

GAMES WORKSHOP®

PRESENTS ITS MONTHLY HOBBY MAGAZINE



WHITE DWARF

189

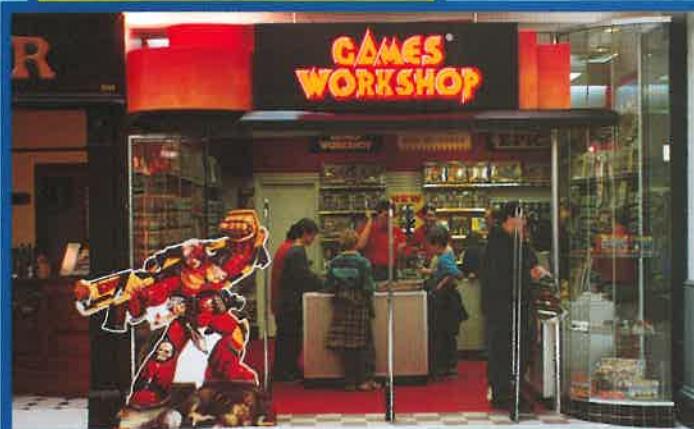
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GAMES WORKSHOP



AUSTRALIAN CAREER OPPORTUNITIES

Do you want an exciting career in the expanding Games Workshop Oz? Are you young and articulate with a good knowledge of Games Workshop products?

We are currently seeking to recruit ambitious, personable and enthusiastic people to join us at all levels of the Company throughout Australia. If you feel you can contribute to our team of enthusiasts then write to:

Melissa Johnson, Games Workshop Staff Recruitment, PO Box 855, Mascot 2020. N.S.W.

AND TELL US WHY YOU ARE THE RIGHT PERSON FOR US!

AUSTRALIAN RETAIL STORES

Our Australian stores carry a huge range of Citadel Miniatures and the complete range of Games Workshop games. Each store is staffed by friendly, knowledgeable gamers 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 or the Epic Game System.

New Store!

MIRANDA

Shop 1048a, Westfield Shoppingtown, Miranda, New South Wales.

Tel: (02) 526 1966

Opening Times:

Mon-Wed	9.00am - 5.30pm
Thursday (Games Night)	9.00am - 9.00pm
Friday	9.00am - 5.30pm
Saturday	9.00am - 4.00pm
Sunday	10.00am - 4.00pm



We also have stores at:

NEWCASTLE

**197 Hunter Street,
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Opening Times:

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Friday	10.00am - 5.30pm
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**Westfield
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Friday	9.00am - 5.30pm
Saturday	9.00am - 4.00pm
Sunday	10.00am - 4.00pm

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**Shop G05,
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Market St, Sydney
(Pitt Street entrance).**
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Opening Times:

Monday-Wednesday	9.30am - 6.00pm
Thursday (Games Night)	9.30am - 8.00pm
Friday	9.30am - 6.00pm
Saturday	9.00am - 4.00pm
Sunday	10.00am - 4.00pm



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Jervis describes this unusual and deadly Dark Elf cavalry for you to include in your Warhammer army.

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From collapsing catacombs to labyrinthine deathtraps, the Old World is riddled with perilous caverns. Gavin demonstrates how you can produce many different and deadly Warhammer Quest dungeons.

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This month's Warhammer 40,000 battle report sees a massive struggle between a great Tyranid swarm commanded by Andy and the forces of the Imperium and Eldar led by Ian and Adrian.

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WHITE DWARF

A CHANGE OF BEARD!

Starting with issue 190, White Dwarf is going to have a new beard... I mean editor! After fifty consecutive months in the White Dwarf bunker, I'm going to hand over control to my trusted Lieutenant – Jake Thornton.

Jake will already be familiar to you from his appearances in battle reports and several fiendishly clever tactics articles. Along with Adrian Wood and newcomers Gavin Thorpe and Ian Pickstock, Jake will continue to bring you all the latest Games Workshop news, views, models and rules, every month, in the pages of White Dwarf.

Since I clambered into the command tank with issue 140, Dwarf has not only grown in size but has also become a fully international publication with French, Spanish, German, US and Australian editions. With a new hand at the helm of the UK edition, I shall now be spending my time making sure the magazine continues to develop and grow and working on some exciting and innovative plans for the future of White Dwarf, including a presence on the World Wide Web.

Best wishes, thanks to you all and over to Jake...

AND...NECROMUNDA!

Production of our next big game is almost complete. The games designers, artists and miniature sculptors have been busy putting together the finishing touches to **Necromunda**, the game of gang warfare set deep in the grim and deadly world of the



Necromunda Undercity. In the photos below, you can see members of the Studio staff at our Thursday gaming evening playing games of Necromunda over the innovative and stunning 3D Necromunda terrain. All the gangs battle for the prestigious position of Lord of the Underhive.

Simon "General Grabber" Tift and his *Retreads* Delaque gang has presumptuously assumed the title of Lord of the Underhive, usurping Andy "Grand Dog" Chambers and his Goliaths – the *Dog Soldiers*, while they are away doing some business with

"The King" in the Praag IV spire. All the other gangs are stashing away every available gun readying themselves for the return of the *Grand Dog* and the huge war that will inevitably result when he hears of *General Grabber*'s latest move.

FREE
NECROMUNDA
CITADEL MINIATURE
NEXT MONTH!

Warhammer Quest

TROLL SLAYER

The Dwarf **Troll Slayer** is a manic fighter, who seeks out only the most dangerous creatures to slay. Atoning for some past dishonour, the Dwarf takes the Slayer oaths. The Troll Slayer colours his hair and beard fiery orange and covers his body in the tattoos of the Cult of Slayers. He then drives himself deeper into the depths to fight with ever more fearsome and lethal creatures in his grim quest to seek an honourable and legendary death.

Even so, a Troll Slayer cannot deliberately lose and he wields his immense *Rune Axe* with a skill and strength that slays hordes of Skaven, Goblins and lesser creatures, and fells Minotaurs and other large Monsters with a few cleaving blows.

The Troll Slayer Warrior pack comes with all you need to play this frenzied Warrior, including a marvellously detailed Troll Slayer miniature sculpted by Aly Morrison, Warrior and equipment cards, and a rulebook.

WARHAMMER QUEST RELEASES

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



The great new Warhammer Quest Troll Slayer, sculpted by Aly Morrison.

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WARHAMMER 40,000

IMPERIAL GRIFFON

The new Imperial Griffon is a versatile armoured support vehicle for the Imperial Guard. Converted from the successful Chimera troop carrier, the Griffon does not carry troops, but instead mounts a deadly heavy mortar. The heavy mortar fires three types of shell – frag, melta and inferno ammo, giving it a hefty punch against any opponent. Whether it is faced with a massed Ork horde or heavily armoured Chaos Space Marines, the Griffon can deal out some serious punishment!

The Imperial Griffon boxed set contains all the Chimera sprues required plus metal heavy mortar and crew members. There are also transfers so you can complete your Griffon in the insignia of one of a number of regiments.

VINDICARE ASSASSIN

When the brute force of the Griffon is inappropriate, the Imperium sends in the highly trained adepts of the Officio Assassinorum. The first of these is the Vindicare Assassin. Armed with the powerful *Exitus Long Rifle*, the Vindicare Assassin can pick off enemy leaders and support weapon crews from afar. His special *Exitus Ammunition* allows him to kill even the most well-protected personality. Nobody is safe from the retribution of the Vindicare!

The rules for the Griffon and the Vindicare Assassin can all be found in this issue of White Dwarf.

ALIEN INVADERS

The Tyranid attack continues this month with the release of the Biovore.

THIS MONTH'S WARHAMMER 40,000 RELEASES

Imperial Griffon	£16.99
(Plastic kit with metal components)	
Vindicare Imperial Assassin	£3.99
(One miniature per blister)	
Biovore and Spore Mines	£5.99
(One Biovore and three Spore Mines)	
Termagants	£8.99
(Ten plastic miniatures per boxed set)	
Termagants with strangewebs	£4.99
(Three miniatures per blister)	

This living artillery fires horrendously powerful Spore Mines far across the battlefield. The Spore Mines detect the presence of enemy troops and explode, showering bone shrapnel and acidic ichor over a wide area!

As the barrage continues, you can sweep forward with a massive brood of Termagants. The new Termagant boxed set contains ten miniatures, enough for a large brood. For real close fighting you can include some of the new Termagants with strangewebs to take out really tough opponents.

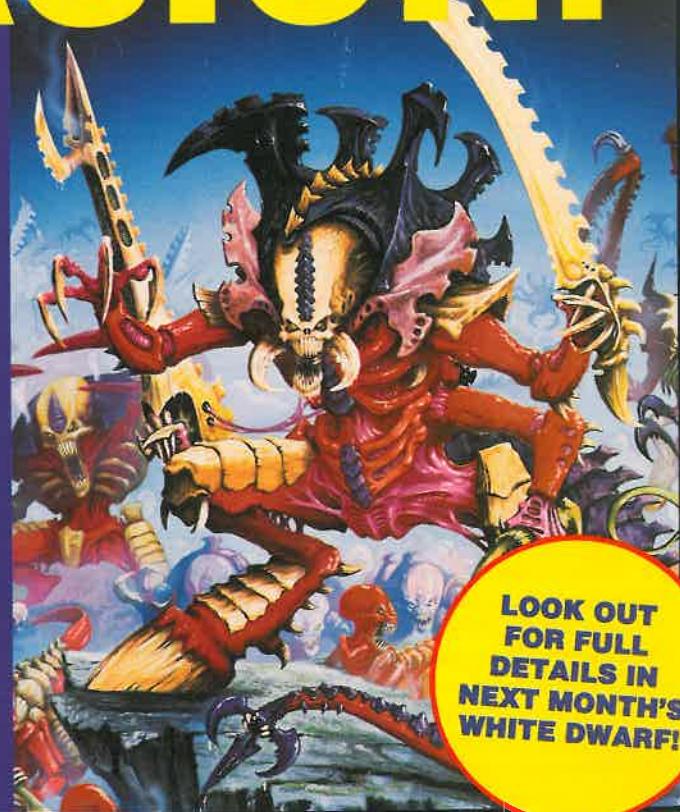
INVASION!

A few weeks ago, Jervis Johnson and Andy Chambers came up with an idea that was so insane that we just had to give it a try! They decided that they wanted to run the biggest wargame campaign in the world, centred on the Tyranid invasion of the industrial planet Ichar IV!

The plan is actually cunningly simple. Over the weekend of the 30th September, Games Workshop stores throughout the world will run games of Warhammer 40,000 and Epic that pit the Tyranids on one side against the Space Marines, Imperial Guard and Eldar (or any combination of these three) on the other. The results of all these games will then be compiled to reveal the outcome of this massive planetary invasion.

If you can't get to a store but you and your friends have Tyranid and Imperial armies, you can also take part by fighting a battle and writing to us to tell us who won. In the week following the battles, we'll collect the results from around the world and present a full campaign report in White Dwarf with maps and diagrams that reveal the fate of Ichar IV.

Don't miss out on this planetary battle day! Full details will be in next month's issue or ask your local store manager!



LOOK OUT
FOR FULL
DETAILS IN
NEXT MONTH'S
WHITE DWARF!

NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS

THIS MONTH'S WARHAMMER RELEASES

Beastlord Rakarth	£19.99
Dark Elf Dragon Rider (Boxed set of one model)	
Cold One Knight Champion	£4.99 (One miniature per blister)
Cold One Knight Standard Bearer	£4.99 (One miniature per blister)
Supreme Patriarch of the Colleges of Magic	£4.99 (One miniature per blister)
Ludwig Schwarzhelm, the Emperor's Champion	£4.99 (One miniature per blister)
Imperial Reiksmarshals Kurt Helborg	£4.99 (One miniature per blister)

BEASTLORD RAKARTH

Mounted on a massive Black Dragon, the **Beastlord Rakarth** swoops down from the skies to destroy the opposing army. Protected by magic armour and wielding the *Whip of Agony*, Rakarth sends his foes reeling back from the fury of his attack.

IMPERIAL HEROES

To counter the threat of Rakarth and the Cold One Knights, three famous heroes of the Empire have been released in their own blister packs. The **Supreme Patriarch of the Colleges of Magic** is a potent spellcaster, who can use the *Staff of Volans* to make his devastating Bright magic impossible to dispel. **Ludwig Schwarzhelm** is the Emperor Karl Franz's own Champion. With the enchanted *Sword of Justice*, he rarely misses his target. Often he has accompanied

the Emperor into battle, proudly galloping at the head of the Empire army with the Emperor's own Standard held aloft, inspiring the troops by his brave example.

Finally, **Imperial Reiksmarshals Kurt Helborg** is the head of the famous Reiksguard Order of Knights. Wielding one of the twelve fabled *Runefangs* he leads the grim Knights of his order to victory after victory. A master swordsman, Kurt Helborg defends the pride and honour of the Emperor all over the Old World.

Later in this issue, Rick Priestley and Jake Thornton discuss tactics for characters in Warhammer.

COLD ONE KNIGHTS

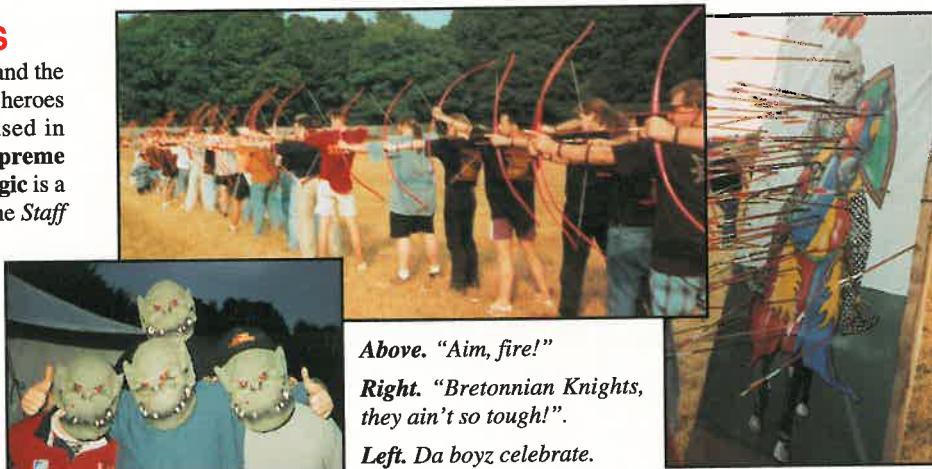
A new **Cold One Knight Champion** and **Standard Bearer** can now be

added to your units of Dark Elves. Astride their vicious reptilian steeds, these Dark Elf veterans will ensure that your Cold One Knights sweep all enemies before them, smashing their adversaries with a single charge.

The rules for both the Cold One Knights and Rakarth can be found in this issue.

ORC ARRER BOYZ

During June the Games Workshop Sales team headed off to brush up on their archery skills. Formed up in a single rank, armed with trusty red bows and their quivers full of very sharp red arrows (red wunz go faster), they prepared to face the awesome charge of a full regiment of Bretonnian Knights. At 80 yards the Arrer boyz let loose a deadly accurate volley of arrows, seeing off the nasty Knights in plenty of time for Squiglets and fungus beer!



Above. "Aim, fire!"

Right. "Bretonnian Knights, they ain't so tough!"

Left. Da boyz celebrate.

EPIC

BIO-TITANS

The tortured ground shakes beneath the tread of massive alien beasts as the Tyranid bio-Titans lead the assault. The incredibly huge **Hierophant bio-Titan** carries three awesome bio-weapons, from the potent bio-cannon to the

deadly close combat ripper tentacles and razor claw. A match for any Gargant or Titan, the Hierophant breaks entire companies under its barbed feet.

The **Hierodule bio-Titan** is no less deadly. As it strides across the battlefield it burns the enemy out of

THIS MONTH'S EPIC RELEASES

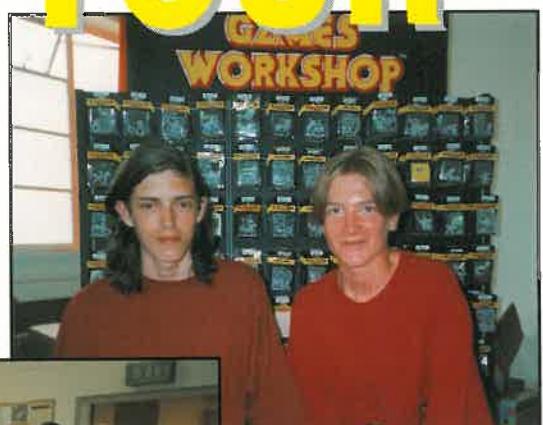
Hierophant bio-Titan	£12.99
(Boxed set of one model)	
Hierodule bio-Titan	£9.99
(Boxed set of one model)	

buildings and woods with its pyro-acid spray and other bio-weapons. Each bio-Titan boxed set comes with a selection of weapons for you to choose from.

Later in this issue Gavin Thorpe discusses the tactics and plans you can use with the new bio-Titans.

NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS

BATTLE TOUR



During August, Games Workshop hit the highways and byways of the UK and visited cities and towns which don't have a Games Workshop store.

Everyone had a great time playing the huge participation games of Warhammer 40,000 and Warhammer as you can see from the photographs above and to the right.

Above are Matthew Darch and Nathan Petchey, the two Dorchester winners of the special Citadel Miniatures painting competition which we ran on the Battle Tour. The overall standard was really good and we had a great time judging all the entries – well done guys!

BLOOD BOWL®

This is your last chance to buy Blood Bowl at your Games Workshop store! The game of fantasy football is finally coming to the end of its season in order to make way for the new Necromunda game. So, after the start of October Blood Bowl will no longer be stocked in our stores.

Until then, all Blood Bowl products including the boxed game, the Death Zone supplement, all the boxed teams and Star Players will be available to buy over the counter. Even after October, the whole Blood Bowl game system will still be available to order through our **Mail Order** service.



ANDY CHAMBERS IN PRAAG (OR WAS THAT PRAGUE?)

Reading their copy of White Dwarf on the Charles Bridge over the river Vltava are master general Andy Chambers with writer Bill King. Andy was in Prague (in the Czech Republic) for some well earned rest after completing **Codex Tyranids** released last month. Bill co-wrote **Warhammer Armies – High Elves, Dwarfs and Undead** and is currently writing the follow up to the Skaven's Claw story first published in White Dwarf 152 and 153. His new book features Bill's most famous characters, Gotrek and Felix, and will be published by Boxtree Books as soon as it is completed.

NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS

W A R



INFERNO

-LET THE GAMES



GAMES WORKSHOP®

Inferno is a whole week of Warhammer 40,000 action across the UK! We'll be holding painting and modelling workshops together with advice on tactics, to get your army ready for the massive battles at the weekend!

Monday 28th August
Painting Your Army

Whether you're an experienced painter or have only just started out, pop down to your local store for hints, tips and friendly advice on how to paint your Warhammer 40,000 army.

Tuesday 29th August
Finishing touches

Following on from Monday's basic painting, our staff will be offering extra advice on basing your models, together with quick and simple techniques for shading and highlighting.

WARHAMMER 40,000

INFERNO



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Wed 30th/Thurs 31st August Blood and Fire

With your army now freshly painted you're ready for some action! All day we'll be fighting intermediate level games and giving hints and tips on improving your tactics.

Friday 1st September Sound the Alarm!

With the weekend's battles looming, we'll be helping you to select your army and register it for the cataclysmic conflict ahead! You can register either in person or over the phone.

Sat 2nd/Sun 3rd September The Inferno Begins!

All weekend we'll be fighting huge multi-player battles of Warhammer 40,000! It promises to be an absolutely brilliant end to a week of Warhammer 40,000 mayhem and madness, so why not come along and join in?

Some stores will be unable to run certain events due to size restrictions, and some aren't open on Sundays. See the Retail pages elsewhere in this issue for details. If you have any other questions at all, your local store staff will be happy to help.

THE BEASTLORD RAKARTH

Like a dark thunderbolt of destruction, Beastlord Rakarth of Karond Kar dives from the skies mounted atop his huge Black Dragon, Bracchus. Cutting down his foes with merciless contempt, he lashes out with the cruel Whip of Agony, whilst his fearsome mount breathes choking clouds of black gas over those who oppose the Beastlord. The few survivors of this terrible onslaught are easily caught by Bracchus and are mercilessly slain by this mighty Dark Elf hero.



WARHAMMER

THE BEASTLORD RAKARTH

By Jervis Johnson

The mighty Beastlord Rakarth wields immense power on the battlefield, forcing even the most fearsome of creatures to submit to his indomitable will. Once under his control, even Dragons, Griffons and Manticores turn against their former masters!

DARK ELVES

The Dark Elves have always made great use of enslaved monsters, both for their fleets and for their land armies, but although there have been many famous Beastmasters in the past, none have approached Rakarth's consummate skill or expertise. It is said that the dungeons of Karond Kar are filled with creatures that Rakarth has tamed, and that amongst them can be found one or more of all of the creatures known in the Warhammer World.



Even as a child Rakarth had an almost supernatural ability to subdue wild creatures. When he was only eight years old his father had been gifted with a particularly fine Dark Steed. The beast was called Bracchus and was faster and stronger than any other in the Rakarth stables, but it had a vicious temperament and would buck and rear uncontrollably if anybody tried to ride it.

Rakarth's father attempted to break Bracchus, and was quickly hurled to the ground and almost trampled to death under the creature's hooves. Wild with fury, Rakarth's father ordered Bracchus destroyed, but Rakarth strode forward and asked if he might have one attempt to ride the creature, and that if he succeeded he might keep Bracchus for himself. Rakarth's father readily agreed, for Dark Elves love all forms of gambling, even above the safety of their own children.

Rakarth walked slowly towards Bracchus, fixing the steed with his steely gaze. Bracchus was visibly shaken at the young child's ice-cold stare, recognising instinctively that here was a being that out-matched it in sheer cruelty and ability to inflict pain. Lowering his head, Bracchus allowed Rakarth to jump easily onto his back, and meekly obeyed Rakarth's every command. From that day on, Bracchus was Rakarth's faithful mount, serving him well until he was slain at the battle of Finuval Plain some thirty years later.

The Black Dragon that Rakarth rides into battle now is named Bracchus in honour of the steed that he rode as a youth.

THE BEASTLORD RAKARTH

OF KAROND KAR 134 points

Whip of Agony +25 points
Armour of Fortune +15 points
Enchanted Shield +5 points
Black Dragon +450 points

Your army may include Beastlord Rakarth if you wish. Rakarth is a Dark Elf Hero and always fights in battle mounted on the back of a Black Dragon.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Rakarth	5	6	6	4	4	2	8	3	9
Black Dragon	6	6	0	6	6	7	8	7	7



THE BEASTLORD RAKARTH

WEAPONS/ARMOUR: Beastlord Rakarth is armed with a sword and heavy armour. He rides into battle mounted on the back of a Black Dragon.

MAGIC ITEMS: Rakarth always has the following magic items: *Whip of Agony*, the *Enchanted Shield* and the *Armour of Fortune*. The rules for these are given below.

WHIP OF AGONY

Rakarth may use the *Whip of Agony* to make one attack at the start of each hand-to-hand combat phase. This attack is in addition to his normal attacks, and is made before any other attacks by either side are resolved. Roll to hit as normal. If the attack hits then the victim does not take any damage, but must pass a Leadership test in order to attack in that hand-to-hand combat phase. If the victim fails the Leadership test they are overcome with pain and may not attack that turn. Creatures being ridden by a character that are hit with the *Whip of Agony* must use their own Leadership to see if they are allowed to attack, not their rider's Leadership.

ENCHANTED SHIELD

An *Enchanted Shield* may be carried instead of a normal shield. It provides a +2 armour save instead of the +1 conferred by a normal shield, so a character equipped only with an *Enchanted Shield* would have an armour saving throw of 5+. However, a character equipped with the *Enchanted Shield* may never have an armour saving throw of better than 1+.

ARMOUR OF FORTUNE

Armour of Fortune counts exactly as heavy armour – ie, a 5+ save on its own. It may be combined with shield and mount

bonuses exactly like ordinary heavy armour. Rakarth rolls to save as normal. If he fails his normal armour saving throw he can immediately roll again, this time saving on a roll of 5 or more but ignoring saving roll modifiers for the Strength of the attack. If this second roll also fails, there are no further rolls and Rakarth is wounded.

SPECIAL RULES

The following special rules apply to Beastlord Rakarth.

BEASTLORD

Rakarth is an expert at controlling wild monsters and making them do his bidding. If he wins or draws a round of hand-to-hand combat, then any monsters he was fighting are considered to have been broken by Rakarth and come under his control. Rakarth may not use this ability against monsters being used as mounts for characters unless the character riding the monster has been killed. As long as Beastlord Rakarth is still alive the creature is considered to be part of the Dark Elf army, and may be used as normal by the Dark Elf player starting from his next turn.

If Rakarth is killed then any monsters under his control revert to the control of their original owner.

HATES HIGH ELVES

Dark Elves hate their ancient enemies the High Elves so intensely that they will often fight them to the death rather than run away. When fighting High Elves, Rakarth is affected by the rules for *Hated* as described in the Warhammer rules.



As the Dark Elf army attacks, Beastlord Rakarth dives down from the skies to tear apart the hated High Elf war machines.

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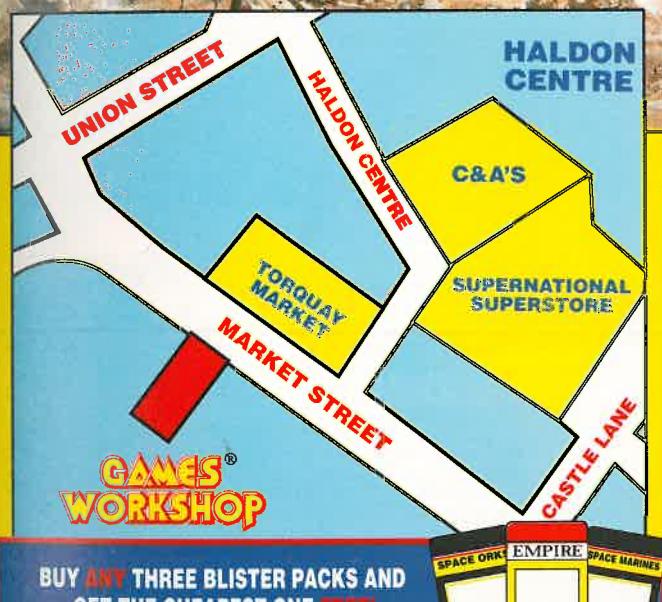
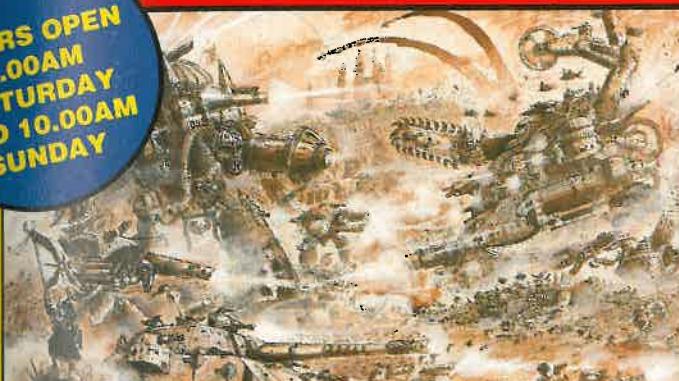
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TYRANID TERMAGANTS

In the heat of battle Termagant broods ambush enemy troops, cutting down some with their fleshborers and riddling others with shards from their deadly spike rifles. However, the unluckiest are those who are enmeshed by the insidious stranglewebs and smothered in a sticky mass of mucus-like strands. As the trooper struggles to free himself the living web contracts, tightening its hold on its hapless victim until finally he is throttled or crushed to death by the strangleweb's vice-like grip.



TERMAGANT WITH STRANGLEWEB



TERMAGANT WITH STRANGLEWEB



TERMAGANT WITH STRANGLEWEB

BIOVORE WITH SPORE MINES

Biovores are living artillery pieces, used by the Tyranids to launch deadly Spore Mines far across the battlefield. As they fall towards the enemy the Spore Mine's internal gas bladder inflates, leaving it floating a few metres above the ground. With its sensitive tendrils it can easily detect non-Tyranids nearby and as soon as it does so it explodes, sending shards of bone and chitin shredding through the foe.



TERMAGANT WITH STRANGLEWEB



A BIOVORE AND SPORE MINES



A TERMAGANT BROOD ARMED WITH SPIKE RIFLES, FLESHBORERS AND STRANGLEWEBs

WARHAMMER 40,000

VINDICARE IMPERIAL ASSASSIN

By Andy Chambers

Across the galaxy, self-proclaimed prophets preach falsehoods and heresy, and power-crazed dissidents and rabble rousers exhort the ignorant masses to rebellion against the Imperium. These crimes obviously cannot be tolerated by the loyal followers of the Emperor...

OFFICIO ASSASSINORUM

Ruling the galaxy-spanning Imperium of mankind requires absolute authority, and this needs to be reinforced by the use of absolute power. In its crudest form, power means armies of warriors, war machines and spacecraft, but it can be applied in many subtler ways to achieve the desired end. Coercion, bribery, threats, blackmail and murder are all weapons in the armoury of those that rule. To this end, the Imperium has developed several institutions to study, perfect and exploit these weapons to their fullest. Such ancient institutions trace their history back to the Great Crusade and the very birth of the Imperium. One such organisation is the Officio Assassinorum.

The Officio Assassinorum, or Office of Assassins, is one of the most secretive organisations in the Imperium. Its hidden Grand Master is one of the High Lords of Terra, the cabal of awesomely powerful individuals whose every decision affects untold billions of people and immense tracts of the Imperium. Only the High Lords themselves can sanction the deployment of the Assassins, for fear that their own weapons may be used against them. It is said that in the distant past the Grand Masters used Assassins to further their own ends, and a reign of terror clutched even the High Lords themselves. In the anarchic Wars of Vindication the Grand Master himself fell to the Assassin's knife. Thereafter, the High Lords took special care to control the Officio Assassinorum so that only traitors and heretics need fear it today.

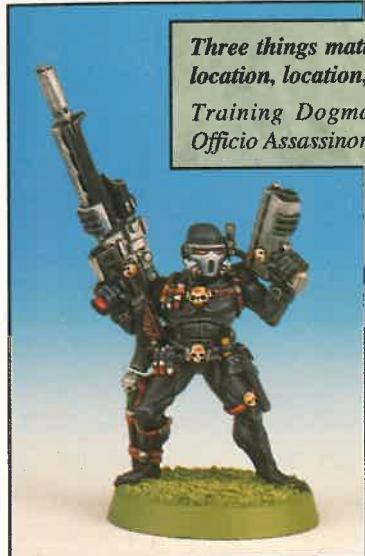
THE ART OF DEATH

Individual Assassins begin their training in early childhood when they are chosen from the progeny of Deathworlds, feral societies and the most dangerous hive-cities of the Imperium. Training starts even as the ships return to Earth, with the Officio instructors testing their prospective pupils mercilessly. The weak and foolish are weeded out before they even board the ships, and as they journey to Terra the wilful and cowardly are excised in tests of determination and enforced discipline. The recruits must survive on limited food or air for days at a time. They must constantly fight each other in armed and unarmed combat, in conditions of total darkness or blinding light, zero-G or crushing weight, stifling heat or freezing cold.

By the time of their arrival there may be only a tenth of the prospective Assassins left, or sometimes none at all if the instructors deem every recruit to be unworthy.

On arrival at Earth the new recruits are divided amongst the hidden temples of the Officio Assassinorum. Their training becomes ever more rigorous as the temples test each candidate to his or her utmost limits. Days are spent battling with bone-wrenching exercise engines, fighting in deadly bouts or mastering specialist weaponry and techniques. Each temple has its own ancient ways and mysteries, each specialises in a





Three things matter in marksmanship – location, location, location.

*Training Dogma, Vindicare Temple,
Officio Assassinorum.*

different aspect of the art of murder. Thus, when the High Lords of Terra select their tools of death from the lethal disciples of the secretive Officio Assassinorum, they are assured of only the most finely honed and efficient living weapons.

VINDICARE TEMPLE

The Vindicare temple of Assassins specialises in vengeance and revenge killings. Vindicare Assassins practice callous, unfeeling destruction which eliminates the target with contemptuous ease. They aim to bring inglorious death to the enemies of the Emperor with a sniper's bullet, and have elevated the skills of the marksman to an art form. To complement this, the Vindicare temple emphasises stealth and evasion techniques as well as weapons training. One of the temple's maxims is that a clean kill can only be made from an excellent firing position, and Vindicare Assassins have been known to occupy a position overlooking their target for days before finally taking their shot.

The skills of the Vindicare temple are commonly used to slay those who use mob rule and rousing oratory, replying to sedition with the seemingly divine retribution of an invisible, untraceable sniper. Many false messiahs have fallen with a Vindicare bullet through their brains as they preached their credo. Rebellious politicians and revolutionary leaders who speak out against the wisdom of the Imperium constantly fear being cut down on the rostrum. When such charismatic figures die at the hands of a faceless servant of the Emperor, their followers soon become disillusioned and fearful. In this way, many heresies have been stopped with a single shot.

Vindicare Assassins are always in great demand to support Imperial forces on the battlefields of the war-torn galaxy. Overly successful alien commanders and dangerously powerful psykers often fall beneath the cross hairs of the Vindicare. In one celebrated (but carefully concealed) incident, a massed Eldar assault in the Lammas campaign was halted by a lone Vindicare Assassin hiding in a ruined hab-tower. The tower enjoyed a commanding view of the surrounding terrain, so that time and again the Eldar advance was stalled by a hail of deadly fire which slew Exarchs, Warlocks and support weapon crews in quick succession. Eventually the Eldar called in their Scouts to clear the tower, but when they entered it they found it deserted and empty.

*Exitus Acta Probat: The Outcome Justifies The Deed.
Motto of the Vindicare Temple.*

IMPERIAL AGENTS ARMY LIST

0-1 Imperial Assassin 165 points
+Wargear (50 points)

Your army include up to one Assassin, either of the Vindicare temple, or another Officio Assassinorum temple. You may never have more than one Imperial Assassin in your army.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Vindicare Assassin	6	8	8	5	5	4	8	4	10

SPECIAL RULES

Psychology. Vindicare Assassins are implacable foes and are unaffected by the Psychology rules described in the Warhammer 40,000 Rulebook. They are completely immune to *Fear*, *Terror* and any other psychological effects, regardless of the source.

Leadership. Vindicare Assassins cannot be broken – they are automatically assumed to pass any Break test, or other Leadership-based test, that they are required to make. However, Assassins may never lead other units, and their Leadership is never used by friendly troops. This is an exception to the normal character rules given in the Warhammer 40,000 Rulebook and reflects the way Assassins fight as individuals.



Dodge. The Vindicare Assassin's trained reflexes are augmented by the booster chemicals of his synskin and enable him to react quickly to any threat by dodging out of danger. To represent this, a Vindicare Assassin can avoid the effects of any damaging hit, including psychic attacks on a D6 roll of 4, 5 or 6. This is much like an ordinary saving throw, but it is not reduced by weapon saving throw modifiers.

If the Vindicare Assassin successfully dodges an attack that uses a blast marker or other template, then the model is moved outside the affected area to the nearest edge of the template. The Assassin may not be moved into hand-to-hand combat.

Gas Weapons. A Vindicare Assassin's synskin feeds counteractive agents into his bloodstream, making him completely immune to several poisons and toxins. The Vindicare Assassin cannot be harmed in any way by weapons that use Choke, Scare, Hallucinogen, Toxin or Virus effects.

Vision. Vindicare Assassins have highly sophisticated bio-implants and wear a *Spy Mask*, which enables them to see in the dark or through dense smoke. They are not affected by gas or smoke weapons that normally obscure vision, although the Assassin is affected by Blind grenades and missiles as normal.



An Imperial Assassin of the Vindicare temple selects an Eldar Phoenix Lord as his next victim.

Infiltration. Vindicare Assassins can secrete themselves deep within enemy territory (in fact they're famed for doing so) and use the rules for *Infiltration* as described on page 11 of the Warhammer 40,000 Rulebook.

Marksman. The Vindicare Assassin may ignore all restrictions on choosing a target (he can even fire at characters within a unit!) and may fire at any model he can see. He can also choose the hit location when firing against targets with a hit location table, such as vehicles and bunkers. The Marksman skill also increases the long range the Assassin can fire at by 50%. This means that the *Exitus Longrifle* has a 54" long range, and the *Exitus Pistol* can fire up to 18".



Rapid fire – Exitus Longrifle. As long as he remains stationary, the Assassin may fire his *Exitus Longrifle* twice in the shooting phase. This skill may not be used whilst on Overwatch, nor may it be combined with the hipshooting – *Exitus Pistol* skill described below.

Hipshooting – Exitus Pistol. When a Vindicare Assassin has performed the fatal deed he must escape, occasionally through a crowd of angry malcontents. In such close quarters the *Exitus Longrifle* is rather unwieldy, so the Assassin must rely on his pistol. To represent this, the Vindicare Assassin may make a run move and fire his *Exitus Pistol* in the same turn. Troops who run cannot normally make any kind of ranged attack.

WARGEAR

The Vindicare Assassin carries a knife and, unlike ordinary Assassins, has four Wargear cards. These are the *Exitus Weapons*, *Exitus Ammunition*, *Stealth Suit* and *Spy Mask*. The Vindicare Assassin must take all four Wargear cards, he may not swap these Wargear cards for any others, nor may he be equipped with any additional Wargear. This equipment brings the Vindicare Assassin's total points cost to 215 points.

For eight days he had lain absolutely still and undetected, tensing and releasing each muscle in turn to keep himself ready for action. So subtle were his movements that not a single leaf stirred, and the red feathered birds nesting above him continued to feed their young undisturbed. Exhaling slowly, he released his conscious mind, using his well-honed instincts to sense the armoured tower in the distance where his prey still hid...

The self-declared Prophet Elisiah would have to speak to his people soon, and when he did, the Vindicare would be ready. As dawn broke, the Assassin's sensors picked up the swish of thick curtains in the tower, and he looked up. Far away, on the tower's balcony, Elisiah stood with arms outstretched to welcome the morning sun. As he watched through the sight of his Longrifle, the Assassin carefully loaded his special ammunition. Seconds later a flash of crackling blue energy engulfed the Prophet as his displacer field overloaded. For a moment he stood stunned, then the second bullet hit, punching through the shining dome of the Prophet's bald head and ending his heresy in a split-second.



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD



WARGEAR CARD

EXITUS WEAPONS

15 Points

Exitus Weapons are purpose-built for each individual Vindicare sniper. They are manufactured as matched sets of a pistol and a rifle. Both use the same high-powered rounds with armour piercing tips for general purpose executions. They also accept a variety of special ammunition types for particularly well-protected targets. Remember that the Vindicare Assassin's *Marksman* skill allows him to increase the long range by 50%.

	RANGE	TO HIT	SAVE ARMOUR						
	SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	SPECIAL
Longrifle	0-18	18-36	+1	+1	5	1	-3	D6+5	
Pistol	0-6	6-12	+2	-1	5	1	-3	D6+5	close combat

VINDICARE ASSASSIN ONLY

EXITUS AMMUNITION

15 Points

Special Exitus Ammunition types may only be used with an Exitus Pistol or Longrifle. A Vindicare Assassin carries one each of the following rounds, discard this card when all three rounds have been used.

Shield-Breaker. If the target is protected by a force field the field is automatically destroyed, if the target has no force field it takes normal damage.

Turbo-Penetrator. This has a -6 saving throw modifier and inflicts double damage (2 wounds). When rolling for armour penetration, roll D6+5 and double the result.

Hellfire. Always wounds on 2+ against living targets and causes D6 wounds. Note that this does not have a splash effect like a heavy bolter hellfire shell.

VINDICARE ASSASSIN ONLY

STEALTH SUIT

10 Points

The Stealth Suit combines chameleon chemicals with the ordinary synskin worn by Imperial Assassins. The combination of the Stealth Suit and a Vindicare Assassin's training means that if the Assassin fires while he is Hiding, he is not spotted – instead flip over the Hidden counter to show that he is only Detected. Note that the Stealth Suit does not stop the Vindicare Assassin being detected by troops within their Initiative distance, or who gain a clear line of sight by moving around the cover that conceals him.

VINDICARE ASSASSIN ONLY

SPY MASK

10 Points

The Spy Mask contains cartridges of concentrated food and water for extended operations, and a multi-channel comm sensor for monitoring enemy communications. However, the main feature of the Spy Mask is a wide-spectrum visor which can pick out heat and energy sources at tremendous distances. This enables the Assassin to fire at Hidden models with a -6 to hit modifier or Detected models with a -3 to hit modifier. These to hit modifiers are in addition to any others for cover, movement, etc.

VINDICARE ASSASSIN ONLY

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**GAMES
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TYRANID® BIO-TITANS

Above the swarms of lesser Tyranid creatures tower the vast forms of the Hierodule and Hierophant bio-Titans. Their approach is a terrifying sight as they rip apart buildings, tanks and Titans with their armoured razor claws and ripper tentacles.



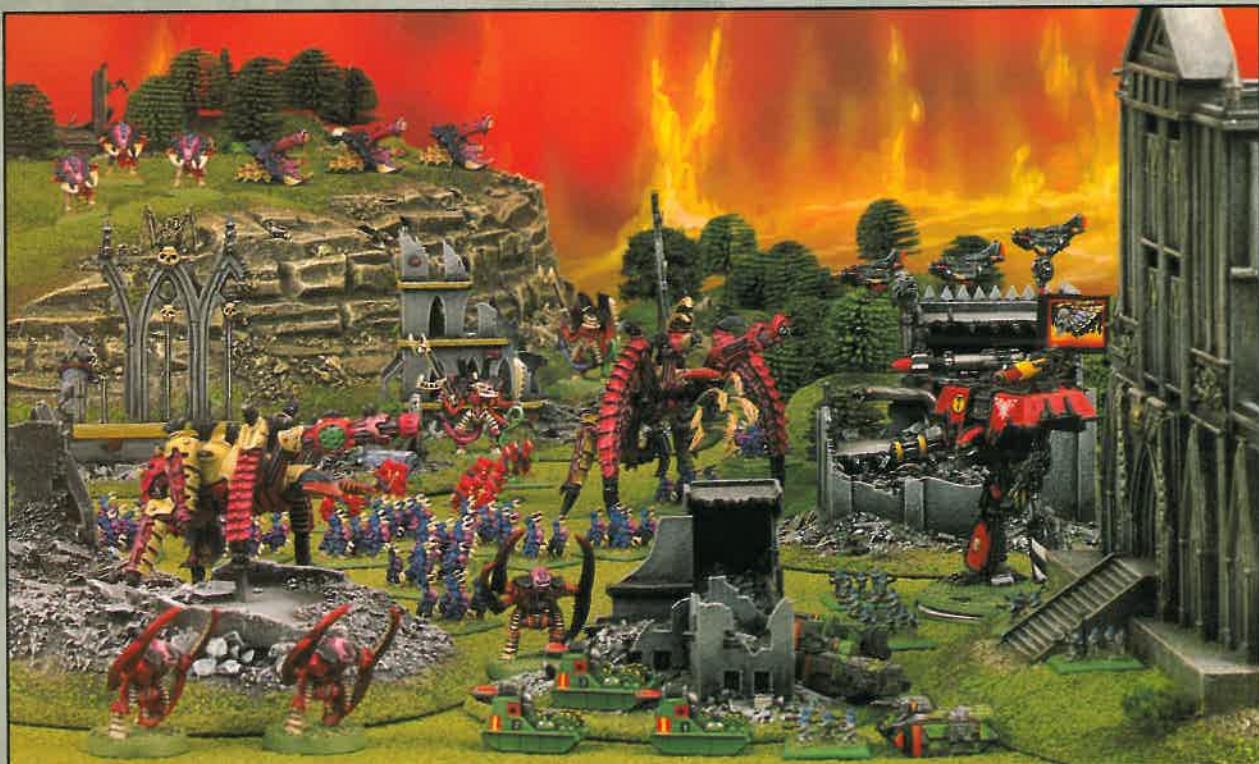
HIEROPHANT WITH RAZOR CLAW, RIPPER TENTACLES
AND BIO-CANNON



HIERODULE WITH CLUSTER SPINES AND PYRO-ACID SPRAY

Propelled relentlessly forward on their powerful legs, these horrifying creatures smash enemy defences into rubble with their deadly arsenal of bio-weapons.

In return their enemies can do little – even under the heaviest fire, bio-Titans are notoriously hard to kill. The enemy try ever harder, targeting their largest weapons on the bio-Titans, but their huge bodies are protected by ridged plates of chitinous armour. And even when a lucky shot does penetrate their armoured sides the bio-Titans can regenerate!



MASSIVE HIERODULE AND HIEROPHANT BIO-TITANS TEAR APART THE IMPERIAL DEFENCES

IRRESISTIBLE ONSLAUGHT

By Gavin Thorpe

Towering above the battlefield, the Hierophant and Hierodule bio-Titans are both impressive and terrifying. They stalk across the war zone spitting death and destruction, cutting down their foes with massive bio-weapons. Even enemy Titans are torn apart by the Hierophant and Hierodule's powerful razor claws and deadly ripper tentacles!

THE HIVE FLEET

As all Tyranid players know, the armies of the hive mind have one purpose – to destroy all other life and absorb every shred of genetic material in the universe. This means that whoever they're fighting against they will be trying to completely wipe out the opposing army! With the release of the Hierophant and Hierodule bio-Titans, Tyranid players can now add another terrifying and deadly dimension to their swarm. Bio-Titans have awesome abilities which greatly enhance your chances of utterly destroying your foes, from smashing enemy Titans to tearing apart infantry and tank formations. When Tyranid bio-Titans are used properly few can withstand their awesome destructive power.

BIO-TITANS

Both the Hierophant and Hierodule have a number of common features, probably the most important of which are the bonuses and limitations of their unique damage system. Generally Titans are protected by shields of some kind, but bio-Titans have no such defence and can be vulnerable to even the lowliest infantry stand. Imperial Titan void shields and Ork Gargant power fields can only be knocked down by weapons with a saving throw modifier of at least -1 which means that an Imperial Guard tactical stand, for example, has no chance at all of inflicting damage until the fields are removed. A bio-Titan, on the other hand, has an overall armour save of 2+ at best, which means attackers with no saving throw modifier still stand a chance (however slim) of inflicting some kind of injury. The critical damage roll also ignores saving throw modifiers, meaning that a bolt gun is just as effective at inflicting crippling injuries as a lascannon!

The reasons given above are also, strangely enough, the benefits of the overall armour save and critical hits system. An unshielded Imperial Titan or Ork Gargant targeted by a volcano cannon or the Squat Cyclops' Hellfury Cannon is in serious trouble. The massive saving throw modifiers and damage bonuses of these weapons are very likely to destroy their enemy with one shot. Bio-Titans, however, are just as likely to take a single wound from these weapons as they are from a bolter or missile launcher. The critical damage roll is totally unaffected by saving throw modifiers, so for example, a Squat player will still have to roll a 6 to critically damage a Hierophant even if he is firing a Hellfury Cannon!

While I'm on the subject of enemy weapons and their effects on bio-Titans, I have been asked to clear up a matter which has concerned many Tyranid players. This deals with the awesome Eldar Doomweavers, and their ability to kill a bio-Titan with a single shot. This unnerving situation comes about because a Doomweaver destroys a target that has a saving throw of 2+ or more. Other kinds of Titans are unlikely to be affected, but the bio-Titans' critical damage system does not take this kind of



IRRESISTABLE ONSLAUGHT

unique weapon into account. To better represent the regenerative abilities of a bio-Titan, the following rules apply to hits from Doomweavers. If the bio-Titan does not evade the monofilament cloud, it will automatically suffer one wound. In addition, the location the Doomweaver template covers may suffer a critical hit (if the template covers more than one location then randomly decide which one is affected). Use the normal rules to determine if the location suffers critical damage (ie roll its critical damage value or more) and apply any results normally.

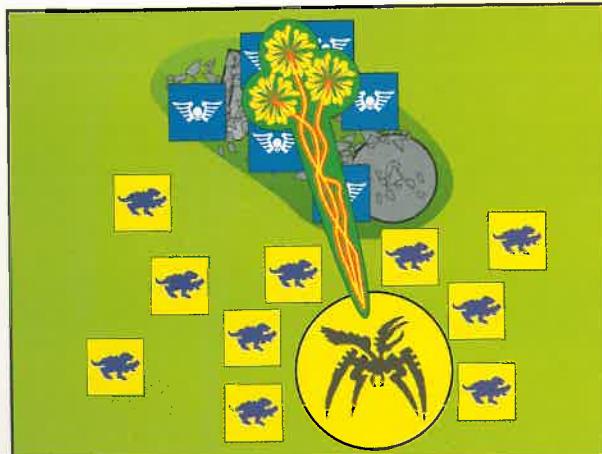
TERROR TACTICS

Hierodule and Hierophant bio-Titans are terrifying creatures to face in battle – living creatures simply shouldn't grow to such an enormous size, and be armed with such massive weapons! To represent this, troops facing bio-Titans in close combat have to take a morale check. If they fail, they'll be on fall back orders and will fight with -2 to their Close Assault Factor (CAF). When you're fighting against super heavy vehicles with a high CAF, this terrifying ability can mean the difference between winning and losing (especially against Imperial Guard tanks which are tough but have low morale).

One of the problems facing Tyranids is the difficulty of wiping out large units like Imperial Guard companies and Ork clans. However, with a bio-Titan it's much easier – if you manage to break them then you can finish the job with a charging Hierophant or Hierodule. Orks and Imperial Guard have a 4+ morale value, and broken troops in combat with a bio-Titan will have to take two morale tests – one for the terrifying bio-Titan and another for being broken while fighting in close combat! If either of these tests is failed the unit will be wiped out without any fighting at all! This is especially great for killing Orks as they fight in one big mob, instead of forming up in three separate detachments like an Imperial Guard company.

HIERODULE

Although the smaller of the two bio-Titans, the Hierodule still towers over the battlefield. The Hierodule's main benefit over the Hierophant is its smaller size. The positioning of the hit location boxes on the Hierodule template means that if any shot deviates from its target, it's very likely to miss altogether. For example, when firing at the Hierodule's legs from the front, you would have to get a combination of UP and LEFT, or DOWN and RIGHT to hit another location! Being smaller



The Tyranid player leaves a break in his screen of Termagants, so the Hierodule can fire its pyro-acid spray.

(though still huge), the Hierodule can also make better use of cover, sneaking between buildings, scuttling past outcrops and behind hills without being seen.

RAPID ASSAULT

These characteristics make the Hierodule more suited to a close range role, getting into position before unleashing a salvo of cluster spines and clearing out buildings with its pyro-acid spray. This is especially effective when used in conjunction with the other broods in your army. An almost solid screen of Tyranid troops surrounding the Hierodule will prevent a mass of enemy stands from moving into close combat with the Bio-titan and overwhelming it by sheer weight of numbers. The special shape of the pyro-acid spray template means that only a small gap needs to be left in its shield of ablative infantry for it to fire. This is demonstrated in the diagram above.

HIEROPHANT

The Hierophant is the larger of the two bio-Titans and can be used in a variety of ways. When equipped with a pyro-acid spray, cluster spines and ripper tentacles, the Hierophant can stride into the middle of the enemy infantry and light vehicles, mowing down swathes of the enemy with its deadly weaponry. The ripper tentacles prevent the infantry having much chance of overcoming the Hierophant in close combat, and the only thing left to worry about is heavier enemy fire from support weapons at the rear of the opposing army. This tactic has an additional advantage – it leaves the Hierophant in the midst of the enemy, ready to attack in close combat and employ the terror tactics described earlier.

OVERRUN ATTACK

Hierophants are also the ultimate tank and Titan hunters. If you arm your Hierophant with a bio-cannon it can be extremely effective at taking out enemy super heavy tanks such as are found in the Imperial Guard and Squat armies. A close combat weapon of some kind will enable the bio-Titan to take on Warlord Titans, Ork Great Gargants and other large enemies. This last option can be devastating if you combine it with the Hierophant's ability to transport troops. A Hierophant carrying a brood of Genestealers, armed with a razor claw and ripper tentacles can even take down a colossal enemy such as an Ork Mega-Gargant or Imperator Emperor class Titan!

This is possible because of the bonuses for secondary attackers. Although your Genestealers are likely to get wiped out, by the time the Hierophant attacks with its razor claw and ripper tentacles it will be rolling seven dice. The average for $7D6+14$ (the close combat roll you will get) is 38, against an average of only 29 ($2D6+22$) for an Imperator Titan!

It is even possible for the last stand or two of Genestealers to get a hit if you roll quite well and your opponent has a bit of poor luck. If you don't trust your dice rolling, you can really swing the odds in your favour by using a Harridan to drop some Gargoyles on the Imperator as well, giving you yet another five secondary attackers! You should use the ripper tentacles on the Plasma Annihilator or Hellstorm Cannon and the razor claw on the Imperator's head. Even if the razor claw fails to damage (which is unlikely), the ripper tentacles stand a good chance of causing the primary weapons to explode, wrecking all the nearby locations in the process! This kind of whole-hearted assault is the watchword for Tyranids. If you attack, do so with overwhelming odds so you cannot lose!



A small force of brave Eldar prepare to go down fighting as the unstoppable might of the Tyranid swarm approaches.

BIO-TITAN BROODS

So you can't decide whether you want your Hierophant to go on Gargant-killing duty or to break a few Ork mobz. The answer is easy – broods! For the points cost of two bio-Titans, you get a third absolutely free! You can arm one of the group for a specific role (Titan-killing, for example) and the other two members of the brood can be equipped for dealing with a mass of infantry and light vehicles.



HIVE MIND CARDS

One of the best aspects of fighting with a Tyranid army is the Hive Mind cards. Most of these allow you to give orders to your instinctive broods, but a fair few of them represent evolutionary enhancements and intervention from the hive mind itself. Bio-Titans can have their performance considerably enhanced by the timely use of one of these cards.

Imagine, if you will, a Hierophant armed with ripper tentacles, razor claw and an abdomen full of Genestealers. With the *Overdrive* card you can get this awesome Titan-killer to charge 75cm across the battlefield! The additional benefit of this manoeuvre is the surprise value. Your opponent is most likely to think his Imperator or Mega-Gargant is safe, and will not have given its crew charge orders. This will prevent them piling out of the doomed machine to combat the Genestealers and cut down your secondary attacker bonus.

Overrun Assault is of similar value. This allows you to fight in the movement phase, and then move an unengaged model another 5cm as a follow up. The big bonus is that troops who are on first fire orders, but can't *snap fire*, are not allowed to shoot at your bio-Titan as it charges in. Once again, the Imperator Titan or Warlord can do nothing as you close in with the ripper tentacles swaying and razor claw snapping!

A Hierodule with a pyro-acid spray and cluster spines benefits greatly from the *Adrenaline Surge* which will allow it to move as if on charge orders, and fire in the first fire segment of the combat phase. This is really handy for getting into the middle of that Ork Clan or Space Marine assault detachment and blasting them to bits! Remember that infantry and vehicles can't pin a Titan, so they can charge into close combat and still fire their weapons!

INVADE AND DESTROY

So there you have it, a brief guide to getting the most out of your bio-Titans. This article is by no means exhaustive and there are still lots for you to work out yourself. For example, if you're a fan of massive Mycetic Spore attacks, how can your bio-Titans best help this? How does a Hierodule fit in with your twelve broods of Exocrines? Each person has their own favourite troops and tactics and it's lots of fun working out what's best for you. Remember though, that bio-Titans are the most powerful creatures you can send into battle and whether they're supporting your broods with bio-cannon and other long range fire or leading the assault with ripper tentacles and razor claw, Hierophants and Hierodules will give your opponent a tremendously hard time.

Finally, I have one last piece of advice: *Don't be afraid!* Your bio-Titans will survive horrendous amounts of damage before they finally collapse, so don't cower at the back – get stuck in!

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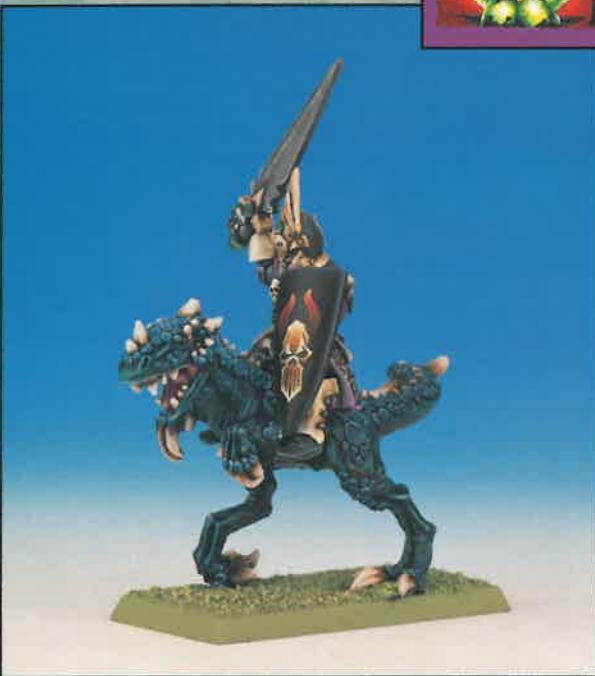
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DARK ELF COLD ONE KNIGHTS



COLD ONE KNIGHT CHAMPION



COLD ONE KNIGHT STANDARD BEARER



THE FORCES OF THE DARK ELVES AND THE HIGH ELVES JOIN IN MORTAL COMBAT

WARHAMMER

COLD ONE KNIGHTS

By Jervis Johnson

The ground trembled as the Cold Ones charged, their razor-sharp claws rending sodden clods from the earth as they thundered towards their foes. Astride the Cold Ones, the black armoured Knights lowered their lances and screamed to Khaine, the god of murder, shouting their battle cries as they rode down their enemies.

THE DARK ELF ARMY

The Dark Elf army contains many different types of troops, from the humble Warriors to the fanatical Witch Elves. All are deadly fighters and are much feared in battle, but perhaps the regiments which cause their enemies to tremble most are the dreaded Cold One Knights. These cold-hearted killers excel at feats of arms and are dedicated followers of the god of murder. They are renowned for their bloodthirsty savagery and live only for the joy of slaughter, leaving a trail of death in their wake as they charge across the battlefield.

The Cold One Knights are an important part of a Dark Elf army as they are able to punch their way through almost any defence. In return, these heavily armoured warriors can withstand all but the most savage attacks. Their prowess is unsurpassed and no other race can boast mounts that are so powerful, ferocious or ugly.

COLD ONES

Cold Ones are ancient green skinned reptiles that live in the dark caves and tunnels in the mountains underneath Hag Graef. They are extremely stubborn beasts, and not at all intelligent. Their cold flesh is almost immune to pain and their bodies exude poisonouś slime. Dark Elves can withstand small quantities of this slime and tiny amounts are used to make the poisons and intoxicating brews used by Assassins and Witch Elves. Other races succumb much more readily to the poison and creatures fighting Cold Ones are as likely to be overwhelmed by this as killed by the Cold One's brutish claws or razor sharp teeth. Cold Ones can be broken to the saddle and ridden to war.

SPECIAL RULES

Please note that the following special rules are different from those printed in the Warhammer Battle Bestiary and replace the old rules.

FEAR

Cold Ones are large and frightening monsters with scaly skins and hideously sharp teeth. Cold Ones and Dark Elf troops riding Cold Ones therefore cause fear as described in the Warhammer rules.

STUPIDITY

Cold Ones are not very bright creatures and sometimes become confused or go inexplicably wild. In battle they are inclined to be lazy and sluggish until they have tasted blood, needing to be goaded into their first action. They are therefore subject to *stupidity* as described in the Warhammer rulebook until they have fought a round of hand-to-hand combat. This means a Stupidity test must be taken at the start of each turn, using the Ld value of the Cold One's rider. Once a Cold One has become involved in a round of hand-to-hand combat





Cold One Knights lead the charge against the Orcs, smashing into the Boarboyz before they can move!

(either on its own or as part of a unit) it is no longer subject to stupidity and may be used normally for the rest of the battle.

SAVE

Cold Ones are large, thick-skinned and very difficult to kill. They are cold-blooded creatures and hardly seem to be affected at all by wounds that would cause a warm-blooded creature to writhe in agony. A Cold One rider therefore receives an extra bonus onto his armour saving roll, +2 rather than +1 for other cavalry mounts such as horses or Dark Steeds. So, for example, a Dark Elf rider wearing light armour and a shield has an armour save of 3+ compared to 4+ for a Dark Elf wearing the same armour and riding a Dark Steed, and 5+ for the same Dark Elf fighting on foot.

COLD ONE KNIGHTS..... 38 pts per model

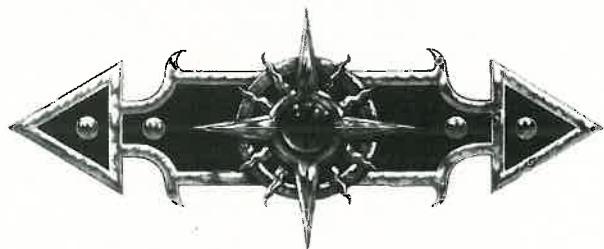
Cold One Knights are mighty champions who have dedicated their lives to Khaine, god of murder. Although few in number these cold-hearted killers are amongst the most deadly troops in the Dark Elf army.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Knight	5	5	4	3	3	1	7	1	8
Cold One	8	3	0	4	4	1	1	2	3

EQUIPMENT: Cold One Knights are mounted on Cold Ones and are armed with a sword, heavy armour and shield.

SAVE: 2+.

OPTIONS: Any regiment may be armed with lances at a cost of +4 points per model. Any regiment may be armed with repeating crossbows at a cost of +6 points per model. Any regiment may carry a magic standard. This may be chosen from the appropriate magic item cards and its cost is indicated on the card itself.



SPECIAL RULES

Cold Ones cause *fear*, are subject to *stupidity*, and give their riders a +2 modifier to their armour save instead of only +1 as described above.

HATE HIGH ELVES

Dark Elves hate their ancient enemies the High Elves with such a passion that they will often fight them to the death rather than run away. When fighting High Elves, Cold One Knights are affected by the rules for *hatred* as described in the Warhammer rulebook.

WARHAMMER® 40,000

TYRANID® HIVE TYRANT AND LICTOR BOXED SETS



Model supplied unpainted.



Model supplied unpainted.

HIVE TYRANT

The Hive Tyrant is a gigantic alien horror, a lethal creature which courses with the potent psychic energy of the Hive Mind. In battle it leads the assault of the Tyranid swarms, cutting a swathe of destruction through the enemy ranks. As this monstrous beast closes in it destroys the foe with its potent venom cannon or barbed strangler, and then crushes the survivors with its bonesword and agonising lash whip.

Singleminded and deadly, the Lictor is a relentless foe. Evolved for stalking and killing enemy commanders, the Lictor strikes without warning, tearing its unfortunate prey apart with its powerful claws, or latching onto them with its flesh hooks and destroying their nervous system with horrifying toxins.

The Hive Tyrant boxed set contains a complete Hive Tyrant model together with head and weapon variants. The Lictor boxed set contains a complete Lictor kit.

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Minatures designed by Michael Perry.

IMPERIAL GRIFFON



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 also helps to prevent "friendly fire" accidents.

COMPANY MARKINGS AND BATTERY BADGES

An Imperial Guard Artillery Company usually consists of ten vehicles – three batteries of three guns each, plus a single HQ vehicle. In battle, different companies can be distinguished by their company badge or by the broad coloured stripes painted on the sides of each vehicle's hull. The simple geometric design of the company badge is also used to identify individual batteries within the company by varying its colours.

VEHICLE NUMBERS

Imperial Guard Artillery Batteries are typically comprised of three vehicles and this number simply identifies which is which.

123123



WARHAMMER 40,000

IMPERIAL GRIFFON

By Ian Pickstock

The entire Griffon rocked as shell after shell was launched high over the trees, smashing into the enemy position, blasting bunkers apart and collapsing defences. With a great cheer the Imperial Guardsmen charged forwards to capture the enemy fortification whilst the Griffon reloaded, ready to launch another devastating barrage.

THE GRIFFON

The latest Imperial vehicle to rumble off the lines of the Adeptus Miniatures Designicus is the Griffon armoured support vehicle. The Griffon is a variant of the Chimera, with a huge mortar mounted at the back instead of an armoured troop compartment. If you like to rain death on your foes no matter where they hide then the Griffon with its heavy mortar is a must for your Imperial Guard army!

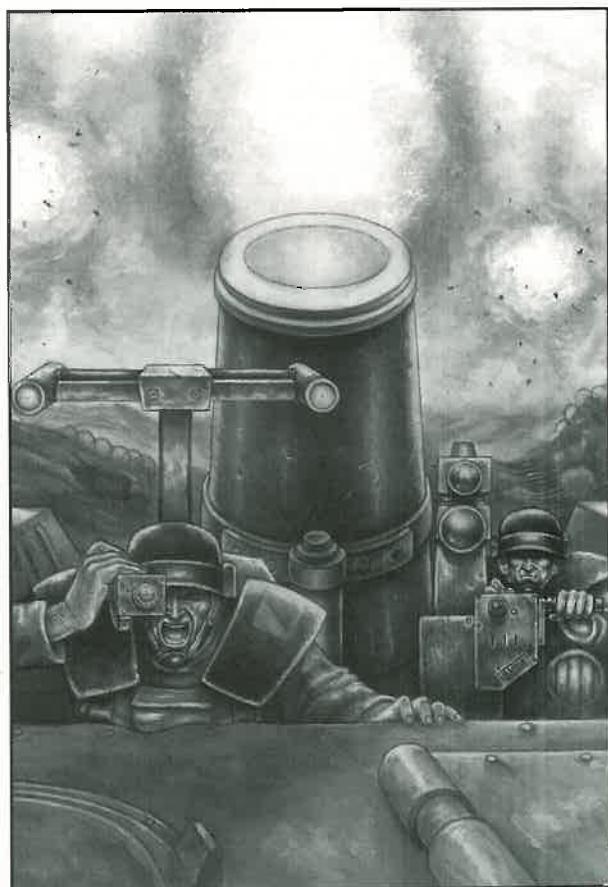
The battle strategies of the Imperial Guard involve mass troop movements using whole regiments of fighting men. These are supported by devastating artillery strikes from the huge guns of the Basilisk bombards, and hard-hitting blitzkrieg attacks by Leman Russ battle tank companies. Of course the enemies of the Imperium are not going to let the Imperial Guard just roll over them, so an Imperial Guard army must also defend itself from enemy offensive actions. It is quite common for the enemy to concentrate their attack on one particular element of the Imperial Guard force, hoping that the destruction or suppression of a particular element will upset the balance of this finely-honed war machine.

To overcome this potential weakness the Imperial Guard gives each element a certain amount of autonomy. For example, the infantry companies do no need to rely on tanks for armoured punch, they can use Chimera mounted squads instead. No one is pretending that a Chimera is anywhere near as tough as a Leman Russ, but they are still heavily armoured and can shrug off most enemy fire. Another good example of this adaptability is the Griffon armoured support vehicle. An Imperial Guard force supported by Griffons will not have to rely on the artillery companies to bombard the enemy. It will have its own artillery section, under the direct command of that company and dedicated to supporting it.

This is where the Griffon comes into its own. The Griffon is based on the highly mobile Chimera chassis, with the troop carrying compartment stripped off and a heavy mortar fixed in its place. However, the Griffon still retains the powerful engine and heavy armour of the Chimera, making it much faster than most artillery. These enhancements make the Griffon much more suited to providing close support for tank and infantry assaults as opposed to the long range barrage work of its larger cousin, the Basilisk.

The Griffon's heavy mortar, although short ranged, is ideal for pinning down enemy infantry in trenches and destroying fast attack vehicles attempting to out-flank the armoured column. It is able to keep up with the fast moving tanks and therefore benefits from the battle tanks' awesome protection.

The Griffon is also a lot faster to react than the larger artillery guns whose fire is directed from the mighty Leviathan command centres, the Griffon falls under the direct command of the Colonel leading the attack. This more direct command structure dramatically increases the speed and reliability with which barrages may be called down upon enemy positions.



HEAVY MORTAR

The heavy mortar is a support version of the standard mortar used by Imperial Guard infantry regiments. The heavy mortar is simple to construct and doesn't malfunction as often as other support weapons, but its massive size means that it may only be mounted on vehicles. However, from the solid platform on a Griffon the crew can achieve a very high rate of fire. The main advantage of the heavy mortar is the variety of shells it can fire. These have been developed from existing missile types and take advantage of the larger shell to make much more destructive versions.

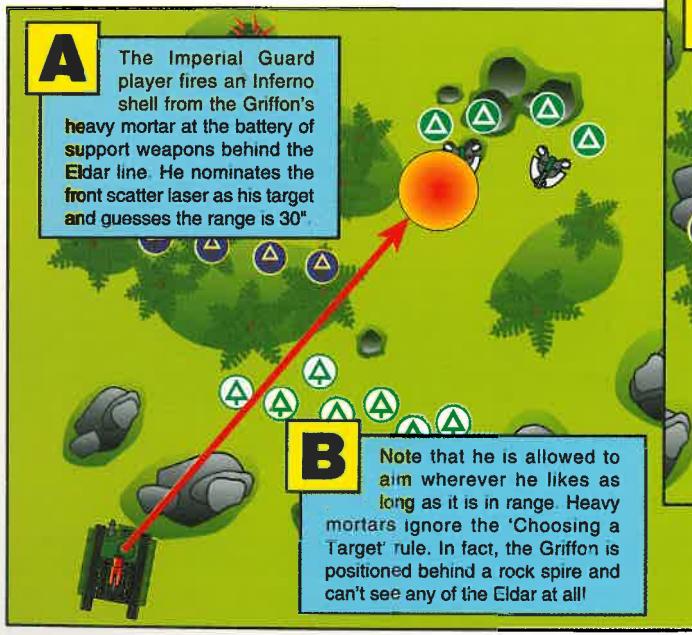
FIRING THE HEAVY MORTAR

Heavy mortar shots are worked out in exactly the same way as shots from the Imperial Guard mortar. You will need the Artillery dice, the Scatter dice and either a 1", 2" or 3" blast marker depending on which shell type is being fired.

The effects of each hit depends upon which of the three shell types you choose to fire. You must decide which shell the heavy mortar will fire before placing any blast markers.

The first step in firing the mortar is to nominate the direction you wish to fire in – this must be within the Griffon's 90° front fire arc. You can aim anywhere on the table that you think is within range of the heavy mortar, regardless of whether you or any other model in your army can see the target point. This is the chief advantage of the heavy mortar over conventional heavy weapons. The heavy mortar's special system means that it is not subject to the Choosing a Target rules.

Now declare how far you want to fire the heavy mortar shell. As with the mortar, you must do this without measuring, guessing the range as accurately as you can. You must guess a distance between 12" and 48". Once you have made your guess place the blast marker directly over the spot you have guessed. To see where the shell has hit, roll both the Scatter dice and the Artillery dice close to the blast marker. Refer to the Rolling To Hit table to determine where the shot finally lands.



ROLLING TO HIT

If you roll a Misfire on the Artillery dice, ignore the Scatter dice result. The shell is a dud and either fails to explode or goes off harmlessly in mid-air.

If you don't roll a Misfire, and the Scatter dice is a Hit then the mortar shell is bang on target and lands right where you have guessed. Ignore the Artillery dice and work out any hits using the rules given.

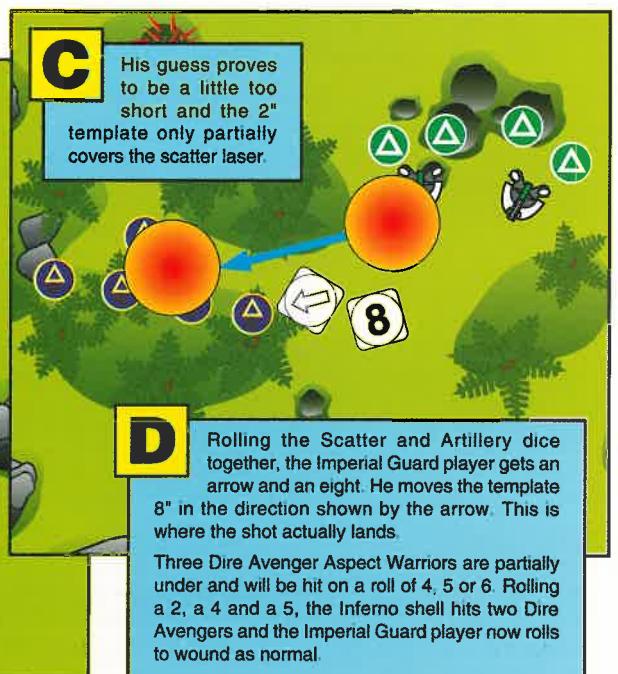
If you roll an arrow and a number, the shell has scattered from the point of aim in the direction indicated. The distance the shell scatters is determined by the Artillery dice.

All models wholly under the blast marker's final position are automatically hit. Models only partially under are hit on a further D6 roll of 4, 5 or 6. Work out damage as normal.

DIRECT FIRE

The heavy mortar crew are equipped with a sophisticated targeting device. This device enables the crew to measure ranges very accurately if they can see their target.

If the heavy mortar crew has a line of sight to their target then they may opt to fire directly. Instead of guessing the range you may simply place the blast marker anywhere within the heavy mortar range and fire arc. Note however, that when the heavy mortar fires directly you are subject to the Choosing a Target rule (see page 29 of the Warhammer 40,000 Rulebook). Now roll the Artillery and Scatter dice together and work out scatter as above.





An Imperial Griffon rains deadly fire upon an Ork position, covering an attack by Cadian Shock Troops.

SHELL TYPES

There are three types of shell commonly used by the Griffon Heavy Mortar. These are detailed below.

FRAG SHELLS

Instead of exploding on impact, Frag shells are timed to explode just above the ground in an airburst, scattering shrapnel over a much wider area than a normal explosion. These shells are primarily used against massed blocks of lightly armoured troops, or for taking out the crew of exposed vehicles and support weapons.

MELTA SHELLS

Upon impact a melta shell undergoes a sub-atomic reaction releasing a blast of intense heat. The shell is capable of melting away vehicles and buildings, while living targets are instantly reduced to ashes. This shell is especially useful for attacking troops huddled together in defensive positions.

INFERNO SHELLS

This type of shell contains a small explosive charge, surrounded by a highly volatile concoction of phosphorous and synthesised compounds based on the chemicals used in the highly effective flamer weapons. The explosive charge detonates on impact spreading the compounds and phosphorous over a wide area. As they disperse the chemicals ignite on contact with the air creating a conflagration that melts through armour and sticks to exposed flesh. The chemicals continue to burn and eat away at the flesh long after the initial explosion, leaving the victims of inferno shells reeling around the battlefield in intense agony.

If a model is hit by an inferno shell work out damage as normal. If the model is slain it is removed as a casualty, if not then an immediate test is made to determine if the model has caught fire. As the inferno shells use a volatile chemical, like phosphorous that sticks to the target and continues to burn for long periods of time, it is possible to set even vehicles or Dreadnoughts on fire! Roll a D6 on the Inferno Hit Table to see what happens.

Shell Type	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Frag shells	Guess between 12-48"		Special		3	1	-1	D6+3	3" Blast.
Inferno shells	Guess between 12-48"		Special		5	D3	-3	D6+D3+5	2" Blast. See rules.
Melta shells	Guess between 12-48"		Special		8	D10	-4	D6+D10+8	1" Blast.

INFERNO HIT TABLE

1-3 Target does not catch fire. The small amount of chemical fuel is quickly extinguished.

4-6 Target is smothered with burning chemicals and ignites.

Once a target has caught fire, test for the effect at the start of its own turn. Roll a D6 on a Fire Test Table.

FIRE TEST TABLE

1-5 The chemicals and flames continue to burn automatically causing a further hit. Work out damage as normal and remove the model if it is slain. If the model is not killed it will move randomly and will not be able to do anything else that turn. Normal unit coherency rules are suspended for burning models. Vehicles, Dreadnoughts and Terminator Space Marines may choose to ignore the flames and may move and shoot as normal.

6 The fire goes out. The model may not move and fire during the current turn, but may fight normally from its following turn onwards. If coherency has been broken, the model must re-establish coherency as soon as possible. Vehicles, Dreadnoughts and Terminator Space Marines may choose to ignore the flames and may move and shoot as normal.

Any friendly model within 1" of a burning model may attempt to beat out the flames during the movement phase. The beating model may move as normal, but may not shoot during the shooting phase. Roll a D6: if the score is 6 the flames are beaten out. If more than one model is available to help beat out the flames the chance increases by +1 per model, i.e. two models need a 5+, three need a 4+, and so on.

A target which is under the influence of the psychological effect of frenzy when hit by an inferno shell may continue to fight despite the fact it is burning up! The model moves, shoots and fights as normal, but will continue to roll for damage.

Inferno shells count as flamer weapons for the purpose of special rules or invulnerabilities, for example the Eldar Avatar.

BLITZKRIEG

From behind their lines, the Imperial Guard is always supported by heavy artillery units like the Basilisk which are especially designed for barrage work. Immediately before an attack, these big guns are moved up to forward positions where they unleash a massive hail of fire and steel. As the ground erupts into a maelstrom of explosions, the enemy are beaten back from key positions, or left stunned and confused. In addition, tanks may be equipped with battle cannons which can 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 before they reach the battleline.

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.

At the start of any of your turns, including your first turn, you may decide to bring any reserves onto 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, as you can bring on your Griffon, undamaged after the other side has had their first turn.

BARRAGE

After both sides have deployed, but before either has taken its first turn, the Imperial Guard can bring down a mighty barrage of fire upon its enemy. This is worked out by allowing each battle cannon and heavy mortar already deployed on the table to fire once at enemy targets in the normal manner. In addition, any battle cannons held in reserve may shoot at any target that is visible to one of your deployed models.

If you have Griffons in reserve, then they may fire their heavy mortars. You may target any point on the table, simply place the blast marker where you wish the shell to hit. However, to represent the fact that this shot is being fired at extreme range, you must roll for scatter twice. This means you are unlikely to hit small targets, but against massed troops like Orks you are still likely to catch something in the blast!



GRIFFON AND BLAST MARKERS

When the Griffon is hit by a weapon with a blast marker, each crew member and the mortar should be treated as a separate location. If any or all of them are covered by a blast marker, roll to hit each one individually.

ARMY LIST - SUPPORT SECTION

IMPERIAL GRIFFON 140 points

An Imperial Guard army may include Griffons. A Griffon is crewed by 4 Imperial Guardsmen with flak armour (6+ save) and carrying laspistols. See the Griffon datafax for details.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	3	1	3	1

CREW OPTIONS: The entire crew may exchange their flak armour for carapace armour (4+ saving throw) at an additional cost of +12 points.

To assemble your Griffon datafax, cut out or make a photocopy of this page (keeping the front and back of the card together). Fold along the dotted line and glue the front and back halves together. To make your datafax a little firmer and more hard-wearing, it's a good idea to insert a piece of card between the two halves (cereal packet is about right).

IMPERIAL GRIFFON

VEHICLE DATA

MOVEMENT:

SLOW SPEED: 6"

COMBAT SPEED: 12"

FAST SPEED: 20"

TYPE: TRACKED

CREW:

1 IMPERIAL GUARD
DRIVER

3 IMPERIAL GUARD
GUNNERS

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

WEAPONS:

One heavy mortar mounted on the Imperial Griffon with a 90° field of fire to the front. One heavy bolter mounted in the hull with a 90° field of fire to the front. The heavy bolter is fitted with a targeter. The Griffon may be fitted with a set of auto-launchers carrying frag or blind grenades (+5 points).

WEAPON DATA

WEAPONS

RANGE
SHORT LONG

TO HIT
SHORT LONG

STR. DAM. SAVE
MOD. PEN.

ARMOUR
PENE.

SPECIAL

Heavy Mortar

Guess between 12-48"

As shell type

Frag Shell

- - - -

3 1 -1

D6+3

3" Blast Marker

Inferno Shell

- - - -

5 D3 -3

D6+D3+5

2" Blast Marker

Melta Shell

- - - -

8 D10 -4

D6+D10+8

1" Blast Marker

Heavy Bolter

0-20 20-40 - -

5 D4 -2

D6+D4+5

Sustained fire 2D

Auto-launcher

6 - - -

As Grenade Type

Frag Grenade

- - - -

3 D6+3

2" Blast Marker

Blind Grenade

- - - -

2" Blast Marker

POINTS COST: 140 points



D6	Location	Front	Armour	Side/Rear
1-2	Track*	16	16	
3-5	Hull	21	18	
6	Heavy mortar / Crew**	17/-	17/-	

* Hit the one nearest to the attacker
** Roll a D6. 1-3, Heavy mortar is hit, 4-6 Crew hit, see Crew Damage table.

Track Damage Table

D6

- 1 The track is damaged but keeps running. The Griffon may only move at slow speed for the rest of the game.
- 2-5 The track is blown off. The Griffon moves out of control next turn then comes to a permanent halt.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

D6

- 1 The driver is killed. Unless his position is taken over the Griffon will move out of control for the rest of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board the Griffon. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Griffon's engine explodes, killing all the models on board. The tank is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
- 5 A spark ignites the Griffon's fuel tanks and it bursts into flames, killing all the models on board. 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.
- 6 The Griffon's ammunition explodes. The Griffon is destroyed, all the models on board are killed and any model within 3" of the centre of the tank suffer D6 strength 10 hits with -3 saving throw modifier.

Heavy Mortar Damage Table

D6

- 1 The heavy mortar is damaged and may only be used if you roll a 4 or more on a D6
- 2-5 The heavy mortar is destroyed and may not be used for the rest of the battle.
- 6 The heavy mortar 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 second explosion has.

Crew Damage Table

One of the heavy mortar gunners is hit. Roll to see if he is killed using the normal shooting rules. He has a toughness of 3. If one gunner is killed then the heavy mortar may continue to fire normally. If both of the gunners are killed then the heavy mortar may not be fired for the rest of the battle.

Warhammer Quest

DWARF TROLLSLAYER



A COMPLETE WARRIOR EXPANSION SET FOR THE WARHAMMER QUEST GAME

With his massive Rune Axe the Dwarf Trollslayer cleaves his way through ranks of lesser foes, eager to confront the largest and most dangerous enemy he can find. Even though he seeks a glorious death in battle Dwarfs cannot fight to lose, and the Trollslayer's immense strength and well-honed battle skills enable him to hack down the most monstrous creatures with swift and deadly blows.

In this pack, you'll find everything you need to play a Dwarf Trollslayer in the Warhammer Quest game, including a finely-sculpted Dwarf Trollslayer Citadel miniature by Aly Morrison, a 12 page rulebook, full colour cards and counters.



The Dwarf Trollslayer 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.

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WARHAMMER

THE BRAVE AND THE VALIANT

By Rick Priestley and Jake Thornton

Heroes are the stuff of legend and are often the most spectacular models in an army. But what's the best way to fight with them, and who has the best ones? In the following article, Rick and Jake take a look at some basic tactics for using your characters in battle.

CHARACTERS IN WARHAMMER

Rick: Every Warhammer army has its own unique troop types, machines of war and, of course, special characters. Special characters are the most likely of all to inspire controversy and debate. Engage any High Elf player in a conversation about the merits of special characters and he will immediately bemoan his army's relative paucity of choice. Empire players, as if they didn't enjoy the hugest selection already, want to know when Magnus the Pious will be forthcoming. I've even been accused of pro-Orc sympathies when it comes to inventing new characters... it's those rumour-mongering Elves I'll be bound!

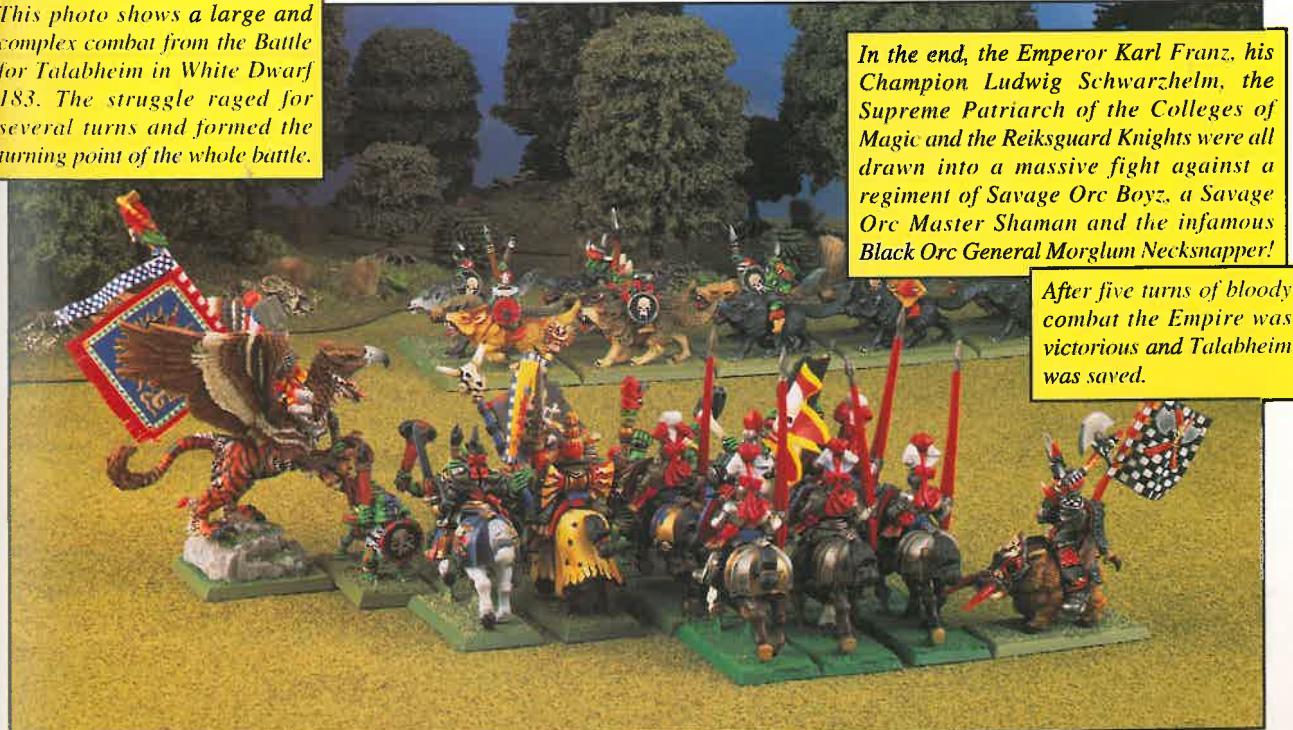
It's not that anyone is actually unhappy with their characters, quite the opposite in fact. All the players I know rave about models like the High Elf Teclis, Goblin General Skarsnik, and Nagash Lord of the Undead. But, no matter how good your own characters might be, it always seems that your opponent has more, or his abilities are that bit better, or he has a unique battle-winning magic item. Naturally, it's easy to envy your

opponent's advantages whilst conveniently ignoring any disadvantages. But then the flock is always greener on the other side of the table.

So why include special characters at all? The obvious reason is because they are entertaining to create, paint and use. Inventing a character, an individual with a history and personality, is an enjoyable way of getting under the skin of a particular race. Characters like the Vampire Vlad Von Carstein, Goblin Warlord Grom the Paunch, and Dwarf Slayer King Ungrim Ironfist, all reveal more about their race than any amount of descriptive text could do. Inventing characters and giving them special profiles, abilities, and magic items demonstrates how the Warhammer rules can be adapted to suit your own purposes. We hope that our special characters inspire other players to create their own heroes by converting existing models and inventing rules and magic items.

Whilst many players enjoy creating unique models, or wielding characters created by us, some prefer to stick to the

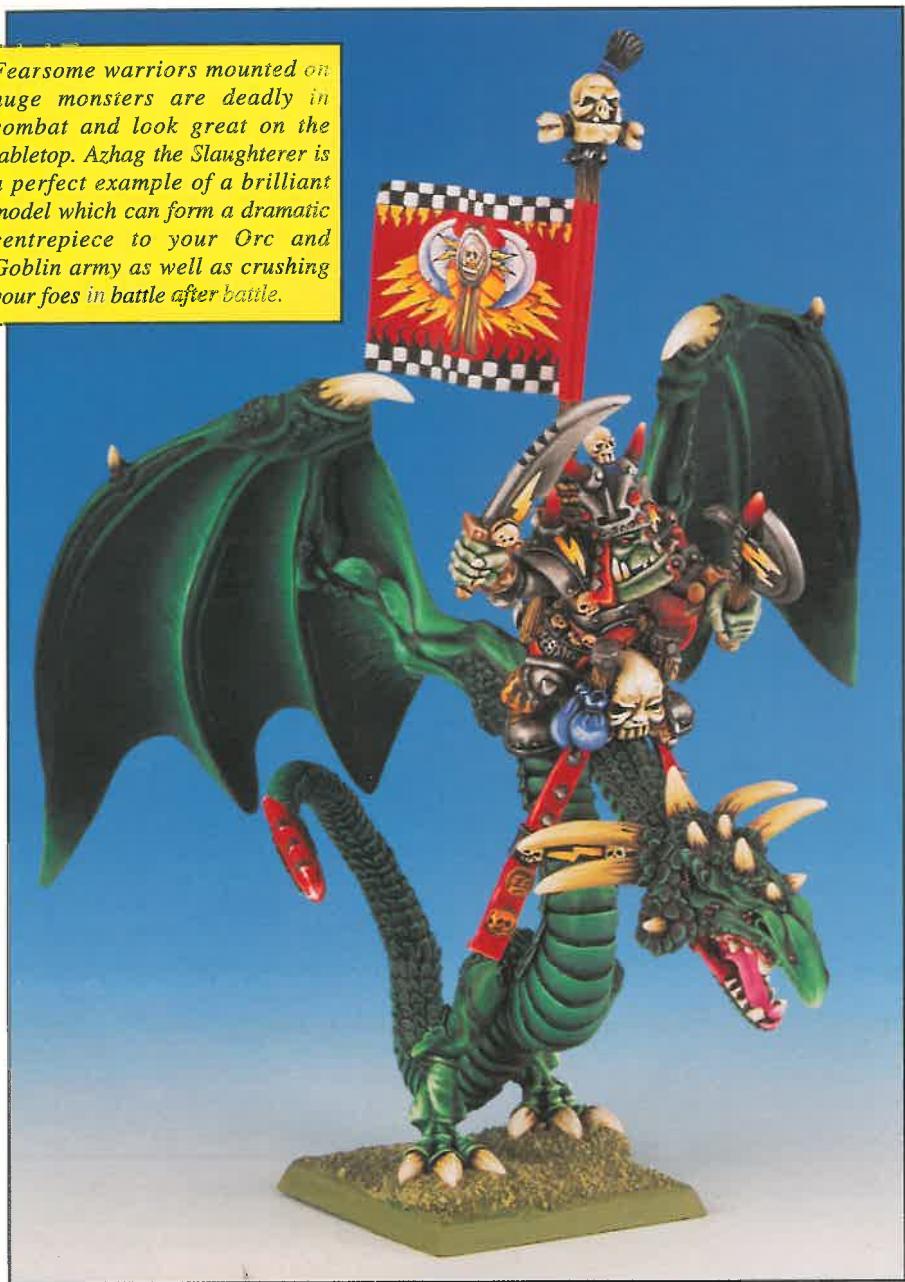
This photo shows a large and complex combat from the Battle for Talabheim in White Dwarf 183. The struggle raged for several turns and formed the turning point of the whole battle.



In the end, the Emperor Karl Franz, his Champion Ludwig Schwarzhelm, the Supreme Patriarch of the Colleges of Magic and the Reiksguard Knights were all drawn into a massive fight against a regiment of Savage Orc Boyz, a Savage Orc Master Shaman and the infamous Black Orc General Morglum Necksnapper!

After five turns of bloody combat the Empire was victorious and Talabheim was saved.

Fearsome warriors mounted on huge monsters are deadly in combat and look great on the tabletop. Azzag the Slaughterer is a perfect example of a brilliant model which can form a dramatic centrepiece to your Orc and Goblin army as well as crushing your foes in battle after battle.



formal army lists and avoid the special characters altogether. This is certainly the case amongst gamers who like to travel and meet new opponents, where the sudden appearance of a new or invented character can radically change the balance of a game. Remember, the special characters are an option. If you want to play a game without them it's a simple matter to arrange this with your opponent. After all, Tyrion is a High Elf Prince and he's hardly likely to be involved in every skirmish across his realm. Sometimes it isn't appropriate to use the special characters in a game simply because they are special. There is only one Dwarf High King and as much as he likes fighting Gobbos he can't be everywhere at once. Sometimes he has to let a mere Lord deal with an incursion into his realms. An example of this type of approach was the Battle for the Bridge in White Dwarf 183 where we limited the characters each side could use. This dramatically reduced both the number and level of characters and limited the special characters to one for the Orcs. In addition, nobody was allowed to be mounted on a monster. This made for a highly

entertaining and unusual game which was an interesting change from our normal battles.

In a similar vein I know of players who agree to play with a limited amount of magic (say a single level 1 Wizard) or with deliberately restricted magic items (for example, no more than three in total). Such restrictions make games less complex, more balanced, and some would say fairer, but at the cost of losing some of the entertainment value. Obviously there is nothing wrong with this if that's what you want to do. I've fought many games on this basis where we've had limited time or where my opponent has been a newcomer to the game.

GENERALS

Jake: Whichever race you prefer, your army must be led by a General. This means that every army has at least one powerful character in it, and many armies have the option of using a special character as their General – High Elf Prince Tyrion, or the Orc Warlord Azzag the Slaughterer, for example. Whether you include other Heroes or Champions in your army is up to you, but I think they are good idea for a number of reasons.

Firstly, characters are mighty heroes or powerful mages, and as such they are able to slaughter whole regiments of ordinary warriors by themselves! This awesome game-winning potential is useful in any army. Secondly, our figure designers

often get really excited by the unusual background and details for the characters, and lavish enormous amounts of time and effort on them. With this care and attention it's hardly surprising that each designer's characters are often their best work. Lastly, they look brilliant as the centrepiece of your army! With loads of great models available and with the characters costing the same amount of points as a regiment, you can afford to spend the same amount of time painting a single character as you would painting twenty Archers or Spearmen. Whatever your level of painting skill, you should put your best efforts into your characters as they will be the first thing that anyone will look at. Impressive character models make any army look great!

BATTLE TACTICS

In Warhammer, it is often your use of characters that wins or loses you the game. It is fairly simple to use Archers or Knights as they are only really good at one thing. However,

In this photo from the *Death in Drakenmoor* battle report (White Dwarf 186) Jake has used his Empire Hero on a Pegasus, Lord Krieghelm, in a classic attack on the enemy's war machines. Here the Chaos Dwarf crew are fleeing rather than take their chances in hand-to-hand combat.

However, this tactic can be a little dangerous, as is obvious from the positioning of Sneekit and his Hobgoblin Wolfboyz behind Lord Krieghelm!



characters are so powerful and their magic items can vary so much that it's very difficult to give hard and fast guidelines for them. What I can do is describe the three most popular character tactics and look at the pros and cons of each.

HAMMER OF GODS

When you first started playing Warhammer you probably put all your characters in one unstoppable regiment. With a General, Battle Standard Bearer and Wizard all fighting in the front rank of the unit nothing could stand before you. It was all going really well until you rolled that 12 for your Break test...

Killer regiments have to be the first and most obvious tactics for characters. I remember doing it myself for years. Each time I started a new army, I'd take the toughest regiment, add the hardest characters I could find and go stomping! All very well but hardly subtle. In the end though, I started losing more and more battles as my opponents learned to avoid my monster regiment and simply stand back and pound it into the floor with cannons and spells. With the vast array of war machines and magic available in Warhammer, nothing is invulnerable. The indestructible regiment is as much of a myth as the invincible army – there's simply no such thing! However, if you fight with a Dwarf or Skaven army then you're not really left with much choice in the matter. Mounted characters are as rare as horse-feathers in a

Skaven army and so you have to learn to avoid the pitfalls of this tactic.

Once your opponent gets over the shock of seeing 1500 points in a single regiment bearing down on him, he'll learn to deal with it. And there is the ever-present danger of rolling an 11 or 12 for a Leadership test and having the whole lot flee off the table! The way round this problem for the Dwarfs and Skaven is to go for two or three slightly less awesome units instead of just the one. In this way they can strike the enemy in several places at once and aren't as vulnerable to cannon fire. All in all, I think this tactic is fun to use and fine every so often, but I prefer to have other tricks up my sleeve too.



Reiksmarshal Kurt Helborg, Captain of the Reiksguard, and High Elf Prince Tyrion are at their best leading a regiment of Knights to crush your foe.

DEATH FROM ABOVE

Characters on flying monsters are very popular and I think that they are probably the best all-round characters to have in an army. With the greater manoeuvrability of these creatures, a character can get anywhere on the battlefield in a turn or two and it is this which makes these characters so powerful. Whatever your opponent does, you can counter his attack with your flying monsters and characters. If he makes a mistake, you can be in there like a shot to exploit his every weakness.

The only problem with these impressive Heroes is the fact that you can't hide them in a regiment. Characters on foot or mounted on horseback are able to take advantage of their relatively small size and cower unheroically inside normal units. This makes them difficult to target with cannons and rock lobbers and allows them to use the "*Look out, Sir!*" rule. When you're mounted on a fire-breathing monster the size of a house, you can't really expect to hide! Your character becomes the target of anyone with a bow, or more often, anyone with a cannon. What you need is to get your own back, preferably before you have to.

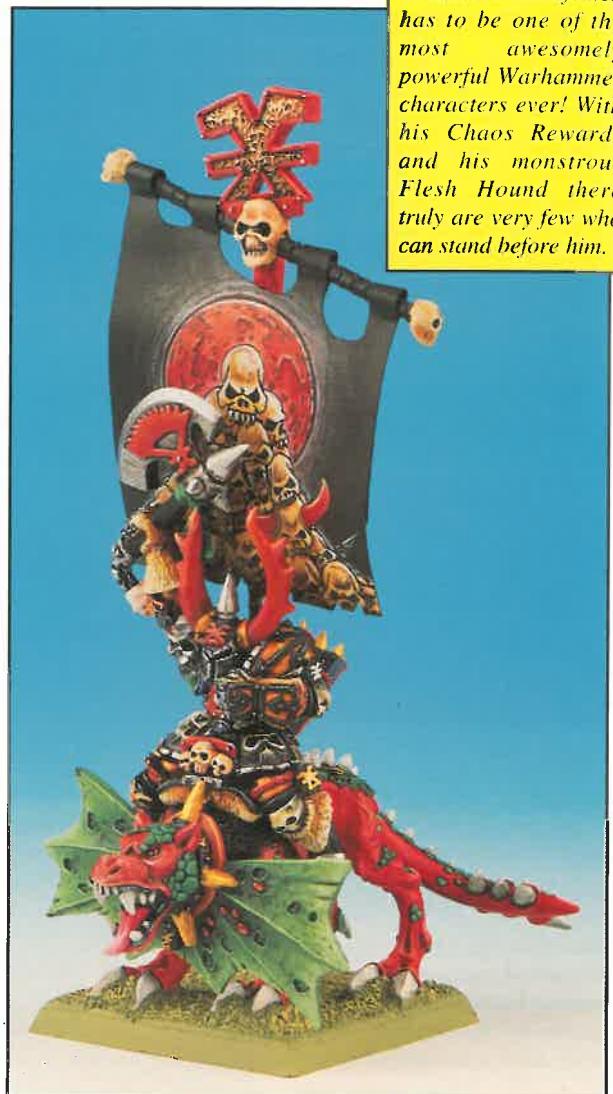
After the killer regiment tactic, the most common tactic is probably swooping down on the enemy war machines and eating them! It may be old and you may have heard it before, but it's a really good idea. There is so little that the other side can do to prevent it that it's almost too easy. Fly high in the first turn and land like a thunderbolt on the most annoying enemy war machine on the second. You'll be behind the majority of the enemy army, who'll probably be facing the other way anyway. This gives you a free rein to stomp on the rest of their war machines – show no mercy! These are the people that kill your characters!

What's even better is when your monstrous mount causes *terror* as so many of them do. As enemy regiments and characters have to take a *terror* test the first time you're within 8" of them, a flying monster's ability to land slap-bang in the middle of their army can cause total havoc. As your opponent tries to work out why most of his army is running away, you can gang up on the last few bits that aren't. I like this tactic a lot, and although it does have its drawbacks it always seems to get some sort of result.

ALL PILE ON!

The most difficult of these three tactics is the *All Pile On!* which tries to combine the strengths of characters and regiments to avoid both of their weaknesses. Large regiments of cheap troops get high combat results because of their many ranks and standards, but they don't do lots of damage. Characters do well because they kill loads of the enemy, but often still lose the combat because the other side gets rank and standard bonuses. The best and most difficult tactic to try with characters is to use them to bolster your regiments of poorer troops so that together they become unstoppable killing machines for a turn.

If you deploy on a wide front with mediocre (but large) regiments all across the battlefield, you can't stop the enemy from breaking through somewhere. However, if you add mounted characters to charge the enemy *at the same time as your regiments* you can stop almost anything. Because you charge you'll get to hit first and kill lots with your character and a few with your regiment. The enemy will get only a few attacks back, if any, and any rank or standard bonus they might have will be cancelled out by your own. In this way you can



Arbaal the Undeafeted has to be one of the most awesomely powerful Warhammer characters ever! With his Chaos Rewards and his monstrous Flesh Hound there truly are very few who can stand before him.

use average quality regiments to beat equal or better regiments really quickly, moving your characters around the battlefield to bolster whichever of your own troops will charge next. Your characters never actually join a regiment and are free to move at will over the battlefield. The one last thing to remember about this tactic is to give each of your regiments a Champion so that if your opponent issues a challenge your Champion can take it up and leave your mighty Hero to slaughter the enemy rank and file instead.

As I said, this is the most difficult tactic to achieve in the heat of battle, but the most effective. It makes the most of the strengths of each type of troop in your army and enables you to guard flanks and so on with hardly any men, knowing that they will become an effective fighting force as soon as your Hero swoops down to their aid. If you never need them to fight then they haven't cost many points. But if they are threatened then your Hero dives down from the skies to bolster their attack and victory is yours.

PROBLEMS WITH CHARACTERS

There is only one: everybody tries to kill them! All I can say is keep your eyes peeled for those pesky cannons and let's have no namby-pamby nonsense when you finally catch up with the blighters – no prisoners!

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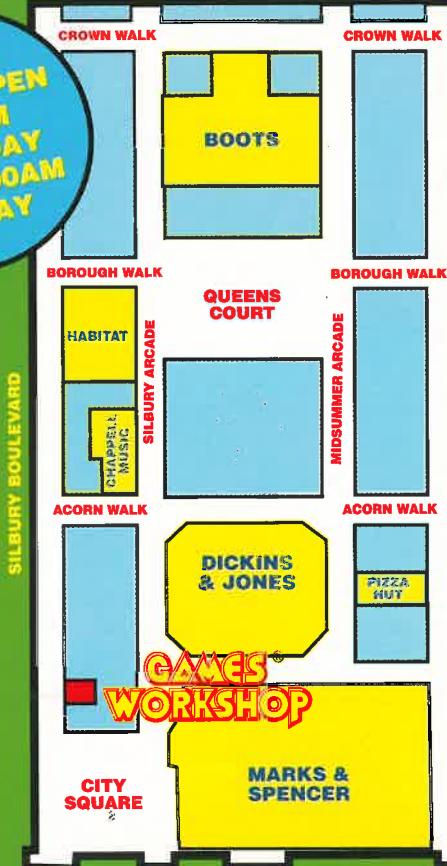
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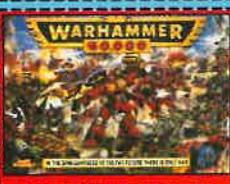
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- See the very best painted miniatures in the world and join in the excitement of the **1995 Golden Demon Awards**!

Below: A massive Waaagh! frenzy sweeps through a group of Warhammer players



Above: The doors open and the crowd surges forward.

1995 GOLDEN DEMON AWARD CATEGORIES



1. Best Warhammer 40,000 Miniature

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: Dark Reapers 3-7 models, Deathskulls Mob 3-10 models, Snotling Herd 2-10 bases plus a Runtherd, 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.



4. Best Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard 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.

6. Best Warhammer Monster or Warhammer 40,000 Creature

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



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**.



Top left: Jervis Johnson explains the finer points of Blood Bowl.

Centre photos: The main arena packed full of gamers and with some exciting "live" Warhammer 40,000 footage.

Above: Rick Priestley talks to some Warhammer fans.

9. Battle Scene

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

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.

1995 COMPETITORS 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

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.

Arena Birmingham on the 15th October 1995. Full details on the entry and booking-in procedure appear on the following pages.

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.

GAMES DAY™ 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.

On the next page you will see a Golden Demon 1995 entry form. 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 and category 9 – Battle Scene, you would need to fill in two entry forms.



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.

GAMES DAY™ 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	
Postcode	N0PLACE	
Telephone Number	0023 455 678678	
Entry Category	WARHAMMER SINGLE MINIATURE	
Description of entry	DWARF TROLLSLAYER	
Category Number		4
FOR OFFICIAL USE ONLY		
Category Number	Entry Number	

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 in.

Our best suggestion is for you to make sure your entry fits into a squash bag or rucksack that you can carry around the event without too much encumbrance. You should also be aware that any unattended bags or boxes 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 back home.

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



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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

THE DARKNESS BELOW

By Gavin Thorpe

There are many lost catacombs and forbidding tunnels beneath the the Old World. Some of these cavernous underground cities are so deadly that even the bravest and strongest Warriors have perished in the darkened halls in their quest for gold and glory. Can your Warriors face the toughest challenges and survive?

THE DUNGEON

Warhammer Quest is a game of bold Warriors battling against Monsters through the caverns and catacombs that lie beneath the Warhammer World. The Dungeon and Event cards from the Warhammer Quest box (and those published in White Dwarf and the Adventure Packs) allow you to explore a myriad subterranean dungeons and fight and almost infinite variety of foes. However, there are also other ways to make each adventure totally different from the last. Hopefully, this article will provide inspiration for those of you who like to meet the most daunting challenges and survive!

SIMPLE IS BEST

If you want to vary the way you explore or generate your Warhammer Quest dungeons, a good rule to remember is *keep it simple*. If you have a really complex system you'll spend most of the game trying to work out the dungeon, and hardly any time adventuring with your Warriors. Although it is perfectly alright for you to come up with an intricate system to represent the Giant Labyrinth of Karak Azgal or wherever, you may find that the more complicated the rules you design, the slower the game gets. One of Warhammer Quest's best features is its simplicity – it is a fast game which represents hectic fighting and split-second decisions of life and death! For this reason, probably the best way to alter a dungeon is to simply change the way you create your Dungeon deck before you begin your adventure.

CARD TRICKS

As nearly everything in Warhammer Quest is represented by a card of some sort, from the dungeon itself to the ancient and valuable artefacts that can be found, it is very easy to introduce slight but important changes to the way these are generated. For example, if you wanted to represent the Warriors being totally lost in the dungeon, you could shuffle extra cards into the Dungeon deck as you go along. This could be at regular intervals (every five board sections, say) or on a

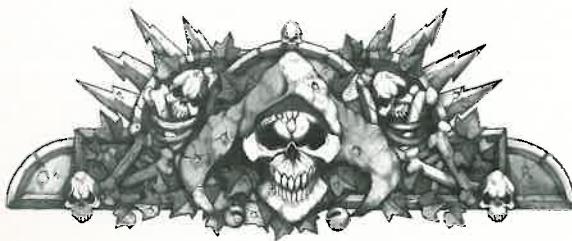
dice roll made every time a new turn starts or an Unexpected Event occurs. It's up to you to decide what method to use. Another way to vary the way a dungeon has to be tackled is through the use of the Event cards. This can make your dungeon much tougher on the Warriors, but it will also make your victory all the more glorious!





THE INITIAL SET-UP

As I said before, one of the best ways to make your dungeon a bit special is to alter the Dungeon deck when you first set-up. This means that you don't have to worry about anything while you're in the middle of an adventure, everything is already in place. At its most basic level this can mean shuffling more or less cards into the pack. Alternatively, you could have a pre-determined number of Dungeon rooms to pass through and you could sort these out before you play. When you create your dungeon, you ensure that three or four of your cards are taken from the pile of Dungeon rooms. This will increase the number of Events you encounter, and ensures a horde of Monsters to battle against!



Another alternative is the crumbling catacombs. The whole cave system is unstable, and is likely to fall on the Warriors' heads at any time. For this idea, use one of your blank Event cards and fill in another *Cave-in* event (just copy the details from the existing card)! To even things out, you can make sure that all three *T-Junction* Corridors are in the dungeon deck, or you could have one specified Dungeon room with three doors instead of two. This will reduce your chances of being cut off from the Objective Room, or the way back.

HIDDEN PASSAGES

Back in White Dwarfs 185 and 186 I presented two Special Quests which included the rules for *Hidden Passages*. These are reprinted below in case you haven't got one of those issues (tut, tut!). Although normally you can't search for a *Hidden Passage* until there are no other exits left, you could be in a special dungeon that your Warriors know to be riddled with ancient corridors and secret tunnels. In this dungeon you can search for *Hidden Passages* whenever you want and there may be two, or three, or as many as you can find! However, the Monsters know about these too, and you could come up with a rule that allows them to ambush your Warriors!

THE DEATHTRAP

To triumph against overwhelming odds is the most satisfying victory you can achieve. If you are feeling particularly suicidal (or just fancy your chances) you could have a dungeon that includes *every* Dungeon card and Event card you have. This means there'll be five or more Objective rooms (each filled with an appropriate number of Monsters, and an extra doorway to leave through) and miles of rooms and corridors to explore. If you survive, you'll probably end up rich enough to buy a large part of the Empire and retire!

HIDDEN PASSAGES

Sometimes the dungeon may contain a secret door or concealed corridor. If the Warriors finish their adventure (either by completing it, or by being cut off in a dead end) or you have decided to play a special type of adventure, they may look for a *Hidden Passage*. The Warriors cannot search for a *Hidden Passage* if the adventure description says they have to escape immediately.

Searching for *Hidden Passages* is simple. Searching is the Warrior's action for that turn and he may do nothing else. Each Warrior may only search a particular board section once per adventure, and only the board section he is standing on at the time. At the end of the Warriors' phase roll a D6 for each Warrior who is searching and consult the table below.

HIDDEN PASSAGE TABLE

D6 Roll	Result
1	Collapse! The Warrior's searching causes a part of the dungeon ceiling to fall down. The dungeon isn't blocked, but each Warrior on the same board section suffers 1D6 Wounds (with no deductions) from the falling rocks.
2, 3, 4	Solid Rock! The Warrior cannot find any secret doors on this board section.
5, 6	Found it! Attach a Doorway to the board section and place the remaining Dungeon deck behind it to be explored as normal. Unless you are playing otherwise, each dungeon will only ever have one <i>Hidden Passage</i> so there is no point searching again once it has been found.

The Deathtrap dungeon can also be fun if you have filled in some blank Event cards with lots of deadly traps. The dungeon could be a trap-ridden tomb-city in the Kingdoms of the Dead, or a cruel test by an evil wizard to make the Warriors prove themselves for his entertainment.

The list is endless. With just the Treasure cards, Dungeon cards and Event cards from the Warhammer Quest box, there are so many possible variations I would be foolish to even contemplate trying to put them all here. The next section gives you some rules you can use to get you imaginations going. The best part about fiddling with the dungeon is the way you can do it with any adventure, but you could come up with specific adventures yourselves to suit the maze you have devised.

BURIED TREASURE

The Warriors have managed to get their hands on a treasure map. Whether it's real or a forgery they don't know, but it has led them to a series of caves which they intend to explore. One of the Warriors has the Treasure Map Equipment card (if you can't decide who, draw a Warrior Counter!). Generate and play a dungeon as normal. However, in any Exploration phase the Warrior with the Treasure Map can declare he is going to become the leader. Roll on the table on the Treasure Map and apply the results immediately. Whatever happens, the Warrior with the Treasure Map will become the Leader from the start of the next Warriors' phase and for the rest of the adventure. This does *not* mean that the Warrior with the Treasure Map gets the lantern, but overrides the normal rules as he bullies his way into showing the Warriors where to go! The map can only be used again if a roll of two to five was made.

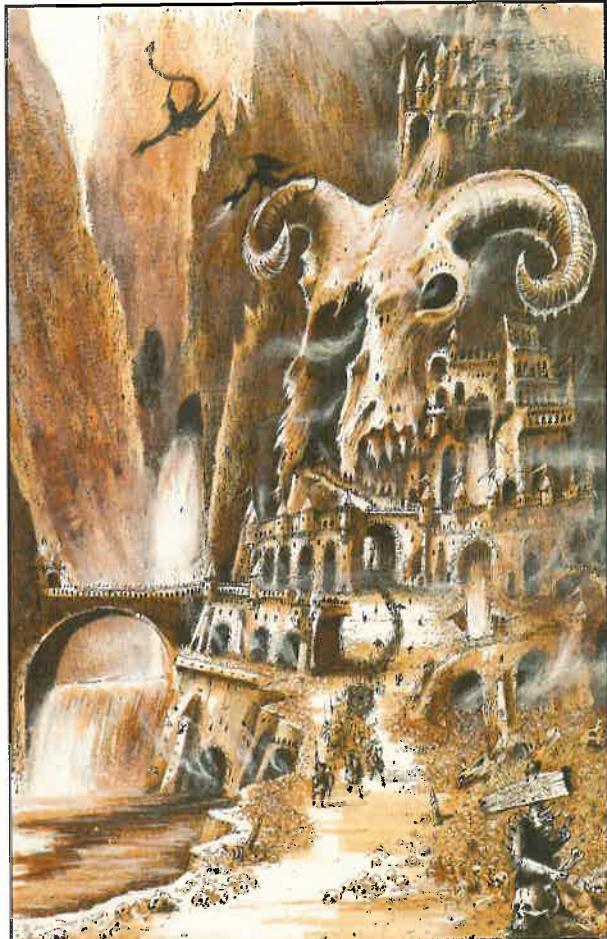
When the table on the Treasure Map indicates *Treasure Ahead!* it will be found in the next Dungeon room. When the Warriors next explore a Dungeon room, place one of the treasure chest counters from the Warhammer Quest box in the room. Any Warrior may spend a whole turn next to the chest to open it. Inside there are D6 Treasure cards' worth of magic items and valuables! This must be split between the Warriors just like any other Treasure.



THE LABYRINTH

The Dungeon is a massive maze of doorways and tunnels, which lead off in all directions. The dungeon only contains one Objective room shuffled into the bottom six cards as normal, but all your other dungeon cards should be included. Every time the Warriors explore a Dungeon room, roll on the following table.

D6 ROLL	RESULT
1-3	The room is normal.
4	The room has an extra door to the left.
5	The room has an extra door to the right.
6	The room has extra doors both to the left and right.



IN AT THE DEEP END

A really fun, and sometimes very difficult game, is attempting two different adventures at the same time! At the start of the game generate two adventures as normal, these should be from two different Objective rooms. When you are sorting out the Dungeon deck, shuffle *both* Objective rooms into the bottom part of the pile. The Warriors must complete both the adventures to be successful. They will get no reward at all if they fail in either of the adventures. If they do manage to complete the adventure though, each Warrior is entitled to a hefty pat on the back and a bonus Treasure card!

You can even try three adventures at once, or try attempting two adventures in the same Objective room. One or two of the adventures may be incompatible with each other, in which case just re-roll the inappropriate result.

NEW TREASURE CARDS

There are two new Treasure cards at the end of this article, the *Gem of Passage* and the *Globe of Detection*. Both of these Treasure cards alter the way the Warriors can explore the dungeon, and could even be the reason for an adventure – you could set up an adventure where the Warriors might not be able to find an escape route without one of the special items or they need the special item to find the objective room.

There is an endless variety of ways you can change and characterise the dungeons you explore. Just don't go astray in the legendary Lost Halls of Xanadan!

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
GEM OF PASSAGE

The Gem of Passage was wrought many centuries ago by the Dwarfs. It aided them in building their underground empire and can be used to control the very rocks that make up the ceiling and floor of the dungeon.

The Gem of Passage can be used once per adventure. As the Warrior invokes its powers, the Gem of Passage opens up a hole in one of the walls. Place another doorway on the board section the Warrior occupies. Beyond this doorway will be $1D6+3$ more Dungeon cards which the Warriors can explore as normal.

ONCE PER ADVENTURE

250
GOLD

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
GLOBE OF DETECTION

The Globe of Detection allows the Warrior's vision to pierce the solid rock of the dungeon walls.

4. Warrior with the Globe of Detection can easily find hidden passages. When the Warrior rolls on the Hidden Passages table, he may add one to his roll. However, if the Warrior rolls a one, then that result stands and the Warriors will suffer a 'collapse' result.

PERMANENT

100
GOLD



ASSEMBLING YOUR CARDS

It's really easy to assemble your new Treasure cards. First of all, cut out or photocopy this page. Then you should carefully cut around the front and back of each card, remembering to keep the two halves together. Next, fold each Treasure card along the dotted line. Glue the back of each half (Citadel PVA glue is ideal) and press together firmly. It's a good idea to insert a piece of thin card between the two halves before sticking them together, to make your Treasure cards more durable (cereal packet is works fine). Finally, trim off any excess material, so that your new card doesn't stand out from the rest of your Treasure deck.

You should follow the same process for your Equipment cards, but it's best if you use thicker card between the two halves.

TREASURE MAP

When used, roll a D6 on the following table:

- 1 Forger! Add D6 cards to the top of the Dungeon deck.
- 2-5 Nothing familiar. The map is no help, but may be used again.
- 6 Treasure Ahead! There is a treasure chest in the next Dungeon room. See WD189.

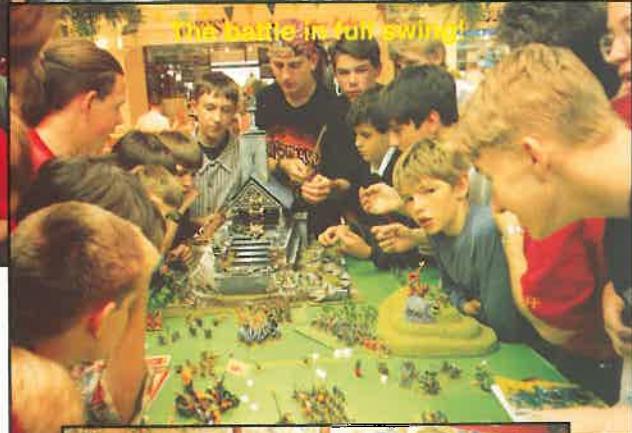
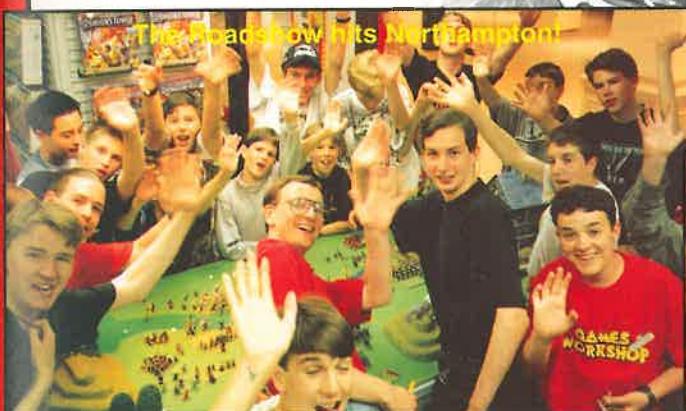
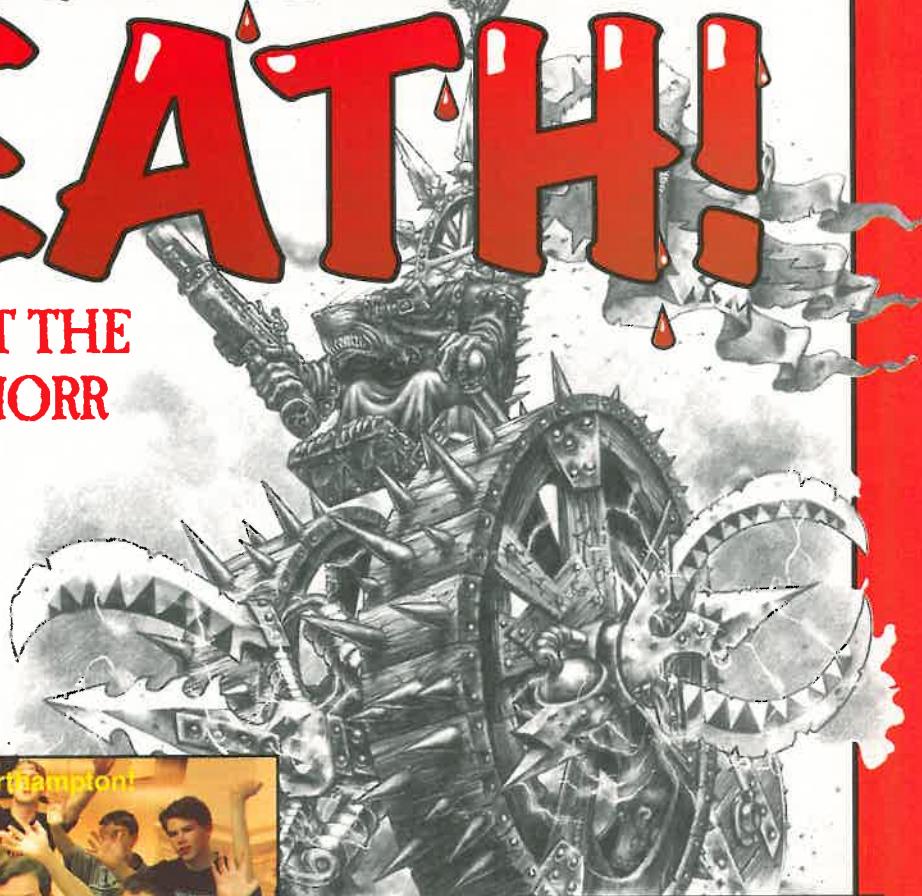
EQUIPMENT

WARHAMMER

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THE GREAT DEVOURER

By Andy Chambers, Ian Pickstock and Adrian Wood

As the might of the Tyranids spreads across the galaxy, whole worlds are consumed by the insatiable rampage of the hive mind. Isolated pockets of resistance desperately try to halt or even slow the seemingly indomitable hive fleet, but it is an all but impossible task...

TIDE OF FLESH

Andy: Amongst the millions of worlds in the Imperium, the Moloch system was an unremarkable place. Three of its planets harboured substantial Imperial colonies. Every five years Moloch I, II and III (as their rather dull inhabitants knew them) paid a modest stipend to the Imperium in precious gems, purified metals and heavy elements, so everyone was happy. Then the Tyranids came.

The night was alive with sound. Shrieks and roars echoed across the forest and sinister rustling shook the trees all around the brightly-lit refinery. Creeping shapes seemed to slither through the shadows just beyond the fragile circle of illumination. Haggard Imperial Guardsmen sent nervous bursts of lasgun fire into the trees but the creatures in the darkness were undeterred. In the ruins of the nearby pumping station Colonel Gurion stared at the map console, trying to massage some of the pain from his skull. A worried-looking Guardsman hovered nearby, waiting to give him the reply from headquarters.

He already knew what it would say; no relocation, no reinforcements, hold until relieved. His rag-tag command was the only thing standing between the Tyranids and the last route to the mountain fortress of Zharr. Every hour he bought with his men's lives gave the fortress time to prepare for the coming assault, but that was of little comfort to him.

The Orderly cleared his throat self-consciously and spoke. "Sir, there's someone outside you should speak to."

The Colonel gazed back at him steadily, puzzled by the man's tone of voice. "Well, bring him in then!"

The figure that stepped within the opening was unlike anything the Colonel had encountered on a dozen different worlds. Long, richly coloured robes hung from its slender frame in elegant folds and a smoothly curving mask concealed its features. Complex geometric runes adorned the figure and these betrayed its origin to him. Eldar, he thought, and one of their psykers by his appearance. Though

Before anybody knew they were under attack Moloch I and II had been overrun and their populations wiped out. The orbital defences were overwhelmed and the skies filled with falling spores bearing their murderous cargoes of Tyranids. Tens of thousands died trying to escape the cities of Coras and Benly. The Crownstar mines on Moloch I became a charnel house of terror when the Tyranids found thousands of mining families hiding there. In less than seventy-two hours there were no further transmissions from the besieged worlds, and the Governor of Moloch III was forced to consider them lost.

the ancient race of the Eldar were not the Emperor's foes here on Moloch, they had been many times in the past and the Colonel had to make a conscious effort not to reach for his pistol. Something in the figure's stance told him that it was aware of his inner conflict. It spoke.

"Peace, son of Earth, there are enemies enough for both of us here."

Its voice was melodic yet it spoke Imperial Gothic with a precision which made it sound incredibly old. Hope and doubt flared together in the Colonel's heart. "You'll help us fight the Tyranids? This is Imperial business. Why would you help us?"

"I have followed the lines of fate. The mountain must not fall to the Great Devourer yet, but your men are already weakened within. The Devourer will not attack until dawn, withdraw from the refinery and we will fight in your place."

The figure stepped gracefully back through the entrance, its voice drifting back on the night breeze. "All races will fall before the Devourer in time, together or alone."

Outside, Eldar warriors in smooth armoured suits and tall, curving helmets moved up into position around the fuel storage tanks of the refinery. Elegant long-limbed war machines strode into place and sleek Jetbikes whispered past. The Colonel stood atop the command post and directed his own men into new positions around the pump house. The skies to the east were already tinged with pink in the pre-dawn light.

As Moloch III's slow orbit brought it ever closer to the ravaged worlds, feverish preparations were made to resist the imminent invasion. All of the remaining troops, civilians and equipment were evacuated to a series of giant mountain fortresses in the Thunderwall range. By the time the waves of Mycetic Spores filled the skies over Moloch III, an estimated 89% of the human population had reached safety below ground. Earthquakes, storms and volcanic activity shook the world as the Tyranids landed, as though the planet were already mortally wounded by the very presence of the invaders.

The Tyranids took almost two days to find the fortresses and another three days to destroy the first of them. The survivors fled and then fled again as the warriors of the hive mind destroyed each citadel in turn with ruthless efficiency. Soon only Zharr remained, the last and greatest hollowed mountain the Molochians could defend.



REFINERY 13

As thousands of men, women and children sought safety in Zharr itself, a small but determined force of Imperial Guardsmen fought as a rearguard around refinery 13 on the southern slopes of the mountain. One Tyranid assault had already been beaten off, but the Guardsmen were battleworn and weary. They knew they would be swept aside as soon as the Tyranids massed for another attack.

Gurion, the Colonel leading the force, desperately sought a way to save his men. He requested reinforcements but none were available, he sought permission to withdraw to the next defence line, but he was told that hundreds of civilians were still moving on the roads behind him and that his position must be held. Little did he know it but he was about to receive help from a most unexpected quarter...

THE BATTLE

Having recently completed Codex Tyranids I was keen to unleash the full horror of our new Tyranid army against some poor unsuspecting soul here at the Studio. After our Mega Tank-Fest the other month I felt that we would have to do a bit of an unusual battle just to keep things interesting.

Fortunately, Codex Tyranids includes several new missions for the Tyranids, and one of them is a particular favourite of mine called *Tyranid Attack*. In a *Tyranid Attack* the Tyranid player wins by destroying or driving off the entire opposing force! If any opposing models are still on the battlefield at the end of the game the Tyranids lose.

Because this mission is rather tricky (to say the least) the game lasts for six turns instead of the normal four, and the Tyranid

player is allowed to "recycle" dead models to form additional waves of attacking Tyranids. Basically, when an individual model or brood is destroyed the Tyranid player can move it back into play from his own table edge on his next turn, if he rolls a two or more on a D6. This represents the following waves of Tyranids behind the initial assault force.

A *Tyranid Attack* always creates a very exciting and closely fought game, so I reckoned one would make a great Battle Report. I also wanted to use the largest Tyranid swarm I could muster, which would be worth around 3,000 points. But who to take down with this rampaging horde? Adrian and Ian expressed their willingness to participate and in the end we thought it would be fun for them both to take 1,500 points each and fight as a combined force against the Tyranids.

Adrian opted to use an Eldar while Ian decided to fight with the Imperial Guard using the recent White Dwarf articles and the basic Codex Army list from the Warhammer 40,000 game. As with all games here at the Studio we used the rules from the Dark Millennium supplement.

We played the game on one of our eight foot by four foot gaming tables and kept (somewhat chaotic) notes and maps on what happened as we played. We also took photographs of the game in progress and we've recreated some of these later with the aid of proper lights and equipment. This is so that you can fully appreciate the sumptuous terrain and gorgeous figures without the sight of stray dice, coffee cups and our ugly faces detracting from it!



THE ALLIANCE



Imperial Guard was a shaky one at best, but we were determined to defeat the rampaging Tyranids.

For my half of the defending force I chose the Imperial Guard. The Studio's Imperial Guard army has grown steadily over the last few months as more and more impressive squads and armoured vehicles pour out of the forges of the Adeptus Miniatures Designicus. As you may know, I really like using tanks and as the Imperial Guard have more than anyone else I certainly wouldn't miss the chance to use them in battle!

CHOOSING THE ELDAR ARMY

Adrian: I had decided to combat this threat to the universe with the forces of the Eldar Craftworld of Ulthwé led by Eldrad Ulthran, their most potent Farseer. As I have commanded Eldar on many occasions I was quickly able to pick an army that would give Andy a run for his money. First I had to pick Eldrad's wargear. I decided to arm him with a fairly standard selection of a *Force Sword*, the *Staff of Ulthramar* and a *Psychic Hood*.

With Eldrad at the head of my army I felt confident that the psychic phase would be under my control. Tyranids are well known for being extremely dangerous in hand-to-hand combat, therefore the best way to defeat a Tyranid army is to shoot them down before they can get near you! However, Tyranids now have an array of long-range bio-weapons including venom cannons and Biovores.

I wanted a mobile army that could, if the worst happened, simply run away from the Tyranids. For some basic firepower I took a Dire Avenger squad, five Guardians with shuriken catapults and seven Guardians with lasguns. I then included some Warp Spiders led by an Exarch. These would be able to make hit and run attacks, using their warp jumps to attack and then disappear back into cover. Jetbikes are an almost essential part of any Eldar force, and as they are skimmers they would be immune to the horrifyingly effective close combat troops at Andy's disposal. To add some really serious weapons, I took a War Walker and a Dreadnought, whose heavy weaponry would be a threat to the Tyranid Warriors, Hive Tyrants and Carnifexes that would be attacking. For extra punch against these foes I also opted for some Wraithguard, whose deadly wraithcannon could kill even a massive Carnifex with one hit!



CHOOSING THE IMPERIAL GUARD

Ian: Here at the Studio the 'Eavy Metal team has painted enough Imperial Guard to form a fairly substantial army. You'll notice in the photos that I used a couple of old figures from Mike McVey's figure collection to represent a Colonel and a Commissar, while I also used a Techmarine to represent a Tech-Priest. If you are using your Imperial Guard army in a game, then it's okay to use any appropriate figures you can lay your hands on until the new models are available.

I would need to achieve a good balance between battle tanks and infantry, as each has different strengths against the Tyranids. Since we would be on the defensive, I decided to take a Demolisher siege tank. When the enemy are forced to get close it can pound them to little pieces! To keep it safe from marauding beasties like Genestealers and Hormagaunts, I upgraded it with frag defencer rounds and a Tank Commander, and added the *Dozer-blade* and *Electro-hull* vehicle cards.

The infantry element of the army was very easy to pick – I chose as many Tactical squads as possible and the two command sections needed for these troops. While I was playing, Rick Priestley announced he had finished some new rules for Command sections. Although they weren't in time for me to use, we'll be bringing them to you in the next issue. After paying the points for all the heavy and special weapons that were carried by the models, I still had points left over to upgrade three of my squads to Veterans. The Cadian squads were both *Grizzled*, which would increase their chances of passing any Leadership tests, and the Mordians had a *Slick Crew* as this could double their lascannon's rate of fire!

THE ALLIED PLAN

Adrian: The dense terrain on my side of the battlefield would hopefully hinder Andy's broods more than my army. With my Jetbikes and Warp Spiders I should be able to turn the whole area into a killing ground, with some added crossfire from the Wraithguard and other squads! The war machines would take up position in and around the refinery, using its mass to shield them from the heaviest of the Tyranid firepower. My plan was basically to keep out of trouble and absorb the brunt of any Tyranid assault that headed my way.

Ian: My contribution to this battle was relatively simple. My squads would do their utmost to cling tenaciously to the thin belt of ground that the Emperor had granted them. The Catachan Jungle Fighters, Cadian Shock Troops and Mordian Iron Guard, together with both Command sections, would hold the ruins on our left. This area would provide lots of hard cover and also place as much open ground between me and the Tyranids as possible. The Guardsmen's orders were to stand and fire at the smaller bio-horrors like Termagants and Genestealers. If anything larger than a Termagant or a Genestealer came their way then they were under orders to retreat, spread out and try and survive as long as possible. Hopefully this would give the weapon teams enough time to bring their heavy weapons to bear on any immediate threats.

Meanwhile, my Demolisher would be blasting the Tyranids to pieces as they came over the hill! After taking a pounding from the Demolisher, Andy might rethink his plan of attack, pushing his Tyranids toward the waiting Eldar or the crossfire from the Imperial Guard infantry in the ruins.

MOLOCH III DEFENDERS (3000 points)



IMPERIAL GUARD

COLONEL

Las pistol, power sword, frag grenades, carapace armour, *Vortex Grenade*, *Aegis Suit*, and *Displacer Field*.

 **ADEPTUS PSYKER LORD**
Las pistol, flak armour, and *Force Rod*.

 **TECH-PRIEST ENGINEER**
Las pistol, power axe, power armour, *Servo Arm*, and *Power Field*.

 **COMMISSAR**
Las pistol and Chainsword.

 **CATACHAN COMMAND SECTION**
The Lieutenant has a bolt gun. The weapons team has missile launcher and the Sergeant has a bolt pistol and chainsword.

 **CADIAN COMMAND SECTION**
The Lieutenant has a lasgun. The weapons team has a missile launcher and two Imperial Guardsmen have meltas. *Grizzled*.

 **TALLARN DESERT RAIDERS**
The weapons team has an autocannon, one Guardsman carries a meltas, and the Sergeant carries a sword and plasma pistol.

 **CADIAN SHOCK TROOPS**
Equipped with a heavy bolter, flamer and a Sergeant with a bolt pistol. *Grizzled*.

 **DEMOLISHER SIEGE TANK**
Heavy plasma guns, frag defender rounds, Tank Commander, *Electro Hull*, *Storm Bolter*, and a *Dozer Blade*.

MORDIAN IRON GUARD

Weapons team has a lascannon, one Guardsman carries a grenade launcher, the Sergeant has a bolt pistol and chainsword. *Slick Crew*.

CATACHAN JUNGLE FIGHTERS

The weapons team has a missile launcher, one Guardsman has a meltas and the Sergeant is armed with a bolt pistol and chainsword.

ELDAR

ELDRAD ULTHRAN

Las pistol, rune armour, *Staff of Ulthramar*, *Force Sword*, *Psychic Hood*.

EXARCH

Two death spinners, *Warp Jump Generator*.

JETBIKES

Six Guardians on jetbikes, one with a shrieker shuriken cannon.

WARP SPIDERS

Four Warp Spider Aspect Warriors

DIRE AVENGERS

Five Dire Avenger Aspect Warriors.

WRAITHGUARD

Five Wraithguard.

GUARDIANS

Seven Guardians with lasguns.

Five Guardians with shuriken catapults.

WAR WALKER

Scatter laser and lascannon.

DREADNOUGHT

Power fists, shuriken catapult, flamer and heavy plasma gun



SPawning THE SWARM



Choosing the Tyranid swarm for this battle was very tricky because my two opponents have very different strengths. The Imperial Guard would probably be relatively immobile but pack a lot of firepower with their numerous heavy weapons and battle tanks. The Eldar, on the other hand, would doubtless be less numerous but far more mobile. This meant I would be looking for a force comprising

of fast creatures, durable creatures and things which could hit enemy concentrations with covering fire! Fortunately, the Tyranids have lots of troops genetically engineered to be tough, fast, or whatever. The fact that we would be fighting a *Tyranid Attack* also altered the composition of my force slightly. I selected broods which were the minimum size for their kind. This meant that they would be wiped out and return as reinforcements quickly.

With these points in mind I started picking my army by including both of the Hive Tyrants we have painted. Both carry lash whips and boneswords for close combat, and a heavy weapon for inflicting great harm at a distance. One Hive Tyrant is armed with a horrific barbed strangler, while the other has a deadly venom cannon. The barbed strangler and the venom cannon both affect a wide area, so are particularly lethal against large concentrations of the enemy. Tyranids get to select what psychic powers they want to take, rather than randomly drawing from a card deck. So, the next thing was to choose the Hive Tyrants' psychic powers. I decided to keep these to a minimum, concentrating on those that would disrupt the enemy's efforts. I took *Psychic Scream* for both Hive Tyrants, which only affects enemy psykers but it has a huge range and those who hear it can be stunned or driven mad by its potency. I also took *The Horror* for the Hive Tyrant with the venom cannon. This power sends out a wave of psychic terror which forces foes nearby to take a Break test.

The next two models were Lictors – hunting horrors that stalk ahead of the Tyranid horde and scout out the enemy. These would be particularly useful because they could infiltrate the battlefield at the start of the game. Lictors carry a whole armoury of bio-engineered weaponry and are deadly enough to kill off heroes and psykers in hand-to-hand combat. The two Lictors and Hive Tyrants formed all of the individual Tyranids available. Sadly we had no Zoanthrope miniatures (though I've seen the model since and it's a blinder!) so their potent psychic blasts would be denied to me. This meant that destroying tanks might be a bit of a problem as Zoanthropes are definitely the best anti-tank weapons in a Tyranid force.

With nearly a thousand points already spent I turned my attention to getting some heavy support. Two Carnifexes were available so I took both of these without hesitation. They would be tough enough to spearhead my attack and strong enough to rip apart battle tanks with their four great claws. I also took two Biovores to give me long range support. These walking artillery pieces launch other organisms called Spore Mines which move randomly and explode when non-Tyranids are nearby. This makes them ideal for disrupting the enemy, forcing troops out of their well-prepared defenses.

The last time I had played against Eldar I suffered real problems with their highly manoeuvrable units like Jetbikes and Warp Spiders. It was important to render some areas of the battlefield too dangerous for the enemy to enter, so I took a brood of Spore Mines which I would deploy on one flank of my force and leave them to drift randomly, making it an untenable area for the foe to enter.

With the free floating Spore Mines the support troops had brought my total to just under 1500 points and I moved onto picking the broods that would make up the bulk of my force. The first things I took were two broods of six Hormagaunts. These are ideal as they are inexpensive, good in hand-to-hand combat and very fast. The next thing I wanted in my army was hordes of Termagants. Two broods took spike rifles for long range firepower, the other three broods were equipped with shorter ranged fleshborers and a few stranglewebs for dealing with well protected opponents. The Termagants would be used as a skirmish screen and to add numbers in multiple combats against tough opponents. The next broods I was keen to include were some Gargoyles. These would be particularly useful in a *Tyranid Attack* because of their great speed and their ability to fly high allowing them to swoop down anywhere in the following turn. This meant that no corner of the table would be safe from my swarm. They would be especially handy for flushing stragglers out of cover with their flamespurt symbiote weapons.

Since Termagants, Hormagaunts and Gargoyles are all fairly cheap I still had points left to buy some more dangerous broods. Tyranid Warriors are essential to any self-respecting swarm, not only are they excellent warriors but they also extend the influence of the hive mind. On top of all this, they are also big enough to distract attention from the Hive Tyrants. I took two broods of Tyranid Warriors armed with deathspitters, so that they could move and keep the enemy pinned down with a hail of fire. I also took two broods of Genestealers to destroy enemy units and vehicles in hand-to-hand combat. I still had some points left to spare so I took a relatively cheap brood of Tyranid Warriors armed with boneswords to take out opposing characters in close combat. Tyranid Warriors with boneswords can parry twice and cut down enemy characters in short order.

BIOMORPHS

Biomorphs are bio-engineered improvements for the larger Tyranids which give them psychic abilities, thicker chitin, venomous claws and so on. The Eldar Farseer was bound to be a problem so first on my list was some *Null Zones* to protect against psychic powers and warp-based attacks such as Vortex grenades and distortion cannons. I gave these to both Hive Tyrants. The Eldar and the Imperial Guard both have access to rapid fire weapons, in the form of scatter lasers and multi-lasers, which can cut troops down in swathes. However, they only have a -1 save modifier, so *Hardened Carapaces* for my Hive Tyrant with venom cannon and one brood of Tyranid Warriors would protect them from the majority of enemy fire. The enemy characters were bound to be protected by a variety of armour fields, so I gave the Hive Tyrant with venom cannon and one of my Lictors a *Voltage Field*. This would offer them protection and also short out nearby enemy energy fields. The other Lictor was given a *Bio-plasma Attack*, so it could really wreak havoc behind enemy lines. As a precaution to counter the conversion fields I might face, I gave *Optic Membranes* to my Tyranid Warriors with boneswords.

TYRANID SWARM (3000 POINTS)



INDIVIDUALS

HIVE TYRANT



Venom cannon, lash whip, bonesword, *Psychic Scream, The Horror, Hardened Carapace, Null Zone, Voltage Field.*

HIVE TYRANT



Barbed strangler, lash whip, bonesword, *Psychic Scream, Adrenalin Sac, Warp Field, Null Zone.*



LICTOR

Bio-Plasma Attack.



LICTOR

Voltage Field.

SUPPORT

CARNIFEX



Adrenalin Sac, Toughened Exoskeleton.

CARNIFEX



Adrenalin Sac, Aura of Torment.

BIOVORES



Two Biovores, each containing six Spore Mines.

SPORE MINES



Six extra Spore Mines.

BROODS

HORMAGAUNTS

Two broods of six Hormagaunts each.



GARGOYLES

Two broods of six Gargoyles each.



GENESTEALERS

Two broods of six Genestealers each.



TERMAGANTS

Two broods of six Termagants, and one brood of seven. Each brood is armed with fleshborers and has two Termagants armed with stranglewebs.



Two broods of six Termagants armed with spike rifles.

TYRANID WARRIORS

Two broods of three Tyranid Warriors armed with deathspitters. One brood has *Hardened Carapaces*, the other *Toughened Exoskeletons*. One brood of Tyranid Warriors armed with boneswords, with *Optic Membranes*.



I decided to give both Carnifexes and the Hive Tyrant with barbed strangler an *Adrenalin Sac* so that they could run and shoot in the same turn. Now all three of these monstrosities would be able to run 12" onto the table and fire on the first turn! If they were killed and came back, this would also allow them to get back into the fray much quicker. In addition, I gave one of the Carnifexes a *Toughened Exoskeleton*. I also gave this Biomorph to the other Tyranid Warrior brood with deathspitters, increasing the Carnifex's Toughness to an impressive 9 and the Tyranid Warriors' to 6. I gave the other Carnifex an *Aura of Torment*, this would reduce the Leadership value of any enemy troops within 8" by two. Hopefully, this would make those Imperial Guard flee in terror at the mere sight of my Carnifex! With the last of my Biomorphs chosen I found I was just a few points shy of 3000. These were easily swallowed up with an extra Termagant and another Spore Mine and I was all ready to come up with my insidious plan.



THE INSIDIOUS PLAN

KILL THEM ALL! That was the broad approach, but more specifically I reckoned that it would be imperative to fight the two armies ranged against me one at a time. If I could use the terrain to screen me from one enemy force, I could direct my full fury against the other. If I could pull this off it meant that I would be fighting with two to one odds and I could destroy one opponent quickly before turning against the other. Also, if I made my initial thrust against one opponent with virtually my whole force I could break through the enemy line and then

spread out left and right to mop up the survivors. This plan would push the enemy forces towards the middle of the table where the later waves of Tyranids could play an active role.

I decided the best way to achieve this objective was to attack in a column so that my units could fit onto a suitably narrow frontage. This would ensure that most of the casualties I suffered would be on the leading units, leaving those behind intact enough to overwhelm the enemy positions. Since I was going to have to deploy first because of the Tyranids low strategy rating, I decided to come up with a plan on how to do it beforehand. I had fourteen broods in the army so I condensed my deployment down to three adjacent columns of four units each with the two Gargoyle broods placed out on the flanks. The most valuable broods (Tyranid Warriors and Genestealers) were placed at the back of the columns so that they could remain intact and deliver a knock-out punch when they arrived. The influence of the Hive Mind would ensure that the broods of Termagants taking all the fire at the front wouldn't break and flee, as long as the Tyranid Warriors were within 12". This was reinforced by the Hive Tyrants whose hive mind influence extends 18".

As ever this plan needed a little bit of adaptation to fit in with the area available for deployment and the terrain to be negotiated. I decided that the area between the main refinery storage tanks would offer the most covered approach to the opposite side of the table, and lined up my column to go through there. A number of broods had to squeeze up or move slightly but I anticipated that things would sort themselves out as I advanced. I concealed one Biovore in the woods and placed the other at the bottom of the rocky bluff on one side of the hill. The Tyranid Warriors with deathspitters lined up so that they would be able to clamber up the cliff and gain a good field of fire to the right once the game got underway. I placed the Spore Mines in the open area to my right to stop Jetbikes using it as a racetrack. The Lictors were deployed after the Imperial Guard and Eldar in the plentiful protection supplied by the woodlands on the left.

FIGHTING THE HIVE MIND

When you are under attack by Tyranids, the destruction they wreak is absolute. The Hive Mind engulfs everything and leaves nothing alive. As your psychic capabilities are nullified and communications are cut off, mass confusion reigns on the battlefield and commanders can find themselves being attacked on every side and even from within their own ranks!

In games of Warhammer 40,000 these disruptions are represented by rolling on the special event tables in Codex Tyranids. These rolls are made before either side deploys and before any Strategy cards are played. Every single squad, vehicle or character can be affected, from being delayed to having an embryonic beast growing inside them!

So it was with a sense of dread that Adrian and Ian watched me roll for each element of the opposing armies. Rather happily, I rolled a plethora of fives and left the Imperial Guard with an army that was already half absorbed by the Hive Mind. Three of Ian's squads, the Tallarn Desert Raiders, the Cadian Shock troops and the Cadian Shock Troops Command section were all affected by the "Jones is acting strangely..." event. This meant that during the battle

a barbed strangler beast could suddenly burst from a randomly determined member of each squad! The Mordian Iron Guard suffered from the "We can't take it any more!". This meant that now they counted all Tyranids as causing Fear and treat those that normally cause Fear as Terror.

All of Ian's characters escaped except the Commissar, who has fought so many battles against Tyranids that his mind had been twisted to such an extent that he *Hates* all Tyranids. Then, to add insult to injury, even the prized Demolisher tank was affected by the "What the *****!" result, which meant that a violent Skulker had nestled somewhere inside and would burst forth causing havoc if the vehicle moved! Unfortunately, I expect Ian had no plans for moving the Demolisher, which is at its best when it is stationary.

Well after that little lot Ian was definitely beginning to suspect that something sinister had got into the company's rations, or that his men had been taking some unauthorised leave. I then turned my attention to the Eldar forces. With bated breath we waited expecting yet more carnage, but much to my immense frustration the entire Eldar force escaped completely unscathed!

DEPLOYMENT





ALLIED TURN 1

Ian: I wanted full control of my battle zone, so I sent the Mordian Iron Guard and Catachan Jungle Fighters running for cover, leaping over the rubble. The Cadian Shock Troops advanced more cautiously, snapping off lasgun shots at the Spore Mines, detonating one of them. Up on the hill the Colonel, Tech-priest and Adeptus Psyker moved into the cover of the chemical plant. The rest of the Imperial Guard forces set overwatch, ready to shoot at the slightest sign of movement.

Adrian: Lictors have special colour-shifting scales that allow them to only be Detected by troops who can spot them, which in turn means that they are immune to enemy fire except weapons which cover an area. For this reason, I sent the Warp



The allied commanders check their lines of fire.

Spiders to hunt them, their death spinners liquefying one of the stalking beasts. My War Walker advanced to secure the chemical plant. From this vantage point its scatter laser blazed in a fury of criss-crossed beams, scything down four Termagants, while its lascannon struck the closest Carnifex. The Eldar troops looked on in dismay as the Carnifex simply ignored the blast.

Undaunted by the War Walker's failure, the Dreadnought took its stand at the centre of the chemical plant. The machine fired its heavy plasma gun on maximum power at the second

Carnifex which disappeared in a blaze of white hot plasma. The victorious cheers of the Eldar died in their throats, as it also emerged totally unscathed. Cursing Andy's good luck with his saving throws, I began to understand how Carnifexes earned their fearsome reputation. From the shadow of the Dreadnought, the Dire Avengers sent a hail of fire into the advancing horde, only to kill a single Termagant. To cap it all, my *Orbital Barrage* Strategy card only succeeded in blasting a single Genestealer! This was not a good start.

The psychic phase began with Eldrad casting *Doom* on a Carnifex. Neither of Andy's Hive Tyrants were able to nullify the power so the beast had better duck next turn! In reply, the Hive Tyrant at the rear of the Tyranid line cast *Psychic Scream* in an attempt to crush all psychic resistance, only to find itself fighting off a *Daemonic Attack*! Eldrad continued his assault by casting *Mind War* on the Doomed Carnifex, but I failed to roll any sixes and the power didn't damage the monster. Andy then replied with the second Hive Tyrant, again playing *Psychic Scream*. Ian rolled under both his Adeptus Psyker's Leadership and Strength, easily avoiding having his psyker's brains fried. Unfortunately, I rolled an eleven on 2D6 and Eldrad Ulthran fell to the floor writhing in agony. The Eldar stood shocked at the loss of their commander, and the Guardians armed with lasguns broke and hunkered down in the cover of the hill.

TYRANID TURN 1

Andy: My pleasure at the untimely demise of Eldrad was only slightly marred when I failed to get the Lictor back as a reinforcement. I continued to chortle even though none of the Imperial Guard succumbed to the gestating barbed stranglers in their squads. Still grinning, I sent my swarm belting forward onto the attack. One brood of Gargoyles charged forward to close combat some of the Warp Spiders and the War Walker, though only half of the brood made contact. The other brood of Gargoyles flapped high up into the sky on their leathery wings so that they could swoop down to attack any target next turn. As my rampaging tide of flesh swept up over the hill it came under a hail of fire from the Imperial Guard. Fortunately,



The Eldar bravely try to stem the Tyranid tide.

because the creatures were fast moving targets and just coming into view, the fire was inaccurate. Even the Demolisher cannon shell flew wide of its mark and merely gouged a great chunk from the hillside. Nonetheless, two Termagants were vapourised by the siege tank's heavy plasma guns, and a Tyranid Warrior was struck by no less than five heavy bolter rounds! Even so, the creature's *Hardened Carapace* saved it as four of the shells ricocheted off its thickened shell, the fifth inflicted only one wound and the beast survived!



A salvo from a Hive Tyrant's venom cannon bounced off the Eldar Dreadnought but destroyed a Jetbike and wounded the Adeptus Psyker. The two Biovores belched their Spore Mines across the battlefield but they scattered wildly, one even missing the table altogether. On the left the Lictor slew a Warp Spider with its bolt of bio-plasma. The Tyranid Warriors fired a barrage of deathspitter rounds at the distant, scuttling figures of the Imperial Guard but the range was too great and targets too well concealed. Finally, both Carnifexes (making use of their *Adrenalin Sacs* to run forward and fire) vomited their bio-

plasma at the Eldar Dreadnought. The ferocious attack engulfed the slender war machine, sending it sprawling into the silo with a melted left arm and a cracked spirit stone!

The Gargoyles took the opportunity to ambush the Warp Spiders and tore at them with their claws but only one Aspect Warrior succumbed to the assault. Despite being mediocre in close combat, the War Walker batted another Gargoyle out of the air and left me staring down its scatter laser and lascannon. In the psychic phase I unleashed the Hive Tyrant's *Psychic Scream* again. Ian's psyker failed to nullify the dangerous power and promptly keeled over with blood pouring from his ears. Complete psychic superiority had now been achieved! With the forces in the refinery reduced to a crippled Dreadnought and a Dire Avenger squad, I felt confident that I would be able to push my attack through next turn. Of course, I still needed to tackle the Demolisher tank...

ALLIED TURN 2

Adrian: Having taken a severe hammering in the centre, I began to take a more cautious approach. My War Walker and Guardians fired at the Gargoyles, killing three of their number, but the Lictor proved too agile a target as it ducked and dived free of all the Warp Spiders' deadly monofilament clouds.

Ian: I played my *Booby Trap* Strategy card in the refinery, where the foe was massing. The concealed bombs killed three Hormagaunts and the risk of further explosions would prevent all but the largest of Tyranids from attempting this route again.

THE GREAT DEVOURER



The battle for the refinery at its height!

Adrian: After Ian's timely interruption I continued with my attack. The Dire Avengers and the damaged Dreadnought opened fire on the surviving Hormagaunts with shuriken catapults and a flamer, killing four of them. Accelerating to combat speed, the Eldar Jetbikes sped forward to take the Tyranids head on. My plan was to distract the huge Tyranid Warriors who had started to take pot shots at the Imperial Guard. To my great disappointment the Jetbikes sprayed shuriken discs at the Tyranid Warriors with absolutely no effect whatsoever! My Jetbikes were now sitting ducks. The Warp Spider exchanged hand-to-hand blows with a Gargoyle, but neither gained the upper-hand.

Ian. My Command sections, weapons teams and Demolisher set overwatch. On the left the Tactical squads reached the ruins and the whole battleline opened fire on the advancing Tyranids horde. Once again, our fire failed to inflict any casualties at all!

The Tyranids had achieved total annihilation of our psykers so we had nothing to offer in the way of psychic combat and Andy declined to do anything, so on that note the turn ended.

TYRANID TURN 2

Andy: Booby traps! Disaster more like! My glorious phalanx of death was now heading straight into trouble. To compensate, fortune smiled on me and a Tallarn warrior keeled over and seconds later two of his compatriots were ripped apart by the lashing tendrils of the barbed strangler that burst from his body. This was all too much for even the doughty Tallarn troops and they panicked and ran for cover! The tardy Lictor also turned up on the extreme right of the battlefield to assault the Imperial Guard. But this didn't help me with the thorny problem of getting past the heavily trapped refinery.

After some deliberation, I split my forces to avoid the booby trapped area. I left the surviving Lictor and Gargoyles, along with two broods of Termagants, to finish off the Eldar. The rest of my force charged over the (gulp) open ground to the right of the refinery to try and overwhelm the Imperial Guard by weight of numbers. Then, to my joy, a Spore Mine veered into the Wraithguard and detonated in a huge explosion! All of the Wraithguard were knocked flat, one was destroyed, another was damaged and their overwatch was lost. The Carnifexes were too tough to be affected by the traps, so they charged into the refinery and pounced on the crippled Eldar Dreadnought.

To my left, one brood of Termagants charged the War Walker while the Lictor leapt forward to seize a Warp Spider in its deadly embrace. The unengaged Gargoyle flapped forward to attack the Guardian squad with its flamespurt, while remnants of both the Hormagaunt and Termagant broods bounded across the refinery to attack the Imperial Guard Colonel and his Tech Priest. The rest of the horde swept to the right and into Demolisher territory. The overwatching Demolisher blasted apart three Termagants and a Tyranid Warrior as they came over the brow of the hill.

In order to try break up the Imperial Guard defences I brought the high-flying Gargoyles plummeting down to attack their command sections. To my utter horror the overwatching Guardsmen blasted two of the creatures, their morale broke and they fled back up to the sky. Curses, foiled again! As the Command sections' heavy weapons had missed everything, it seemed as if my foes had used up all their good fortune as well.

With grim determination I pressed home my attack on the Command sections with the Biovores. One Spore Mine landed close enough to be a problem next turn, and the other landed squarely between two closely packed





The Tyranid horde sweeps around the refinery towards the ruins where the Imperial Guard lie in wait...

squads further forward in the ruins. Another massive explosion raked the area and fragments of sharp chitin shredded through the helpless Guardsmen inflicting terrible wounds. As the smoke cleared it became apparent that both squads lost over half their number, but despite their terrible losses neither of them would break.

More Guardsmen fell to the corrosive slime of the Tyranid Warriors' deathspitters, which also damaged one of the Eldar Jetbikes shrieking overhead. Another Jetbike was struck by Termagants wielding stranglewebs and its pilot was torn from his saddle. The Hive Tyrant's barbed strangler slew a missile launcher team and almost entangled the Demolisher as well. Another blast like that and time would be up for the Imperial siege tank! The lone Gargoyle assaulted the Eldar Guardians and burned two of them, causing the rest to break and flee!

In the centre, the Carnifex easily scythed through the Dreadnaught's legs and the war machine toppled over in an undignified heap. The Lictor carved through its opponent and leapt onto the Warp Spider Exarch whilst the Gargoyle fighting the last Warp Spider fared worse and was killed. The Techpriest fought off the Hormagaunt attacking him but remained locked in combat. The Colonel was completely covered in a mass of sticky strands from a Termagant's strangleweb, but he broke free and was carried from the creature's clutches by his displacer field. The War Walker desperately fought off its attackers and the Guardian controlling it was only saved from death by the meagre protection of his mesh armour. The accursed thing still lived!

The psychic phase was uneventful as *The Horror*, the only psychic power at my disposal, was out of range – I was starting to think I should have spent more points on psychic powers.

ALLIED TURN 3

Adrian: By this stage in the battle my Eldar forces had taken a real pounding, but we weren't out of the fight yet! I still had some devastating weapons in my arsenal and I would do my very best to bring these to bear on the Tyranids.

On the far right, the War Walker brushed off the Termagants and, joined by the Warp Spider, fired their deadly weapons at their assailants. Five Termagants died from this deadly blast of exotic weaponry and the Warp Spider teleported back to the safety of the woods. As the Tyranids began to close on the Eldar lines, the Wraithguard got to their feet and opened fire with their sophisticated wraithcannon. One shot managed to destroy a Genestealer and another displaced the nearest Carnifex back onto the gantry of the refinery! The remaining Jetbikes swept over the Tyranid Warriors and Termagants, strafing the Biovore with lethal shurikens. The Biovore was torn apart but the remaining Spore Mines erupted from within its bowels, right into the path of my oncoming Jetbikes!

Ian: At the start of the turn I suddenly found I had lost most of my infantry to a terrifyingly effective barrage of Spore Mines. The survivors were resolute in their defiance and resolved to sacrifice themselves in the defence of their planet. Having narrowly broken free of suffocating strangleweb attacks, Colonel Gurion pulled a baroque orb from his belt where it had been hidden. Priming the device he flung it with full force towards the Hive Tyrant with the barbed strangler. The tortured sound of reality tearing itself apart split the air as the vortex field blossomed. It consumed the abomination entirely, despite a brief crackle of resistance from the Hive Tyrant's Warp Field and Null Zone.



The Imperial Guard were showing signs of battle fatigue and only a Tyranid Warrior and a lone Termagant fell to the hail of fire from the Demolisher as the Tyranids broke over the hill. Both the Cadian and Catachan Lieutenants followed the Demolisher's lead and only succeeded in killing another Termagant and one Genestealer. Adrian's Warp Spider Exarch excelled himself by fending off the ferocious attacks of the Lictor, while my Tech-priest was overpowered by a Hormagaunt, but was saved by his trusty armour. In the psychic phase I played *Energy Drain*, ending the turn swiftly.

TYRANID TURN 3

Andy: In a nail-biting start to this turn we rolled to see what would happen to the vortex, but to my relief it moved away from my advancing creatures. The Spore Mines drifted aimlessly for the most part, the one closest to the Command sections floated off the battlefield. However, the Spore Mines which had erupted from the corpse of the Biovore detonated amongst the Jetbikes, the resulting chain reaction inflicting critical damage on the squadron. The Hive Tyrant returned as a reinforcement, as did the Biovore, and both entered the battle near the rocks and chemical pool on my right. The Gargoyles flying high landed near the Hive Tyrant in order to rally.



Outraged by the destruction of the Hive Tyrant the Tyranid horde surged forward once more, leaping over the corpses of their fallen to rend and tear at the defenders. Genestealers and Tyranid Warriors charged the Colonel to exact their bloody revenge, while the Carnifexes attacked the Dire Avengers and the Techpriest – if they weren't going to succumb to terror they'd have to succumb to a claw in the head! More Termagants swarmed forward to break the deadlock between the Exarch and Lictor, and to finally kill off the dratted War

Walker. The lone surviving Gargoyle charged the last Warp Spider in an effort to either destroy him or die so that the Gargoyle brood could return. The Hormagaunts leapt on the Wraithguard in an attempt to keep them busy until more Tyranids arrived to finish them off.

In the shooting phase the Hive Tyrants exacted their own vengeance on the Imperial Guard. Both the venom cannon and newly arrived barbed strangler (fired at a run with the assistance of an *Adrenalin Sac*) were deadly accurate and devastated the Mordian Iron Guard and the Command sections, inflicting six casualties on each. The Tyranid Warriors also pounded the Imperial Guard unmercifully, their deathspitters wiping out the remnants of the Catachan Jungle Fighters and the Cadian Command section. On top of all this another Jetbike rider was caught by a Termagant's strangleweb and wrenched to the ground.

In the hand-to-hand combat the Warp Spider contemptuously slew the last Gargoyle, but the Lictor tore apart the Exarch once a Termagant had distracted him. The War Walker trod on the Termagant attacking it yet again – I was starting to get the notion that this was some Exarch amongst War Walkers! The Wraithguard managed to kill a stray Termagant but lost one of their number to the ferocious Hormagaunts. Unsurprisingly, the Carnifexes butchered both of their opponents, despite the Tech-Priest rolling three 6's on his attack dice!

This left the Colonel fighting for his life and Ian made my jaw drop by rolling another three 6's on his attack dice. To add insult to injury, the Tyranid Warrior parried with his Boneswords and Ian proceeded to roll yet another 6! The Tyranid Warrior easily survived the Colonel's riposte but I was starting to wonder what had become of the supreme hand-to-hand combat ability of the Tyranids. I needn't have worried. Flashy swordsmanship couldn't save the Colonel from the two equally deadly Genestealers which had pounced on him. The Imperial officer was swiftly torn limb-from-limb, mostly thanks to his incredibly poor Displacer field saving throws. Again, nothing happened in the psychic phase.

ALLIED TURN 4

Adrian: This turn is going to be one of the most crucial turns of the game. As Andy's Tyranids poured over the hill, I would have to get a good round of shooting in if I was going to stand any chance of stopping them. The turn started with Ian rolling to see what happened to the vortex. Unfortunately, it collapsed in on itself and disappeared. One of my damaged Jetbikes flew off the table and was removed from the game. The other managed to crash into the only patch of open ground for miles, without harming a single Tyranid!



As the last of the Eldar are overrun, the Imperial Guard ready themselves for the final onslaught of the Tyranids.

On my right, the Warp Spider continued to harass the Tyranids' flank, killing another Termagant before warping back to relative safety. Despite only having a Leadership of five, the Termagants passed their break test, proving the influence of the hive mind is not always necessary. The War Walker, seeing the Warp Spider Exarch cut down mercilessly the previous turn, punched a hole through the Lictor's defences, killing it in a blinding flash of light.

The Wraithguard fired upon the remaining Carnifex, in an attempt to either displace it further away or destroy it completely. The beast refused to meet its appointment in the warp and was displaced behind the refinery.

Ian: Having wasted valuable time going around my booby traps, it was now becoming clear that Andy was going to bring on every new reinforcement opposite my Imperial Guard. The only answer to this was to begin my tactical withdrawal in the hope of putting as much distance and solid cover between my troops and the oncoming Tyranids.

The Demolisher siege tank, praise the Emperor for this wonderful creation, would be a difficult challenge for the Tyranids. I concentrated

its entire arsenal on the rapidly approaching Genestealers, Termagants and Tyranid Warriors. Andy's shrewd dispersal of his forces meant I only managed to blast three Genestealers and a lone Termagant. In an attempt to add extra weight to the Demolisher's firing, the Catachan Command section's missile launcher drew a bead on a Tyranid Warrior. A krak missile should end plans to dominate the galaxy for that particular Tyranid! However, I was to be horribly disappointed as I rolled a HIT and MISFIRE. The weapon erupted in a ball of flame, blowing the Guardsman to pieces. Seeing their comrade die, the Command section's nerve broke and they fled back behind the ruins!



THE GREAT DEVOURER

In the hand-to-hand combat phase, Andy's Carnifex continued to vent his anger on the Dire Avengers, ripping one to pieces. The single Wraithguard and Hormagaunt fought with claw and fist, but neither could gain the upper hand. Andy took control, playing *The Horror*, causing the Wraithguard to take a break test. Adrian rolled an eleven and I watched in horror as the Wraithguard, the only thing left standing between my Demolisher and the Carnifexes, ran back towards the Tallarn Desert Raiders cowering in the rocks.

I needed to get support for my Demolisher rapidly. So in the rally phase I played the *Insane Courage* Strategy card on the Tallarn Desert Raiders. The Guardsmen recovered their wits and resumed their position to the right of the Demolisher. This also allowed them to immediately open fire on the nearby Hormagaunts and Tyranid Warriors. The lasgun shots went wide of the fast-moving Hormagaunts, but a Tyranid Warrior fell to the blaze of autocannon rounds.

TYRANID TURN 4

Andy: As we passed the halfway stage, I was starting to get worried about finishing off the Eldar and destroying the Demolisher in time. However, the broken Wraithguard made this much easier as the Carnifexes might actually be able to reach the Demolisher and destroy it in hand-to-hand combat. This turn heralded the arrival of three broods of Termagants and a brood of Gargoyles. Sadly the Lictor chose not to turn up again, on another roll of one. What was it with these Lictors? I dispatched one brood of Termagants towards the Eldar and the other two towards the Imperial Guard.

The Termagants charged the War Walker with a distinct feeling of *déjà vu* and the recently rallied Gargoyles swept down on the remaining Dire Avengers. In the centre, the Carnifexes charged off towards the Demolisher with their massive claws snapping. The surviving Tyranid Warrior with boneswords moved towards the Eldar to extend the control of the hive mind back into that corner of the battlefield. Meanwhile, the Hormagaunts bounded into the midst of the Tallarn Desert Raiders, determined to give them no respite. The rest of the swarm closed on the surviving remnants of the Imperial Guard though whether they would arrive in time was still in the balance. I was pinning a lot of my hopes on the Lictor which was stalking ever closer through the rock spires.

I concentrated my attentions on the Demolisher in the hopes of at least damaging it and reducing its firepower. The Hive Tyrant with the venom cannon missed embarrassingly but the Biovores came good again by dropping two Spore Mines right on top of it. The shower of corrosive fluids damaged the Demolisher's tracks

and one of its sponsors, plus they would now continue to burn through the tank. A gout of fire from the Gargoyles finally brought down the last Eldar Jetbike but the rest of my firing was disappointing – the weakened Tyranid Warrior broods failed to hit the Tallarn squad and the other Hive Tyrant's barbed strangler failed to wound them!

Hand-to-hand combat brought mixed blessings. The Hormagaunts slashed through the Desert Raiders with such startling ferocity that the sons of Tallarn broke once more and fled from the table! The Gargoyles battling the Dire Avengers slew one of them and lost one of their own number, while the three Termagants attacking the War Walker beat it thoroughly but failed to injure its pilot. Adrian's triumphant chuckles were drowned out by the thud-thud-thud of my head banging against the wall. Who would rid me of this upstart War Walker?

Once again the psychic phase was silent save for the surraining roar of the hive mind.

ALLIED TURN 5

Adrian: Things were looking grim for the allies. With the Tyranid Carnifexes sweeping around the rear of the Imperial Guard lines, the Wraithguard were forced to flee once more and the Termagants that were hell-bent on destroying him, killing one with its scatter laser. The Termagants tried to establish contact with the comforting might of the hive mind but couldn't, and they fled into the refinery.

Ian: The Demolisher turned its attention to the rapidly closing Carnifexes. With the Wraithguard gone, they were a very real threat. However, the sight of these terrifying monsters must have severely hampered the gunners aim as nearly all the shots went wildly off target. The only exception was the Demolisher cannon itself, but its low saving throw modifier meant that the Carnifex easily shrugged off the impact of the awesome shell. The Gargoyle brood swept around the Dire Avengers, killing one of them. The Dire Avengers kept their cool and stood firm despite their heavy losses. With the warp flux low Andy could not play any psychic powers.





A wave of Tyranid reinforcements pours onto the battlefield, led by a third Hive Tyrant!

TYRANID TURN 5

The Lictor put in an appearance this turn, amidst the woods on my left to assist in hunting down the last Warp Spider if he decided to get tricky. The corrosives eating through the Demolisher proved to be rather weak and failed to cause significant harm but I expected the Carnifexes would rip it



apart this turn. Indeed, one of the mighty bio-monsters was in charge range and slammed into the side of the Demolisher like an express train. The Tyranid Warrior with boneswords charged into the last two Dire Avengers and the Gargoyles in the centre flapped up into the skies. Next turn they could swoop down and burn out any last pockets of resistance. The rest of the Tyranids raced to attack the Mordian Iron Guard and the Commissar still holding out in the ruins, instinctively avoiding the Demolisher and its doubtless huge armoury of anti-personnel devices. The Lictor stalked to the tumbled walls at the edge of the ruins just as the Hormagaunts closed in on the opposite side. There would be no escape!

I launched Spore Mines in a rather hopeless fashion at the Warp Spider, hoping that they would limit his movement even if they did not detonate – both were nowhere near. The Mordians fared worse though, as deathspitters slew two of them and a barbed strangler pod ripped apart another. The Lictor launched its flesh hooks at the surviving Mordian and the nearby Commissar. The Guardsman's body was torn in two by the razor-edged hooks, but the Commissar survived and was dragged towards the mantis-clawed Lictor.

In the hand-to-hand combats the Gargoyles and the Tyranid Warrior slaughtered the last two Dire Avengers and moved into cover closer to the War Walker. The Carnifex was lashed by the Demolisher's frag defender rounds and crackling *Electro-Hull* but, having survived a hit from the Demolisher cannon, it was not so easily put off. The scythe-armed giant tore through the immobilised tank's hull in an almost leisurely fashion, eventually igniting its fuel tanks and incinerating its last crew members.

With the Demolisher burning and the Mordians dead, Ian was left with only the doomed Commissar but Adrian still had his blasted Warp Spider and the thrice-accursed War Walker. I would do my utmost to test the War Walker's apparent invulnerability next turn...

ALLIED TURN 6

Ian: Time had run out. After the Catachan Command section were forced to flee the table all that remained of my force was the lone Commissar who set overwatch, ready to face the Lictor. Adrian's War Walker brushed off its attackers and desperately blasted the Tyranid Warrior threatening him, to no avail. The Warp Spider warped into the cover of the woods. Once again nothing happened in the psychic phase.

TYRANID TURN 6

Andy: The time had come for a final reckoning! The Lictor and Hormagaunts pounced on the Commissar in the ruins. The Commissar's overwatch shot struck the Lictor squarely but failed to even wound it. The War Walker was swamped by Termagants and Gargoyles, led this time by a Tyranid Warrior. The Gargoyles wheeling high above the battlefield spiralled down to surround the woods where the Warp Spider was lurking. A brood of Termagants moved into position to riddle the Warp Spider with fleshborer beetles if he was driven into the open by the Gargoyle's flamespouts. Likewise, the Lictor amidst the woods prepared his bio-plasma in case it was needed. The rest of the Tyranids stormed onward!

The Gargoyles turned the Warp Spider's hiding place into a veritable inferno and he finally succumbed to the roaring flames. The Commissar fought back viciously in hand-to-hand combat, hatred burning in his veins as he beat off the two Hormagaunts with wild sweeps of his chainsword. But the jagged claws of the Lictor swept down on him with an air of grim finality and, well the rest is just too horrible to describe...

The War Walker stood alone with a tide of horror whirling about its legs. The Guardian pilot looked around desperately for help or something he could use to gain an edge. There was nothing. The giant form of a Tyranid Warrior strode through the horde and thrust upward, skewering the Guardian on its bonesword like some obscene sweetmeat. The war machine's luck had finally run out and victory was mine!

FEEDING TIME

Andy: Too close for comfort! By the end of the third turn I was having serious doubts about whether victory was still possible. The game served as a reminder that Tyranids have to maintain the momentum of their attack at all costs, especially in a *Tyranid Attack* where casualties are irrelevant to victory. Fortunately, I did manage to keep my attack going on a narrow front and break through the enemy forces, but it proved far tougher than I had imagined. The serious problems started with Ian playing his *Booby Traps* Strategy card in the refinery. This meant anything other than a Carnifex was liable to be blown to smithereens if it continued along its pre-planned route.

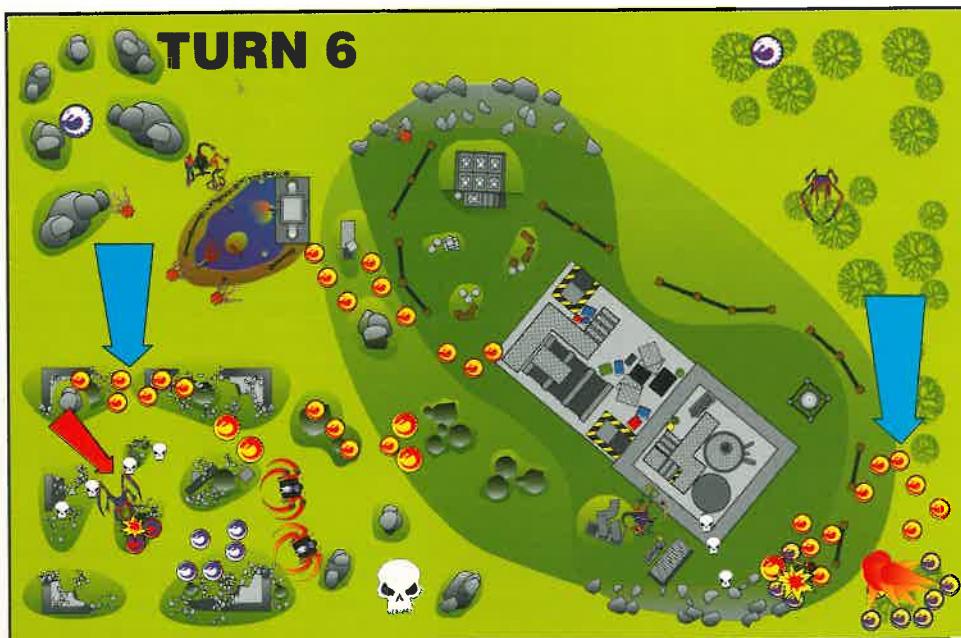
This left me with a painful decision. I could sweep left into the remnants of the Eldar, moving that way would also have taken me far away from the virtually intact Imperial Guard which I knew would still take a lot of energy to eliminate. Moving to the right around the refinery would take me into an area of open ground swept by the guns of the Wraithguard, the Demolisher tank and numerous Imperial heavy weapons teams. In the event I went to the right, suffered some horrendous casualties and nearly failed to eliminate the Eldar altogether. With hindsight I think I made the correct decision because it did take a lot of force to overwhelm the enemies' guns. However, in moving the axis of my attack I made a very foolish mistake in not sending some Tyranid Warriors to keep the Termagants and Gargoyles on the left hand side under the influence of the Hive Mind. The small brood sizes of these creatures along with their poor leadership meant that they were beaten off several times by the remnants of the Eldar before I finally sent over a Tyranid Warrior to control them. In essence my anxiety about attacking the Imperial Guard made me draw off more troops than I needed that way, making my mopping up of the Eldar rather weak and half-hearted.

Another example of this kind of foolishness was the Gargoyles dropping on the Imperial Guard's command post in the ruins. Having lost two models to overwatch fire, without the guiding light of the Hive Mind, the Gargoyles promptly fled. Playing with Tyranids for a while can make you take it for granted that

you don't have to take Break tests, so you end up pulling stupid stunts with grim consequences – in this case the Gargoyles being broken for no gain.

Another thing which continually surprised me was that my close combat dice rolls were rather mediocre. Fortunately, Tyranids are so outrageous in close combat that a few weird dice rolls will seldom save their opponents!

To compensate for the close combats I had some truly memorable shooting against the Imperial Guard clustered in the ruins. The Spore Mines inflicted horrendous



damage of course, but the Tyranid Warriors also did really well there, proving that even humble deathspitters have a lot going for them. The Carnifexes were instrumental in my victory, charging forward across the battlefield while wraithcannon hits, lascannon shots, maximal plasma bolts and even a Demolisher shell ricocheted off their carapaces! These rampaging monsters proved to be essential for cracking the armour of the Demolisher, not to mention finishing off the Eldar Dreadnought and terrorising several other squads.

The Hive Tyrants with their psychic powers and heavy weaponry were also very welcome, especially with their *Psychic Scream* powers. The psychological blow of losing an important character like Eldrad Ulthran in the first turn is devastating and through the harsh turns to come I was comforted at the thought that Adrian's ability to roll 5's and 6's all the time had brought about Eldrad's demise! The Hive Tyrants also destroyed Ian's Adeptus Psyker and routed the Wraithguard with *The Horror*.

Turning to the other side of the table I must say that Adrian and Ian put up a stalwart defence. The positioning of the Wraithguard and Demolisher behind the hill made it almost impossible to advance that way because the Wraithguard could take out large targets while the Demolisher vapourised anything smaller. I thought that the Jetbikes were a little wasted and could have been used to support the Wraithguard by making pop-up attacks – as soon as they moved forward I knew that they would be destroyed sooner rather than later. Ian definitely had the right idea in setting up a powerful strongpoint in an area with lots of open lines of fire and then parking a huge tank next to it. Thankfully Spore Mines are ideal for breaking up that kind of defence. Overall I can say I was more than happy with the performance of the whole Tyranid army – everything scuttled, crawled or flew in the right direction and scared the willies out of the defenders!



DEVOURED!

Ian: Wow! Are they tough, or are they tough! Three sixes in close combat and my Tech-Priest still died! Overall I'm rather pleased how the game went and if I was granted a chance to play it again, I wouldn't change my strategy much. My main mistake was failing to achieve the correct balance between tanks and infantry. I should have gone for more tanks, even if it was only Chimeras (only Chimeras!). At least they could have protected an infantry squad, not to mention the fact that each one carries some serious firepower in the form of the multi-laser. Of course, having more tanks would have meant losing some infantry. However, I think a reduced infantry force would have survived just as long as my massed block did.

The majority of my Guardsmen were killed by extremely effective blast marker weapons like the barbed stranglers and exploding Spore Mines. By having less Tactical squads they would have been able to spread out more, not only the models



within individual squads, but also the distance between each of the squads. These measures would have reduced the losses inflicted by such weapons such as the barbed strangler. Another factor that would have been introduced if I had a few more armoured vehicles is would the infantry have been shot at in the first place? With so many hard targets Andy may have been pressured into targeting most of his firepower against them, in a desperate attempt to get that lucky penetrating shot. I also know that in future I probably won't take any psykers at all. I know this sounds like fairly drastic action, but the Tyranids are renowned for their ability to completely obliterate all psychic activity around them. Psykers are extremely expensive, and as we saw in the battle, even mighty warriors like Eldrad Ulthran can succumb to the Tyranids' mind-shattering powers. The points saved on the psyker could then be put to good use buying a Leman Russ battle tank, providing the Tyranids with more problems than an expensive psyker.

The battle was a very close run thing. It was only in the last few turns it started to become obvious that we were going to suffer the worst for our mistakes. All in all a very enjoyable battle, with some very important lessons learnt.

Adrian: I don't believe it! I've never rolled so many sixes in close combat in my life! The one area I didn't expect to do well was close combat and the Eldar did better in hand-to-hand than in shooting! As Andy's horde struggled to reach the Imperial Guard under a hail of fire from the sterling Demolisher, the Eldar proved themselves to be an elusive and worrying thorn in the Tyranids' side.

In general, the Eldar forces had mixed success. The fall of Eldrad Ulthran to the *Psychic Scream* totally blew any idea of dominating the psychic phase. Next time, I'll take an Avatar as my army commander! The Jetbikes flew into the jaws of death, only to make a great success of not hitting the Tyranid Warriors they were meant to eliminate. It has to be said that the War Walker pilot should have been a corpse on the second turn, but he was a determined soul and managed to fight off an ever-increasing number of combatants, beyond my wildest expectations. The Warp Spider was my trump card as I knew he would be very difficult to catch on the last turn. Even so, as it turned out there was little I could do to stop the Gargoyles from rallying and hunting down the poor Aspect Warrior.

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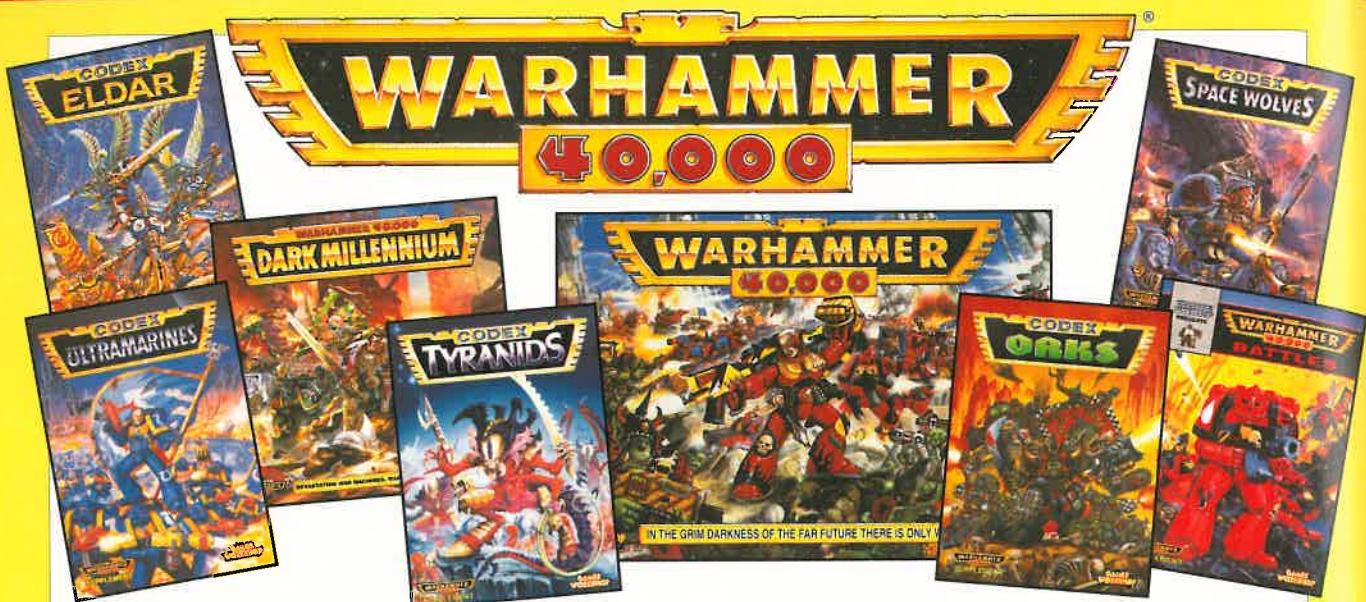
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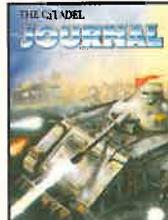
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DESPATCH & DELIVERY
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IMPERIAL AGENTS



IMPERIAL ASSASSIN – VINDICARE



COMPLETE VINDICARE

EXCUS LONG RIFLE
72213/2



VINDICARE BODY
72213/1

Designed by Jes Goodwin

The Emperor knows there is darkness in the human soul that can never be brought into the light, an evil that must be crushed before it is seen, for knowledge of it would blight mankind and bring low his every endeavour. The Assassins protect the future of humanity by eliminating the few who become tainted with abomination, treachery, and other gross evils too heinous to name. They are like a fine needle that reaches to the heart of evil and punctures its rotten core. For every world that is led into rebellion by a treacherous Lord how many more are saved by the knife of the Assassin? How many more would fall to Chaos and the eternal torment of damnation were it not for the poisoned cup and toxin dart? And how many worlds would suffer the cleansing fire of Exterminatus? None can answer these questions. The Assassins work silently and without thanks. They are the bloody handed and secret saviours of the Imperium.



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CITADEL
MINIATURES

IMPERIAL

LEMAN RUSS DEMOLISHER IMPERIAL SIEGE TANK



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



DEMOLISHER CANNON TOP

0450/7



DEMOLISHER CANNON BOTTOM

0450/8



DEMOLISHER CANNON
MANTLET

0450/6



HEAVY PLASMA GUN

0450/11

A COMPLETE LEMAN RUSS DEMOLISHER IMPERIAL SIEGE TANK CONSISTS OF:

- 1 x LEMAN RUSS IMPERIAL BATTLE TANK PLASTIC SPRUE FRAME B
- 1 x LEMAN RUSS IMPERIAL BATTLE TANK PLASTIC SPRUE FRAME C
- 1 x PLASTIC TRACK SPRUE FRAME T
- 1 x PLASTIC WHEEL SPRUE FRAME W
- 1 x PLASTIC ACCESSORY SPRUE FRAME A
- 1 x TANK COMMANDER
- 1 x HATCH BASE
- 1 x CUPOLA
- 1 x HATCH 1
- 1 x HATCH 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



SPONSON FRONT

0450/9



SPONSON REAR

0450/10



HATCH BASE

0450/2



TANK COMMANDER

0450/1



CUPOLA

0450/3



HATCH 2

0450/5



HATCH 1

0450/4



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MINIATURES



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IMPERIAL

IMPERIAL GRIFFON



THE COMPLETED IMPERIAL GUARD GRIFFON PAINTED BY THE 'EAVY METAL TEAM

A COMPLETED IMPERIAL GRIFFON

CONSISTS OF:

- 1 x IMPERIAL CHIMERA BODY
- PLASTIC SPRUE FRAME B
- 1 x IMPERIAL CHIMERA BODY
- PLASTIC SPRUE FRAME C
- 1 x PLASTIC TRACK SPRUE FRAME T
- 1 x PLASTIC WHEEL SPRUE FRAME W
- 1 x PLASTIC ACCESSORY SPRUE FRAME A
- 1 x MORTAR BASE
- 1 x LEFT SIDE MORTAR SUPPORT PANEL
- 1 x RIGHT SIDE MORTAR SUPPORT PANEL
- 1 x RIGHT SIDE MORTAR BARREL
- 1 x LEFT SIDE MORTAR BARREL
- 1 x MORTAR CREWMAN
- 1 x BACKPACK
- 1 x MORTAR GUNNER
- 1 x GRIFFON PLATFORM
- 1 x CUPOLA
- 1 x HATCH 1
- 1 x HATCH 2
- 1 x ADHESIVE COLOUR BANNER SHEET
- 1 x TRANSFER SHEET



CUPOLA

0450/3



LEFT SIDE MORTAR

SUPPORT PANEL



MORTAR BASE

0452/5



HATCH 2

0450/5



HATCH 1

0450/4



RIGHT SIDE MORTAR

SUPPORT PANEL

0452/4



RIGHT SIDE MORTAR BARREL

0452/3



LEFT SIDE MORTAR BARREL

0452/2



MORTAR CREWMAN

0452/9



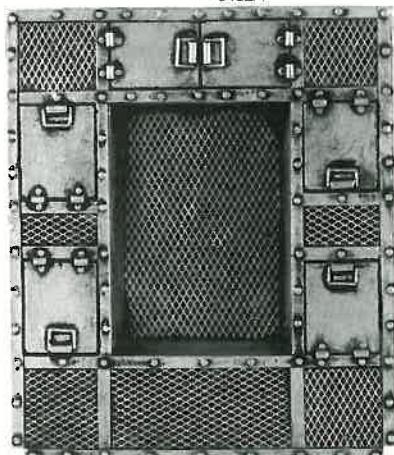
BACKPACK

0452/8



MORTAR GUNNER

0452/7



GRIFFON PLATFORM

0452/1

Designed by Norman Swales, crew designed by Michael Perry

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EPIC TYRANIDS®

HIERODULE TYRANID BIO-TITAN

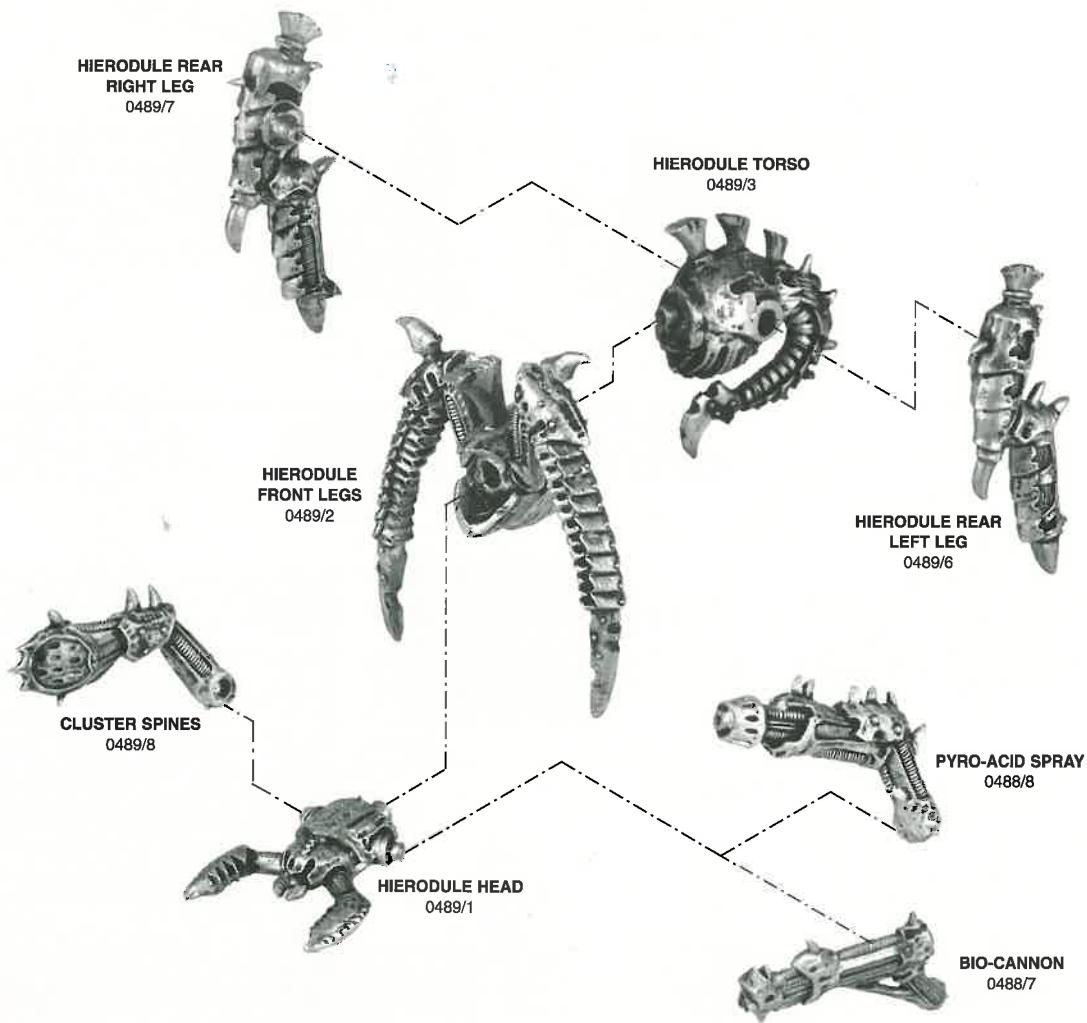
A COMPLETED HIERODULE

CONSISTS OF:

- 1 x HIERODULE HEAD
- 1 x HIERODULE TORSO
- 1 x HIERODULE FRONT LEGS
- 1 x HIERODULE REAR RIGHT LEG
- 1 x HIERODULE REAR LEFT LEG
- 1 x CLUSTER SPINES
- 1 x BIO-CANNON OR
PYRO-ACID SPRAY



THE COMPLETED HIERODULE PAINTED BY THE STUDIO 'EAVY METAL TEAM



Designed by Dave Andrews

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EPIC TYRANIDS

HIEROPHANT TYRANID BIO-TITAN

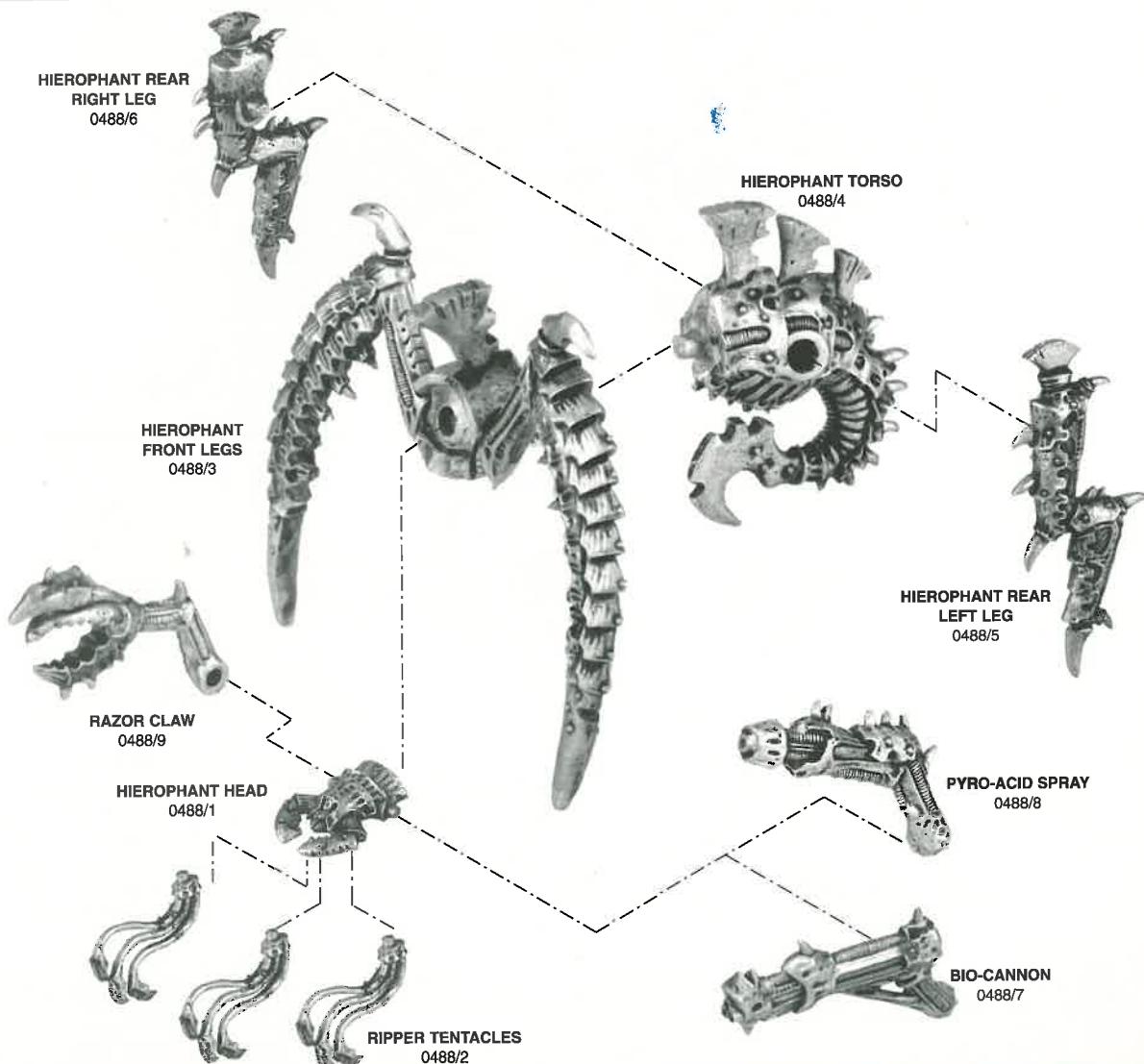
A COMPLETED HIEROPHANT

CONSISTS OF:

- 1 x HIEROPHANT HEAD
- 1 x HIEROPHANT TORSO
- 1 x HIEROPHANT FRONT LEGS
- 1 x HIEROPHANT REAR RIGHT LEG
- 1 x HIEROPHANT REAR LEFT LEG
- 1 x RAZOR CLAW
- 3 x RIPPER TENTACLES
- 1 x BIO-CANNON OR
PYRO-ACID SPRAY



THE COMPLETED HIEROPHANT PAINTED BY THE STUDIO 'EAVY METAL TEAM



Designed by Dave Andrews

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DARK ELVES

BEASTLORD RAKARTH DARK ELF DRAGONRIDER

THE COMPLETED
BEASTLORD RAKARTH DARK ELF DRAGONRIDER
PAINTED BY THE STUDIO 'EAVY METAL TEAM



A COMPLETED BEASTLORD RAKARTH

CONSISTS OF:

- 1 x RAKARTH TORSO
- 1 x RAKARTH LEGS
- 1 x WHIP OF AGONY
- 1 x RAKARTH'S SHIELD
- 1 x BLACK DRAGON HORNS
- 1 x BLACK DRAGON HEAD
- 1 x BLACK DRAGON NECK
- 1 x BLACK DRAGON CHEST
- 1 x BLACK DRAGON BELLY
- 1 x BLACK DRAGON TAIL
- 1 x BLACK DRAGON TAIL END
- 1 x BLACK DRAGON RIGHT LEG
- 1 x BLACK DRAGON LEFT LEG
- 1 x BLACK DRAGON RIGHT ARM
- 1 x BLACK DRAGON LEFT ARM
- 1 x LEFT PLASTIC WING 102797
- 1 x RIGHT PLASTIC WING 102796
- 1 x ADHESIVE COLOUR BANNER

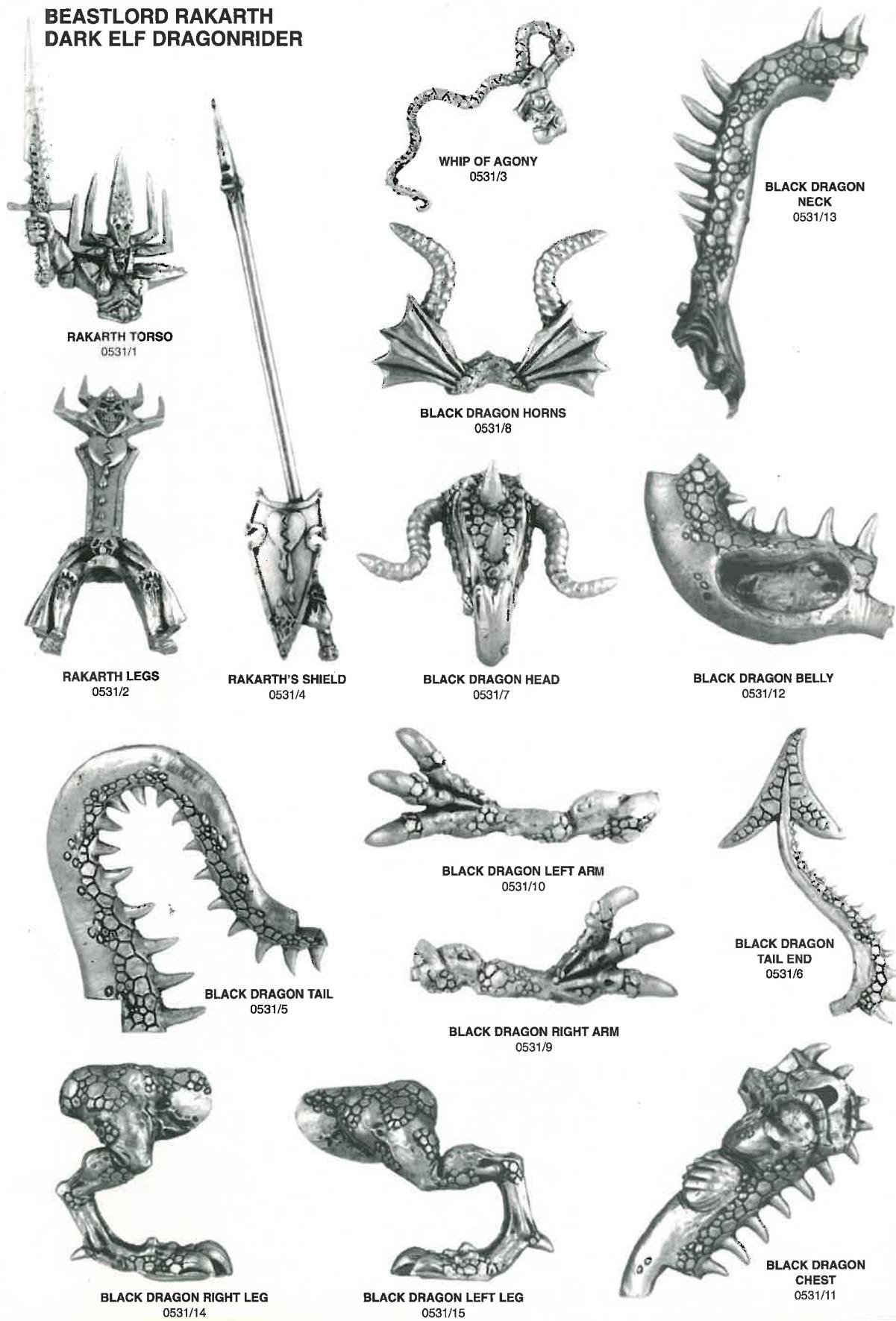


Designed by Aly and Trish Morrison

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DARK ELVES

BEASTLORD RAKARTH DARK ELF DRAGONRIDER



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DARK ELVES

COLD ONE KNIGHTS



COLD ONE KNIGHT
TORSO 1
0530/3



COLD ONE KNIGHT
TORSO 2
0530/4



COLD ONE KNIGHT
CHAMPION
75911/1



COLD ONE KNIGHT
STANDARD TOP
75910/2



COLD ONE KNIGHT
STANDARD BEARER
75910/1



COLD ONE
KNIGHT LEGS 1
0530/5



COLD ONE
KNIGHT LEGS WITH
REPEATING CROSSBOW
75910/3



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

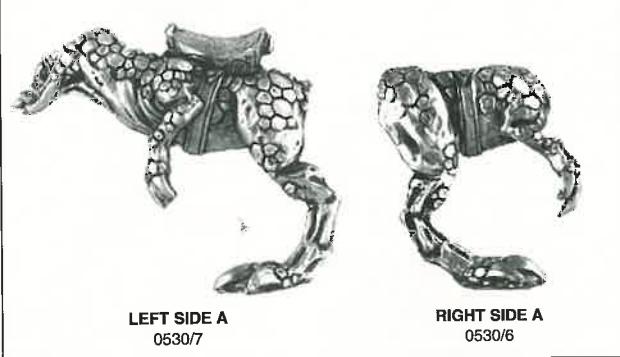


COLD ONE TAIL 4
0530/14



COLD ONE KNIGHT LANCE
0530/2

COLD ONE A



LEFT SIDE A
0530/7



RIGHT SIDE A
0530/6

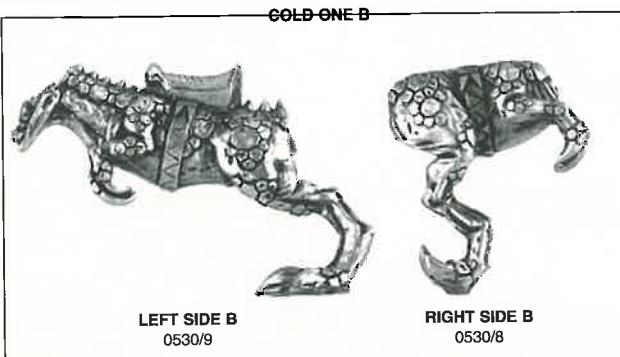
A COMPLETED COLD ONE KNIGHT
CONSISTS OF:

1 x COLD ONE KNIGHT TORSO
1 x COLD ONE KNIGHT LEGS
1 x COLD ONE KNIGHT LANCE EXCEPT FOR
CHAMPION AND STANDARD BEARER
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

THE STANDARD BEARER ALSO INCLUDES:
1 x COLD ONE KNIGHT STANDARD TOP



EXAMPLE OF A COMPLETED COLD ONE KNIGHT



LEFT SIDE B
0530/9



RIGHT SIDE B
0530/8

COLD ONE SIDES A AND B ARE NOT INTERCHANGEABLE



Designed by Trish Morrison, Aly Morrison and Colin Dixon

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EMPIRE

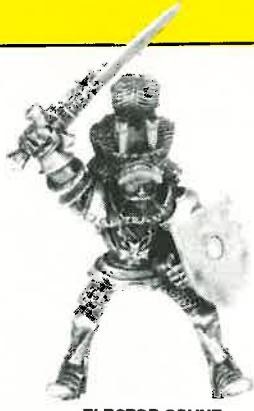
ELECTOR COUNTS



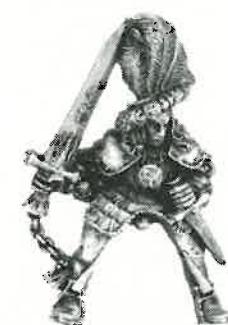
EXAMPLE OF A COMPLETED ELECTOR COUNT



ELECTOR COUNT
OF HOCHLAND
0821/3



ELECTOR COUNT
OF MIDDENHEIM
0821/4



ELECTOR COUNT
OF AVERLAND
0821/2

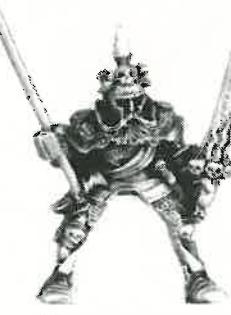


ELECTOR COUNT
OF OSTLAND
0821/1

HEROES OF THE EMPIRE



EXAMPLE OF A COMPLETED HERO OF THE EMPIRE



LUDWIG SCHWARZHELM
THE EMPEROR'S CHAMPION
0820/2



IMPERIAL HERALD WITH
BATTLE STANDARD
0820/4



SUPREME PATRIARCH OF THE
COLLEGES OF MAGIC
0820/3



CAPTAIN OF THE
REIKSGUARD KNIGHTS
0820/1

THESE MINIATURES ARE SUPPLIED WITH PLASTIC ARMOURED OR CAPARISON HORSES AS STANDARD

Designed by Michael Perry

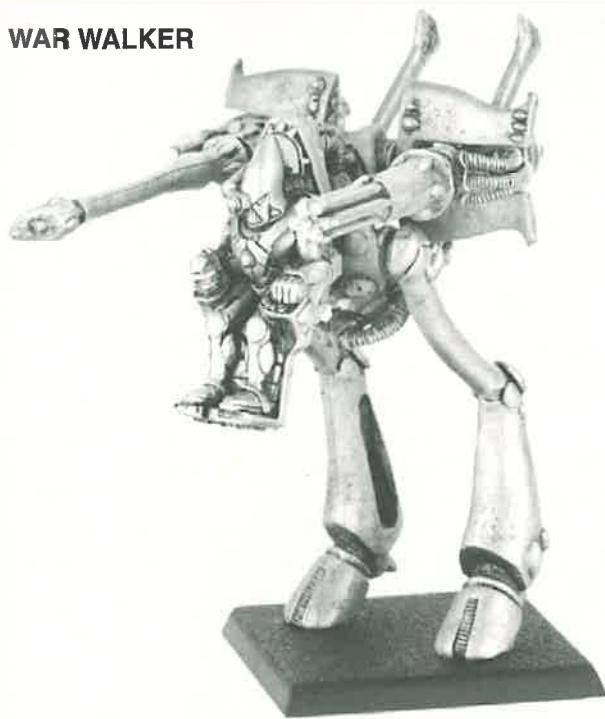
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CITADEL
MINIATURES

ELDAR®

WAR WALKER



EXAMPLE OF COMPLETED ELDAR WAR WALKER



SCATTER LASER
71610/1



LASCANNON
71610/2



MISSILE LAUNCHER
71610/3



HEAVY PLASMA GUN
71610/4



TORSO
0432/1



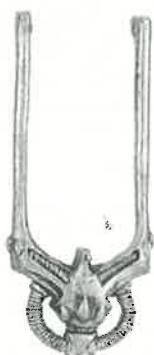
WEAPON SHIELD
0432/12



LEFT LEG
0432/14



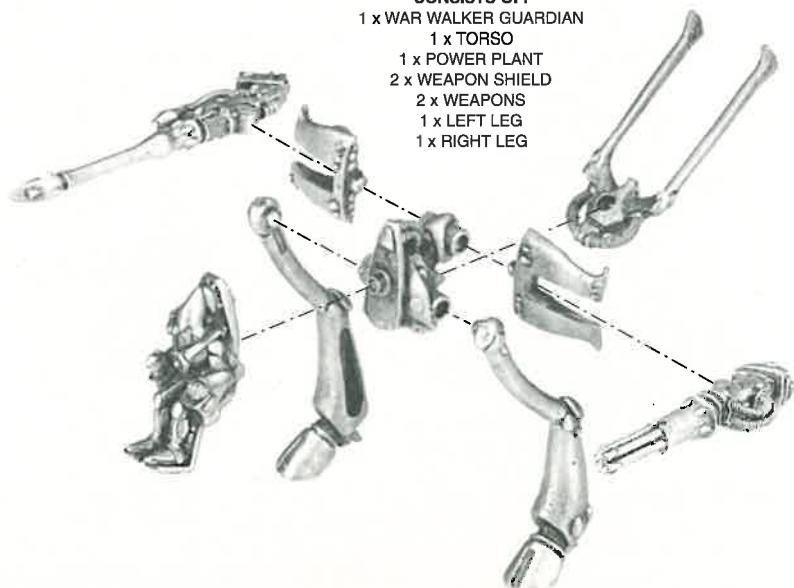
RIGHT LEG
0432/13



POWER PLANT
0432/2



WAR WALKER
GUARDIAN
0432/5



THE COMPLETED ELDAR WAR WALKER CONSISTS OF:

- 1 x WAR WALKER GUARDIAN
- 1 x TORSO
- 1 x POWER PLANT
- 2 x WEAPON SHIELD
- 2 x WEAPONS
- 1 x LEFT LEG
- 1 x RIGHT LEG

Designed by Jes Goodwin

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ELDAR®

WARP SPIDER ASPECT WARRIORS



WARP SPIDER 1
71635/1



WARP SPIDER 2
71635/2



WARP SPIDER 3
71635/3

WARP SPIDER EXARCH



A COMPLETED WARP SPIDER
EXARCH



WARP SPIDER
EXARCH BODY
71571/1

THE COMPLETED WARP SPIDER
EXARCH CONSISTS OF:
1 x WARP SPIDER EXARCH BODY
1 x WARP SPIDER EXARCH CARAPACE
1 x WARP SPIDER DEATH SPINNER



WARP SPIDER
EXARCH CARAPACE
71571/2



WARP SPIDER
DEATH SPINNER
71571/3

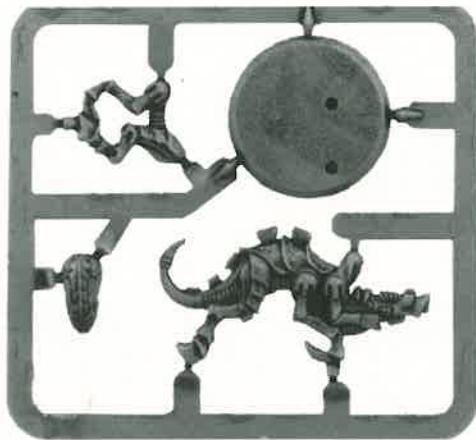


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TYRANID®

PLASTIC TERMAGANT



PLASTIC TERMAGANT SPRUE
102738

Designed by Michael Perry



CITADEL
MINIATURES

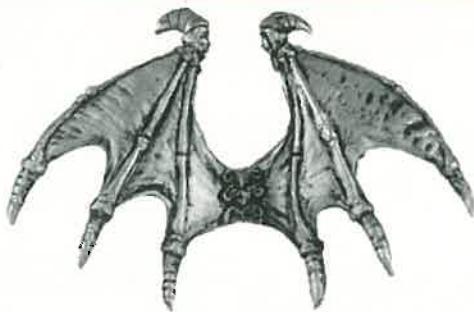


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TYRANID

GARGOYLES



A COMPLETE GARGOYLE
CONSISTS OF:
1 x GARGOYLE WINGS
1 x GARGOYLE TAIL
1 x GARGOYLE BODY
1 x PLASTIC FLYING BASE



GARGOYLE WINGS
72671/1

GARGOYLE TAIL 1
72671/9



EXAMPLE OF A COMPLETED GARGOYLE



GARGOYLE TAIL 2
72671/8



GARGOYLE TAIL 3
72671/6



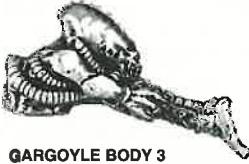
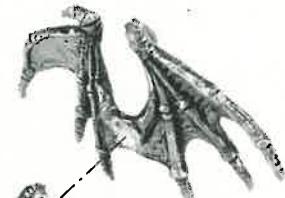
GARGOYLE TAIL 4
72671/7



GARGOYLE BODY 1
72671/2



GARGOYLE BODY 2
72671/4



GARGOYLE BODY 3
72671/3



GARGOYLE BODY 4
72671/5



BIOVORE AND SPORE MINES



EXAMPLE OF A COMPLETED BIOVORE

THE COMPLETE BIOVORE
CONSISTS OF:

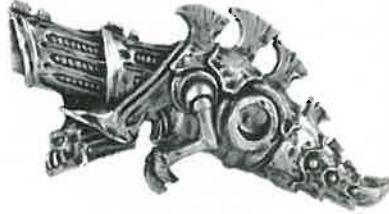
- 1 x BODY
- 1 x FORE ARMS
- 1 x LEFT LEG
- 1 x RIGHT LEG



LEFT LEG
72673/4



RIGHT LEG
72673/3



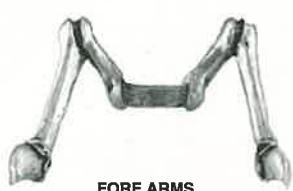
BODY
72673/1



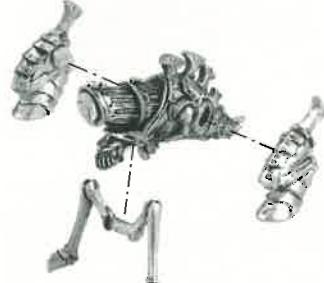
SPORE MINE 1
72673/5



SPORE MINE 2
72673/6



FORE ARMS
72673/2



Gargoyles designed by Alan Perry. Biovore and Spore Mines designed by Michael Perry

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TYRANID®

TERMAGANTS WITH FLESHBORERS



FLESHBORER 1
72669/3



FLESHBORER 2
72669/1



FLESHBORER 3
72669/2



FLESHBORER 4
72669/4

TERMAGANTS WITH SPIKE RIFLES



SPIKE RIFLE 1
72670/3



SPIKE RIFLE 3
72670/2



SPIKE RIFLE 2
72670/4



SPIKE RIFLE 4
72670/1

TERMAGANTS WITH STRANGLEWEBS



STRANGLEWEB 1
72672/2



STRANGLEWEB 3
72672/4



STRANGLEWEB 2
72672/3



STRANGLEWEB 4
72672/1

Designed by Michael Perry

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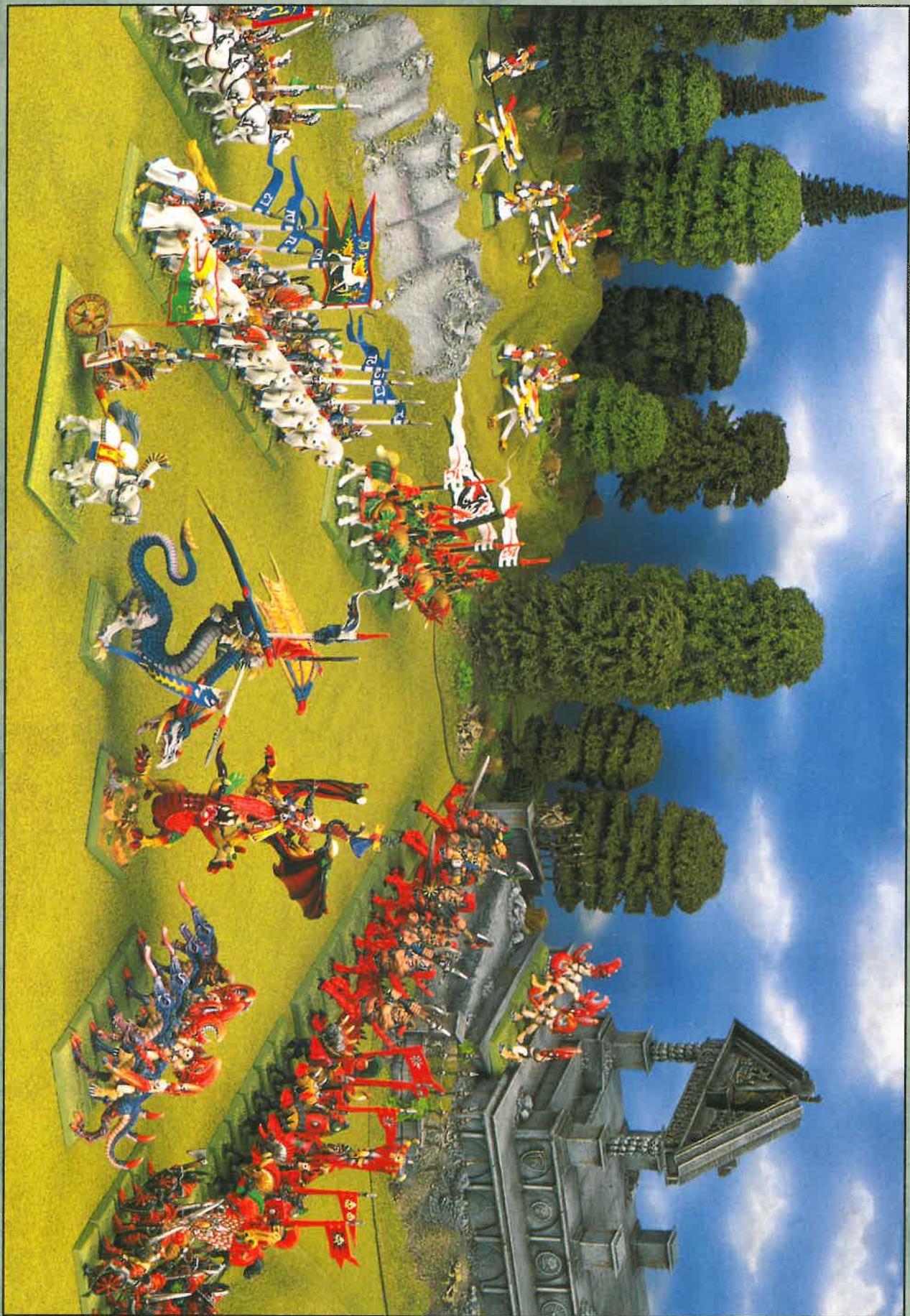
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