts from living bodies and pull entrails from bellies and burn them in the sacrificial flame of the God of Murder. In the temples of Khaine blood flows night and day, and more honour Khaine with their deaths than anywhere else except perhaps the city of Har Ganeth itself, where the pavements are stained with blood.

About the Hag Queens gather the Brides of Khaine. Voluptuous and cruel, beautiful but deadly, these Witch Elves tend the altars and feast upon the raw flesh of men. In the temples of Khaine the Dark Elves give themselves to the rites of Khaine, orgies which last for many nights, where thousands die and the Witch Elves feast upon raw hearts and drink warm blood. Many have died within the deadly embrace of the Brides of Khaine.

GHROUND, THE NORTH TOWER

Ghrond lies in the bitterly cold north of the Witch King's domain. In shape it is like the great city of Naggarond, yet in size it is far smaller, a fortress to be garrisoned rather than a place in which to dwell. Its single massive tower, grim, black and slender like a spear, rises from its mountain spur.

From this tower sorcerers watch over the ever shifting Realm of Chaos, place of the gods and source of all magical power for good and ill alike. Within the Realm of Chaos the lands seethe with energy, rising like the sea, whilst the air is bathed in competing colours of sorcery, turning and twisting, howling and crying like the wind. The sorcerers observe the changes in the Realm of Chaos, for it is said that the patterns of change hold the secrets to the future, and that all secrets are contained therein for those who dare to look.



Every day dark clad riders gallop away from the tower of Ghrond bearing the reports of its guardians to Naggarond. These foretell of things to come, of auspicious moments when the Witch King's armies may meet with success, or of the growing power of his enemies. From these observations the Witch King plots his strategies and launches his armies upon the world.

KAROND KAR, THE CITY OF DESPAIR

In the tongue of men the city of Karond Kar is called the City of Despair. It is to this terrible place that thousands of slaves are brought: men from the Old World, Elves from Ulthuan, and more from all across the world, all destined to serve the Witch King. The wailing spirits of dead slaves are said to haunt the whole city. The Dark Elves love to hear this sound of dread and despair. It fills their dreams with delicious images of suffering and pain.

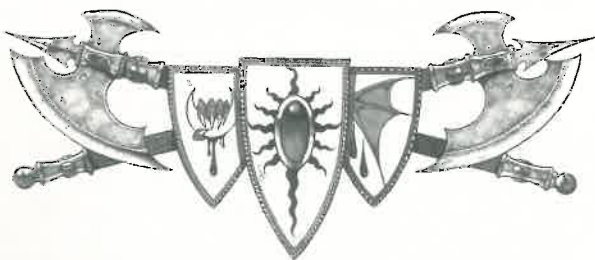
Many slaves die upon the altars of Khaine, their hearts torn from their bodies, whilst others are sent north and south to labour in the mines and quarries of the Witch King.

Thousands die as they cross the seas to Karond Kar, stifled and suffocated in the holds of the slave ships, or tortured to death for the entertainment of the black-hearted crew. From the docks the slaves are driven in chains amidst the jeering crowds. As the slave masters beat them forward many stumble upon the steep rock and are trampled to death by the chained feet of those who follow. At this sight the crowds laugh all the louder and cry with pleasure, for such is their love of cruelty that this sorry spectacle is rated a great entertainment.



HAR GANETH, CITY OF EXECUTIONERS

The very name of Har Ganeth is cursed with evil. In Ulthuan none will even speak of the city which they call only the Cursed Place, whilst to the Dark Elves it is known as the City of Executioners.



Once the High Elves brought battle to Har Ganeth and attacked the city with as great an army as had ever fought in the Witch King's land. For many days and nights the battle raged and at last the High Elves were driven from the field. Many fell as they turned to flee, yet many more were taken captive. Too exhausted to fight on they collapsed and woke to find themselves upon the altars of Khaine.

The celebration of the Dark Elves was a terrible thing to behold. Captive after captive was brought to the altars and slain in the most cruel ways imaginable. The screams of the dying mingled with the shallow laughter of the Witch Elves as they danced naked about the bodies of the slain. Wine and blood flowed from the altars and drunkenly the Dark Elves praised their evil god. For many nights the sacrificial fires burned and the Dark Elves feasted upon raw flesh. It was a

madness of death and when it was over the sun rose upon a city stained red with blood.

Blood fountained from the windows of the high citadel and ran down the streets like a river. Crimson gore spattered the temples of Khaine and stained his brazen idols. The steps of his temples were littered with the dismembered corpses of the slain. Everywhere lay Dark Elves entwined and covered in blood, stupefied with wine and gorged upon raw flesh, sated upon the horrors of their own inhuman depravity.

Har Ganeth is the City of the Executioners, but to those who still retain a shred of mortal decency it is known only as the Cursed Place.

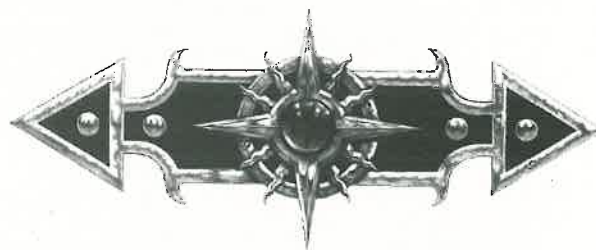
HAG GRAEF, THE DARK CRAG

Hag Graef is named the Dark Crag and of all the cities of the Dark Elves it is feared the most, for no captive man or Elf has ever escaped from this place. It lies at the bottom of a cold, dark valley and is completely surrounded by mountains of bare black rock, higher than the highest walls. No sunlight reaches the city of Hag Graef and it is shrouded in gloom and shadow.

All about the city lie many mines and quarries from where the Witch King takes iron and stone to arm his warriors and build his fortresses. Thousands of slaves labour in his service. Chained together they scrape and hack at the rock, often deep underground in narrow tunnels and dark passages. The chill winds bite deep and there is little to eat but scraps of foul dark bread, for the Dark Elves enjoy to see their slaves cold and starving, and beat them harder when they faint from hunger.

All the black mountains about Hag Graef are riddled with tunnels and excavations, and it is during their excavations for rock and ore that the Dark Elves discovered the great subterranean lake they call the Underworld Sea. Beneath Naggaroth the mountains rise and buckle, so that as the peaks rise into the air a gigantic cavern lies beneath the earth. This Underworld Sea was first discovered by the Dark Lord of Hag Graef, Kaledor Maglan. So great is its extent that the Dark Elves have sailed upon this sea and explored its countless caves and branches, though doubtless the Underworld still holds many secrets.

In the deepest caverns of this Underworld the Dark Elves discovered strange reptilian creatures which they called Cold Ones. The stables of Hag Graef are full of these beasts, and many Dark Elves descend into the depths to hunt them.



CLAR KAROND, THE TOWER OF DOOM

In Clar Karond untold slaves labour upon the fleets of the Witch King, for here are his principal dockyards, where the raiding ships are built that harry the lands of Ulthuan and

THE BLIGHTED ISLE AND THE SWORD OF KHAINE

At the very northern tip of Ulthuan lie the Isles, all which remains of the land that was shattered and destroyed when the Witch King attempted to unbind the spells that contained the Realm of Chaos. Rising over the misty wilderness of the Blighted Isle, largest of the surviving islands, is the great shrine to Khaine. This shrine has long been abandoned but it is still a place of great power and of deep significance both to the Dark Elves and the High Elves.

The shrine itself is a massive black altar in which is embedded the Sword of Khaine, the Widowmaker, the ultimate weapon. The sword is old as the world and deadly as poison, a shard of the fatal weapon forged by Elven smith god Vaul for Khaine, a fragment of crystallised death capable of slaying daemons and gods alike. The only mortal being to wield it and live was Aenarion the first Phoenix King, and in doing he fulfilled a prophecy which cursed the Elf race to eons of tragedy and doomed his line to eternal damnation.

The shrine sits on a vast plain covered with bones and skulls. Many battles have been fought here between the Dark Elves and the High Elves for control of the shrine, and it is said at night the spirits of the dead can be seen drifting over the battlefield locked in eternal battle. In a way the struggle for the Shrine of Khaine is symbolic of the struggle in the soul of the Elf race, between those who follow darkness and those who seek some measure of harmony. No-one knows how the struggle will end.



beyond. The city is vast and sprawling, and all around it is surrounded by forests of towering pines, black trees that harbour few creatures and cloak the ground beneath so that all is darkness in the forests of shadows.

Chained slave gangs work the forests, cutting and dragging the massive timbers into the city of Clar Karond – the Tower of Doom as it is called by men.

THE WATCH TOWERS

Across the northlands of Naggaroth the Witch King has raised many watch towers upon the borders of the Realm of Chaos. Though mighty he is ever fearful of treachery, for betrayal and treachery weigh heavily upon his mind, for such is his nature that he supposes others to be as greedy for power as himself. He sees enemies to the south in Ulthuan, to the east he spies the men of the Old World whose power grows by the day, further still are the Dwarfs – enemies of old who plot with men to overthrow him.

Yet the greatest enemy is not mortal at all, but lies to the north, in the Realm of Chaos. Here the Chaos gods watch and listen, gathering their armies for the time when Chaos shall inherit the whole world.

The Witch King watches also. His towers guard against the warbands that would harry his lands. His armies wait for the invasion of the gods, safe behind their stone walls in the bitter cold of the north.



GAMES WORKSHOP

WARHAMMER

WARHAMMER

40,000

**DON'T
MISS OUT!
BE THERE
OR DIE!**

Games Workshop is hitting the highways and byways of the UK again this summer. Following the success of last year's tour, our team will be visiting cities and towns that don't have a Games Workshop store. They will arrive with fantastic scenery and superbly painted armies for an exciting day of massive participation Warhammer 40,000 and Warhammer, battles together with Warhammer Quest games. All the games start at 10am, and so whether you are a novice gamer or a veteran general, all you have to do is turn up and play.

Plus at every event we'll be holding a special Citadel Miniatures painting competition where you bring along your best painted single miniature, squad or regiment and **YOU** could win a prize!

AUGUST TOUR DATES

WAREHAM
DORCHESTER
TRURO
TAUNTON

Tue 1st

Wed 2nd

Thurs 3rd

Fri 4th

United Reformed Church Hall, Church Street

St John's Ambulance Hall, North Square

Carrick Sports and Recreation Centre, Carew Road

Taunton Youth and Community Centre, Tangier

GRIMSBY
WAKEFIELD
HUDDERSFIELD
WIGAN
SOUTHPORT

Mon 7th

Tues 8th

Wed 9th

Thurs 10th

Fri 11th

Catergate Rooms, Catergate

Unity House, Smythe Road

Huddersfield University – Lesser Hall, Queensgate

Wigan Pier

St John's Ambulance Hall, Wright Street

BATTLE TOUR



HASTINGS	Tues 15th	Hastings Exhibitions, The Bourne
ASHFORD	Wed 16th	Masonic Hall, North Street
TUNBRIDGE WELLS	Thurs 17th	Camden Centre, Royal Pier Road
GRAVESEND	Fri 18th	St Andrews Arts Centre, Guildhall Street
BURY ST EDMUNDS	Mon 21st	Guildhall, Guildhall Street
LETCWORTH	Tues 22nd	Free Church Hall, Gernon Road
HERTFORD	Wed 23rd	Red Cross Hall, Baker Street
CHESHAM	Thurs 24th	Malt House, Elgiua Lane
WELLINGTON	Fri 25th	Civic & Leisure Centre, Tan Bank
LOUGHBOROUGH	Mon 28th	St John's Hall, Packe Street
REIGATE	Tue 29th	Rank (Methodist Church) Hall, High Street
WINDSOR	Wed 30th	Liberal Club, Victoria Street
BOGNOR REGIS	Thurs 31st	Masonic Hall, Canada Grove
NEWBURY	Fri 1st Sept	Granary Exhibition Room, The Wharf

IMPERIAL THUNDERBOLTS AND MARAUDERS



IMPERIAL THUNDERBOLT FIGHTER SQUADRON

In contrast, the larger and more heavily-armed Marauder Fighter-Bomber soars high above the battlefield. From here it is able to pick out the enemy's super-heavy tanks and Titans and annihilate them with its deadly battlecannon, lascannon and missiles.



IMPERIAL MARAUDER FIGHTER-BOMBER SQUADRON



IMPERIAL MARAUDER FIGHTER-BOMBER SQUADRON



THUNDERBOLT AND MARAUDER SQUADRONS MOVE IN TO SUPPORT THE IMPERIAL ARMoured ASSAULT



IMPERIAL AIRPOWER

By Andy Chambers

Above the tanks and troops of the Emperor's armies roar waves of Thunderbolt fighters and Marauder fighter-bombers. As the ground forces prepare to attack, the aerial assault smashes a hole in the enemy line, preparing the way for the advance. In this article, Andy Chambers climbs into the cockpit as Imperial flyers take to the air.

THE REDISCOVERY OF FLIGHT

As man tumbled down from the highest peak of his civilisation into the barbarity and darkness of the Age of Strife, the secret of flight was almost completely forgotten. The mighty air armadas of the Warlords on ancient Earth drove each other from the skies, and even the victors became earthbound for want of precious fuel.



The skies were empty for over a millennium while the Warlords continued to war against each other. Finally, the Emperor arose to lead Mankind out of barbarity in the Great Crusade. This was as much a quest for knowledge as a reunification of the scattered fragments of mankind's old confederation and the secret of flight was re-discovered. The Tech-Adepts of Mars had guarded their hidden stores of knowledge well during the Age of Strife, and as the Emperor's forces spread across the galaxy they were overshadowed by the wings of Imperial aircraft.

AIRBORNE ASSAULT

Aircraft are a potent fighting arm on the battlefield. They can bomb and strafe ill-prepared defenders almost with impunity, diving down to strike at them like a bolt of lightning. Roving squadrons of fighter-bombers are able to move quickly to attack enemy breakthroughs or silence artillery behind the foe's front line, as well as directly supporting attacks by ground forces. Fighters are also supremely useful for intercepting enemy flyers and keeping them away from vulnerable positions by engaging them in dogfights. However,

aircraft invariably sacrifice protection for speed and most flyers are lightly armoured in comparison to battle tanks. Combat pilots have to be wary about taking too much incoming fire, or their fine craft can quickly turn into a flaming, earth-bound coffin.

ORGANISATION

Within the Imperium there is no single air force. Instead, each fighting arm maintains a number of its own flying machines for the support of its own armies. The Imperial Navy undoubtedly has the largest number of fighters and bombers at its command, and they play a vital role in space battles as well as planetary invasions. The Adeptus Mechanicus' well-supplied Tech-Guard regiments normally have a large number of aircraft at their disposal. The presence of aircraft to support Imperial Guard regiments is largely dependent on the individual commanders – some maintain regimental squadrons while others eschew them in favour of plentiful anti-aircraft guns and more men.



The Space Marines of the Adeptus Astartes use aircraft to protect their Thunderhawk Gunships and to soften up landing zones and spearhead their lightning assaults. These aircraft squadrons usually operate from orbiting Imperial battle barges and are configured to fight in the vacuum of space as well as within planetary atmospheres.

THUNDERBOLT FIGHTER

The Thunderbolt fighter has served the Imperium faithfully for over ten millennia. Squadrons of these blunt, heavy aircraft fought over the Imperial Palace in the Horus Heresy and they continue to do battle in the skies over a thousand different worlds throughout the Imperium to this day. The versatility of the Thunderbolt's design has kept it in service with the Imperial Guard, Space Marine Chapters, the Adeptus Mechanicus' Tech-Guard and the Imperial Navy with only minor modifications for the myriad of different environments it has fought in.



The Thunderbolt is well armed with autocannon and rockets for ground-attack and air-to-air combat, but it is this craft's remarkable durability which has always endeared it to its pilots. The plane itself is powered by two reliable plasma ramjets and its wings and fuselage are comparatively well-armoured with armourplating and ceramite plates.

The Thunderbolt fighter is a flyer and follows the full rules for flyers which can be found in the Titan Legions rulebook. Each Thunderbolt carries several rocket pods but the craft in a squadron are not equipped to fire combined salvos like artillery. Instead, the Thunderbolts in the squadron fire individually at targets of opportunity. Because of this the fighters in a Thunderbolt squadron do not combine their barrage points together. Each fighter makes its own attack and uses a separate barrage template. Both Imperial Guard and Tech Guard Thunderbolt squadrons are independent and are not subject to the normal chain of command rules.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Thunderbolt	30-60cm	4+	+2	Autocannon	25cm	3	5+	-1	Flyer, does not combine barrage.
				Rockets	25cm	4	Barrage points	-1	

MARAUDER FIGHTER-BOMBER

During the bitter campaigns after the Horus Heresy as the Imperium fought to cleanse itself of the taint of Chaos, the shortcomings of the Thunderbolt became evident. Though the Thunderbolt excelled as an all-purpose machine for close support and dogfighting, it lacked the heavy weaponry to shatter heavy tanks and Titans. The short range of the Thunderbolt's rockets and guns also meant that it had to dive into the heart of the enemy to deliver its strike and this often proved to be a one-way trip for inexperienced pilots.

Various alternative weapon fits were tried on the Thunderbolt airframe to overcome these problems, but none were very successful. It seemed that the Thunderbolt was too well balanced for its standard armament to change it without seriously affecting the whole plane. Eventually, newly discovered knowledge enabled the Tech-priests to modify an obsolete STC (Standard Template Construct) fuselage and wing into a lethal new craft – the Marauder fighter-bomber.

The Marauder fighter-bomber is a much heavier plane than the Thunderbolt but its quad ramjets mean it is just as fast when it needs to be. The Marauder is designed for making slower attack passes than the fighters, picking off targets with its longer ranged weaponry. To deal with tanks, the Marauder carries a stripped-down battle cannon as its main armament,

and this massive weapon occupies most of the forward fuselage area. The Marauder also carries missile racks slung under its wings, and a lascannon mounted in a turret.



The Marauder fighter-bomber is a flyer and follows the full rules for flyers which can be found in the Titan Legions rulebook. The lascannon on the Marauder is turreted so it can fire in any direction, not just into the Marauder's forward fire arc. Each Marauder carries several missiles but the craft in a squadron are not equipped to fire combined salvos like artillery. Instead, the Marauders in the squadron fire individually at targets of opportunity. Because of this the fighter-bombers in a Marauder squadron do not combine their barrage points together. Each fighter makes its own attack and uses a separate barrage template. Both Imperial Guard and Tech Guard Marauder squadrons are independent and are not subject to the normal chain of command rules.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Marauder	20-60cm	3+	+1	Battlecannon	50cm	1	4+	-2	Flyer, does not combine barrage.
				Lascannon	50cm	1	5+	-1	
				Missiles	50cm	4	Barrage points	-2	

THUNDERBOLT AND MARAUDER EPIC ARMY CARDS

To assemble your new Epic army cards, first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Finally, spread a thin layer of glue across the back of the card and press the two halves firmly together. To make your army cards more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

THUNDERBOLT FIGHTER SQUADRON

Thunderbolt fighters are independent and may be given orders even if they have no chain of command.

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

MORALE VALUE 3: Imperial Guard fighter squadrons have a morale value of 3. They must roll 3 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when the squadron is broken.

THUNDERBOLT FIGHTER SQUADRON

A Thunderbolt fighter squadron consists of three Thunderbolt fighters.



POINTS VALUE 250



MARAUDER FIGHTER-BOMBER SQUADRON

Marauder fighter-bombers are independent and may be given orders even if they have no chain of command.

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

MORALE VALUE 3: Imperial Guard fighter-bomber squadrons have a morale value of 3. They must roll 3 or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when the squadron is broken.

MARAUDER FIGHTER-BOMBER SQUADRON

A Marauder fighter-bomber squadron consists of three Marauder fighter-bombers.



POINTS VALUE 350



THUNDERBOLT FIGHTER SQUADRON

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

MORALE VALUE 2: Space Marine fighter squadrons have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 3

Your opponent gains 3 VPs when the squadron is broken.

THUNDERBOLT FIGHTER SQUADRON

A Thunderbolt fighter squadron consists of three Thunderbolt fighters.



POINTS VALUE 250

MARAUDER FIGHTER-BOMBER SQUADRON

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

MORALE VALUE 2: Space Marine fighter-bomber squadrons have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 4

Your opponent gains 4 VPs when the squadron is broken.

MARAUDER FIGHTER-BOMBER SQUADRON

A Marauder fighter-bomber squadron consists of three Marauder fighter-bombers.



POINTS VALUE 350

WARHAMMER

AZHAG THE SLAUGHTERER

**INCLUDES
FULL-COLOUR
SELF-ADHESIVE
BANNER**



Model supplied unpainted.



Azhag the Slaughterer is one of the most dangerous Orc Warlords of recent history and his campaigns of destruction have caused havoc in the eastern provinces of the Empire. Wearing the magical Crown of Sorcery he rides to battle on a mighty War Wyvern, striking terror into the hearts of his foes and leaving death and smouldering ruins in his wake.

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**GAMES
WORKSHOP**

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

LAIR OF THE ORC LORD

By Andy Jones and Dean Bass

Lair of the Orc Lord is the first Adventure pack for Warhammer Quest. In this article, Andy and Dean explain what this new type of pack is all about, and give us a glimpse of what dangers lurk in the Lair of the Orc Lord.

WARHAMMER QUEST

Warhammer Quest is a fast and furious game of adventure where your brave Warriors journey deep into the dungeons of the Warhammer world. Here you must face hordes of vicious Monsters and overcome many perils in order to gain your reward. Fabulous riches and great glory await those who are successful, and death stalks those who fail.

In Warhammer Quest nearly all the rules are on easy reference cards. This avoids constantly thumbing through the rulebook, and makes the game really fast and exciting! You can get on with the adventure without having to worry about which page the Dwarf's axe rules are on, or how the Barbarian goes berserk. The Warrior packs continue this idea, so as well as a stunning Citadel miniature, each pack contains all the rules and equipment for the Warrior on a set of cards.



ADVENTURE PACKS

Lair of the Orc Lord is the first in a new series of Adventure Packs. These are set in the strongholds of some of the most fearsome monsters in the Warhammer world. Each pack contains new Monsters for the players to defeat, extra events for your Warriors to encounter, more board sections for you to quest through, six new adventures for you to complete, as well as loads more treasure for you to collect! All you need to explore the deadly Orc domains of Warlord Gorgut is the *Lair of the Orc Lord* Adventure pack and the basic Warhammer Quest boxed set.

SPECIAL CHARACTERS

One of the concepts that we wanted to build upon in the Adventure packs was the idea of character Monsters. In Warhammer Quest you fight your way through endless ranks of Orcs, Goblins and Skaven. Rather than simply add to these basic troops, we decided that the metal miniatures in each of the Adventure packs should all, in their own way, be as challenging as the Minotaur! With this in mind, our designers went away and sculpted some superb new models.

HERE COME THE ORCS!

Each of these Monsters is an individual in the same way as the Warriors. Because Warhammer Quest focuses on the individual adventures of brave Warriors rather than entire battlefields full of troops, we have been able to give each of these Monsters a unique character of its own. Many of these creatures would never appear in a normal Warhammer battle,

but are deadly foes nonetheless! Each of these anti-heroes represents a particular adversary for the Warriors to overcome, rather than just one of a horde.

The most important characters in *Lair of the Orc Lord* are the two most powerful ones. The first of these is the Orcs' ruler, the hardened veteran of a hundred combats who has clawed his way to the top of the pile. This is no ordinary Orc. This is an adversary worthy of the most battle-hardened of Warriors. This is Gorgut.

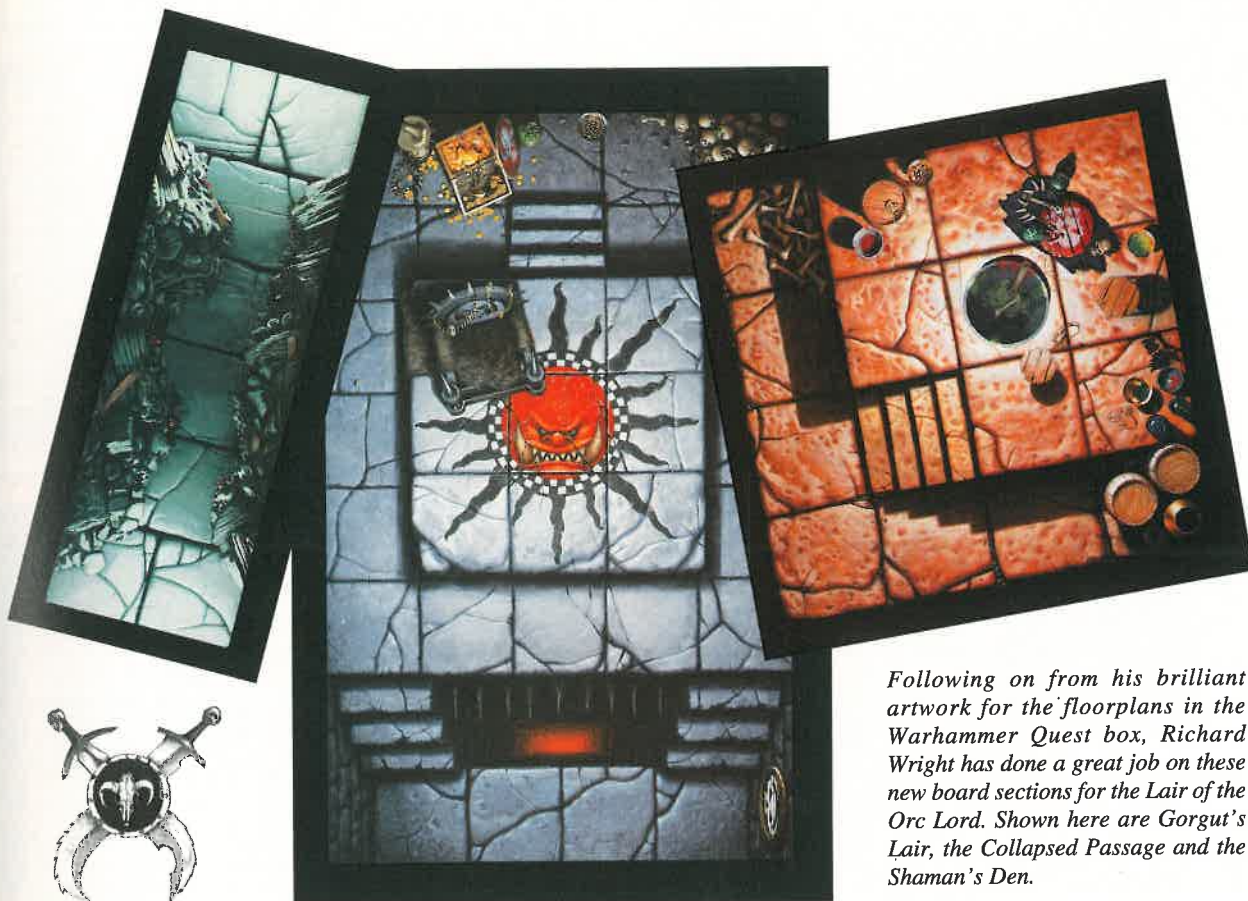


Warlord Gorgut is the ruler of all the Orcs in his domain (at least he likes to think so). He rules his minions with an iron hand, and is widely feared by those who are lucky enough to have survived meeting him. With a powerful character like this we needed to make sure that he would stand out from the crowd. So, as well as a suitable fear-inspiring profile (including 12 Wounds and 2 Attacks!), we gave Warlord Gorgut a magic ring...

The second Orc character is Skabnoze. He originally appeared in *Death Below Karak Azgal* – the adventure in the Warhammer Quest Roleplay book, and is now back for more. Skabnoze is an Orc Shaman, able to hurl Waaagh! magic at the Warriors. Skabnoze also has a magic ring – one that allows him to turn invisible, and then hunt down the Warriors when they think he is safely dead and gone!



This is just a selection of the 36 new cards from *Lair of the Orc Lord*. As you can see, each one provides a new element for your games, whether an unusual Event, a special room, or the rules for one of the various characters you will encounter whilst adventuring in the Orc Lair.



Following on from his brilliant artwork for the floorplans in the Warhammer Quest box, Richard Wright has done a great job on these new board sections for the Lair of the Orc Lord. Shown here are Gorgut's Lair, the Collapsed Passage and the Shaman's Den.

DENIZENS OF THE ORC LAIR

As well as these two powerful characters, *Lair of the Orc Lord* includes many of their followers. For example, as well as being followed around by his jester Gubbinz, Warlord Gorgut has an elite bodyguard of Big'uns – as much to protect him from Skabnoze's ambitions as anything else! These dangerous Orcs are big, brutal and mean and form a serious obstacle for the Warriors to overcome.

Once we'd sorted out the bosses, the other characters followed quite swiftly. Gubbinz the Goblin Jester keeps Gorgut amused between raids and can be a real pain in the neck for the Warriors. He may not be deadly in combat, but when the Warriors are already hard-pressed from all sides, Gubbinz' antics can spell disaster. When the Warriors finally do away with the infuriating little Gobbo his Squig Hound, Growler, turns up to avenge him. Growler is deadly, and the Warriors would be well advised to dispatch the ravaging creature as quickly as possible. Lastly there is Bog Off the Snotling, who steals the Warrior's Lantern and leads them a merry dance – usually straight into a trap!

THE MINIATURES

Each of the characters in *Lair of the Orc Lord* is represented by a specially crafted metal Citadel miniature. In this first Adventure pack, the models have been sculpted by Gary Morley, who also designed many of the new Warriors which have appeared on the shelves over the past few months. Gary's humorous touches and attention to detail makes these some of his best work yet!

THE LAIR ITSELF

Each adventure pack contains several board sections for you to add to those from the Warhammer Quest box. These are all beautifully painted by Richard Wright, as you can see above. Each of these new board sections provides a unique challenge to the Warriors. The Collapsed Passage corridor section, for example, only allows the Warrior to move in single file – a precarious formation if the Warriors are attacked. Gorgut's Lair and the Shaman's Den are set on more than one level, which restricts the way the Warriors can fight, and causes no end of problems when the entire Orc horde is massed against them!

Lair of the Orc Lord also includes a pack of 36 playing cards. There are new Orc Event cards, Dungeon cards and also new Special cards. These Special cards have a summary of the more important rules on them, such as Skabnoze's Waaagh! spells, and are designed to help you find rules quickly during an adventure. There are also more Treasure cards for your Warriors to pick up which, combined with those from the Warhammer Quest box and the Treasure card decks, provide an almost infinite variety of magic items and weapons for the Warriors to accumulate.

Once you have *Lair of the Orc Lord*, you can choose to either just play with the new cards from this pack, or use a random mixture of all the Event and Treasure cards that you have. This means that the adventure you'll follow will vary from fighting your way through hordes of greenskins to get to Gorgut, to simply taking your chances against whatever fate may throw at you!

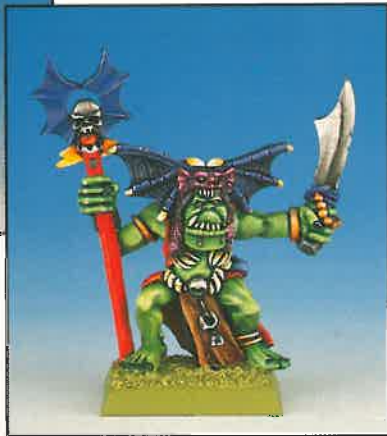


MORE DANGER

Lair of the Orc Lord also contain a 48 page rulebook. This is divided into three sections in the same way as the three books you get in Warhammer Quest – rules, adventure book and roleplay. There are six new adventures for the Warriors to complete. These work just like the ones in the Warhammer Quest box but they each have their own unique storyline, objectives and special rules to represent the unusual nature of Gorgut's lair. For example, in the *Stolen Goods* adventure the



Below: One of the Warriors' most dangerous foes – Skabnoze the Orc Shaman.



Above: One of Gorgut's Big'uns. These fierce Orcs act as the Warlord's bodyguard, not that he really needs one!

Warriors are hired by a mysterious alchemist to recover some magical items which have been stolen from him. Unfortunately, these items have ended up in the treasure pile behind Gorgut's throne...

ONWARDS AND UPWARDS

This Adventure pack is designed so that it can be used whatever Battle-level your Warriors have reached. There are Monster tables which work like those in the Warhammer Quest Roleplay book, but contain only Orc characters and Monsters for the Warriors to face. There are also expanded Orc Event and Treasure tables plus some special rules and adversaries like Squig Hoppers.

The last section of the rulebook is a pre-written adventure. Warriors who have battled their way through *Death Below Karak Azgal* from the Roleplay book will be familiar with the format, as the *Doom of Grishnak* follows similar lines. This adventure is for players who use the full Roleplay rules and play with a Gamesmaster, as explained in the back of the Warhammer Quest Roleplay book. The *Doom of Grishnak* steers the Warriors through the cavernous realms of Gorgut, with detailed maps and room descriptions for the Warriors to explore. There's also a Guide to Good Games Mastering by Dean Bass, which gives helpful pointers on how to create the right atmosphere for an adventure and how to handle a variety of different situations.

Lair of the Orc Lord contains everything you need, whether you prefer to play one-off adventures each evening or are currently embarked on a mighty quest along the length and breadth of the Warhammer world!

THE FUTURE

Lair of the Orc Lord is the first in whole series of Adventure Packs. We are currently working on packs for many of the different races that live in the dark and dangerous places beneath the Warhammer world. Rumour has it that Gavin Thorpe has ventured into the lands of the Undead, Dean Bass is lost in the heart of Skavenblight, and Andy Jones is trying to escape from the Chaos Dwarf Sorcerers of Zharr-Naggrund!

Below: Gorgut – the big, bad Orc Warlord.



Above: Gubbinz the Goblin jester is an infuriating and persistent problem for the Warriors!

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
MORADREL'S BOOTS

Moradrel was a skilled Elf mage who created many powerful magic items, most of which have been lost or destroyed down the long years.

As soon as these boots are put on the whole world seems to slow down.

While wearing these boots your Warrior's Movement characteristic is 1D6 + 1.

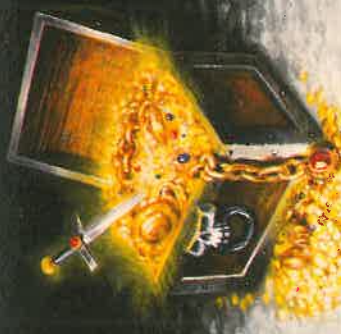
Roll each turn to see how far your Warrior can move.

VALUE
400
GOLD

Elf only

PERMANENT

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
GRIMSTONE

The age-pitted surface of this ancient stone hides the power to drain the life energy of others and transfer it to its wearer.

Upon invoking the Grimstone choose any other Warrior in the party. Your Warrior now has the same number of Wounds as the Warrior, while he now has the number of Wounds your Warrior had. In effect, their Wounds are swapped. The Grimstone may never be used to take a Warrior above his Starting Wounds, which remain as they were.

VALUE
400
GOLD

Dwarf only

USE ONCE PER ADVENTURE

TREASURE



TREASURE

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
REAPER SWORD

This mighty sword is sharper than a razor. Its keen blade glistens in the flickering torchlight, and even in the shadows it shimmers with an eerie inner light.

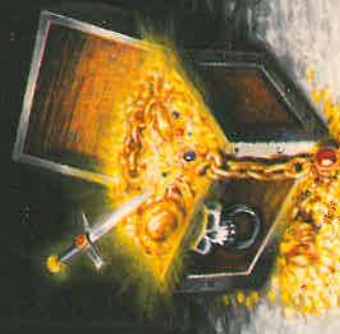
While your Warrior is using this sword he gets +2 Strength.

VALUE
400
GOLD

Barbarian only

PERMANENT

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
FREEZING DEATH SPELL JEWEL

This jewel is carved of ice that never melts, and is freezing to the touch. When its power is invoked, it releases a lethal blast of icy shards at the Wizard's foes.

This jewel may be used once per turn to cast the Freezing Death spell. The bearer must make his normal BS roll to hit as with a normal missile attack. If he hits the Monster, then he rolls 1D6 to see how many dice of Wounds he causes. Eg if he rolls a 2, he causes 2D6 Wounds, not just 2 Wounds.

VALUE
400
GOLD

Wizard only

ONE USE PER TURN

ASSISTANT FACTORY MANAGER

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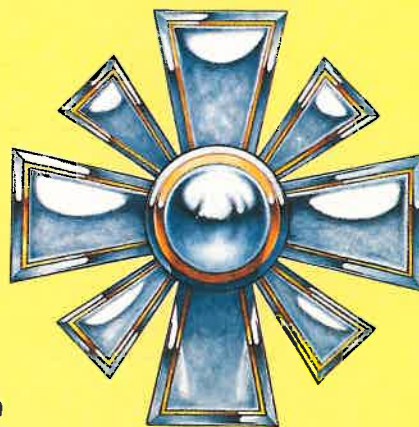
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Any single Warhammer 40,000 miniature on a standard round slottabase.

2. Best Warhammer 40,000 Squad

This category is for Warhammer 40,000 squads chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters eg: Striking Scorpions 3-7 models, Dark Reapers 3-7 models, Deathskulls Mob 3-10 models, Snotling Herd 2-10 bases plus a Runtherd, Genestealers 5 models, etc. All models must be presented on standard slottabases.

3. Best Warhammer 40,000 Vehicle

This category is open to single Warhammer 40,000 vehicle, Dreadnought or War Walker models.



NEIL THOMANSON - 1994 1ST PLACE
WARHAMMER 40,000 SINGLE MINIATURE



GARY TAYLOR - 1994 1ST PLACE WARHAMMER 40,000 SQUAD



ROBIN HEMPSALL - 1994 1ST PLACE
WARHAMMER SINGLE MINIATURE



4. Best Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard gaming slottabases up to 25mm x 50mm maximum size (cavalry base). Models on 40mm x 40mm bases should be entered into the Monsters and Creatures category.

5. Best Warhammer Command Group

Entries for this category consist of any four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must include **four** of the following five models for any one army: an Army General, an Army Standard Bearer, a Regimental Musician, a Regimental Champion or a Wizard.

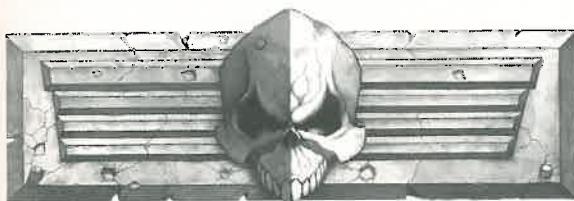


AKIO MENISTER - 1994 2ND PLACE WARHAMMER 40,000 CREATURE



7. Best Epic Titan

This category is for a single model of a Titan of any class, or any type of Gargant.



8. Best Epic Battleforce

Entries to this category should be made up of an Epic force consisting of the miniatures representing a **Company Card**, with a Titan/Gargant or Gigantic Vehicle as a **Special Card**, plus three **Support Cards**.



AND



6. Best Warhammer Monster or Warhammer 40,000 Creature

This category is open to all Warhammer or Warhammer 40,000 monsters on 40mm x 40mm standard bases. This covers Avatars, Ogryns and Tyranids and you may include a rider if you wish eg: Orc Wyvern, Chaos Dwarf Bull Taurus, etc.



NATHAN SHICKLE - 1993 2ND PLACE WARHAMMER MONSTER

9. Battle Scene

Entries for this category consist of a Battle Scene from either Warhammer 40,000, Warhammer or the Epic game system. The display must not be larger than 30cm x 30cm and the maximum permitted height is also 30cm. The Battle Scene should have at least two Citadel or Marauder miniatures arranged in a combat pose, but otherwise there is no restriction on the model's theme or content.

1995 COMPETITOR'S GUIDELINES

You can only enter once in each category, and all entries to the Golden Demon Awards must be painted Citadel or Marauder miniatures.

All single miniatures must be mounted on the appropriate gaming bases. To help the judges compare the entries, we prefer these to be painted green.

Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.

Overall, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes.

All entries to the 1995 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena Birmingham on the 15th October 1995. Full details on

entry and the booking-in procedure will be published in issues 187, 188, 189 and 190 of White Dwarf.

Competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day.

Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, but we can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's risk.

Entry into the competition gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final, and no correspondence will be entered into.

THE GOLDEN DEMON COMPETITIONS

In addition to the nine main Golden Demon Award categories, this year we will also be running two Golden Demon Painting and Modelling Competitions.



The Young Bloods Competition

The Young Bloods painting competition is open to any competitors aged 14 years or under.

Your entry should consist of any single plastic Citadel miniature on its standard gaming slottabase.

The Golden Demon Open Competition

The Golden Demon Open Competition is literally what it says – an open opportunity for you to let your imagination run riot! There are no restrictions on your entry so it could range from a single miniature to a sweeping diorama. Anyone can enter the Open Competition, including Games Workshop staff, but remember that no matter how wild your entry, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes. Conversions are allowed, but should also be consistent with the atmosphere of the game world and spirit of the miniatures.

GAMES DAYTM and GOLDEN '95 DEMON

HOW TO ENTER THIS YEAR'S COMPETITION

HOW DO YOU ENTER?

We're always trying new and better ways of organising Golden Demon. Last year, for instance, we ran regional heats with models being entered only through Games Workshop stores. For this year's event, we wanted to go for a much more open structure in order to give as many people as possible the chance to enter the competition.

In the next four issues of White Dwarf we'll be printing a number of Golden Demon 1995 entry forms. Although we'll happily accept photocopies of these forms, every single entry must be accompanied by a separate one. For example, if you are entering category 3 – Best Warhammer 40,000 Vehicle, category 8 – Best Epic Battleforce and category 9 – Battle Scene, you would need to fill in three separate entry forms.

GAMES DAYTM and GOLDEN '95 DEMON **GAMES WORKSHOP[®]**
OFFICIAL ENTRY FORM
Please fill-in a separate entry form for each miniature or model

Name CHAOS BLACK
Address 33 ANYSTREET, NOWHERETOWN
NOPLACE
Postcode DOX MR2K
Telephone Number 0023 455 678678

Entry Category WARHAMMER SINGLE MINIATURE Category Number 4
Description of entry DWARF TROLLSLAYER

FOR OFFICIAL USE ONLY

Category Number Entry Number

WHERE DO YOU ENTER?

You can only enter the 1995 Golden Demon Awards by bringing your models along to the Birmingham National Indoor Arena on 15th October 1995. No postal entries can be accepted and no models can be entered through the stores.

WHAT TO DO ON THE DAY

On the day, there will be a competitors' entrance to the hall that will be open from 9.00am. All competitors must enter through this door so we can book in and register your models. To help speed things up, please make sure that your entry forms are filled in before you arrive at the Birmingham National Indoor

Arena. Once inside, you simply hand in your completed entry forms to a Registrar, and he'll give you a numbered card for each entry. You can then take your entries and their cards through to the main hall and give each miniature or model, together with the card to the Entry Marshal manning the appropriate area. Each category will have its own clearly labelled display area, so you'll know exactly where to go.

After you've handed in your model, you'll be given half of the card back as a receipt to prove which model is yours. **Do not lose this!** You will not be able to collect your entry at the end of the day unless you have a valid receipt for your model.



TRANSPORT AND PACKAGING

Although we're aware that lots of competitors will have travelled long distances to enter the competition, we just won't have the time or space to look after that three-foot square box of foam chips that your masterpiece has been brought along in.



Our best suggestion is for you to make sure your entry fits into a squash bag or rucksack that you can carry without too much encumbrance. You should also be aware that any unattended bags are likely to be treated as suspicious objects by the National Indoor Arena Staff!

COLLECTING YOUR MODEL

Once the judging has been completed, we'll announce that we're ready for competitors to collect their entries. Simply go along to the appropriate table, identify your model, hand your receipt to the staff member and he'll let you take your entry home.

Simple isn't it? Now all you've got to do is paint that award-winning entry!

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Miniature supplied unpainted



The Imperial Noble is not a complete game. You need a copy of Warhammer Quest to use the contents of this box.

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40,000

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HERETIC!

By Andy Chambers, Jervis Johnson, and Jake Thornton

After the big battle report in White Dwarf 181 everyone said we ought to do another, so here it is! This time we've delved into the war-torn history of the 41st millennium to bring you a huge tank battle, fought across the blood-soaked plains of the rebel planet Korsk II.

HUGE BATTLES

Jervis: A few issues ago we published *A Gathering Of Might*, a battle report describing a huge Warhammer battle we fought at the Studio. The battle used every single one of the Empire, Orc, Goblin, Wood Elf and Chaos Dwarf models in the Studio's collection, and was so large that it required a team of players to command the forces on each side!

Judging by the letters we've received you really liked the article, and so we decided to do a similar battle report for Warhammer 40,000. First of all we thought we'd simply fight

out a huge battle between our Space Marines and Orks, but after some careful consideration we decided it would be much more fun to come up with a scenario that would allow us to use all of the Studio's extensive collection of vehicle models (backed up by some vehicles belonging to Studio staff) in a single enormous tank battle!

However, a quick visit to the Studio model cabinets revealed one slight problem. While we had loads of Imperial Guard and Space Marine vehicles, the only way we could come close to getting a vehicle force that would stand a chance against them was if we combined all the other races together. As the idea of Eldar fighting on the same side as Orks and Chaos was clearly

Dawn spilled through the bunker's vision slits to form parallel bars of light and dark across the rockcrete floor. The tall, cloaked figure paced back and forth through the patches of illumination, humming quietly to himself. Guardsmen stood ramrod-straight nearby, obediently waiting for their orders. One of their number lay at their feet in a crumpled heap, the dark stain leaking from his head forming a pool across the floor. It didn't pay to bring bad news to the attention of Lord Varlak. The pacing figure stopped suddenly and swung round on its heel with theatrical slowness. A bald, high-browed forehead shone above cruel eyes and lips which twisted into a sickly smile "It's still not here, is it?", he said.

"No sir!" The chorused voices of the Guardsmen were deafening in the confined bunker. Varlak winced before raising his bolt pistol and blowing a fist-sized hole in the nearest Guardsman. The body collapsed wetly and Lord Varlak, self-declared World-Autarch of Korsk, resumed his pacing. The Guardsmen didn't move a muscle. They knew that their Lord was under a lot of pressure and that his acts of apparently random violence were always directed at cowards, traitors, shirkers and other scum – after all, he had told them so himself.

Nonetheless, it was a source of considerable relief when they heard the thudding blades of an approaching airlifter. Varlak stepped over to one of the vision slits. "Ah-ha", he said, almost to himself, "Those Space Marines won't catch me now, breakthrough or no breakthrough".

The long, dark body of the 'lifter was visible now, twin rotors hauling its ponderous bulk towards the landing pad. It slowed and turned, preparing to land just as beams of ruby light slammed down from above it like the wrath of God. The 'lifter gouted flames and thick, black smoke before it rolled over, breaking into three pieces as it tumbled from the sky. Shattered pieces of 'lifter rattled off the bunker as a miniature mushroom cloud rose over the crash site.

Varlak grimaced and put his head in his hands. After a while he turned to address the assembled Guardsmen, cold wycchfires burning in his eyes. "You see what happens when you have filthy scumbag traitors in your ranks?" He paused to viciously kick one of the prone figures with an elegant boot. "Now we'll have to wait for the reinforcements" The Guardsmen nodded glassily, caught in the liquid harmonics of his voice like insects in honey. "Get out there and man the guns. Make sure no Space Marines get in here" The Guardsmen doubled out of the chamber and moments later Varlak heard heavy engines starting up and the shouts of men preparing for battle.

He gazed through the slits to the north where a great plume of dust marked the approach of the Emperor's accursed Space Marines. Glancing back to the animated map on the far wall he could see his three columns of reinforcements also closing in. The four groups on the map raced toward the complex in a deadly contest. As he watched the first Space Marine missiles landed nearby. The bunker shook and dust trickled from the ceiling. It was going to be close...

ridiculous, we decided instead to have a battle between all of our Imperial vehicles on one side and all of our Space Marine vehicles on the other. How did such a situation come about? Well, it was like this...

BACKGROUND

On the backwater planet of Korsk II, a rebellion had taken place. The evil Lord Varlak, a rogue psyker of prodigious power, had taken control of the Imperial Guard forces stationed on the planet and seceded from the Empire. He had been able to do this thanks to a unique psychic ability which convinced anyone that he was able to speak to that every word he said was true, no matter how outrageous the words might be! Varlak had used this ability to good effect, convincing the commanders of the Imperial troops on the planet that he was their saviour, and that the Emperor and the Space Marines were their most deadly enemies!

Varlak's conspiracy might have gone unnoticed for some considerable time if it had not been for Inquisitor Marcus. Quite by chance, Marcus was on Korsk II when Varlak proclaimed himself ruler of the planet. Marcus knew the importance of acting quickly and decisively in such circumstances, and lost no time in sending an urgent message to the Adeptus Terra. Contingents of troops from four Space Marine Chapters (Blood Angels, Dark Angels, Space Wolves and Ultramarines) converged on Korsk II within days.

A surprise landing by the Space Marines caught the defenders almost completely unprepared, allowing them to establish a base camp with the minimum of opposition. Rather than wait for additional troops, the Space Marines decided to attack immediately. A mechanised battlegroup including units from all four Space Marine chapters was quickly organised, and sent to capture Lord Varlak in his bunker command centre.

"Curses! Just when you've finally managed to bring the whole world under your evil influence some pathetic little Inquisitor goes whining off to the Adeptus Terra about rogue psykers and daemoniac influence. I mean, do I look possessed? Well, do I?? DO I???"

Lord Varlak's personal log, 5.03.995.M41. SPOOL 1.

Varlak barely had time to organise a scratch force of cooks, mechanics and other rear-echelon troops to defend his command centre before the Space Marines were spotted on the horizon. He desperately sent out messages urging the Imperial Guard reinforcements that were already on the way to make all speed to his aid. Only time would tell if they would arrive in time to save him from the Space Marine attack...

FORCES AND TERRAIN

As will quickly become clear when you look at the troops involved, I didn't use an army list to pick the two sides. Instead, I simply took every single Imperial vehicle I could lay my hands on and divided them up between the two sides. I then added foot troops to fill up the transport space in the Space Marines' Rhinos and Razorbacks, and the Imperial Guard's Chimeras. Next, I topped up the Imperial Guard forces with a small contingent of troops to protect Lord Varlak and defend



the command centre. Finally I decided to add some Rough Riders to the Imperial Guard relief forces, for no other reason than I like the models!

Each side was commanded by a team of players. Lord Varlak was represented by none other than Andy Chambers, while the Imperial Guard relief forces were commanded by the three new 'assistant games developers' we've recently employed to work at the Studio: James Funnell, Phil Lowles and Gavin Tyler. This seemed highly appropriate, as Andy is in charge of the games developers who work here, and it would give his new apprentices a chance to prove themselves in battle. The Space Marines were commanded by a crack team of Warhammer 40,000 veterans drawn from the White Dwarf bunker, consisting of Ian Pickstock, Jake Thornton, Gavin Thorpe and Adrian Wood.

THE TERRAIN

Having chosen the forces and picked the players, the next step was to sort out the terrain. With so many tanks all taking part in the same battle it was fairly obvious that we were going to need as large a playing area as possible. At first we considered playing the game on the floor, but the thought of any of the Studio's exquisitely painted models getting crushed under a misplaced foot was too much to bear and the idea was dropped. Instead we decided to play on two of our standard eight by four foot tables, butted together to form a playing area eight foot square!

Lord Varlak's command centre was set up in the centre of the table, and a small number of extra pieces of terrain were added

"They've broken through my guardsmen and they're heading out here to my luxury bunker complex and private airlifter terminal. My personal airlifter, summoned for just such an eventuality, has been delayed indefinitely by cannon hits from that floating monastery the Marines call their ship. In spite of this initial setback my loyal guardsmen are now speeding to my rescue and should be arriving presently. Once they arrive it's off to the Cavern Country in the south where those Space Marines will never find me." (background noises of cheers and applause).

Lord Varlak's personal log, 8.05.995.M41. SPOOL 3.

near the edges of the table to make the whole thing look as attractive as possible. The final set up is shown on the map. Note that we've used much less terrain than usual. This is because we wanted to have an open and free-wheeling encounter which allowed the vehicles we were using to manoeuvre and engage each other at long range, rather than the close range infantry firefights we normally have.

SET UP INSTRUCTIONS

Most of the troops taking part in the battle did not start set up on the table. The only exception was Lord Varlak and the command centre defence force which started out safely holed up in the bunker complex. As the Space Marines would have no idea where the defenders were deployed, I decided to let Andy note down their positions on a map, and the models were not placed on the table until after the Space Marines had completed their first move. In addition, Andy was allowed to set up any of the defending models in overwatch if he desired.



The Space Marines got the first turn, and were allowed to enter at any speed from their edge of the table. The Imperial Guard relief forces had to roll a D6 at the start of each Imperial Guard turn to see if they arrived: they had to roll 4+ to arrive on their first turn, 3+ on the second, 2+ thereafter. A second dice roll was made on the turn the relief force arrived to see exactly where it entered the table. Note that each relief force had to roll separately to see when and where they arrived. Relief forces were allowed to enter play at any speed. The deployment map shows the entry points for both the Space Marines and the Imperial Guard relief forces.

THE FOG OF WAR

Standing side-by-side with your fellow commanders while towering high above the wargames table, it's all too easy to chat about what you plan to do in your next turn without giving any thought to how difficult this would be in the chaos of a large battle. In reality, the separate commanders could only talk directly if they were close enough to be able to hear each other (a rare circumstance amongst the noise and confusion of combat). Most of the time they would have to rely on hastily transmitted messages sent over short-range comm-links.

To represent this during the game, players were not allowed to talk to each other about tactics or what they planned to do. Instead they were allowed to send 'radio messages' on a tape recorder. Each player was allowed to record one message per turn, in secret. At the end of the turn the tape was rewound and all messages were played back ONCE to all of the players at the same time. Note that the opposing players were allowed to listen in too! This proved to be great fun and added a lot of atmosphere to the game, as well as greatly increasing the chaos and confusion factor! To get an idea of how entertaining this was I've included some of the radio messages recorded during the game in the battle report that follows. All of the communications quoted are actual messages recorded during the battle – none of them have been made up by me!

SPECIAL RULES

The victory conditions for the game were very simple. Lord Varlak had to escape off the southern edge of the table (the one marked 3-4 on the deployment map), and the Space Marines had to stop him! There was no turn limit – the game would carry on until Varlak escaped, or was killed or captured.

I decided to use a number of special rules to reflect the unusual nature of the battle, and speed up play. For a start, I decided not to let the players equip their vehicles with blind grenades in their auto-launchers as it would slow the game down (in such a big battle, all those D6 rolls to determine what happened to each cloud of smoke would have been very tedious).

Because we didn't want the game to be dominated by characters armed with deadly wargear (this was a tank battle, after all!) we decided to limit the number of wargear cards in the game. In addition to the items actually on the models, each side would only have four wargear cards to allocate between their characters. What's more, the wargear cards were dealt out at random instead of being chosen, and I removed any cards from the deck that I thought might unbalance the scenario. Once the cards had been dealt out, the players were allowed to allocate them to characters as desired.

Psykers were dealt their psychic power cards normally, except that Varlak's deck had been culled of cards that would allow him to teleport off the table, and one of his powers was assumed to be his special ability to talk people into believing everything he said (not much use in a battle of course, but that's life!). At the very start of the game each player was dealt a strategy card, ie four per side, again from a deck from which any cards that might spoil the game had been removed. Players were not allowed to discuss the strategy cards they'd been dealt during the game, not even over the 'comm-link'.

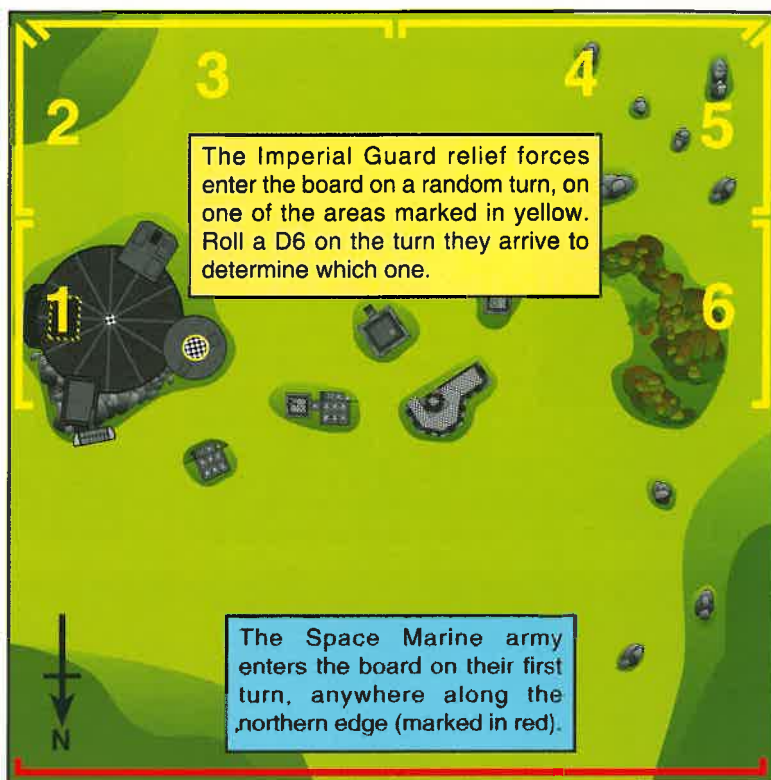
Finally, we decided to use a couple of Ian Pickstock's "house rules" for the vehicles. Those of you who have been lucky enough to pick up Citadel Journal 7 will have seen Ian's articles describing his modifications to the Warhammer 40,000 vehicle rules. Now, while I might not agree with all of Ian's changes, there are a couple of rules he has come up with which I really like, and so I decided to use them for this battle.

The first of these has to do with the way weapons with a blast marker effect vehicles. As any player who has had a vehicle reduced to slag by a multi-melta will know, weapons with blast markers are very efficient at destroying vehicles – in fact, with hindsight, they are probably too efficient. This is partially because they can choose which location they hit on a vehicle, which makes them very accurate, and partially because they can effect more than one location, all with the same armour penetration values. This makes them very deadly.



For those of you that don't have Journal 7, Ian suggests that you roll on the Hit Location table for the vehicle to see where the blast marker is placed on the model instead of choosing the location. He also suggests that you halve the armour penetration of any hits on locations that did not suffer a direct hit, instead of using the full value. For example, a Rhino is hit by a multi-melta. The attacker rolls on the hit location table and gets a 1. This is a direct hit on the nearest track, which means that the multi-melta's blast marker must be placed over the track on the Rhino model. Any other locations on the Rhino that are under the blast marker will be hit on a 4+, and the armour penetration against any of the extra locations that are hit will be halved.

I also decided to use Ian's updated rules for models on foot charging vehicles. The present system does not take into account the speed a vehicle is travelling at when it is charged, so it is just as easy to attack a slow moving vehicle as it is to attack one that is hurtling along at top speed. Now, there is obviously an element of risk attached to attacking a fast moving vehicle if you are on foot, not the least of which is that you stand a very good chance of being run over unless you are extremely careful!



Entry points for the Space Marine army and the Imperial Guard relief forces.

The Imperial Guard relief forces enter the board on a random turn, on one of the areas marked in yellow. Roll a D6 on the turn they arrive to determine which one.

The Space Marine army enters the board on their first turn, anywhere along the northern edge (marked in red).

To represent this, Ian suggests that any model on foot that charges a vehicle moving at a speed of greater than 10" must roll equal to or under their initiative on a D6 in order to carry out the move safely (a roll of 6 always fails). If the model passes the test then it may attack the vehicle in the hand-to-hand combat phase. If it fails the test it may not attack, and takes an automatic hit with the strength, damage and save modifier of the vehicle's ram value.

FINAL NOTES

If you look at the maps and photographs on the following pages you'll notice one or two differences in the way they've been presented. Firstly, the maps are so big that we simply hadn't got the room to show each turn separately as we normally do. Instead, we've put both *player* turns on a single map. This means that Space Marine and Imperial Guard turns 1 are both on the *game* turn 1 map.

The second difference was again caused by the sheer number of tanks and other vehicles fighting in the battle. We decided that we couldn't simply take off the destroyed ones as they would provide useful cover for the survivors as well as getting in their way and blocking the gaps between the bunkers. Also, we thought that the game would look more exciting if the wreckage of damaged and destroyed vehicles littered the battlefield! With this in mind, we rooted about in the back of the games cupboards and found some grey and black cotton wool (actually old hamster bedding from the local pet shop!). Using these as smoke from the burning wrecks, we could now show damaged vehicles with grey smoke, and destroyed wrecks pouring thick black oily smoke from the holes in their armour! As you can see in some of the photos, this made the game look much more exciting, especially as the casualties began to build up.

EVIL LORD VARLAK'S EVIL PLAN



*Andy Chambers,
the evil Lord Varlak.*

each other (and me!) regardless of when and where they arrived on the table. I also thought it might be useful to work

Andy: How to escape the vengeful Space Marines? It was a tough one, and not much helped by the fact that my loyal (if deluded) guardsmen would be arriving at a random table edge on a random turn. Coming up with any kind of a plan under the circumstances was virtually impossible, so I decided to give my sub-commanders flexible orders before the game started. This would hopefully mean that they would be able to support



*Gavin Tyler,
Force Grendel.*

Leman Russ Demolisher siege tanks. Two of the reinforcing groups each comprised three Leman Russ battle tanks with a squad of Rough Riders in support. The final reinforcing group had one Leman Russ plus two Chimera troop transports, each carrying a squad of infantry.

out our comm-procedure before the battle so that we could communicate during the game without giving our plans away.

There were four forces at my disposal. The first was my personal retinue consisting of my Ogryn bodyguards, a command section, some infantry squads formed from the gaggle of cooks, clerks, sanitizers and other such rabble in the complex, plus the jewel in the crown of my defence: two





*James Funnell,
Force Jabberwock.*

I would be commanding my personal retinue, well... personally. The other troops were divided between the new assistant games developers Gavin, James and Phil. For communications purposes I gave each group a call-sign: Gavin would be commanding Force Grendel with its Chimeras, James and Phil respectively would take Force Jabberwock and Force Pegasus with their Leman Russ battle

tanks. With a bit of luck it would take the Space Marine players a turn or two to work out which force was which.

With everyone allotted their forces it was time to come up with a suitably cunning plan for my escape! The important thing to



*Phil Lowles,
Force Pegasus.*

remember was that even if my 'loyal' followers were winning the battle, we would still lose if the Space Marines managed to kill me. Naturally, I could try to sit it out behind the safety of the bunker's thick, rockcrete walls and hope my forces defeated the Space Marines. Unfortunately, the chances were that with my reinforcements arriving in dribs and drabs the Space Marines would be able to fight them off, get into the bunker complex and

dig me out. I simply couldn't rely on my measly selection of underlings to fight off Space Wolves Blood Claws, Blood Angels Death Company and Deathwing Terminators! Escape seemed the only option, all I had to do was work out how to wangle it...





A quick examination of the table established that making a run for it on foot wouldn't be practical. The Space Marines were bound to have a number of Land Speeders, bikes and other very quick vehicles that could catch me before I got half way to the edge of the table. Jervis ruled that I could commandeer any vehicle to make my escape in, kicking a crewman out if necessary. However, trying to escape in a Demolisher would be little quicker than moving on foot – it would also deny me one of my best defending units and turn me into a big, fat, slow-moving target for everything the Space Marines could bring to bear. After some thought, I decided that I would have to wait for my loyal reinforcements to arrive and hitch a lift with them.



As I mentioned earlier, the random arrival of the reinforcements meant that improvisation would be the order of the day. With this in mind, I gave Gavin, James and Phil orders they could implement wherever and whenever they turned up. I decided to order James and Phil to act as a blocking force. They would engage the Space Marines and inflict as much harm as possible. I felt that this would give them a better chance of doing what I wanted by distracting the Space Marines and drawing them into a firefight. It would also place a big mass of tanks between me and the Space Marines whilst I made my getaway. When Gavin arrived with Force Grendel, he was to speed to the bunker complex and pick me up, bringing both Chimeras so one could act as a decoy.

I emphasised to all three commanders that the Space Marines Land Speeders posed the biggest threat to this plan. If even one of those lethal skimners broke through my defences, it would be able to swoop in and turn me into a greasy smear the moment I set foot outside my command bunker.

The next thing I did was note down the hidden deployment of my forces amidst the bunkers. The two large bunkers and the

huge landing pad would effectively channel the enemy down three routes – centre (straight towards the command tower), left (past the large rock formation), or right (between the edge of the landing pad and the bunkers). I reckoned that by placing my two Demolishers to the left and right, lurking just behind the bunkers for cover, I could block or maul anything going in those directions. The command section would go in the tower for maximum field of fire, and the infantry would mostly occupy the forward two bunkers with one autocannon on the left side to watch out for Land Speeders scooting around the big rock formation.

Until the Space Marines managed to destroy the bulk of my forces, they would take a pounding if they attempted to storm the bunkers in a head-on attack. I deliberately left the centre route deceptively clear by keeping the nearby infantry hidden in the bunkers. If the Space Marines took the bait I could ambush the first things through and then rake any survivors with fire from the Demolishers. Once the first enemy tank was blown up in the gap it would prevent the vehicles behind it getting through and leave the Space Marines stalled in front of my defences. If the Space Marines tried to get around the flanks of the bunkers my reinforcements would hopefully trap them between the hammer and anvil.



I decided to start off Lord Varlak and his Ogryn bodyguard in the bottom level of the command tower. Its central location made it a less obvious choice than the two bunkers further back and also placed me close enough to the front line to use some psychic powers in my defence. This would be particularly useful in covering the centre, where that tempting-looking gap in the defences lay.

The final few touches in this so-called plan were to work out a system for scrambling our grid references during communication so the Space Marines couldn't use them, and to designate any calls involving colours (eg "Red plan 3, execute") as being totally bogus to confuse the Space Marines and make us sound organised!

"That's what I hate about the Emperor, you can never have any fun when there's an Emperor. Before you can even move onto systematically impaling your political opponents and old school friends, the Emperor's favourite lap-dogs, the Imperial Space Marines, turn up in a bloody huge ship and reduce your summer palace to a pile of ash. Then, to add insult to property damage, they come plummeting down without so much as a by-your-leave and start shooting everybody. All I did was rebel. After all, I'm sure the Emperor's just jealous because the people like me more than him – don't you boys?" (background noises of mindless acquiescence).

Lord Varlak's personal log, 7.05.995.M41. SPOOL 2.

PURGE THE HERETIC!

Jake: After the last giant battle we fought (*The Gathering of Might* in White Dwarf 181) everyone was eager to fight another huge game. This time we decided that it should be a Warhammer 40,000 battle, and to provide an extra twist we based it around the large collection of tanks and other vehicles we have at the Studio. To make the battle even bigger, we borrowed some Space Wolves vehicles from Kim Syberg (see the *Wolves of Fenris* in White Dwarf 185) and Ian Pickstock, and a squadron of Leman Russ battle tanks from Simon Tift.

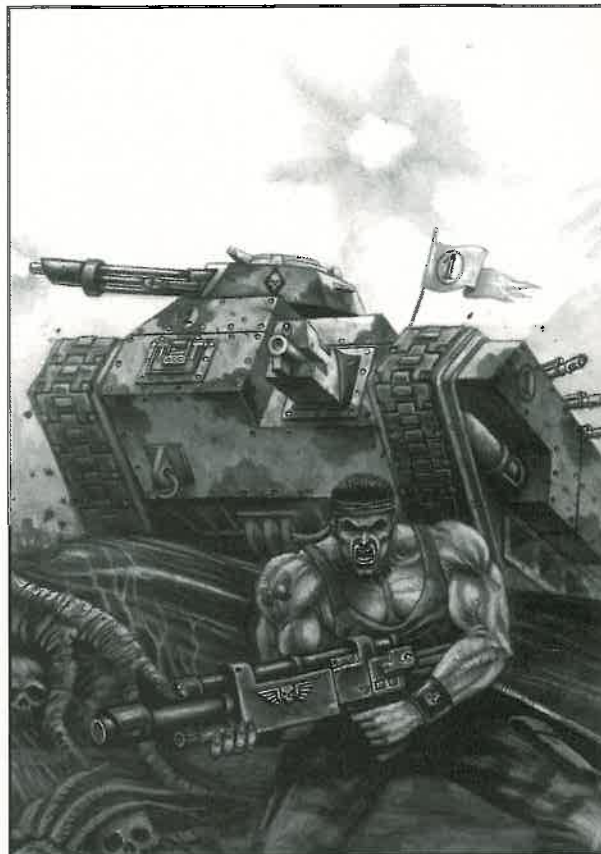
Each side had four players with Jervis acting as a kind of referee. Ian Pickstock, Gavin Thorpe, Adrian Wood and myself made up the White Dwarf team, and while Ian and Gavin had only recently joined us they were both keen to prove their new loyalties. Our Space Marine army consisted of elements from four different Chapters, so we allocated one to each player. Adrian would take the Dark Angels, Gavin would command the Ultramarines, Ian would take the Space Wolves and I would have the small force of Blood Angels. However, in the end I was so busy working on White Dwarf that I simply didn't have time to play. Instead, I worked out a plan of attack for the rest of the army to follow, and left the actual battlefield commands to Ian, Gavin and Adrian. This sort of thing often happens with these big, multi-player games: someone has to visit their granny, or go to the dentist at the last minute and can't play. However, it isn't as much of a problem as it first seems because with so many players there's always someone around to look after your troops til you arrive. In our case, I put my Blood Angels under Gavin's capable command and went off to work out a plan.

THE PLAN

We had several problems to overcome if we were going to achieve our objective. Firstly, the Imperial Guard had more tanks than we did, they were all more heavily armoured and carried bigger guns! To balance this, we were much better shots than they were, but it still felt like a difficult job. Also, because the Imperial Guard reinforcements were going to turn up on a random edge, we wouldn't be able to treat any side as safe. Normally you can assume that the enemy won't be able to get behind your troops easily, but with the Imperial Guard relief columns arriving randomly, we just couldn't be sure.



Finally, Jervis decided that we couldn't use blind grenades as it would slow down the game too much. This meant that in order to stop the mad Lord Varlak from escaping, we would have to assault a bunker complex defended by Demolisher siege tanks and other heavy weapons, without any idea where the defenders were positioned, with no terrain to use as cover, no blind screen to conceal us, and enemy reinforcements coming on from all sides!



This was a very tall order, so my plan had to be cunning in the extreme. After much deliberation I decided that any attempt to be clever was doomed to failure. What was needed was a simple, strong plan which kept the primary objective in sight at all times and would be easy for Ian, Gavin and Adrian to remember in the heat of battle.

Whatever happened, speed was of prime importance. Andy could decide to run for it at any time and we had a lot of ground to cover. The bunkers formed an almost solid wall which effectively blocked the line of sight across the whole battlefield. If we were going to have any chance of killing the evil Lord Varlak then we'd have to move quickly. Once we'd got past the bunkers then it would be much easier. There wasn't much cover there either, but this time it would act to our advantage as Lord Varlak would be in the open when he made his break for safety. If we could get past the bunkers then we should be able to hunt him down easily.

Having already discarded a complex plan, I fell back on a simple and well tested strategy that I've used many times before: a three-pronged assault. Whilst the centre kept the defenders busy, both flanks would sweep round behind the bunkers and cut off Varlak's escape. Simple but effective.

In the centre, the main body of the army would advance at top speed towards the bunkers. Their main task was to keep the enemy bogged down fighting them and to absorb as many of the Imperial Guard reinforcements as possible. As long as we could keep going forwards, casualties didn't matter. We could only win by killing Lord Varlak, and to do this we needed to force him from cover. We might scare him into the open by shooting up the bunkers, but he'd probably hold on until we got in amongst them and started blowing in the doors with our melta bombs. Then he'd have to run. My plan was to make



*Jake Thornton,
Space Marine Commander.*

sure that we were in position to cut him down when he did.

Our three Land Speeders would attack on the left. Nothing else could move rapidly over the Landing Pad so these skimmers were perfect for a surprise flank attack. If we were really lucky, Andy wouldn't have thought of this and might get caught with his forces in the wrong position.

On our far right, the Dark Angels would attack. Roaring onto the battlefield they would move behind the large rock formation, emerging on the far side with a panoramic view of Varlak's potential escape routes. It was a long way, but once in



*Ian Pickstock,
Space Wolves Commander.*

position they would be well placed to stop Andy's escape.

Finally, we had a fourth, smaller group. This comprised our Whirlwind and other support weapons, and was to deploy as soon as it entered the board. From here, these weapons could provide valuable covering fire if any of the Imperial Guard relief columns did get behind us. This early deployment would also give them every possible chance to fire, rather than spending the battle in the back of a Rhino.

One final refinement to the plan was the attack formation in which our central assault would cross the enormous area of





Gavin Thorpe,
Ultramarines Commander.

open ground in front of the bunkers. With so many guns inevitably concentrating their fire on an area with no cover, we'd be bound to take casualties before we reached the bunkers. There was no way round that. To ensure that we lost as few as possible, I suggested that we attack in an Armoured Wedge formation. This formation places your tanks in a triangular block, pointing at the enemy.

The toughest and most heavily armoured tank goes at the front with progressively less heavily armoured tanks sweeping back to form a wedge or arrowhead. Inside this 'V' of heavily armoured vehicles is a protective



Adrian Wood,
Dark Angels Commander.

pocket in which the troop carriers can be placed. The fact that the most heavily armoured tanks will take all the enemy fire, increases the survivability of all the vehicles in an Armoured Wedge.

As the Armoured Wedge speeds into battle, the lead tanks use their heavy weapons to smash the foe. As the formation bursts through the enemy line, the Space Marines deploy from their Rhinos and assault the bunkers on foot.

So that was the plan. All that remained was to see how Adrian, Gavin, and Ian fared once the bolter shells started flying.



LORD VARLAK'S IMPERIAL GUARD

COMMAND CENTRE DEFENCE FORCE



Lord Varlak.



Ogryn Squad.



Imperial Guard Command Section.

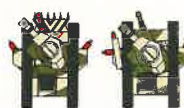


Ad-hoc Support Squad with 2 lascannon and 1 autocannon.



2 Demolisher siege tanks. One is armed with multi-meltas and the other carries heavy plasma guns and is equipped with a 'Dozer blade.

RELIEF FORCE JABBERWOCK



3 Leman Russ battle tanks. One with a 'Dozer blade, one armed with a storm bolter, Hunter-Killer missile and a heavy flamer.



Rough Rider Command Section.

RELIEF FORCE PEGASUS



3 Leman Russ battle tanks. One with Ablative armour, one with 'Dozer Blade and armed with three heavy flamers.



1 Rough Rider Squad.

RELIEF FORCE GRENDL



2 Chimera transports.



1 Leman Russ battle tank.



Support Squad with 1 missile launcher and 2 lascannon.



Imperial Guard Tactical Squad.



SPACE MARINES ARMY

ULTRAMARINES



2 Rhino transports.



1 Whirlwind. 1 Razorback carrying an **HQ group** including a Commander, Chief Librarian Tigurius, an Apothecary, a Chaplain and a Techmarine.

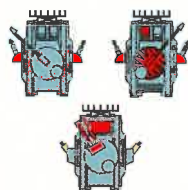


1 Tactical Squad, one combat squad in each Rhino.

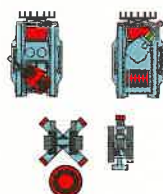


1 Land Speeder.

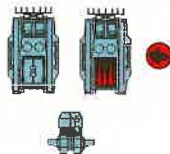
SPACE WOLVES



3 Predators in a single squadron. One has heavy bolters in its sponson mounts and twin-linked lascannons in its turret.



2 Razorbacks, one with reinforced armour. They carry a **Support Weapon battery** consisting of 1 Rapier and 1 Tarantula with servitor crew, each carried in its own Razorback.



2 Rhino troop transports with a **Blood Claws battle pack** carried in each.

1 Land Speeder.

BLOOD ANGELS



1 Rhino and 1 Predator.

Blood Angels Death Company led by a Chaplain, and 1 Land Speeder.

DARK ANGELS



Rhino carrying a **Deathwing Terminator squad**.

1 Predator.

Space Marine Attack Bike with multi-melta, and an Apothecary on a Bike.

The Space Marine army enters the board on their first turn, anywhere along the northern edge (marked in red).

TURN 1



TURN ONE

"Task Force Beta, proceed to quadrant secundus. Cleanse the unpure infidels!"

*Comm-link message from Commander Thorpe, Ultramarines
Battlegroup.*

Jervis: The Space Marines roared into the attack, throwing huge clouds of dust into the air as their tracks ripped up the parched earth. On their left flank, three Land Speeders, each from a different Chapter, moved directly towards the landing pad. On the right, the Dark Angels took advantage of the large rock formations to cover their advance as they attempted to encircle the bunker complex. In the centre, all of the remaining Space Marine vehicles advanced in a solid phalanx towards the command complex, with only the Ultramarines Whirlwind and the Space Wolves support battery holding back in order to provide covering fire for their battle brothers.



Once the Space Marines had completed their first move, the models belonging to the bunker defence force were placed on the table in the positions shown on the map. All of the support weapons and both of the Demolishers were on overwatch, and immediately opened fire on the advancing Space Marines. As the Space Marines were moving fast most of the Imperial Guard troops needed to roll 5's or 6's to score a hit. Even so, they managed to cause considerable damage knocking tracks off two Predators, destroying one of the side sponsons on a third, and killing the gunner on the Blood Angels Land Speeder.

The Space Marines immediately returned fire. Their high ballistic skill combined with the targeters fitted to most of their weapons meant that their fire was considerably more accurate than the

Right and below: The Space Marine army roars onto the table as the battle begins!

Imperial Guard's, even though their enemy was in hard cover! Deadly volleys gunned down both Imperial Guard lascannon heavy weapon teams, and reduced the crew of the autocannon to a single model. Shot after shot slammed into the Demolishers, but despite the number of hits the only damage was to one of their side sponsons and a lascannon. All the rest of the attacks bounced off the thick frontal armour of these impressive Imperial Guard siege tanks.



There was no hand-to-hand combat, and nothing of note happened in the psychic phase except Tigurius casting *Prescience* and a *Psychic Shield* upon himself. It was then the first Imperial Guard turn and, as noted in the introduction, each commander of an Imperial Guard relief force rolled a D6 to see if their troops arrived. As it was the first turn a roll of 4+ was required for each contingent to arrive. Much to Lord Varlak's relief (ho, ho!), all three sub-commanders managed to roll a 4 or more, and so all three arrived on the first turn!

A further D6 was rolled for each force to see where it came on, with the result that force Grendel entered from the east, Force Jabberwock entered from the south, and Force Pegasus from the west. All three relief columns entered at top speed, Forces Grendel and Jabberwock fanning out and moving quickly towards the bunker complex, while Force Pegasus roared forward to engage the Dark Angels at close range.

Imperial Guard shooting in their own turn was considerably less effective than their overwatch shots had been.

Nonetheless, massed battle cannon shots from the Leman Russ tanks destroyed the Blood Angels Land Speeder, killed the Dark Angels Medic mounted on a bike, and destroyed all of the guns on the Dark Angels Attack Bike. Crucially however, none of the Space Marines' armoured vehicles were damaged by Imperial Guard fire, even though a number of vehicles took hits. The lead Space Wolves Predator alone took three hits, all of which bounced off its armour! Even the *Hunter Killer* missile fired by one of Force Jabberwock's Leman Russ tanks failed to cause any damage. Smiles started to return to the faces of the Space Marine commanders, who had been looking rather worried by the horde of Imperial Guard vehicles that arrived at the start of the Imperial Guard turn!

Once again there was no hand-to-hand combat, but the psychic phase proved somewhat more interesting than the first. Tigurius managed to nullify a *Machine Curse* cast by Lord Varlak, and then proceeded to *Smite* a nearby bunker. Fortunately for the Imperial Guard, the bunker proved to be empty, so no damage





The Space Marines finally reach the bunkers despite taking heavy losses from the Imperial Guard fire.

was done. I should point out at this point that, while Andy had placed most of his models on the table at the end of the first Space Marine movement phase, I decided that any hiding inside bunkers would not be revealed until they moved, made an attack, or a Space Marine model would be able to see inside the bunker. In this way the Space Marines would be kept guessing as to the location of Lord Varlak.

TURN 2

"This is Varlak. Get those Land Speeders now, NOW, damn you!"

Comm-link message from Lord Varlak, Supreme Commander Korsk II Planetary Defence Force.

Jervis: The Space Marines advance continued across the entire front. To their left, both surviving Space Marine Land Speeders flew over the landing pad, continuing their outflanking move.

Meanwhile, on the right, the Dark Angels sped forward to engage Force Pegasus, the Deathwing Terminators leaping from their speeding Rhino to charge the Leman Russ battle tanks! As the tanks had moved more than 10" in their previous turn, Ian's new rule about charging moving vehicles came into effect. This meant that all of the Terminators had to make Initiative checks to avoid being hit by the moving vehicles. This resulted in two Terminators being knocked over for the turn, only their heavy armour saving them from being killed! The Rhino that the Terminators had jumped from was fitted with a ram bar, so it carried on with its move and also smashed into one of the Leman Russ battle tanks. Its victim, however, had ablative armour, which saved it from any damage.

In the centre, all hell broke loose as the two Predators that had lost tracks swerved out of control, disrupting the Space Marines' formation and forcing the following vehicles to slow down in order to manoeuvre round the stricken tanks. As the Space Marines force slowed down, the Blood Angels Death Company, the Ultramarines Tactical squad, and the Ultramarines command group dismounted. Meanwhile, at the back of the formation, one of the Space Wolves Razorbacks peeled off to help the Dark Angels against Force Pegasus.

Both Imperial Guard Demolishers had gone onto overwatch in the previous turn and now opened fire together with some of the Imperial Guard defenders that were hidden in the bunkers. Much to Lord Varlak's disgust, the overwatch shots failed to have much effect on the closely packed Space Marines, although one of the Death Company was killed by a scattering Demolisher cannon shell. The other Demolisher was rather more effective, destroying the Dark Angels Predator with a single well-aimed shot from its lascannon.

However, the cheers of the Imperial Guard commanders were quickly cut short by the Space Marines' return fire. A long shot by a Space Wolves Predator hit one of Force Jabberwock's Leman Russ in the tracks. Ian then rolled a 6 on the damage table, flipping the unfortunate vehicle over and destroying it completely! Next, the Ultramarines Whirlwind and Space Wolves support battery brought down a withering hail of fire on Force Pegasus, breaking the Rough Riders and destroying one Leman Russ. In the hand-to-hand combat phase, the Deathwing Terminators tore into the two surviving Force Pegasus tanks, destroying one Leman Russ and ripping the side sponson off the other. In the course of a single turn Force Pegasus had been reduced to one damaged Leman Russ and three broken Rough Riders!



On the Imperial Guards' left, Force Pegasus is torn apart by the Deathwing Terminators of the Dark Angels.

Cursing the Space Marines, Lord Varlak prepared to use his psychic powers to even the odds, calling down a *Machine Curse* on the nearest Space Wolves Predator, and nullifying the *Psychic Shield* protecting Tigurius. Nonetheless, as we started the second Imperial Guard turn there was no hiding the fact that things were looking grim for Lord Varlak's forces.

Perhaps it was this which convinced Lord Varlak to make a run for it, leaving the relative safety of his bunker and running

towards the Imperial Guard vehicles of Force Grendel and Force Jabberwock which were speeding to his rescue. Meanwhile, the left hand Demolisher siege tank slowly turned round and started to head towards the centre of the complex, where it looked like the Space Marines might break through. On the left flank of the Imperial Guard, Force Pegasus' sole surviving Leman Russ did its best to extricate itself from the Terminators that surrounded it, while the Rough Riders fled back to the cover of the large rock formation behind them.



A confident Lord Varlak considers his next move.

It was now the Imperial Guard shooting phase, and it was obvious to all of us that if the Imperial Guard were to have any chance in the battle it was vital that they had a good round of firing this turn. Fortunately for them this is exactly what they did. Massed fire from the remaining Leman Russ battle tanks damaged the Dark Angels Rhino, destroyed one of the Space Wolves Razorbacks, and blew the Ultramarines Land Speeder out of the sky! The Demolishers then added to the carnage, blowing a sponson off the Blood Angels Predator with a lascannon shot, and scoring a hit with a Demolisher cannon on the Ultramarines Razorback. The ruined vehicle flipped into the air, the shattered remains crashing back to earth on top of a member of the nearby Ultramarines Tactical squad!

The second Imperial Guard turn ended with the most spectacular psychic phase so far. Lord Varlak maintained his *Machine Curse* on the Space Wolves Predator, and brought down a *Hellfire* on the gap between two of his bunkers in order to slow up the Space Marine attack in the centre. Tigurius, not to be outdone, called up *Prescience* and a new *Psychic Shield*, and then used *Smite* to kill one of the gunners in the nearest Imperial Guard Demolisher.

The turn ended with the play of the *Insane Courage* strategy card on Force Pegasus' Rough Riders, which rallied them immediately and gave them a free move.

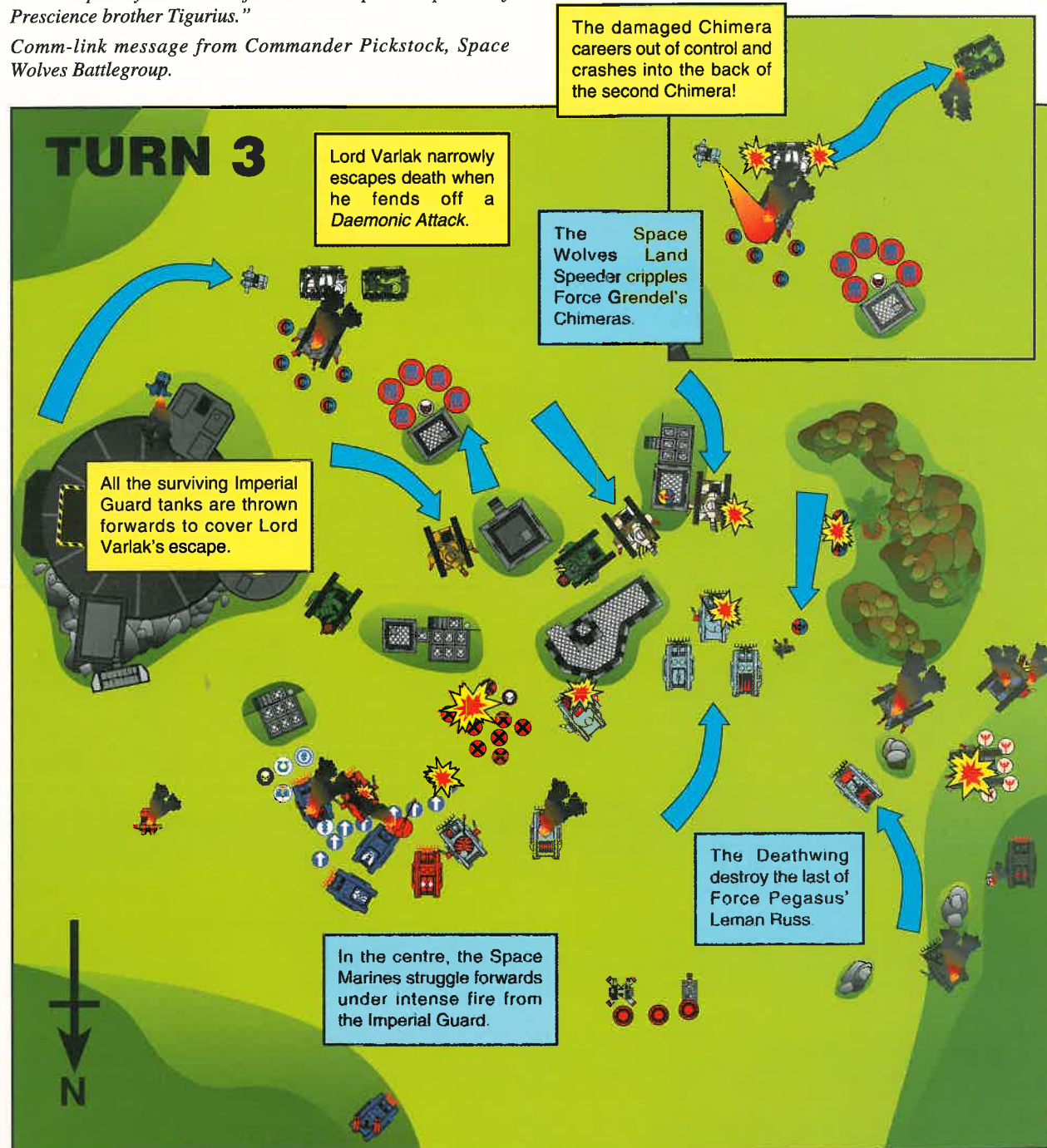
TURN 3

"All weapon systems have failed! Call upon the power of *Prescience* brother Tigurius."

Comm-link message from Commander Pickstock, Space Wolves Battlegroup.

Jervis: As we started the third turn it was obvious to both sides that the situation was very finely balanced. Well aware that Lord Varlak was getting away, the Space Marines moved as quickly as possible to cut off his retreat. The single remaining Land Speeder zoomed round behind Force Grendel, trying to use the vehicles themselves as cover, while it got into position to stop Lord Varlak escaping.

In the centre, the Death Company rushed towards the bunkers, supported by the Ultramarines Tactical squad and commanders. The two Space Wolves Rhinos and a Space Wolves Predator swept around the end of the line of bunkers, taking advantage of the fact that the Demolisher which had been covering this area had moved back out of sight. On the Space Marines' right, the Deathwing Terminators charged the last surviving Force Pegasus Leman Russ, while the Dark



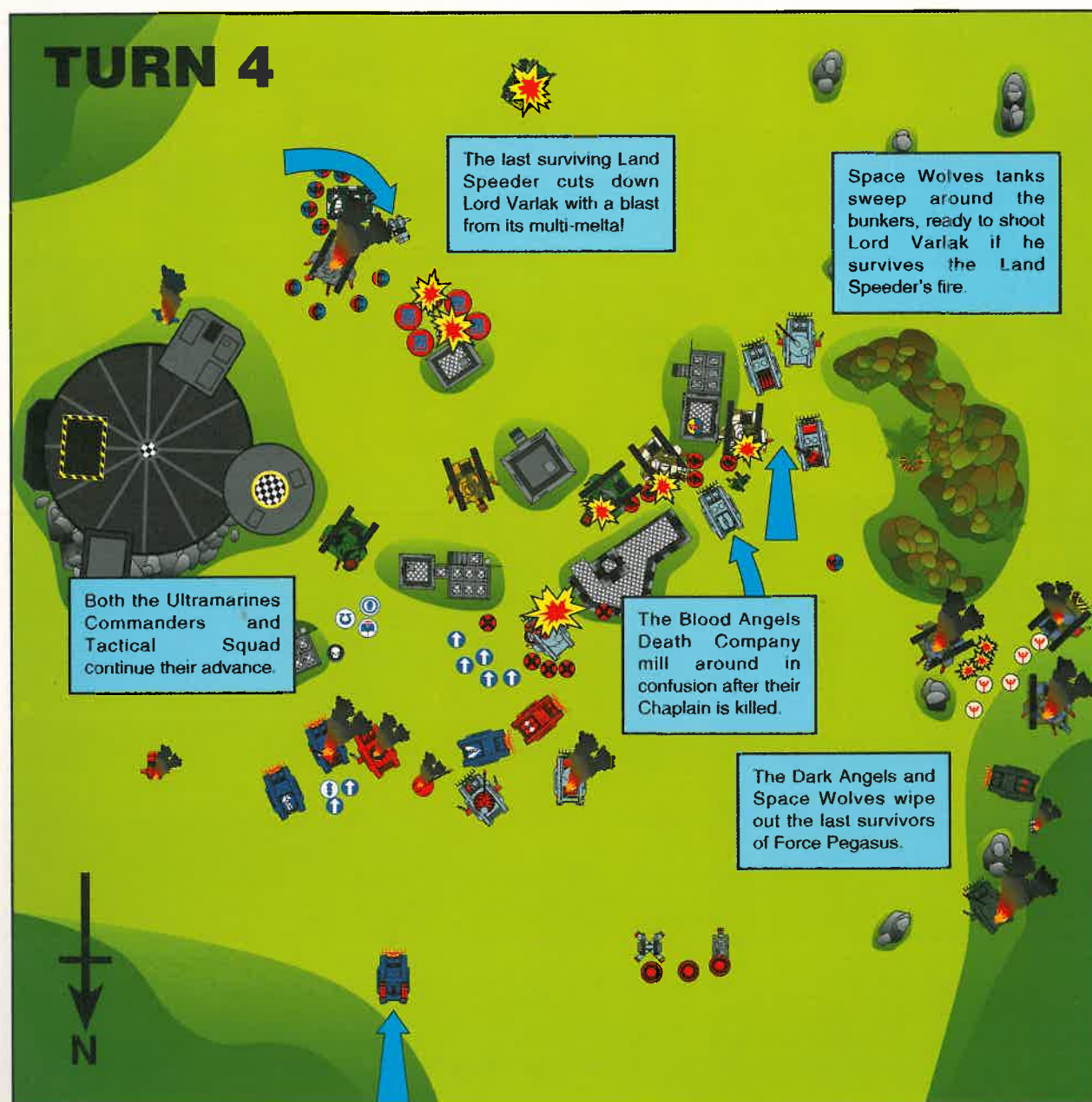
Angels Attack Bike and the Space Wolves Razorback moved up to support the Space Wolves vehicles which were outflanking the bunkers.

With one exception the Space Marine's fire was less effective on this turn than it had been previously, only succeeding in taking out a gunner in one of Force Jabberwock's Leman Russ and killing two of Force Pegasus' recently rallied Rough Riders. The exception was the attack made by the Space Wolves Land Speeder on the rearmost Chimera. Even using the new blast template rules, the Land Speeder's multi-melta easily blew a hole in the Chimera's hull, killing the driver and four passengers and sending it careering out of control. Next, the Land Speeder engaged the Rough Riders from Force Jabberwock with its heavy flamer, killing one of them.

The Deathwing carried on their execution, destroying the last of Force Pegasus' Leman Russ in hand-to-hand combat, although three of the crew survived and pulled themselves from the smoking wreckage. Force Pegasus now consisted of

three vehicle crew and a single Rough Rider! In the psychic phase Tigurius was able to lift the *Machine Curse* from the Space Wolves Predator, aided by the effects of the *Prescience* he had cast on himself at the start of the phase. Lord Varlak contented himself with voluntarily lifting the *Hellfire* he had placed, thus exposing the Death Company who had moved up behind it.

The start of the third Imperial Guard turn was something of a disaster for Lord Varlak. As you'll remember, the Space Wolves Land Speeder had damaged one of the Imperial Guard Chimeras, and killed the driver. As it moved out of control, it crashed into the back of the second Imperial Guard Chimera, killing five passengers and the driver in the second vehicle! What's more, because the second Chimera had now lost its driver it too had to move out of control, swerving off at breakneck speed away from Lord Varlak! Distinct mutterings were heard from Lord Varlak at this point about "not being able to get the help these days..." and "if you want a job done properly you have to do it yourself..."





The evil Lord Varlak is cut down by the incandescent fury of a multi-melta blast!

Making the best of a bad job, the survivors of the support squad in the first Chimera dismounted, while Force Jabberwock's Rough Riders moved round them to engage the Space Wolves Land Speeder. The rest of Force Jabberwock (supported by the last surviving Force Pegasus Rough Rider) moved forward to engage the Space Marines in the centre. Meanwhile Lord Varlak and his Ogryn bodyguard kept running towards the southern table edge.

In the Imperial Guard shooting phase the Blood Angels Death Company was subjected to a hail of fire, losing almost half their men in a single turn. Two Ultramarines were also blown to pieces by a scattering Demolisher cannon shell, and a second landed squarely on the turret of the Blood Angels Predator, blowing it to pieces. The Space Wolves Predator swinging round the flank of the bunker complex was hit several times by fire from Force Jabberwock's Leman Russ battle tanks, one hit penetrating the hull and killing the turret gunner and one of the sponson gunners. Meanwhile, the central Space Wolves Predator had a track blown off by Force Grendel's Leman Russ.

All in all it had been an extremely effective round of firing for the Imperial Guard army, and Lord Varlak would have been most happy, except for one thing – although subjected to a veritable hail of fire, the Space Wolves Land Speeder had survived the Imperial Guard combat phase unscathed and was now in position to attack Lord Varlak himself!

Muttering, again, about "having to do the job yourself" Lord Varlak prepared to cast *Machine Curse* on the Space Wolves Land Speeder – at which point Tigurius played *Daemonic Attack!* Not only did this automatically nullify the *Machine Curse*, but it also meant that Lord Varlak had a one-in-six chance of being dragged into the warp! Everyone held their breath as the dice was rolled... and came up with a 6! Lord Varlak was safe, for the time being at least.

TURN 4

Jervis: Although it looked like the game was almost certainly up for Lord Varlak, the Space Marines still had to carry on with their plan in case the Land Speeder was not able to kill the evil Korskian dictator. To this end, the Space Wolves Predator and one of the Rhinos that had been going round the flank of the bunker complex continued their wide sweeping move, getting into position to pounce on Lord Varlak if he should survive. The Predator and Rhino were joined by the surviving Space Wolves Razorback.

Meanwhile, the other Space Wolves Rhino swung off into the bunker complex, disgorging a battle pack of Blood Claws at the end of its move. These Space Marines then charged into combat with two of Force Jabberwock's Leman Russ and the nearest Demolisher. None of the vehicles being charged had moved more than 10", so the Blood Claws did not need to take initiative test to attack the vehicles safely. Behind them, the Dark Angels Attack Bike moved up to provide supporting fire.

In the centre, the Space Wolves Predator that had lost a track in the previous turn moved out of control, smashing into the bunker and flipping over. To add insult to injury, the wreck came crashing to the ground squarely on top of the Death Company Chaplain, killing him instantly! Deprived of their leader, and with no enemy within charge range, the survivors of the Death Company had to move randomly, and the majority of the models promptly headed off in completely the wrong direction!

No doubt muttering under their breath about crazed Blood Angels, the Ultramarines Tactical squad and commanders doggedly carried on with their advance, supported by the remaining Blood Angels and Ultramarines vehicles.

"You'll never take me alive Space Marine! NEVER, ya hear!!"

click... KER-WOOOOMP.

"AAAAAAAAAARGH!!!"

*Last words of Lord Varlak, ex-Supreme Commander
Korsk II Planetary Defence Force.*

Finally, and most importantly, the Space Wolves Land Speeder swooped over the Chimera it had blasted in the previous turn, and came down directly in front of Lord Varlak and his bodyguard, its multi-melta humming ominously as it built up power to a full charge.

It was now the Space Marine shooting phase. In order to build up the suspense we decided to carry out the Land Speeder's attack last of all. However, it quickly became apparent that it was just as well for the Space Marines that they had Lord Varlak cornered, because their shooting proved extremely ineffective. One of the damaged Chimeras was finished off with a long range shot from a Space Wolves Predator, and the last survivors of Force Pegasus were gunned down by the Deathwing Terminators (who also finished off the Leman Russ crew) and Space Wolves support battery (who gunned down the last Rough Rider). But that was all. It was clear that if Lord Varlak survived the turn then the game could shift in favour of the Imperial Guard.

It was now time for the Land Speeder to fire. However, Lord Varlak had one last ace up his sleeve, for hidden in a nearby bunker were some Imperial Guard models he had placed in overwatch in the previous turn – if they could just get a lucky hit on the Land Speeder, Lord Varlak could still be saved! The volley of shots rang out and every one either missed or bounced off the Land Speeder's hull! Yelling his defiance, Lord Varlak could do nothing else except watch as the Land Speeder's multi-melta swivelled round, praying to the dark gods he worshiped that the Space Marines would miss. But Varlak's prayers went unanswered as with unerring accuracy the Space Wolves fired the multi-melta, engulfing Lord Varlak and his nearest Ogryn bodyguard in a conflagration which killed both instantly!

As Lord Varlak died, the Imperial Guardsmen who had been in his thrall came back to their senses. The battle was over. The Space Marines had won a quick but bloody victory!

WELL DID IT ALL WORK?

Jervis: All in all I was very pleased with the way the battle worked out. It proved to be exciting right up to the end, with many surprises for both sides. Ian's new rules worked very well, especially the rule about weapons with blast markers. In the game we found that this rule meant that armoured vehicles could only be damaged by a direct hit from a weapon with a blast marker, whereas light vehicles or infantry were vulnerable even if only caught on the edge of the blast. This seemed highly appropriate, and I think we will probably use this rule in all our games in future.

However, what I found most satisfying about the game was the way it showed how easy it is to fight a different sort of battle from usual. Warhammer 40,000 concentrates on one type of game – vicious close-range firefights between elite infantry

formations. These can be assaults or raids behind enemy lines, or any other 'special operation' which is fought between hand-picked groups of combat veterans. All of the army lists we publish and the missions we have provided so far are tailored with this type of combat in mind.

Of course not all battles are like this. For example, you might want to fight out an enormous tank battle like we did, a space landing by an elite force against a poorly equipped planetary defence force, or whatever. Fortunately the Warhammer 40,000 game system is so flexible that it is simplicity itself to work out the few additional rules required to fight such 'variant battles'. *Heretic!* is a perfect example of how easily this can be done – after all, all I did was say there was no limit on the amount of vehicles and support troops each side could take, and invent a new mission!

What makes this type of variant Warhammer 40,000 battle so fascinating is that the tactics learnt playing normal games of Warhammer 40,000 no longer apply. In *Heretic!* this led to both sides making a number of quite elementary mistakes, even though all of the commanders were fairly experienced. For example, in a normal game of Warhammer 40,000 it is a bad tactic to keep troops inside a transport vehicle like a Rhino after the first turn, because if the vehicle is destroyed the troops will be lost as well. This is not much of a problem on a normal sized table, because it is possible for the transport vehicle to move wherever it is needed within a turn.

Bearing this in mind, the Space Marine players (with the notable exception of veteran vehicle commander Ian Pickstock) had all their troops dismount in the second turn. This proved a sensible tactic for the Terminators, who were almost single-handedly able to destroy Force Pegasus, but the other Space Marines found themselves out in the open a long way from any enemy troops, and with little chance of capturing Lord Varlak. The reason for this mistake was simple, the Space Marine commanders were just not used to fighting battles on such a large table or with so many vehicles.



There were number of other quite elementary mistakes made by both sides, but there would be little purpose in pointing each one out. The important thing was that with a few simple rules changes we were able to create a scenario that required the players to learn a whole new range of tactics. Almost all of the players in the game commented that they would "do things very differently" if we played a similar game in future – in other words they had learnt that the tactics required in a large, free-wheeling tank battle were very different to those needed for a close range infantry assault!

All of which goes to show how fascinating and entertaining fighting variant battles can be. The Warhammer 40,000 universe is a large place with a long and bloody history, that provides you with an almost limitless range of possibilities you can use to come up with ideas for exciting and different battles. All you have to do is make up a few special rules, find of group of players to fight the battle, and go for it!



What might have been – both sides discuss tactics in the aftermath of the battle.

THE HERETICS' CONFESSION

Andy: "Watch out for the Land Speeders" I said. Stupid, STUPID! How could I ignore my own advice so flagrantly? I can just about excuse leaving the tower in the first place because the Space Marines (curse their genetically-enhanced hides) started blasting away at it and I was getting worried about being squashed by falling masonry from my own penthouse. But after the Land Speeder toasted one of my two prospective taxis I really should have taken the hint and scuttled for cover in the bunker nearby. Instead I trusted to my minions' firepower and my own psychic powers to destroy the offending death machine, totally failed to affect it, and I got vapourised for my troubles.

We were very lucky with the reinforcements. Because of their prompt arrival, the defences held up brilliantly and were only just starting to crumble when the Space Marines killed Lord Varlak. The bunker defence force managed to stop any Space Marines breaching its outer perimeter and took a heavy toll of its attackers. I think that the two Demolishers were instrumental in this because their ferocious firepower effectively dominated the flanks and forced a lot of the Space Marines to push through the middle. In a defensive role, where their opponents were forced to close within their relatively short ranges, the Demolishers were absolutely lethal. Throughout the battle, they scored several heart-warming hits on Space Marine tanks, often destroying them with one shot!

Force Jabberwock made a good job of propping up the left, though they advanced a bit too far and were getting overrun by the Space Wolves. In part this was my fault for moving the left hand Demolisher towards the centre to mop up the Space Marines, in another part it was due to the faulty frag defender rounds being used by force Jabberwock and my Demolisher – not one of the three rounds they let off even injured a single Blood Claw!

Force Grendel was the victim of pure bad luck in losing not one but both Chimeras to the Land Speeder's first attack run. With hindsight, Gavin might have done better to disembark

some or all of his troops (the support squad perhaps) near the edge of the table to cover the Chimera's advance, but that's with hindsight. Force Jabberwock and Grendel's failure to nail the last Land Speeder was just the sort of debacle I should have expected, but with the number of shots they had at it even I was amazed to see the Land Speeder still flying.

Force Pegasus achieved some good by keeping the Terminators out of the main fight, but they were completely wiped out by the veteran Space Marines in the process. I think Phil would have done better to send one of his Leman Russ to attack the Dark Angels head-on with the support of his Rough Riders. The other two tanks could then have given him fire support and might have lived long enough to also give

Jabberwock some help against the Space Wolves. As it was, all three tanks careered into the midst of the enemy and were destroyed in short order by rampaging Terminators ripping them to pieces with their power fists.

Turning to the conduct of those accursed Space Marines, I would say my Primarch of the battle award goes to the Space Wolves. Not only did their Land Speeder kill Lord Varlak but the rest of their force had the good sense to outflank the bunker complex when it realised a frontal assault would be pointless. However, I think the Space Wolves Rapier and Tarantula support weapons were simply dumped in a poor position and barely got to fire – the Rapier alone was worth siting carefully as it could pierce tanks and bunkers with relative ease.

The Blood Angels and Ultramarines just made themselves into great targets for the whole game. By ignoring their great mobility and making a frontal assault against a fortified position (albeit a lightly manned one) they paid a high price in blood. If only that Land Speeder had been destroyed the Space Wolves would have had a sticky time bringing Varlak to book at all. In short, we wuz robbed, and I would have got away with it if it wasn't for you meddling Space Marines!

SPACE MARINES DEBRIEFING

Jake: Well, what can I say? It's always easy to assume that your plan was perfect if you won, and it did seem to go fairly well. However, after patting ourselves firmly on the back, it's also clear that some parts of the plan could have been better.

I still think that placing the support weapons at the back was a good idea, and they did do some damage early on. However, we should have moved them forwards once it was obvious the Imperial Guard reinforcements weren't going to outflank us.

Our other mistake was getting out of the Rhinos too early. If we hadn't been so alarmed by the mass of deadly Imperial Guard fire then we might have got in among the bunkers earlier. In the end though, I think we had them on the run. If the Land Speeder hadn't got Varlak then the Space Wolves and Dark Angels were on their way. There was no escape.

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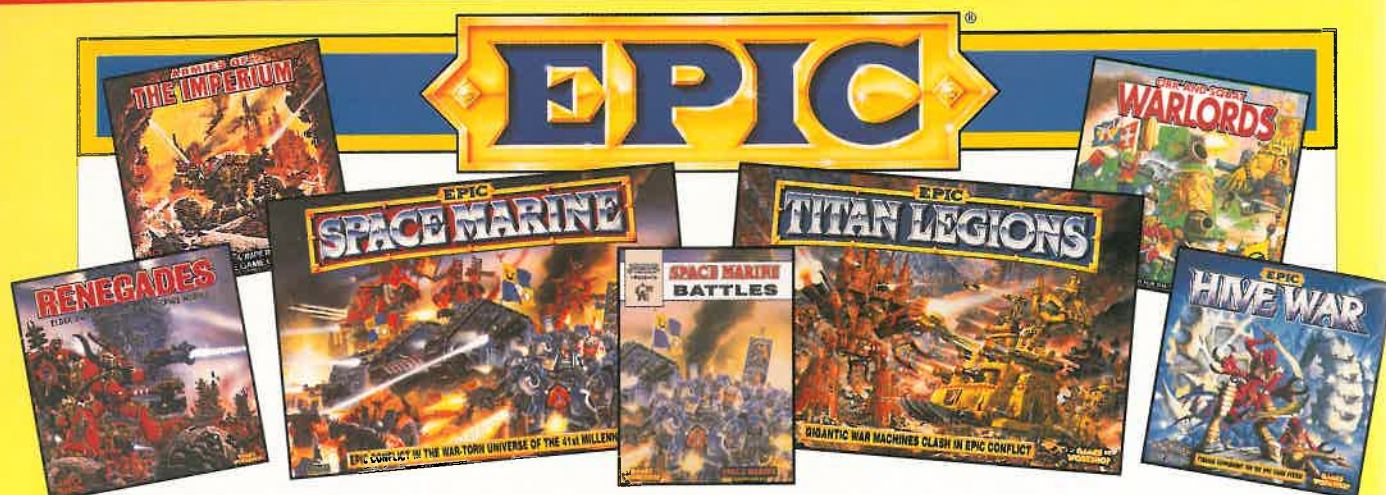
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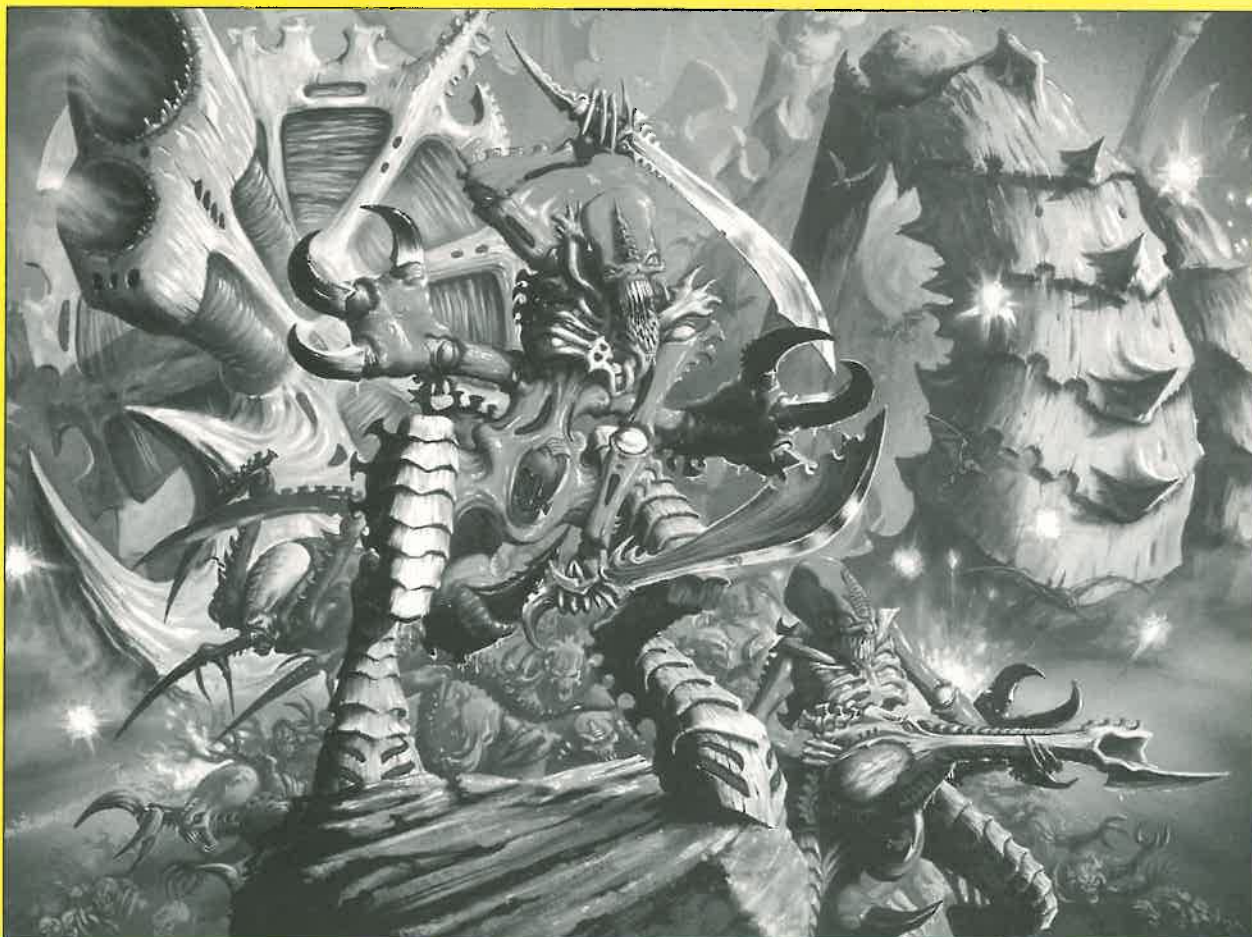


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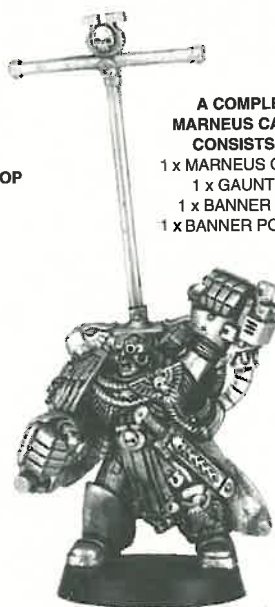
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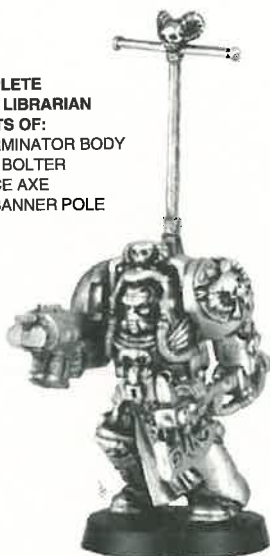
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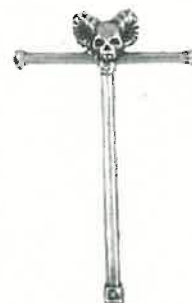
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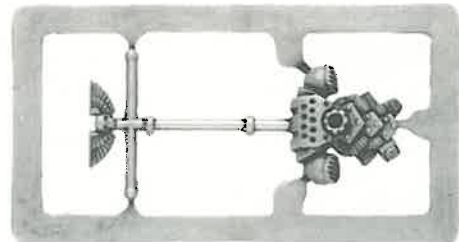
VETERAN SERGEANT 3
WITH BIONIC ARM
70081/1



VETERAN SERGEANT 4
WITH AUXILIARY
GRENADE LAUNCHER
70081/3



CHARACTER ARM SPRUE 102533



CHARACTER BACKPACK SPRUE 102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE VETERAN SERGEANTS

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Designed by Jes Goodwin

SPACE MARINES®

SPACE MARINE CHAPLAINS



CHAPLAIN 1
70101/3



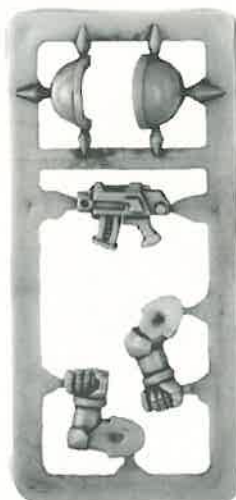
CHAPLAIN 2
70101/2



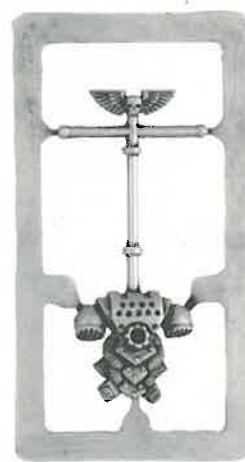
CHAPLAIN 3
70101/1



CHAPLAIN 4
70101/4



CHARACTER ARM SPRUE
102533



CHARACTER BACKPACK SPRUE
102532

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE



EXAMPLES OF COMPLETED SPACE MARINE CHAPLAINS

Designed by Jes Goodwin

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IMPERIAL

LEMAN RUSS DEMOLISHER

IMPERIAL SIEGE TANK



EXAMPLE OF AN ASSEMBLED LEMAN RUSS DEMOLISHER IMPERIAL SIEGE TANK PAINTED BY THE STUDIO 'EAVY METAL TEAM.

A COMPLETE LEMAN RUSS DEMOLISHER

IMPERIAL SIEGE TANK CONSISTS OF:

- 5 x LEMAN RUSS IMPERIAL BATTLE TANK PLASTIC SPRUES
- 1 x TANK COMMANDER
- 1 x HATCH BASE
- 1 x CUPOLA
- 1 x HATCH LID 1
- 1 x HATCH LID 2
- 1 x DEMOLISHER CANNON TOP
- 1 x DEMOLISHER CANNON BOTTOM
- 1 x DEMOLISHER CANNON MANTLET
- 2 x SPONSON FRONT
- 2 x SPONSON REAR
- 2 x HEAVY PLASMA GUN
- 2 x MULTI-MELTA
- 1 x TRANSFER SHEET
- 1 x ADHESIVE COLOUR BANNER SHEET



DEMOLISHER CANNON TOP
0450/7



DEMOLISHER CANNON BOTTOM
0450/8



DEMOLISHER CANNON MANTLET
0450/6



MULTI-MELTA
0450/12



HEAVY PLASMA GUN
0450/11



SPONSON FRONT
0450/9



HATCH LID 1
0450/4



HATCH LID 2
0450/5



SPONSON REAR
0450/10



TANK COMMANDER
0450/1



CUPOLA
0450/3



HATCH BASE
0450/2

IMPERIAL GUARDTM

JUNGLE FIGHTERS OF CATACHAN



JUNGLE FIGHTER
WITH LASGUN 1
0437/2



JUNGLE FIGHTER
WITH LASGUN 2
0437/3



JUNGLE FIGHTER
SERGEANT 1
0437/4



JUNGLE FIGHTER
WITH MELTA-GUN
0437/6



JUNGLE FIGHTER
WITH LASGUN 3
0437/5



JUNGLE FIGHTER
WITH LASGUN 4
0437/1

JUNGLE FIGHTER MISSILE LAUNCHER



JUNGLE FIGHTER
LOADER
0437/7



JUNGLE FIGHTER
MISSILE FIRER
0437/8



MISSILE
LAUNCHER
STAND
0437/10



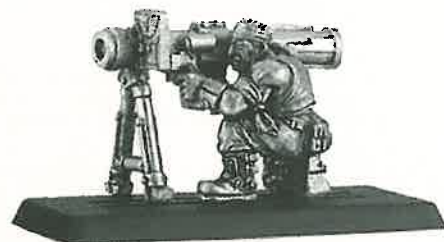
MISSILE LAUNCHER
0437/9

THE COMPLETE JUNGLE
FIGHTERS OF CATACHAN
MISSILE LAUNCHER
CONSISTS OF:
1 x JUNGLE FIGHTER
MISSILE FIRER
1 x MISSILE LAUNCHER
1 x MISSILE LAUNCHER
STAND

JUNGLE FIGHTER LIEUTENANT



JUNGLE FIGHTER
LIEUTENANT
72201/1



EXAMPLE OF A COMPLETED JUNGLE FIGHTER WITH
MISSILE LAUNCHER

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Designed by Michael Perry

IMPERIAL GUARD™

CADIAN SHOCK TROOPS



SHOCK TROOP WITH
LASGUN 1
0443/1



SHOCK TROOP WITH
LASGUN 2
0443/4



SHOCK TROOP WITH
FLAMER
0443/6



SHOCK TROOP
SERGEANT
0443/5



SHOCK TROOP WITH
LASGUN 3
0443/3



SHOCK TROOP WITH
LASGUN 4
0443/2

CADIAN SHOCK TROOP LIEUTENANT



CADIAN SHOCK TROOP
LIEUTENANT
72202/1

CADIAN SHOCK TROOP HEAVY BOLTER



SHOCK TROOP LOADER
0443/7



SHIELD
0443/10



SHOCK TROOP
GUNNER LEGS
0443/9



SHOCK TROOP
GUNNER BODY
0443/8



TRAIL
0443/11



HEAVY BOLTER
0443/12

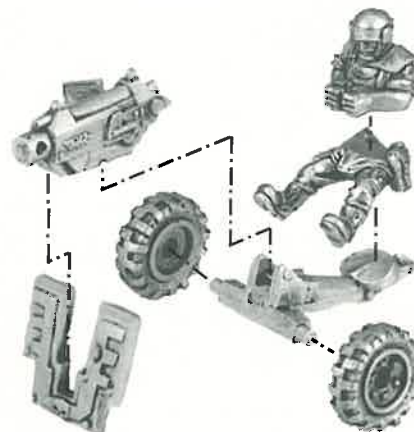


WHEEL
0443/13



A COMPLETED CADIAN SHOCK TROOP
HEAVY BOLTER

A COMPLETE CADIAN
SHOCK TROOP HEAVY
BOLTER CONSISTS OF:
1 x SHOCK TROOP
GUNNER BODY
1 x SHOCK TROOP
GUNNER LEGS
1 x HEAVY BOLTER
1 x TRAIL
1 x SHIELD
2 x WHEELS



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CITADEL
MINIATURES

Designed by Michael Perry and Norman Swales

DARK ELVES

DARK ELF COMMAND GROUP



DARK ELF HORNBLOWER 1
75903/3



DARK ELF HORNBLOWER 2
75903/4



DARK ELF CHAMPION 1
75903/1



DARK ELF CHAMPION 2
75903/2

A COMPLETE DARK ELF
STANDARD BEARER
CONSISTS OF:
1 x STANDARD BEARER
1 x BANNER TOP



STANDARD BEARER 1
75903/5



COMPLETED DARK ELF STANDARD BEARER



STANDARD BEARER 2
75903/6



DARK ELF BANNER TOP 1
75903/7



DARK ELF BANNER TOP 3
75903/9



DARK ELF BANNER TOP 2
75903/8

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Designed by Aly Morrison and Colin Dixon

DARK ELVES

WITCH ELVES



WITCH ELF 1
75904/4



WITCH ELF 2
75904/3



WITCH ELF 3
75904/6



WITCH ELF 4
75904/5



WITCH ELF 5
75904/2



WITCH ELF 6
75904/7



WITCH ELF 7
75904/1



WITCH ELF 8
75904/9



WITCH ELF 9
75904/8

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Designed by Aly Morrison and Colin Dixon

DARK ELVES

COLD ONE KNIGHTS



COLD ONE RIDER
TORSO 1
0530/3



COLD ONE RIDER
TORSO 2
0530/4



COLD ONE RIDER LANCE 1
0530/1



COLD ONE RIDER LANCE 2
0530/2



COLD ONE
RIDER LEGS
0530/5



COLD ONE
HEAD 1
0530/10



COLD ONE
HEAD 2
0530/13



COLD ONE
HEAD 3
0530/11



COLD ONE
HEAD 4
0530/12



COLD ONE TAIL 1
0530/16



COLD ONE TAIL 2
0530/17



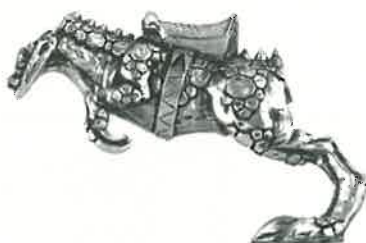
COLD ONE TAIL 3
0530/15



COLD ONE TAIL 4
0530/14



COLD ONE LEFT HAND SIDE A
0530/7



COLD ONE LEFT HAND SIDE B
0530/9

A COMPLETED COLD ONE KNIGHT CONSISTS OF:

- 1 x COLD ONE RIDER TORSO
- 1 x COLD ONE RIDER LEGS
- 1 x COLD ONE RIDER LANCE
- 1 x COLD ONE RIGHT HAND SIDE
- 1 x COLD ONE LEFT HAND SIDE
- 1 x COLD ONE HEAD
- 1 x COLD ONE TAIL
- 1 x PLASTIC ELF SHIELD



COLD ONE RIGHT HAND SIDE B
0530/8



COLD ONE RIGHT HAND SIDE A
0530/6

COLD ONE SIDES A AND B ARE NOT INTER-CHANGEABLE



EXAMPLE OF A COMPLETED COLD ONE KNIGHT

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Designed by Trish Morrison, Aly Morrison and Colin Dixon

DARK ELVES

BLACK GUARD OF NAGGAROTH



BLACK GUARD 1
75902/1



BLACK GUARD 2
75902/2

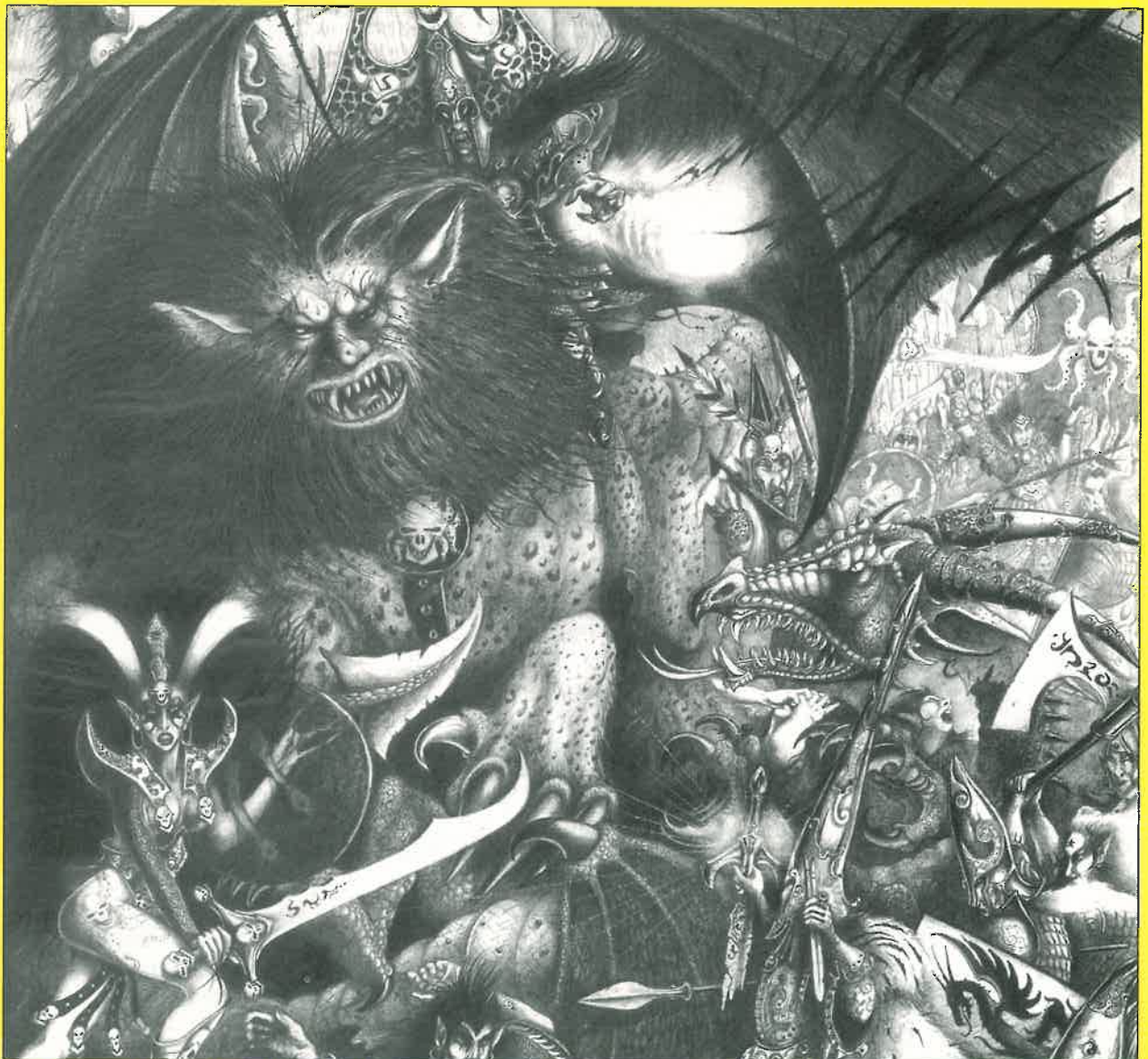


BLACK GUARD 3
75902/3



BLACK GUARD 4
75902/4

Designed by Aly Morrison



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EPIC[®] IMPERIAL

MARAUDER BOMBER



A COMPLETED MARAUDER BOMBER

A COMPLETE MARAUDER BOMBER CONSISTS OF :
1 x MARAUDER BOMBER BODY
1 x MARAUDER BOMBER WINGS
1 x FLYING BASE



MARAUDER BOMBER BODY
76028/2



MARAUDER BOMBER WINGS
76028/1

THUNDERBOLT FIGHTER



A COMPLETED THUNDERBOLT FIGHTER

A COMPLETE THUNDERBOLT FIGHTER CONSISTS OF :
1 x THUNDERBOLT FIGHTER BODY
1 x THUNDERBOLT FIGHTER WINGS
1 x FLYING BASE



THUNDERBOLT BODY
76025/2



THUNDERBOLT WINGS
76025/1

THUNDERHAWK GUNSHIP



A COMPLETED THUNDERHAWK GUNSHIP

A COMPLETE THUNDERHAWK GUNSHIP CONSISTS OF :
1 x THUNDERHAWK BODY
1 x THUNDERHAWK WINGS
1 x FLYING BASE



THUNDERHAWK BODY
76019/1



THUNDERHAWK WINGS
76019/2

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Designed by Dave Andrews and Norman Swales

EPIC® ELDAR®

ELDAR NIGHTWING

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



A COMPLETE NIGHTWING

NIGHTWING GUN
76435/3



NIGHTWING HULL
76435/1

NIGHTWING TAIL
76435/2



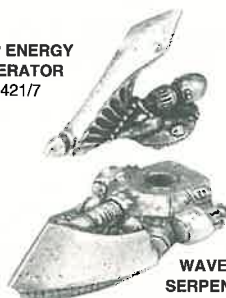
ELDAR WAVE SERPENT

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



A COMPLETE WAVE SERPENT

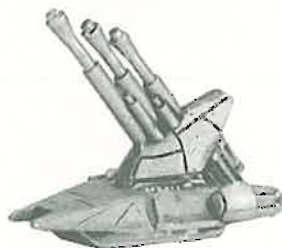
WARP ENERGY GENERATOR
76421/7



WAVE SERPENT HULL
76421/6

ELDAR FIRESTORM

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



A 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



A COMPLETE DOOMWEAVER

DOOMWEAVER WEB SPINNER
76424/8



ELDAR GRAV HULL
76423/4

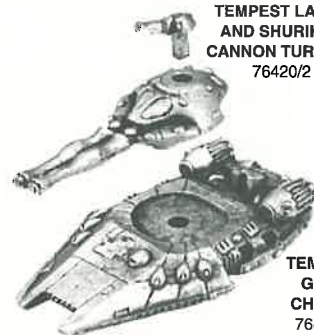
TEMPEST GRAV TANK

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



A 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



A COMPLETE DEATHSTALKER

PRISM CANNON
76423/5



ELDAR GRAV HULL
76423/4

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Designed by Dave Andrews and Jes Goodwin

EPIC® CHAOS

MAGNUS THE RED, DAEMON PRIMARCH OF TZEENTCH



MAGNUS THE RED
76552/18

LORDS OF CHANGE, GREATER DAEMONS OF TZEENTCH



LORD OF CHANGE 1
76554/8



LORD OF CHANGE 2
076501/14

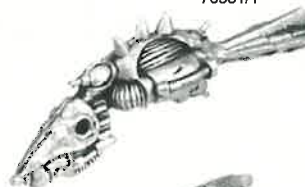
FIRELORD OF TZEENTCH

THE COMPLETE FIRELORD OF TZEENTCH CONSISTS OF
1 x FIRELORD HULL
1 x FIRELORD WINGS



A COMPLETED FIRELORD

FIRELORD HULL
76531/1



FIRELORD WINGS
76531/2

SILVER TOWER OF TZEENTCH

THE COMPLETE
SILVER TOWER OF TZEENTCH
CONSISTS OF
1 x SILVER TOWER BASTION
1 x SILVER TOWER BASE



A COMPLETED SILVER TOWER

**SILVER TOWER
BASTION**
76532/1



**SILVER TOWER
BASE**
76532/2

DOOMWING OF TZEENTCH



DOOMWING
76533/1

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