

**WHITE
DWARF**

GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE

WHITE DWARF

208

April

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**IT'S AN
EPIC!**

**EPIC® 40,000
REFERENCE
SHEETS**

**EPIC® 40,000
BATTLE
REPORT**

**JOHN
BLANCHE'S
EPIC® 40,000
PAINTING**

PLUS...

**LIZARDMEN -
SECRET
TACTICS OF
THE OLD
ONES
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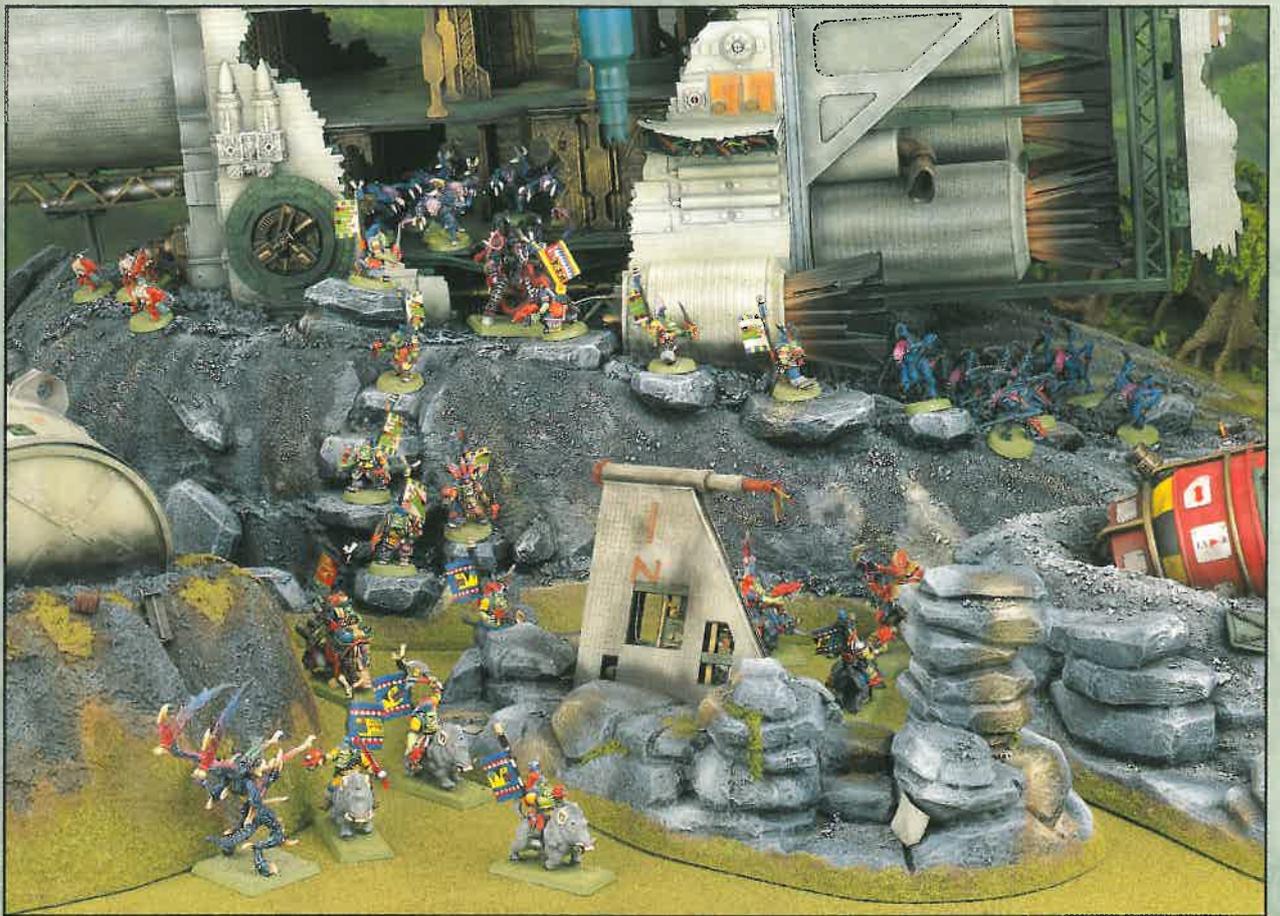
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ISSN 0265-8712



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As the Snakebite Orks investigate a crashed spacecraft, they get more than they bargained for!



Bretonnian halberdiers defend their village from the Skaven menace.

WHITE DWARF™



Well, there's nothing like having your army pounded into the floor to make you sit up and take notice! Last week, I played another game of Epic 40,000 against that dastardly Journal chap Paul Sawyer. With three impressive wins (and no losses) under my belt, you could quite rightly say that I was getting a little overconfident. The Imperial forces were invincible, I thought. The Orks might have numbers on their side, but that was it. They didn't stand a chance. **WRONG!**

I made the fatal mistake of underestimating my enemy, and compounded it with not having read the scenario properly. That's the last time I do that (for a while, anyway). It was interesting in a painful, sort of masochistic sense, to watch nearly an entire Space Marine Tactical company running away from his Mega-Gargant, though it was rather more enjoyable watching his detachments of War Buggies disappear under an avalanche of fire in the previous turn.

Next time I won't lose. I have a plan. My forces are picked, the mission chosen. I will be leading a Dawn Assault and it will not fail. The army list has been scoured for the perfect mixture of troop types, and the battle fought and refought in my head. I can see the risks I'll be taking and how to avoid them. I think.

Preparing for battles is part of the game. Some people have already made their plans months before 'cos they always fight the same way with the same army. It only takes them two minutes to take their army out of its box. Others spend hours poring over the books afresh each time. Either way, you still need to prepare, you still need a plan. Well prepared generals are difficult to surprise and equally difficult to beat!

Jake



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Kinrade



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Product Code: 60249999207



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COVER DETAIL FROM EPIC 40,000
John Blanche

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Jake Thornton

Blah! Blah! Blah! (*I'll get you for that Brendan!* – Ed)

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The White Dwarf crew

All the latest news, releases and events from Games Workshop and Citadel Miniatures.

8 EPIC IS HERE
The White Dwarf crew

Epic 40,000 has finally arrived on the shelves. Now you can fight 41st millennium battles which are large enough to determine the fate of entire planets! **Epic 40,000** may use small models, but its scope is huge.

17 THE LAND THAT TIME FORGOT
Nigel Stillman

Trees crash to the ground, and the very earth shudders and bucks at the approach of mighty, primeval reptiles. **Warhammer** battlefields are set to resound with the bestial shrieks and roars of the Lizardmen's awesome living war machines: the Stegadons and Salamanders. Watch the skies too, or you might just find yourself dive-bombed by ferocious Terradons guided by their agile Skink riders.

28 MAKING CITADEL MINIATURES
The White Dwarf crew

From initial concept sketches through to final casting, our intrepid reporters have been finding out everything you ever wanted to know about the process through which a Citadel miniature comes to your gaming table.

36 TWO YEARS ON
Andy Jones

Dungeon adventurer Jones takes us on a perilous journey through the dark, subterranean history of **Warhammer Quest**, and talks about how the game has evolved over the two years since it was released.

43 ILLUMINATIONS
Toby Hynes & Paul Smith

Toby and Paul are two of the most recent victims to be manacled and hurled into the art vault. It's been a few months since they last saw sunlight, so we decided to let them out for a while.

49 OVER THE TOP
Mark Brendan

Using the Space Marines and Imperial Guard as examples, Mark gets on his soapbox and tries to convince us all that infantry are the key to victory in games of **Warhammer 40,000**.

JAKE'S CHOICE

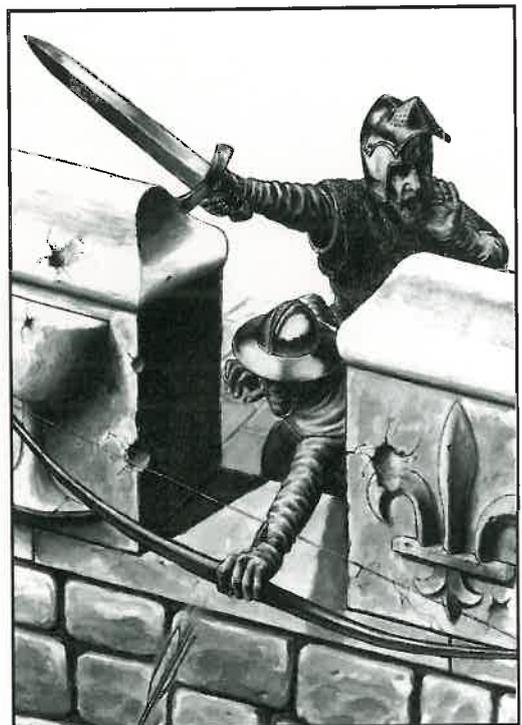
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EPIC FRENZY!

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Prehistoric terrors roam the Lustrian Jungle.

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Ever wanted to know what goes into making a miniature?

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John Blanche talks about his Epic 40,000 cover.

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A special Epic 40,000 battle report refighting Gogard's last stand.



EPIC IS HERE!

56 THE OLDEST OF ENEMIES *The White Dwarf crew*

A trip down Warhammer memory lane for all you sentimental old softies. Yes, we proudly present a concise history of the conflict between the men of the Empire and the hordes of Orcs & Goblins ever poised to invade the Old World.

74 ART ATTACK! *John Blanche*

John reveals details of the work behind the fantastic Epic 40,000 cover art.

81 FAITH AND VENGEANCE *The White Dwarf crew*

This month sees the release of the Space Marine Chaplain on a Bike, so what better time to say a few words about how to use these righteous warriors in your Warhammer 40,000 games.

89 DARK CONSPIRACY *Jervis Johnson*

At last the smoke clears across Warhammer battlefields worldwide. The time has come for you all to learn the outcome of your endeavours. Prepare to receive your results!

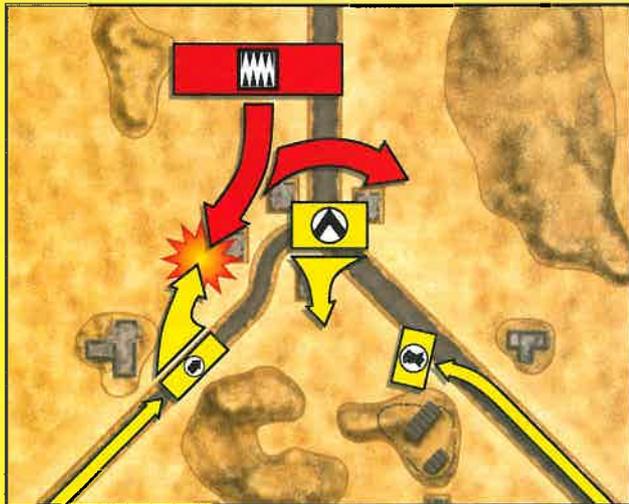


96 GOGARD'S LAST STAND *Andy Chambers & Jervis Johnson*

Giants of the gaming world, Andy and Jervis, set about one another with some very small models in the Gogard's Last Stand reflight from the new Epic 40,000 game.

In this battle, detachments from the Imperial Fists Chapter of Space Marines defend a line of bunkers from the rampaging Orks of Gogard's Warband. And when they've done with that, they fight it all over again!

Gogard's Last Stand makes a great introductory game for anyone who wants to start playing Epic 40,000, and we'll be running it in all Games Workshop stores if you want to have a go yourself.



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Warwick



\$22.95 miniature.

night. It is e purest, all others

seeks out sacred to fulfill this ope is to perhaps a dream, itself.

Mark

WARHAMMER

EPIC 40,000

EPIC 40,000 HAS WELL AND TRULY ARRIVED. THIS MONTH SEES THE RELEASE OF THE BOXED GAME AND A LARGE SELECTION OF NEW METAL AND PLASTIC MODELS SO YOU CAN START YOUR EPIC ARMIES. INSIDE THE BOX YOU'LL FIND EVERYTHING YOU NEED TO START PLAYING STRAIGHT AWAY INCLUDING FULL GAME RULES, SCENARIOS, ARMY LISTS AND TWO RIVAL ARMIES OF PLASTIC CITADEL MINIATURES. THERE'S A WHOLE BATTLE COMPANY OF SPACE MARINES AND THREE TIMES AS MANY ORKS TO GET YOU GOING!

For a while now, White Dwarf has been giving you sneak previews of the new Epic 40,000 game. Now it's been released, it's time to have a closer look.

What's inside

After the satisfying feeling of tearing away that shrink-wrap and pulling the lid off, you can start poking around inside. The first thing you see is loads of plastic sprues full of new tanks and infantry. A selection of what you get is shown below, but if you turn the page you'll see the whole lot. Then you notice the small (but perfectly formed) rulebooks, a simple but strangely satisfying idea from Andy Chambers (*oer - Ed*). You get a Rulebook, an Armies Book and a Battles Book, a heap of dice, range rulers, army roster pad, playsheets and card components such as blast markers, barrage templates and even two fully illustrated airstrips!

The game

This completely new game system has been developed by Andy Chambers and Jervis Johnson over the course of several months, and they've come up with a real cracker. Surprisingly, all the rules are contained within a single 48 page book, and remember these books are small!

The aim all along was to for Epic 40,000 to have close links with Warhammer 40,000, after all the two games are set in the same universe! This plan has come off brilliantly as Epic 40,000 allows you to fight what feels like a mass of Warhammer 40,000 battles all on the same tabletop. The fast and furious gameplay creates loads of action all over the battlefield every turn with lots of shooting, firefights, and vicious close combats to resolve.

The army lists allow you to custom-build your own fighting force from a wide choice of armies: The Forces of the Imperium (Space Marines, Imperial Guard and Titan Legions), Orks, Tyranids, Eldar and Chaos.

SPACE MARINES

Here's a selection of Space Marine and Ork models from the Epic 40,000 boxed game. These form the ideal core for two opposing armies, and enable you to try out both of them in battle before you decide which force you want to collect.



Space Marine Scouts from the Imperial Fists Chapter



Space Marine Tactical Squad



Space Marine Land Raider



Space Marine Whirlwind

Inside the box there are three books that provide the rules, army lists and a hobby guide to Epic battles in the war-torn galaxy of the 41st Millennium.

- The Rulebook shows you how to move and fight with armies on the tabletop.
- The Armies Book details all the races in the Epic 40,000 universe and explains how to collect and organise an army.
- The Battles Book helps you get the most from the Epic 40,000 hobby including scenarios to play, a detailed colour section on collecting and painting your army, and making your own tabletop battlefields and scenery.



A selection of colour pages from the Battles Book

You can even re-create your existing Warhammer 40,000 army as part of your Epic 40,000 force.

The Miniatures

Much of the great feel to the new game comes from the exciting new miniatures. In fact, our first experimental battle scene photos had some of the veteran gamers we showed convinced they were looking at Warhammer 40,000 tanks!

The new models are extremely exciting, with the Citadel designers creating lots of very collectable stuff. For example, the great thing about the way the many of the new tanks have been designed is that you get the option to mix and match different hull types with different tracks and turrets, allowing you to create your own combinations. Many have been detailed with a mind-blasting selection of battlefield paraphernalia such as camo-netting, storm bolters, tank commanders, equipment packs, extra armour, searchlights and too many others to list.

The Battlefield

Epic battles are fought across a vast galaxy, so we wanted the Epic 40,000 battlefields to provide plenty of ideas to represent this diversity. To start you off, Epic 40,000 contains brilliant plastic buildings designed by Owen Branham. These allow you to recreate a blasted cityscape on your tabletop. Not only this, but every set of infantry bases includes a spare bit of ruined wall you can use to model up these buildings further. Owen's buildings come as individual wall sections of different shapes and sizes that can be assembled in many different ways. The Battles Book also contains a host of ideas for your battlefields like forge worlds, ash wastes, desert worlds, primordial jungles and many others.



ORKS

As you can see, the Ork Battlewagons in the Epic 40,000 box can be assembled in a number of different ways.



Goff Ork Battlewagon



Space Ork Stormboyz



Evil Sun Ork Warbikes



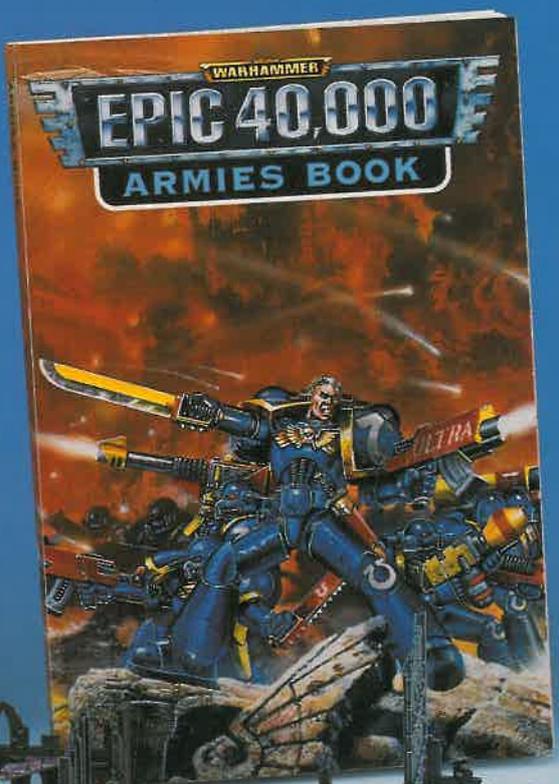
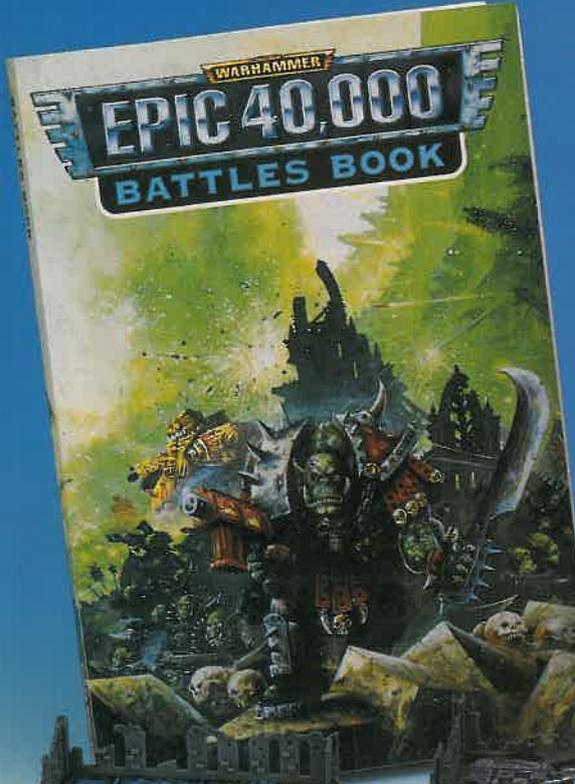
Goff Ork Battlewagon



Evil Sunz Ork Battlewagon



Deathskull Shooty Boyz



WAR ON A



EPIK 40,000

ORDER OF PLAY

Reveille Phase

- Roll dice for initiative
- Roll dice for morale
- Roll dice for morale
- Roll dice for morale

Marching Phase

- Roll dice for morale

Assault Phase

- Roll dice for morale

Close Combat

- Roll dice for morale

CLOSE COMBAT AND FIREFIGHT TABLE

Roll a D6 and apply one of the modifiers below. The highest score wins.

Modifier	Modifier
Close Combat / Advantage	+1
Close Combat / Disadvantage	-1
Close Combat / Initiative	+1
Close Combat / Initiative	-1
Close Combat / Initiative	+1
Close Combat / Initiative	-1

CLOSE COMBAT RESULTS

Close Combat	Close Combat	Close Combat
1 Close marker	2 Close markers	3 Close markers
4 Close markers	5 Close markers	6 Close markers
7 Close markers	8 Close markers	9 Close markers
10 Close markers	11 Close markers	12 Close markers

ORDER DICE SYMBOLS

Symbol	Symbol	Symbol	Symbol
MARCH	BROKEN	ASSAULT	OVERWATCH
SPECIAL	IMMOBILISED		

TERRAIN EFFECTS TABLE

Terrain	Effect	Effect	Effect
Barren	+1	No Effect	No Effect
Grassland	+1	No Effect	No Effect
Forest	+1	No Effect	No Effect
Marsh	+1	No Effect	No Effect
Water	+1	No Effect	No Effect
Urban	+1	No Effect	No Effect
Urban	+1	No Effect	No Effect
Urban	+1	No Effect	No Effect

SUPER HEAVY WEAPONS

Roll a D6 to determine the number of shots fired. Roll a D6 to determine the number of shots fired. Roll a D6 to determine the number of shots fired.



A NEW SCALE



Models supplied unpainted.



FORCES OF THE IMPERIUM

In Epic 40,000, the forces of the Imperium are considered to be a single large army. This means that Imperial Commanders can include detachments of Space Marines, Imperial Guard and Titans in the same force.

IMPERIAL GUARD

The mainstay of Imperial Guard detachments are their superb tanks and artillery. The Baneblade super heavy tank is the most ferocious of these, their heavy firepower and thick armour making them mobile bastions which reinforce the Guard lines or break through the enemies'. Leman Russ battle tanks also tote lots of guns, enabling them to form detachments which will shatter opponents with their massed battle cannons. Hellhound firethrowers support the tanks against assaults, their only real nemesis, while Basilisk artillery pieces pour long range fire into the foe, shattering their attacks and destroying their reserves before they can even enter the fray.



Imperial Baneblade super heavy tank



Imperial Leman Russ battle tank



Imperial Hellhound flame tank



Imperial Basilisk assault gun



SPACE MARINES – Blood Angels

Space Marines are the elite forces of the Emperor's armies. Their infantry are unsurpassed as deadly attackers or stalwart defenders. Assault squads use jump packs to rapidly close in to close quarters with the foe, backed up by the heavy guns of Vindicator tanks. Space Marine Captains often lead detachments of the Emperor's finest into the fray, where their heroism can tip the scales in favour of the Space Marines even against outrageous odds.



Blood Angels Space Marine Vindicator



Blood Angels Captain



Blood Angels Assault Squad

Ultramarines

Space Marine Terminators are blessed with the revered tactical dreadnought armour of ages past. They can survive attacks which would obliterate even Space Marines and are often mounted in Land Raiders to form a combined group of virtually unstoppable warriors and war machines. The Whirlwind is variant of the Space Marine's standard transport vehicle, the Rhino. The Whirlwind carries missiles instead of Space Marines, which it uses to barrage the foe with fire wherever they might hide.



Whirlwind



Terminators



Land Raider



Imperial Fists

Space Marines have two highly specialised machines to ensure they dominate the battlefield. The first is the huge Thunderhawk Gunship, an awesome flier which combines deadly firepower with the transport capacity to drop thirty fully equipped Space Marines onto the most vital objectives. The Land

Raider is a heavy battle tank which mounts quad lascannon capable of blasting enemy tanks and war engines into oblivion. Space Marine Devastator troops trade off flexibility for extra firepower to cover their brethren's advance, whilst the task of Space Marine Librarians is to destroy particularly dangerous foes with their lethal psychic powers.



Left: Land Raider



Right: Thunderhawk Gunship

Below from left to right: Librarian, Devastator and Assault stands



ORKS – Goffs

Orks use massed hordes of Boyz, Battlewagons and other machines to pound the foe into oblivion. The Imperium may have quality in their favour, but the Orks most certainly have quantity and specialise in swamping the foe in crushing assaults or longer ranged firefights.



Boyz Mob



Battlewagon



Stompa

Snakebites

Ork Boarboyz are tough cavalry mounted on bad tempered, vicious boars. Their speed makes them highly dangerous as they come hurtling into combat with little warning. Boarboyz are easily capable of breaking through the enemies lines and causing untold damage to an unprepared foe.



Left and centre:
Boarboyz

Right:
Snakebite Nob on Warboar.



Evil Sunz

Buggies and Bikeboyz are the most mobile elements of an Ork horde and are employed to sweep around the enemies' flanks are exploit gaps in the battle lines. Though lightly armed and armoured, Bikes and Buggies can encircle the victims of the Ork's assaults, cutting off their retreat and totally wiping them out. Big Gunz balance the fast units by pounding the enemy with long range fire.



Bikeboyz



Smasha Gun



War Buggies



Blood Axes

Ork infantry is extremely diverse. Blood Axe Kommandos, for example, are infiltrators who move ahead of the main horde to cut off roads and bridges, secure objectives and ambush the enemy.



Blood Axe Kommandos



Bad Moons

Ork Nobz are heavily armoured and equipped Ork infantry which are always in the vanguard of a warband. Like Terminators, the Nobz armour and force fields enable them to survive punishing fire before they rip into the foe. Each Ork warband is led by a Warboss, who is usually equipped like his stalwart Nobz, though some Warbosses ride into battle on their own customised war machines.



From left to right: Splatta Kannon, Bad Moon Nobz, Bad Moon Warboss



Deathskulls

Ork Shooty Boyz carry longer ranged gunz than ordinary Boyz, allowing Ork warbands to outshoot almost any Imperial detachment which gets in their way. Ork Battlewagons are dangerous machines in assaults because of their assorted claws, rollers, spikes and other modifications so the Boyz often hitch a ride into battle on the back of them!



Warboss



Shooty Boyz



Battlewagon



ORKS

Orks live for war. If they aren't fighting then they're not really happy. So much so that they spend most of their time fighting between themselves. However, occasionally an Ork Warlord will rise above this squabbling and weld together a vast army to rampage across the galaxy. This unstoppable war-frenzy of mass destruction is known as a Waaagh!

THE TITAN LEGIONS



War engines, like the aptly named Warlord Titan, are undisputed rulers of the Epic 40,000 battlefield. Their monstrous firepower and super heavy weapons are able to shatter enemy forces at a distance and then flatten them at close quarters. Their shields and multiple hits mean they are also capable of shrugging off the mass of enemy shooting they attract, making them ideal spearheads for attacks by tanks and troops.

Every race has its own war engines of different types and sizes, but the Imperium has by far the widest selection in the form of the Titan Legions. There are many Titan Legions which have served the Imperium since its very inception. Titans often display bright heraldic colours to terrorise their enemies and declare their illustrious heritage. However, they are also sometimes camouflaged, as in the example here from Legio Ignatum's battle in the Octarius campaign.

ELDAR



Eldar use mobility and firepower to offset their lack of numbers. Their excellent selection of grav tanks and skimmers means their armies fight with agility unthinkable for other races. The Falcon grav tank is a classic example of Eldar technology, combining high speed, firepower and reasonable armour together with troop carrying capacity, so that it can deposit squads of deadly Eldar Aspect Warriors anywhere on the battlefield. The Aspect Warriors themselves are ferocious opponents, every bit as skilled as Space Marines and far quicker. In battle the Eldar are masters at shifting their troops about the field, concentrating their forces against just part of the enemy, overwhelming them while the rest of the enemy force clutches vainly after them.



Eldar Falcon grav tank



Eldar Wave Serpent



Two units of Eldar Dark Reaper Aspect Warriors.
The unit on the left includes an Exarch.



Eldar Striking Scorpions



Eldar Wraithguard
led by a Warlock



Two units of Eldar Howling Banshee Aspect Warriors.
The unit on the left includes an Exarch.



TYRANIDS

The Tyranids make terrifying foes. While the Tyranids can do battle at a range with various bio-engineered weapons their true advantages lie in bringing their lethal infantry, such as Genestealers and Hormagaunts, into close quarters. Their speed and strength are dangerous enough, but the unshakeable power of the Hive Mind means they can pour forward through a hail of enemy fire and come to grips with their shocked opponents before they have a chance to escape. The power of the Hive Mind is channelled through synapse creatures like Tyranid Warriors and the awesome Dominatrix. While these creatures are present to urge their broods onwards the Tyranids are literally unstoppable.



Tyranid Lictor



Tyranid Hive Tyrant



Tyranid Termagants



Genestealers



Tyranid Hormagaunts



Tyranid Dominatrix



Norman Swales has specialised in Orks

the Warlord Titan and Great Gargant featured in this issue, but there are plenty more for him to make. They both looked too busy to talk, but we did manage to bushwhack Tim as he relaxed with a cup of tea, and we dragged him back to the White Dwarf bunker to be interviewed.

It's Tim's first big project since he joined the Citadel team, so we thought we'd ask him a little bit about himself before we got onto the real stuff about his tanks.



Tim Adcock

enjoyed myself. That was where I really got into Games Workshop stuff, though my older brother had been into it before me so I already knew a bit. Most of the things we made at college were architectural, but there were a few guys who were into special effects and stuff which was fun.

At college I ended up fighting lots of Warhammer battles with my Dwarf army. After college I worked as a model maker for six years, building props for beer adverts, architectural models, all sorts of stuff. The Dwarfs were forgotten for a bit, and then brought out again some months later. The last time I fought with them I got absolutely trashed by the Undead. I was creamed, well and truly! Obviously they didn't have enough tanks...

I came to work for Games Workshop by applying for a job in Mail Order, but I brought some models and photos too and ended up in the mould room, making the moulds for everyone else's miniatures (unsung heroes!). I worked there during the

The great range of Epic models has been made by a small team of Citadel designers, namely Tim Adcock, Norman Swales and Dave Andrews. When we went to look, Norman was putting the finishing touches to the Ork tanks, making hundreds of tiny rivets to give each of them a really Orky feel. Dave, on the other hand, was dealing with the largest of the Epic models: Titans and Gargants. He's already done

day, but my spare time was spent making the Warhammer 40,000 Thunderhawk Gunship for the 1995 Games Day Ultramarines display. That took lots of time, 3 or 4 hours a night every night. Weekends too. But I learned a lot, and I've been able to apply all that to the new tanks. The biggest thing I learned was how to make things that can be cast, rather than the limited run or one-off models I'd been doing before.



Dave Andrews made all the Titans

Now I think about it, I've actually got one of the Thunderhawks at home. I suppose I ought to paint it up. One day...

It was the Thunderhawk that got me noticed, and with the new Epic 40,000 on the way I was given the opportunity to have a go. I supposed they liked what I did!

I've always loved tanks and the intricacy and detail which everyone wanted to see in the new models was exactly what I wanted to do. Rather than being like playing pieces, we wanted to make them as individual as a tank can be, which is (surprisingly) quite a lot. Extra stowage, baggage, track links, crew, turret bustles, boxes, ammo crates, fridge-freezer, bicycle... the list is endless. This makes it much more fun for me to make the originals, and hopefully for you to build up your armies too. With so many of the pieces being interchangeable, you could make quite a sizeable army without ever having to duplicate a single model! This makes it look much more exciting. Paul Robins, our factory manager and another treadhead, reckoned that with all the different hatches, turrets, tracks and hulls, there were several thousand different combinations you could make before you'd have to duplicate one. And that's without any conversion work on your part at all! This gives you the choice to make a regimented army if you want, by collecting clean, "factory finish" tanks fresh from the production line, or a rag-tag bunch of battle-hardened veterans with all manner of battlefield modifications, extra weapons, armour and equipment all over them. The choice is yours. My army is a straight off the battle-barges army, with only a couple of variants. Nearly everything is clean and smart. On the other hand, I know that Gary Morley's army is a veteran Imperial army and no two tanks are the same.

I've just about finished all of the Space Marine variants, and the last of those is going off to be cast up today. Next are the Eldar. These are going to be a bit more of a challenge, but that's an interesting opportunity rather than a problem. Perhaps I'll see if I can pick Jes' brains again on this one. I think that if they come out as well as the new Falcons and Wave Serpents did then that'll be great.

WHAT DOES THE FUTURE HOLD?

This is only the beginning for Epic 40,000. Over the course of the next few months we'll be releasing a huge selection of new models, starting next issue with the rest of the Space Marine army. After that we'll move on to the Orks and then the Tyranids and Eldar. Before you know it there will be extensive miniatures ranges for all of the armies covered in the Armies Book. All the rules for the models shown in this article are in the Epic 40,000 Armies Book. This is also true for all other new Epic 40,000 releases. There won't be supplementary rules as everything you need is in the box.

White Dwarf will be a hive of activity as far as Epic 40,000 is concerned. We will be publishing all sorts of exciting hobby articles such as Epic tactics, modelling and painting articles, battle reports and historical campaigns to fight as well as bringing you all of the new Epic 40,000 army releases. So if you're as excited as we are about this new game, then keep an eye on White Dwarf for all the latest developments.

SPACE HULK

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



WARHAMMER
60,000

In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.

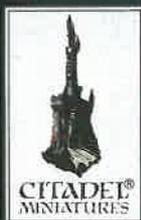


Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.

In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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GAMES
WORKSHOP

THE LAND THAT TIME FORGOT

LIZARDMEN

The Lizardman army is the latest in the range of Warhammer armies. Lizardman Generals have been preparing for battle far and wide, ready to do combat with Bretonnian Knights, or indeed any foe foolish enough to challenge the armies of Lustria. Over the last few months, the Lizardman army has been steadily growing in size and power as new troops come to the fore. So far, mighty regiments of Saurus and Skink warriors, armed with a variety of deadly weapons, have emerged to battle the hated enemies of the vast Lizardman empire. There are also the great Kroxigor, fighting in units of their own, or standing amidst regiments of Skinks who direct the towering monsters towards the enemy. Leading these forces are the ancient Slann Mage-Priests, borne along by their dedicated Saurus Temple Guards. These were amongst the first of the Lizardmen to be unleashed upon the unsuspecting Warhammer World.

REINFORCEMENTS

Now there are yet more new additions to the Lizardman army in the form of three monstrous beasts of war. These creatures are often used to carry Skink riders into battle, striking terror into the hearts of any foe by their mere appearance on the battlefield. The first of these beasts is the Stegadon. Armoured and bedecked with razor-sharp horns, this enormous monster carries a small contingent of Skinks in a howdah on its back. As the huge, unstoppable behemoth lumbers forward towards the enemy's fragile battle lines, it forms a dramatic and worthy focal point for any Lizardman army.

Next are the smaller but no less deadly Terradons, which glide over the battlefield. The huge winged creatures carry two Skink warriors on their backs, who direct the great flying beasts

to drop large rocks, clutched in their claws, upon the unfortunates below. Then, after releasing their loads, the Terradons can dive into combat, rending with their taloned claws and slashing with their viciously barbed beaks.

Finally there is the cold-blooded Salamander, who is coaxed into combat by a team of Skinks. Once in position it is goaded in to spitting forth a deadly venom at the opposing troops, sowing death and fear through the enemy ranks.

Each of these terrible creatures is a deadly and exciting addition to any Lizardman army, and continue to give the armies of Lustria a real edge in any Warhammer battle.



By Nigel Stillman.

This month sees the release of three monstrous new beasts of war for the armies of the Lizardmen. In this article, Nigel explains how they work in the Warhammer game, as well as unearthing the secret tactics of the Old Ones...

MONSTROUS REPTILES

Stegadons, and Terradons are not spawned, but rather hatch from gigantic eggs. Salamanders, however, are like Sauruses in that they are spawned in the swamps.

The main difference between the huge reptiles that hatch from eggs, and the aquatic creatures like the Salamander that are spawned, is that the former have dry, scaly skin right from the start, whereas the latter creatures have smooth, shiny skin, especially when newly spawned.

Stegadons are born with their bony plates, which become harder and lighter in colour with age. Their hides occur naturally in a wide variety of colours, from pale blue/greys and yellows to rich greens and browns. Newly hatched Stegadons have mottled or striped hides to camouflage them from predators.

As the young Stegadon gets older its camouflage mottling changes colour becoming less contrasting and more evenly coloured. Old rogue male Stegadons battle with each other for dominance by head-clashing, and the beast with the biggest spines and most impressive crest will tend to win.

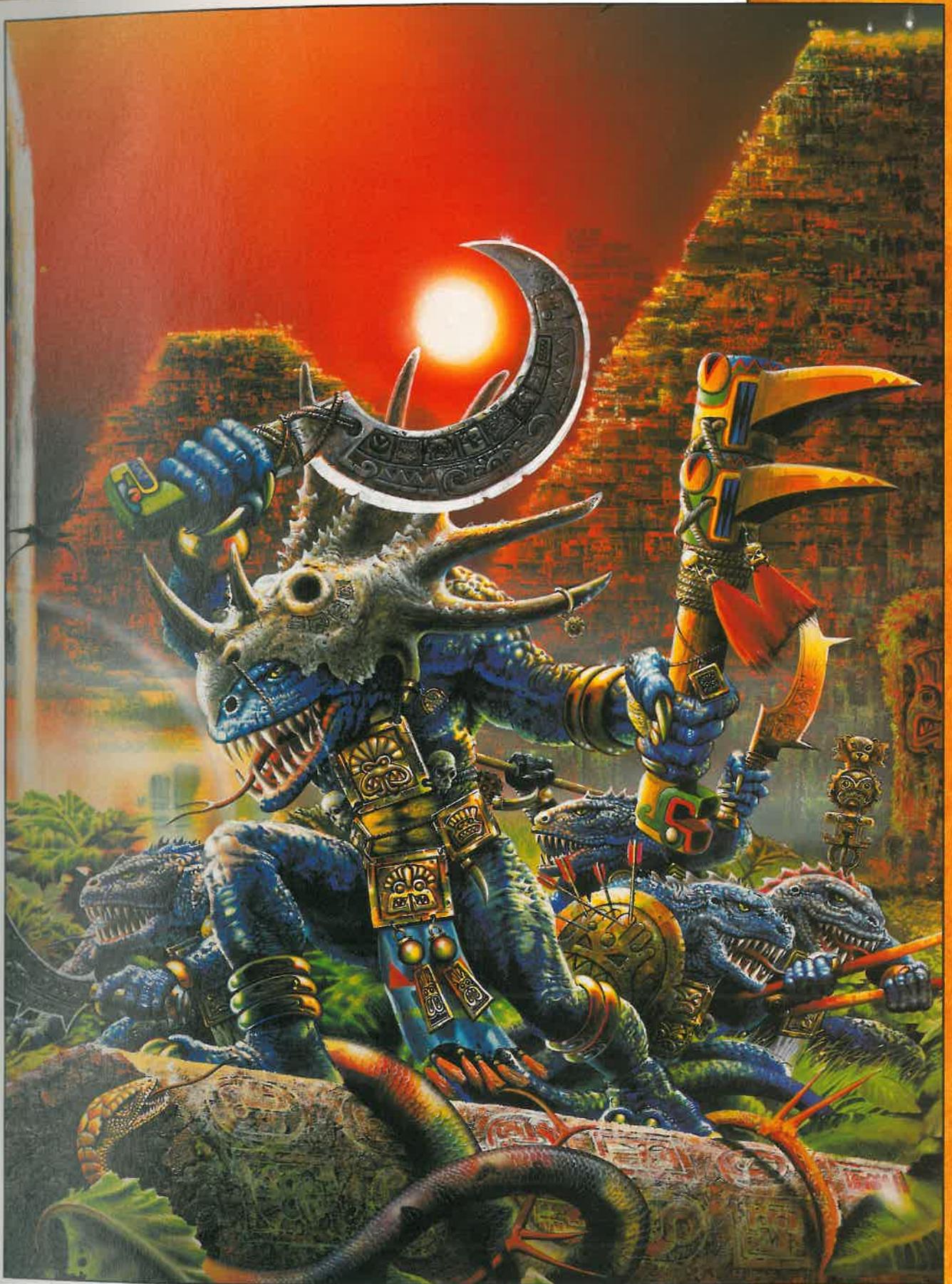
Striking and colourful markings on the crests of the oldest beasts serve to deter all but the most



reckless and aggressive contenders, so Stegadons marked in this way are best for war! Indeed this is true of any of the great beasts of war used by the Lizardmen army.



The left wing of the Lizardman army attacks in the form of the Horns of the Stegadon.



Saurus Temple Guard by Geoff Taylor.

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TAXTIQUA ANTIXUA

"THE TACTICS OF THE OLD ONES"

A TACTICAL TREATISE BY THE SKINK SCRIBE ZQUIXIWIZI

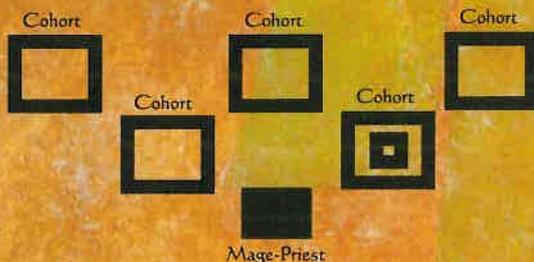
Upon the first day of the rising of Copac, Lord Tlazpoc stirred from his meditations. "Let the tactics of the Old Ones be discovered and set down upon scrolls!" So said Lord Tlazpoc. So it was spoken, and so it was done! I Zquixiwizi, high Skink of Itza was entrusted with this task. Now upon this plaque are the secrets of the Old Ones revealed and explained. Let the Mage-Priests study these maxims! Let the Mage-Priests be satisfied! May Sotek be gratified with his rightful tribute in the pit of sacrifice!

THE COILED SERPENT

This is the correct tactic for use against the accursed rat spawn because it is favoured by Sotek. It is also effective against other enemies who advance as a great horde. They are destroyed in the manner of the boa-constrictor. They are crushed in the coils of the anaconda.

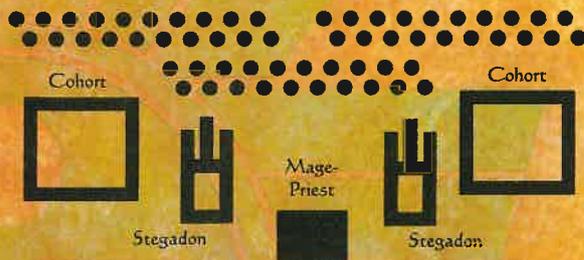
Dismiss the Skink cohorts, do not bring them to battle in great numbers excepting only small detachments to scout on the extreme flanks. The poisons of the rat spawn will find the weakness of the Skinks and it is the sacrifice of rat spawn that Sotek desires, not Skinks. The main strength of the army should be Saurus cohorts. If Skinks must be sent forth to fight, let them take the Dagger of Sotek so that his wrath and desire for sacrifice will protect them.

The Saurus cohorts are formed in columns no more than four ranks deep. Several units are arrayed one beside the other. Every alternate cohort is held back to protect the flank of its neighbour, thus creating two lines of battle. The entire army can advance in this manner or in an oblique line. In this way large units of enemy will be attacked by more than one cohort of Sauruses. Attack massed enemy units from front and flank so that they do not benefit from their ranks. If there are not enough units of Sauruses, use Kroxigor or Skinks strengthened by Kroxigor or Stegadons in the second line.



GUARDING THE MAGE-PRIEST: Understanding that the Mage-Priest will certainly be attacked by the enemy, the Old Ones devised correct ways for the Mage-Priest to protect himself in battle. The Temple Guards should protect the Mage-Priest's palanquin from the front and flank. This is achieved if the Mage-Priest remains in the centre of the Temple Guard cohort. The rear of the cohort is vulnerable to attack, especially from fast enemy, reckless characters and flying foe. Therefore, it is said, allow Swarms of Serpents and Lizards to follow behind the palanquin. If the enemy manifests himself to the rear, these turn and meet the attack. The enemy will be overwhelmed while fighting these myriads of Sotek, allowing the Mage-Priest to move away from the danger.

Skink Skirmishers



THE TARANTULA

If the enemy can be predicted to rush forward and attack in great force, adopt the strategy of entrapment. The centre of the battle line is held only by Skinks who may adopt dispersed formation. Very many Skinks gives the appearance of strength in numbers, misleading the enemy and concealing the trap. The flanks of the army are strong and may be held by Stegadons, Sauruses, Kroxigor or Cold One Riders. The flanks are held back.

The Skinks in the centre sting the enemy and provoke them into advancing. The Skinks are engaged and fall back. Their determination to serve the Mage-Priest is strong and so they can be relied upon to rally and not to quit the field if they have already advanced far into the centre. Ensure that this is done. As the Skinks fall back before the onslaught, the great strength of the enemy has entered the trap. Now the strong flanks move in from both sides to crush them.

If the enemy sees the trap and attacks in strength on one or both flanks, then advance the flanks to meet them and attack with determination. Remember that the destruction of the enemy striking force is desired. The enemy centre may be too weak to threaten the Skinks who can advance to assist the engaged flanking troops.

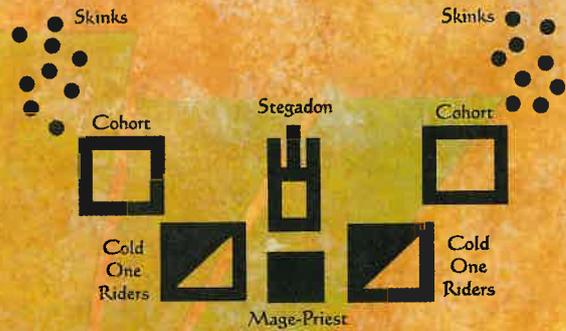
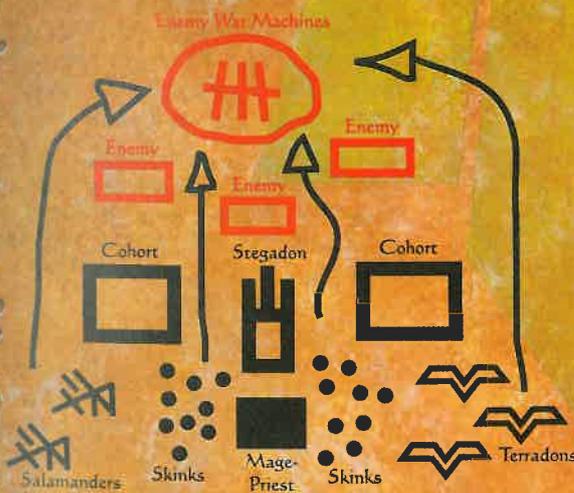
THE POUNCING JAGUAR

These tactics should be used when the enemy stand back and refuse to come forward to fight, trusting in their devious devices to win the battle from afar. Against this enemy, imitate the action of the jaguar who pounces upon his prey holding it fast between his talons and biting at its jugular with sharp fangs.

A strong force of Terradons is concentrated behind the centre of the army or on one flank. They must fly directly towards the devices of the enemy, which are usually to be found sited upon high ground so as to dominate the flat plains of battle. The Terradons descend upon them, smash the machines with rocks and devour the crew. Fly high to strike fast. If the foe have greater strength in flying troops, fly low to avoid them.

Do not rely entirely upon Terradons for this task, but organise small detachments of Skinks. Direct these to creep up on the enemy devices through terrain, by oblique routes or around the flanks. They should adopt skirmish formation. The enemy will overlook such troops in their desperation to shoot at the Stegadons and Saurus cohorts which simultaneously bear down upon them from the front. With venomous arrows and javelins the crews will be slain.

Against the hail of enemy arrows advance the Stegadons. Many enemy missiles will harmlessly glance off the howdah and the great shield crest. Do not deploy the Sauruses in dense columns which are vulnerable to enemy war machines, but rather in lines and provoke the enemy to run onto their spears. The Saurus warriors can change into a deep formation to meet them. If the terrain is very broken, consider concealing Salamanders which can creep forward and spit venom a great distance. They will menace enemy devices and reserves forcing them to move forward to meet the Sauruses.

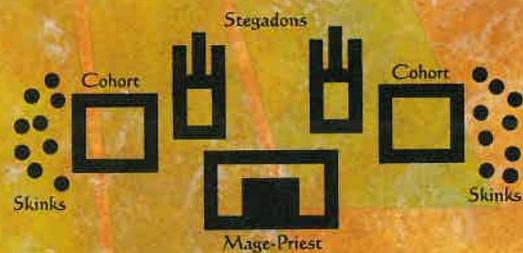


THE SCORPION

This is a strategy for the open plain. The scorpion fends with its claws and then suddenly stings with its tail. To imitate this action with the army, divide it into three battle groups. On each flank is a strong cohort of Sauruses, supported by skirmishing Skinks. They are deployed far forward and advance quickly. These are the two claws of the scorpion.

In the centre and behind the claws is the tail of the scorpion. This is made up of Cold One Riders supported by Stegadons. When the claws are gripping the enemy in hand-to-hand combat, the scorpion stings with the tail. The strong force of Stegadons and Cold One Riders attacks and crushes the enemy centre.

The Mage-Priest and his Temple Guards are the head of the scorpion, positioned just behind the claws and between the Stegadons and units of Cold One Riders.



THE HORNS OF THE STEGADON

For this method of attack the army is divided into a left and right wing. A mighty Stegadon is placed at the core of each wing of the army. The Mage-Priest commands from a position between the two wings and if there are lesser Slann dignitaries present he shall delegate the command of the wings to them. Let the Mage-Priests be protected by Saurus guards! Beside or behind the Stegadons march the Saurus cohorts. The army advances and the Stegadons hasten forth to trample the foe. This will bring forth the enemy reserves. Then the Saurus cohorts advance to grind them into the dust. The guarding of the extreme flanks of the entire army is entrusted to the Skinks.

STEGADON

The jungles of Lustria are home to a variety of huge lumbering primeval reptiles which have dwelt there since before the coming of the Old Ones. Stegadons are among the largest and most aggressive of these creatures. They feed on the lush vegetation and have powerful beak-like jaws capable of grinding up the trunks of vast forest trees or cracking the hard, rock-like nuts. They use their horns to uproot whole trees before devouring them, and can wallow in deep swamp



relying on their thick scaly skin to protect them from predatory crocodiles and deadly gigantic piranha fish.

Stegadons often have several large long horns projecting from their skulls as well as horns, spines or plates on their backs, flanks and tails. Their tails end in a spiny maul with which they lash out at anything that tries to approach them from the side or the rear. Since predators tend to stay well clear of these creatures, they use their natural weapons fighting each other in vicious fights over the hulks of fallen trees, often remaining locked in combat for days on end. They seem to be slightly more intelligent than Cold Ones and rather more active, probably because they live out under the hot sun.

The Lizardmen soon made attempts to harness these creatures as beasts of burden, especially for clearing dense jungle to build temples, and for dragging huge stones. It was not long before they were used in battle, carrying crews of well armed Skinks in massive bronze-clad howdahs on their huge broad backs. They soon proved their worth, crashing into dense masses of the foe leaving immense damage in their wake.

PROFILE M WS BS S T W I A Ld

Stegadon	6	2	0	7	6	6	2	5	6
Skink Crew	6	2	3	3	2	1	4	1	6

SPECIAL RULES

SKINK CREW & HOWDAH: The Skink crew of the Stegadon ride in a howdah mounted on its back. The crew are armed with hand weapons, spears, short bows, javelins and shields. Their javelins and arrows are poisoned and hits strike with a Strength of 4.

SCALY SKIN & HORNY HIDE: The Stegadon has a horny hide which gives it a basic armour save of 4+. Its save can never become worse than 6+ due to modifiers from the attacker's Strength. The Skink crew have scaly skin which counts as light armour. This gives them a save of 6+ which can never be made worse by modifiers – see the Saurus special rules in the Lizardman armies book.

COLD BLOODED: All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

GIANT BOWS: Any Stegadon may be armed with a giant bow. This shoots giant arrows which are actually javelins carried in great quivers on the howdah. The bow requires two crewmen to shoot, and has a range of 36".

The giant bow is shot in the shooting phase along with other missile weapons. Because

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the giant bow is mounted high up on the howdah, it can shoot over intervening troops, but not intervening terrain. Apart from that, it needs a clear line of sight to the target.

Roll to hit using the crew's BS in the same way as for ordinary bows. If you score a hit, resolve damage using the giant bow's full Strength of 5. If the model is slain, then the arrow penetrates the rank behind: resolve damage with a Strength 4. If the second rank model is slain the arrow penetrates the third rank: resolve damage with a Strength 3. Continue to work out damage as the arrow pierces and slays a model in each rank, deducting -1 from the Strength of the hit for each rank pierced.

A model damaged by the giant arrow suffers D3 wounds. The arrow is not as powerful as a bolt from a bolt thrower, so armour saving throws are allowed and are modified for the Strength of the hit as normal.

IMPACT HITS: In hand-to-hand combat, the Stegadon has three types of attack: attacks from the crew, attacks from the beast itself and impact hits caused by the creature's horny spikes.

When the Stegadon charges it automatically causes D6 Strength 5 hits from its horny spikes. These impact hits are inflicted first, before any attacks from either side, in the same way as impact hits from chariots as described in the Warhammer rulebook. Note that no roll is made to score impact hits, the charging Stegadon automatically causes them.

SHOOTING AT THE STEGADON AND CREW: Any shooting hits scored on the Stegadon model are randomly divided between the Stegadon, the howdah and the crew. Roll a dice and consult the table below for each hit to see which part of the model is struck. The howdah is shielded by the huge horny crest of the Stegadon. Anything which hits the horny plate does no damage to the monster itself and is deflected from the Skink crew. Hits on the howdah are therefore disregarded, and are unable to penetrate to endanger the crew.

D6	Hit Location
1 - 2	Howdah (disregard hit)
3 - 5	Stegadon
6	Skink Crew



HAND-TO-HAND COMBAT AGAINST STEGADON & CREW:

Hand-to-hand combat hits scored on the Stegadon model are also randomly divided between the Stegadon, the howdah and the crew, but with a better chance of hitting the crew. Roll a dice and consult the table below for each hit, to see which part of the model is hit. Hits on the howdah are still disregarded, because it provides cover for the crew and is itself shielded by the monster's horny crest.

D6	Hit Location
1	Howdah (disregard hit)
2-4	Stegadon
5-6	Skink Crew

NO CREW LEFT: If all the crew are slain refer to the Monster Reaction Table in the Warhammer rulebook to see what the Stegadon does.

CAUSES FEAR: The Stegadon is a huge, spiky primeval monster with a loud frightening roar. It causes *fear* as described in the Warhammer rulebook.



SALAMANDER

Salamanders are giant amphibians that dwell in the jungles and swamps of Lustria. When they hunt, Salamanders spit powerful venom at their prey, which includes various animals such as large birds, monster insects and even Skinks if they are not fast enough to get out of the way! The Skinks capture these creatures and train them for use in battle as a sort of living artillery, as they can spit their deadly venom over a long distance.

It is very difficult to train and control a Salamander. In battle, each Salamander is accompanied by Skink Runners who have the task of goading and tempting it towards the enemy and prodding it to make it angry enough to spit venom at them. This is a hazardous task for the Skinks, who risk getting eaten themselves! The venom is extremely nasty and corrosive since it partly digests the victim ready for the Salamander to gulp it down in one go!

PROFILE **M** **WS** **BS** **S** **T** **W** **I** **A** **Ld**

Salamander	6	3	3	4	4	3	2	3	6
Skink Runners	6	2	3	3	2	1	4	1	6

SPECIAL RULES

SCALY SKIN: The Salamander and its Runners have scaly skin which counts as light armour and gives them a basic save of 6+. This save can never become worse than 6+ due to modifiers from the Strength of the attack.

COLD BLOODED: All Lizardmen are cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

SPIT VENOM: In the wild, Salamanders spit venom when they are angry or irritated. The task of the Skink Runners is to goad the Salamander to face the enemy and spit its venom.

The Salamander can spit venom up to a distance of 24". Place the small round template from the Warhammer game over the target to represent the spray of venom. Roll to hit as normal using the Salamander's BS. If the Salamander hits, every model under the template suffers a Strength 4 hit, inflicting D3 wounds. The venom seeps through gaps in armour so no armour save is allowed.

If the shot misses, roll the Scatter dice and Artillery dice to determine how far off target the venom lands and shift the template to the new location. If you roll a misfire result, it means that the Salamander didn't spit any venom at all, but gobbled up one of the Skinks instead!

SKINK RUNNERS: The Salamander is escorted by a group of four Skink Runners. The Skink Runners and the Salamander form a single unit in the same way as a cannon and its crew. They move together, and if obliged to flee, pursue or whatever, they stay together just like a unit of troops. Several Salamanders can be grouped into a loose unit in a similar way to cannons and other war machines, in which case they form the equivalent of a battery. Crew can move from one Salamander to another where required.

Should a Salamander's Skink Runners all be slain, it can still move, fight and spit venom. However, the beast is no longer directed by the Skinks and therefore is affected by the rules for *Stupidity* as described on page 50 of the Warhammer rulebook. Remember that Salamanders are cold blooded and roll 3D6 discarding the highest.

SHOOTING AT THE SALAMANDER: When shooting at the Salamander and its Runners, roll a dice for each hit:

- D6 Hit scored on:**
 1-4 Skink
 5-6 Salamander



AQUATIC: The Salamander and its escort of Skink Runners may move over water obstacles without penalty and will benefit from soft cover while occupying water features.

TERRADON

Terradons are another type of prehistoric reptile that has survived in the jungles of Lustria and the South Lands, but few other places. Their natural habitat is the high crags and tall trees of the rain forest. Terradons are flying reptiles. They are in fact expert gliders who can use the rising steamy hot air of the jungle to stay aloft for long periods, preying on birds as they fly. Terradons are so good at soaring and swooping on the air currents that they can remain airborne for days and have been known to cross deserts and seas when ridden by Skinks.

Skinks have mastered the skill of riding Terradons that are big enough to bear the weight of two riders. These Terradon riders are exceptionally useful in battle, since they can fly ahead of the Lizardman army and attack suddenly and silently from above. Terradons have a wide wingspan and cast an ominous shadow over the foe as they swoop above them in battle. They have long beaks full of sharp needle-like teeth.

Terradons are rather more intelligent than Cold Ones and easily trained. They have been known to dive from a great height directly into the sea and emerge with huge fish in their jaws. They can pluck enemies from the battlefield in a similar way. The mournful cry of a distant Terradon is enough to make the blood of any enemy of the Lizardmen run cold!

PROFILE **M** **WS** **BS** **S** **T** **W** **I** **A** **Ld**

Skink Rider	6	2	3	3	2	1	4	1	6
Terradon	2	3	0	4	4	1	2	1	3

SPECIAL RULES

TERRADON MOUNTS:

The normal rules for mounts apply to the Terradon, except that it has two riders rather than one. To represent this, the enemy must kill both riders before the model is removed. For example, if a regiment of Terradons suffers 2 wounds, remove one model. If it suffers 3 wounds remove one model and record one Skink casualty. If it suffers 4 wounds remove two models and so forth.

SCALY SKIN: The Terradon and its Skink crew have scaly skin which counts as light armour. The save can never become worse than 6+ due to modifiers from the attacker's Strength.

COLD BLOODED: The Terradon riders are cold blooded and naturally slow to react to psychology! Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

FLY: Terradons can fly as described in the Warhammer rulebook.

SKIRMISH: Terradons always operate in skirmish formation, as described in the Warhammer rulebook.

DROP ROCKS: In the wild, Terradons drop rocks onto the eggs of gigantic reptiles or creatures





The Lizardman army advances in the form of the Pouncing Jaguar, its Terradons swooping down to smash the Dwarf war machines and devour their crew.

with shells such as giant turtles to crack open the shells. The Skinks have exploited this natural ability by training the Terradons to go into battle clutching rocks in their talons to drop on the foe!

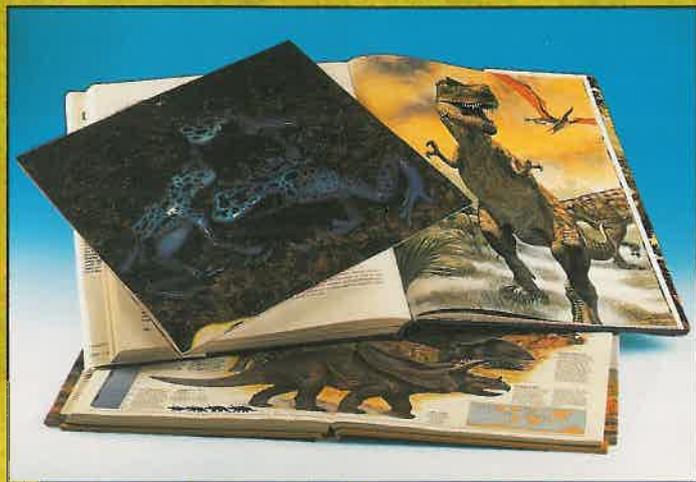
Each Terradon carries one rock. All of the rocks are always dropped on the first enemy that the Terradons charge in the battle. This means that after their first charge in the game they have no rocks left.

The rocks are treated in a similar way to impact hits from chariots or from a Stegadon. When a Terradon drops its rock it automatically causes 1 Strength 6 hit. These hits are inflicted first before either side strikes in combat. Note that no roll is made to score these hits, the plummeting boulders automatically cause impact hits. If the Terradons are charged, they immediately jettison their rocks harmlessly in order to be able to fight.

REFERENCE BOOKS

You can find hundreds of colour scheme ideas for your monstrous reptiles in dinosaur books. We've also found photos from natural history calendars to be a useful source of interesting patterns.

In general, any reference material on reptiles, amphibians or dinosaurs is a good source of inspiration for the Lizardman army.



NECROMUNDA™



Miniatures supplied unpainted.
Contents and components may vary from those illustrated.
Plastic moulding may vary due to the complexity and detail of the mould.



Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda's many terrors stalk each other through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilisation.

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.



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GOLIATH FIGHTER



HOW CITADEL MINIATURES ARE MADE

Though the dark art known as miniature design has long been thought lost to civilised men, we decided to send our reporters off to seek it anyway...

Eventually, after many a startling adventure, our long-lost reporters returned bearing with them forbidden knowledge.

Read on if you dare!

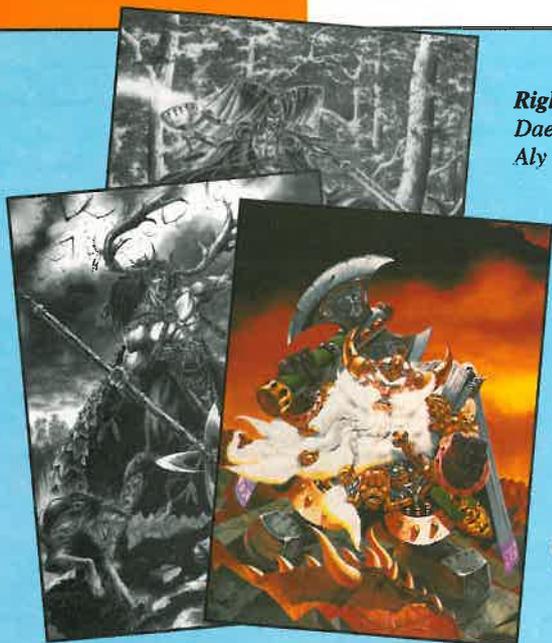
Every day we receive letters, faxes and other missives asking us how we make our models. This short article is our attempt to give you some idea as to how we design and manufacture the many hundreds of thousands of Citadel Miniatures that are collected, painted and gamed with every year.

The Citadel Miniatures bit of Games Workshop has been producing models for absolutely ages. About 19 or 20 years ago, Alan and Michael Perry were commissioned to produce a range of fantasy adventurers and we've never looked back! Over the course of the intervening years we've released thousands of different designs (and they've not *all* been Goblins!). During this time we've also managed to assemble a team of figure designers who few could argue are the best in the world.

Of course, the sheer quantity and variety of the Citadel range means that there are a host of exceptions to just about every technique or process we use. Nevertheless, we're consistent about certain things, namely quality and originality. We strive very hard to ensure that the high standards of design we achieve are

maintained, and if possible beaten, each and every time we make a new model. Coming up with great designs is a continual challenge for our designers, but we don't think they do too badly!

We're always being asked where the designers get their ideas and inspiration from, and the reality is that there are many different ways for a Citadel model to come into being. The most important sources of inspiration and ideas are the Warhammer and Warhammer 40,000 backgrounds and histories. Over the years these fictional realms have become as complex, intricate and detailed as our own world, and are a great source of material for the design team. Many ideas naturally evolve from the game backgrounds and the writers and artists who have contributed to them play no small part in the



Games Workshop's game worlds are a constant source of ideas and inspiration for the designers.

Right: Dwarf Daemon Slayer by Aly Morrison.

Far Right: Morgiana le Fay, by Michael Perry, riding Trish Morrison's Unicorn.

Left: Orc Big 'Un Musician by Brian Nelson

Right: Eldar Wave Serpent, by Tim Adcock.

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Jes Goodwin often produces finely drawn concept sketches before launching into a new model. Shown here are examples from the Warhammer 40,000 Chaos project, together with the models that Jes actually sculpted.

development of ideas for models. Sometimes the model, the illustration and indeed the game description for a model all happen simultaneously so it's impossible to say which came first. The existing ranges are a constant source of new ideas as well, and the designers are always keen to revisit, develop and expand a favourite range.

Films, books, comics, even TV programmes can provide interesting ideas which, if adapted, may

be incorporated into the design of a new model. Many of the designers are military history enthusiasts and the influence of this on some of our ranges is obvious. There are scores of models in the Citadel range which are derived in part from real historical characters, troop types, events and artefacts. However, they wouldn't be Citadel ideas if we didn't adapt or mutate them to fit into the backgrounds that we've already defined for Warhammer and Warhammer 40,000.

Below: Grail Knight Champion by Alan Perry.

Right: Normal Swales' High Elf Repeater Bolt Thrower.



Above: Orion, the Wood Elf King in the Woods, designed by Gary Morley.

Above Left: Plague Marine Champion by Dave Andrews.

Left: Colin Dixon's Dwarf General.

SCULPTING THE MASTER

Having come up with a basic idea for a miniature, the Citadel designers set about sculpting what is known as a master model. When complete, this master is used to create a rubber mould from which the metal miniatures you see in the shops are produced.

Believe it or not, metal Citadel Miniatures are made at actual size. That is to say, the Citadel designers sculpt the models at the same size that you see the finished metal models! We're frequently asked how the models are reduced down when we produce them, but amazingly, the designers really do sculpt by hand every last tiny bit of detail.

In order to get the master under way, the designer makes a basic wire frame, known as an armature, out of fuse wire. The armature is used to give the miniature its initial pose as well as extra strength. The shape of the armature changes depending upon the race or type of miniature being sculpted. So an Orc would have a wide stooping frame, whereas an Elf or Eldar miniature would be taller and more slender.

Once the designer is satisfied with the frame it is time to start sculpting the miniature itself. A modelling putty

affectionately known as "green stuff" (because it's green and it's stuff) is used to make the rest of the model. The designer begins to build up the body of the miniature over the wire frame armature. Our designers call this first stage "bulking out". If any of the model is going to show bare flesh, then the designer will spend time finishing the muscles. If the figure is going to be swathed in robes or whatever, then all that is needed is the general shapes as they'll all be covered up.

At this stage, a good understanding of basic human anatomy is important. Even though the race of the miniature radically changes the shape of the anatomy (Orc bodies don't look much like human bodies), you need to know the basic rules before you can break them!

The next step is to add clothing, armour and weapons. Each of these details are difficult to sculpt in their own way. Clothing, for instance, is often creased and wrinkled around the body of the master, making it look more natural. It is just this natural look which is so difficult to attain. Plate armour, on the other hand, requires a smooth, unblemished finish and this can be equally difficult to get right.

The Citadel designers often incorporate into their designs metal weapons that have already been cast. First, a master is made of a weapon such as a sword. This can then be sent off to the factory and cast up just like an ordinary model, saving the designer valuable hours each time a sword needs to be used. Over the years, the Citadel designers have built up a vast supply of bolters, pistols, swords and the like. These weapons can then be added to a whole range of miniatures to ensure that the likes of Imperial Guardsmen or Space Marines all have matching weapons.

GARY MORLEY'S DEMO MINIATURE



In order for you to see how the armature supports and shapes the miniature, Gary Morley has kindly sculpted a special demonstration miniature. It shows one half that has been taken a stage further and had a human body sculpted onto the armature, while the other half has been left bare, showing the wire armature. You can see how the shape of the armature is the overall governing factor in the final pose of the miniature, so it is important that the designer gets the shape right before they proceed any further.

It should be noted that it is not normal practice for the sculptor to put arms on the armature as they tend to get in the way or sculpting the chest and head. Gary has simply added arms to this special demonstration miniature so that you can see how it goes together.



Here are a couple of miniatures which are well on the way. Above is Gary Morley's Maiden Guard for the High Elves, and to the right is one of Brian Nelson's Imperial Missionaries.



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This is especially important with very military types of armies such as Imperial Guard, where you can imagine standard equipment and weaponry being issued to everyone in the army.

As with many skills it is very difficult to instruct people how to sculpt miniatures. The best way to become a good sculptor is to practice and practice and practice some more. Just as with painting miniatures, the only way to get good is by having a go and keeping going until you get good! If you decide to have a go yourself, don't be afraid to try something different. Most of the Citadel designers have their own unique ways of working and no two sculptors works exactly the same way.

As you may know, not all miniatures come in one piece. Large multi-part kits such as monsters and daemons need assembling. These types of models are often made in one piece and then cut into their component parts ready for the mould making process.



This splendid Minotaur is Trish Morrison's latest creation, and just needs its hands and weapons sculpting.

ALAN AND MICHAEL PERRY AT WORK



Michael works on another Archer for the Bretonnians. He designed most of the Bretonnian range.



Having said Michael made most of the Bretonnians, here's Alan putting the final touches to a Knight.



A few last little touches...



Adding detail to the Archer. Note that Michael is using another Archer miniature as a base to work over.



"Green stuff", the two part putty that Citadel Miniatures are sculpted from.



Placing the masters under a hot lamp helps them to harden faster.

MOULD MAKING



A pre-cut master mould and its contents.



Placing the master mould in the press.



A master mould is pressed into shape.



A pressed master mould should look like this.



Drilling holes for air to escape when the molten metal is poured in.



Cutting in channels for molten metal to flow in and air to flow out.



The "tins" are left to warm up for five minutes, before being carefully arranged on the rubber.



Carefully placing the tins is vital for the mould to work.

MASTER MOULDS

Master miniatures from the Citadel designers arrive at our factory and go straight to the master mould room. Here they produce a mould that is used to cast a limited number of miniatures in pure tin.

This is a very delicate stage in the process of making a Citadel Miniature, as up until now the only copy of the miniature is the original master made by the designer. If it is damaged at this stage, the master must be made again.

To make the mould, several different master models are carefully placed between two discs of rubber. This sandwich is then taken and placed in a heated hydraulic press. When the rubber has heated up to a precise temperature, several tons of pressure are applied, transferring the detail of the master into the now soft rubber.

After forty-five minutes, the rubber has vulcanised and is solid. It is then removed from the hydraulic press and the two halves of rubber are pulled apart to reveal a (hopefully) perfect master mould. If we're lucky, the master can be carefully recovered and reused, otherwise it is destroyed in the process.

The mould maker then cuts channels into the rubber to allow the molten metal to flow into and around the mould, and also to let any air escape. These channels go from the centre of the mould to the miniature, and then to the outside edge. If the air isn't allowed to escape it will form pockets. These will stop the the molten metal from flowing into all the nooks and crannies of the mould and detail will be lost.

PRODUCTION MOULDS

These master moulds are then cast enough times to produce the tins from which the production moulds are made.

Production mould making is almost exactly the same as master mould making. The main difference is that these moulds are made from the far more durable "tins". Each production mould is made so that it has a dozen or so copies of the same miniature each time it's spun. This allows us to cast up miniatures in large quantities, in order to keep up with your demand.

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Metal studs are placed around the circumference of the mould so that the two halves can be located together easily and accurately every time.



The pressure of the mould making machinery must be careful monitored. Too little and all the detail will not be picked out, too much and the mould will be distorted.



As with the master moulds, air channels must be cut by hand for each mould to prevent air pockets forming and allow the air to escape during casting.



MODEL CASTING

To cast Citadel miniatures, the moulds are placed in a centrifugal casting machine which spins the moulds at high speed. This means that when the molten white metal alloy is poured into the centre of the mould it's forced to the outer edges and all the air is pushed out too. The recent change to our new white metal has also improved both the quality and detail of the castings.

When enough molten metal has been added to the mould, it is taken out of the machine and left to cool. After a few minutes, the mould is separated revealing a dozen or so castings of the same Citadel model.



Above: Factory manager Paul Robins, perusing the mould archive.



Left: Citadel Miniatures being packed into blister packs by one of our vast army of blister packers.

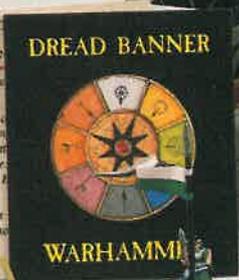


NOTES / VK

UNIT:	UNIT: 10 Detronian bowmen
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CLAMPING:	CLAMPING: No
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UNIT: 10 Detronian bowmen
ARMOUR/WEAPON: Ironed as
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TROOP TYPE: Bowmen
SKPT: 4

UNIT: 10 Detronian bowmen
ARMOUR/WEAPON: Ironed as
CLAMPING: No
TROOP TYPE: Bowmen
SKPT: 4



WARHAMMER

TURN SEQUENCE

- 1 START OF TURN
- 2 MOVEMENT
- 3 SHOOTING
- 4 CLOSE COMBAT
- 5 MARCH

MOVEMENT

The player whose turn it is moves his troops in the following order:

- 1 DECLARE CHARGES
- 2 RALLY FLEEING TROOPS
- 3 COMPULSORY MOVES
- 4 MOVE CHANGERS
- 5 REMAINING MOVES

CHARGE AND REACT

Charge! A unit may charge at a unit to normal the unit's movement. The charge is declared at the start of the movement phase. A unit may only charge a unit which is within its charge range. A charging unit may not move or shoot. The unit which is charged must react. The unit which is charged may not move or shoot. The unit which is charged may not move or shoot. The unit which is charged may not move or shoot.

MANOEUVER

Manoeuvre! A unit may move as many times as it wishes in the movement phase. The unit may move as many times as it wishes in the movement phase. The unit may move as many times as it wishes in the movement phase. The unit may move as many times as it wishes in the movement phase.

TERRAIN EFFECTS

Terrain effects affect ground and water. The unit which is on ground may move as many times as it wishes in the movement phase. The unit which is on water may move as many times as it wishes in the movement phase. The unit which is on ground may move as many times as it wishes in the movement phase. The unit which is on water may move as many times as it wishes in the movement phase.

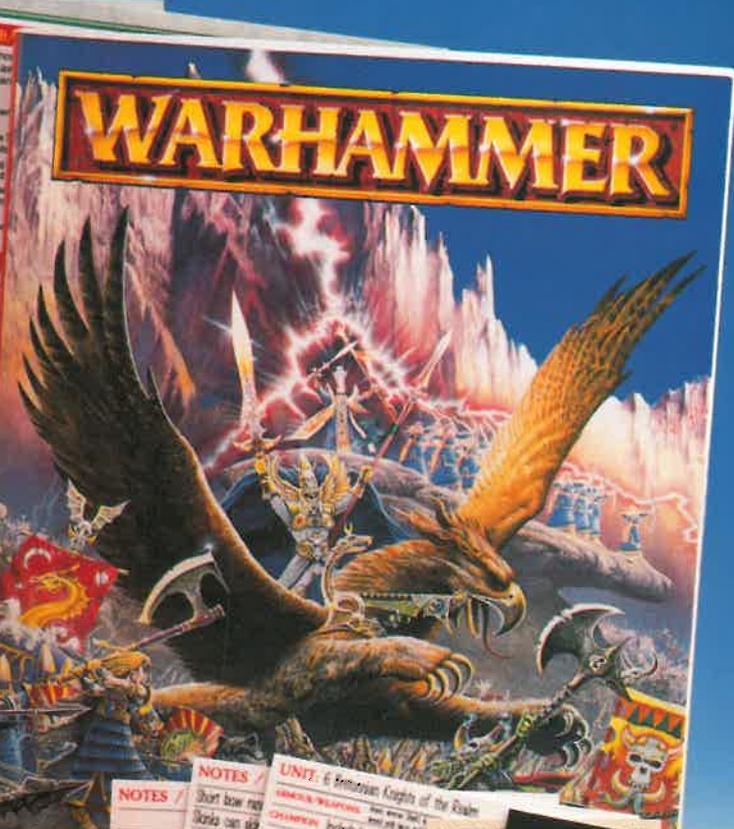
HAND-TO-HAND COMBAT

All models whose bases touch are in combat. Combat is resolved by rolling a die for each model. The die is rolled for each model. The die is rolled for each model. The die is rolled for each model.

TO HIT CHART

Compare the attacker's D6 with the defender's D6. The die is rolled for each model. The die is rolled for each model. The die is rolled for each model.

ATTACKER'S WEAPON SKILL	DEFENDER'S WEAPON SKILL	TO HIT
1	1	1
1	2	2
1	3	3
1	4	4
1	5	5
1	6	6
2	1	2
2	2	3
2	3	4
2	4	5
2	5	6
2	6	7
3	1	3
3	2	4
3	3	5
3	4	6
3	5	7
3	6	8
4	1	4
4	2	5
4	3	6
4	4	7
4	5	8
4	6	9
5	1	5
5	2	6
5	3	7
5	4	8
5	5	9
5	6	10
6	1	6
6	2	7
6	3	8
6	4	9
6	5	10
6	6	11



SHOOTING CHART

The player whose turn it is shoots with troops which have the following weapons. The player whose turn it is shoots with troops which have the following weapons. The player whose turn it is shoots with troops which have the following weapons.

WEAPON	RANGE	STR.	NOTES
Short Bow	30"	3	
Crossbow	30"	3	
Long Bow	30"	4	May not cross and shoot.
Spear	5"	3	
Hand Gun	24"	5	Strength as leader's Strength.
Mag. Crossbow	24"	4	May not cross and shoot. May not shoot two turns in a row. May shoot twice in 1 turn.

NOTES

Short bow may be used in close combat. Skinks can only be used in close combat. Skinks can only be used in close combat.

UNIT: 6 Bretonnian Knights of the Realm

GENERAL WEAPONS: See unit list. CHAMPION: Included as leader. TROOP TYPE: Knight. Strength: 4. Weapon: Hammer. Movement: 4. Notes: Lance armed +25 when charged. Knights Versus: Knights ignore 10/40 rules.

MAGIC ITEM: BITING BLADE

This is a magic item. The player whose turn it is starts with the biting blade. The player whose turn it is starts with the biting blade. The player whose turn it is starts with the biting blade.

The magic item chart is a circular dial with a compass rose in the center. It is divided into several colored segments, each representing a different magic item or effect. The segments are labeled with various names and symbols.



reserved.

Miniatures supplied unpainted. Contents and colours may vary from those shown.

Warhammer Quest

TWO YEARS ON

By Andy Jones

Well, frankly I'm shocked. Looking at my diary, I see that we are already rolling into 1997 with a vengeance. Apart from heading towards birthday 34, the tenth Golden Demon award since I did the first one, the end of the millennium, and so on, it means that Warhammer Quest is now two years old. It hardly seems that long since the first copies were rolling off the presses, but spring 1995 it was! That means that people have been playing Warhammer Quest for longer than it took me to write it, which is something of an achievement as at the time it felt like an eternity.

Two years in seems like a good point to recap and reconsider, to take a look at the monster I have created, and especially to take a look at how Warhammer Quest ties in with the new Warhammer. After all, with one of everything we do sitting on my shelves here at Ivory Towers, Nottingham, it is very easy to forget that to many people, all of our games are NEW! There are people coming into a Games Workshop store for the first time every day,



and to them every single boxed set and blister pack is a new and exciting treasure trove. Not only that, but I think we can safely assume that not all of you established Games Workshop gamers buy or even play every single one of our systems – so at least some of our games will be new to you too!

This means that every month one portion or another of White Dwarf will be something of a mystery to most Games Workshop fans. Well, bearing all this in mind, it obviously never hurts to do a quick recap every so often. Let's start with a rundown of what the game is all about.

Warhammer Quest is a game of action and adventure, played out over some of the most wonderful floorplans ever seen (painted by Richard Wright of course). In Warhammer Quest, you get to play a single Warrior in a group of four battle hardened adventurers, each played by another gamer. So, an immediate difference between Warhammer Quest and our other systems is that it is not really a competitive game at all, the four brave adventurers have to pit all their combined skills against the hideous monsters to be found in the dungeons and caves below the Warhammer World. And there's another big difference: all the action in Warhammer Quest takes place underground, in deserted Dwarf holds, deathly tomb complexes, Skaven tunnel systems and so on.

Knowing the Warhammer World, you can easily imagine what you are likely to encounter in the depths below. In Warhammer Quest, you can feasibly run into anything from a Giant Rat to a Bloodthirster. Probably not in the same dungeon, though on the other hand...

Still, to balance the horrors you are likely, nay definitely going to face (just you and three friends mind, no chance of fielding a 3000 point army here), you can easily imagine what the rewards might be. Lost Dwarf treasure, powerful magical items, a small (huge!) fortune in gold, it's all there for the taking. Even a heroic death can be assured, if you are a Troll Slayer with suicidal intentions!

The game works on a number of levels. In the box you'll find a 32 page rulebook, a 16 page adventure book, and a 192 page roleplay book. The idea is that you can start with the basic game and gradually work in as much complexity as you like. Being a grizzled old gamer, even stooping as low as going on occasional live action murder mystery style horror weekends, I kid myself that I have a wealth of gaming experience behind me (perhaps better described as a long string of bad investments). This informed my decisions and aims for what I wanted from Warhammer Quest.

In my humble experience, adventure games of this type (I am avoiding the roleplay stereotype as I am a firm believer that as soon as someone plays any game they are role-playing straight away. For example, see how much of an Orc I become during Warhammer games, not to mention when I play the Commandant in *Escape From Colditz* by the fact that you have to read loads of stuff before you can even start playing. And what's the fun of that? Especially when the hundreds of pages you have to read are laid out as if someone dropped them all on the way to the printers, and then picked them back up again, gave them a good shuffle and said "print that, it'll sell a million".

No, I wanted Warhammer Quest to be clear and easily accessible, with a minimum of stumbling around huge rulebooks just for added "authentic realism". I wanted to keep the fun parts of "roleplaying" (urrrgh!), and ditch most of the arcane complexity. Maybe I'm just short of patience or something, but I just wanted a game people could pick up and play straight away.

Hence the 192 page roleplay book (eh?). What I mean is, hence 192 pages of rules that you absolutely never have to use if you don't want to! The basic Warhammer Quest game works just fine using the 32 page rulebook and a few packs of cards. Cunning, huh?

Not only that, I wanted all the information at the players fingertips, to keep the action moving fast. Hence Warhammer Quest is played out using Citadel miniatures on wonderful floorplans. Everyone knows exactly where they are, 'cos the models are laid out before them. No fiddling about with



WHAT YOU GET IN THE BOX

Getting everything we wanted into the Warhammer Quest box was an incredible feat. Be warned – once opened you will never again be able to squeeze all the game components back in! Even so, there was still loads of extra stuff that we had to leave out, which ended up going into supplements and White Dwarf articles. The basic boxed set contains loads of models (*deep breath*): 4 Warriors, 6 Orcs, 6 Orc Archers, 6 Goblin Spearmen, 6 Night Goblin Archers, 12 Skaven, 3 Minotaurs, 12 Giant Spiders, 12 Giant Bats, 12 Giant Rats, 12 Snotlings, and 10 Dungeon Doorways, as well as a 32 page Rulebook, 16 page Adventure Book, and 192 page Roleplay Book, a how to play sheet, a 50 page Adventure Record pad, 19 Event Cards, 23 Dungeon Cards, 30 Treasure Cards, 17 blank Event Cards, 15 Spell Cards, 4 Warrior Cards, 4 Equipment Cards, 4 Warrior Counters, 6 Dungeon rooms, 5 Objective rooms, 8 Corridors, 3 T-junctions, 1 Corner, 1 Portcullis marker, 1 Cave-in marker, 3 Pit of Despair markers, 6 Webbed counters, 15 Power Tokens, 10 Luck Counters, 18 Scenery markers, 6 large dice and 12 small dice. Phew!



"What manner of monster have I unleashed upon the world?" – Andy Jones.



grubby paper chits for me! Also, all the information about the monsters you meet, treasure you find, Warrior skills and so on, is summarised on cards, and wherever possible each card contains everything you need to know about it (often with a picture too, even if that means I had to use really small print for the rules). This greatly cuts down the amount of time you have to spend reading through the rulebooks while you play.

And the icing on the cake is that this is a Warhammer game! The sheer depth and detail of the Warhammer world made writing Warhammer Quest a dream! If you enjoy the rich and evocative world of Warhammer, hopefully you'll be as pleased with Warhammer Quest as I am.

As you might be able to gather, I'm pretty chuffed with how it all came out!

THE GAME

The basic game is designed to be played almost as a board game. Each adventure is generated by a random dungeon card deck, so the cavernous depths are explored as you go along. Will the next card reveal a corridor, stairs down, a hazard filled chamber, a T-junction or perhaps the Objective Room you seek? The only way to tell is to turn the next Dungeon card over, clip on the next floorplan and get exploring.

Likewise, whether jumped by monsters in a room, or caught on the hop by an unexpected event, whatever you actually meet in the dungeon is generated by event cards. There are helpful event cards too, although don't bank on getting too many of these!

The good news is that every time you defeat all the monsters revealed by an event card, you usually get rewarded with gold and treasure: magical swords, shields, healing potions, extra armour and so on. Again, this is all decided by card play.

Eventually you will arrive at your Objective room, the crux of your whole adventure. Here the Warriors will prove themselves worthy heroes, or die in the attempt (sometimes they turn tail and flee, but we don't talk about that much). Of course, this assumes that you have not been trapped by a cave-in or portcullis, got lost in the dark, or simply taken a wrong turn somewhere along the line.

The rewards, for the worthy, are treasure and gold beyond your wildest imaginings (well, almost, although Grimcrag Grunsonn my battle level 10 Dwarf has some pretty weird dreams, and most of them feature gold in one way or another).

THE ROLEPLAY BOOK

OK, so much for the introductory game. With me so far? Good. Once you have played all 36 pre-written adventures, and had a go at being the Dwarf (Grimcrag Grunsonn rules, OK!), the Barbarian, the Elf and the Wizard, you will have a pretty good idea about which Warrior is best for you. Now is the time to open the mighty 192 page roleplay book. This weighty tome explains how to keep your Warrior from game to game, how to link your adventures into an ongoing Warhammer Quest campaign saga of heroic adventure, how to develop your Warriors from mere level 1 novices to battle



Left to right: In the Warhammer Quest boxed game you can choose to be either a Dwarf, Wizard, Elf or a Barbarian.

Warhammer Quest Lair of the Orc Lord



Above: Orc Warlord Gorgut.



Growler the Squig Hound



Gubbinz the Jester



Below: Skabnoze the Orc Shaman.

Lair of the Orc Lord was the first Adventure pack for Warhammer Quest. It adds new monsters, events, and best of all, 3 new board sections!



Contents and components may vary from those illustrated

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level 10 lords, and how to use the thousands of Warhammer miniatures available in your games of Warhammer Quest. Not only that, but the roleplay book lists loads of new magic items, events, settlement locations and so on. There is also a pre-written, pre-laid out dungeon adventure, which has to be run by a Gamesmaster (just for the real control freaks).

So, Warhammer Quest is a game of many parts, and it can be as easy or as complex as you like.

The only drawbacks with cramming everything into the one box are that you may need a surgical truss to carry Warhammer Quest home, and once you've opened the box, there is no way it's all going back in again. Be warned!

FOLLOW UP

Since the launch of Warhammer Quest we have followed up with a good swathe of back up material. This splits neatly between individual Warhammer Quest supplements, and articles in White Dwarf magazine.

There isn't enough space to go into detail about all the supplements available for Warhammer Quest, but they come in three flavours: Adventure, Warrior and Card packs.

ADVENTURE PACKS

There are two Adventure packs available, and each of these is in some way a cut down mirror image of the Warhammer Quest game. That is to say that you get new floorplans, specially designed new Citadel miniatures to represent the most important monsters in the pack, event and treasure cards keyed into the monsters in the pack, and a rulebook which works from the basic game right the way through to the full blown roleplay game, pre-written adventure included. Each Adventure pack is themed to a specific evil doer and his minions. *Lair of the Orc Lord* is all about, you've guessed it, an Orc Warlord called Gorgut, whilst *Catacombs of Terror* is riddled with the forces of the Undead.

CARD PACKS

As Warhammer Quest is a card driven game, there are a number of extra packs of Treasure cards available. These can be shuffled into your existing Treasure card packs for diversity and added kill power!

There are also packs of blank Event cards, so that you can make up your own devious traps and fateful happenings for the Warriors to stumble across in the dark. Also, you can fill

in the blank Monster cards to generate encounters with all the models from your Warhammer army. So if you play Undead, for example, you can create a complete Undead event deck for your home-made *Labyrinth of Khemri* adventure.

WARRIOR PACKS

Of course, one of the most exciting parts of Warhammer Quest is the individual development of your own Warrior. There are four Warriors in the boxed game, but there were so many other candidates that we released a string of extra Warrior packs, each with unique skills and abilities. Each pack contains a wonderful model of the particular hero, together with a complete rulebook, and all the card reference components needed to use the Warrior in the basic game.

So far, we have (in no particular order), the Imperial Noble, the Elf Wardancer, the Troll Slayer, the Witch Hunter, the Pit Fighter, the Elf Ranger, the Chaos Warrior and the Warrior Priest (I don't think I've missed anyone).

In fact, we've just released the mighty Bretonnian Knight which you can see below, and we have many other ideas which may surface in the fullness of time.

DA MODELZ

The Citadel miniatures in the Adventure and Warrior packs are great additions to any Warhammer army. Skabnoze, the Orc Shaman from the *Lair of The Orc Lord*, is one of the key characters in my mighty Orc army (I got good marks at the staff tournament for selection and painting anyhow...), and I

have also incorporated Gubbinz the Goblin Jester as a cool Shaman, not to mention Gorgut and his Big 'Uns. In fact, truth be known, the basis of my Orc army started with my painted models from Warhammer Quest coupled with those from *Lair of The Orc Lord*:

Lair Of The Orc Lord

Warboss Gorgut, Orc Shaman Skabnoze, Gobbo Shaman Gubbinz, 3 of Gorgut's Big 'Uns

Warhammer Quest

6 Orc Boyz, 6 Orc Arrer Boyz, 12 Gobbos with spears, 12 Night Gobbos with Bows, 12 Snotlings, 3 Minotaurs

So there you have it, my secret is out! I started by painting up my Warhammer Quest models, and ended up with a small army of greenskins.

WARHAMMER SUPPLEMENT

Warhammer Quest -

The best supplement for Warhammer there is!

Warhammer is an exciting, well developed, action packed world of adventure. Its geography, history, politics, conflicts, races and so on are all detailed and comprehensively covered. Warhammer is in fact probably the richest textured, most complete, most darkly gothic fantasy realm you're likely to find. Here at Games Workshop, we've not only created this world over many years (ask Rick, it's driven him completely bonkers), complete with thousands of illustrations, stories, world histories, descriptions, legends and so on, but on top of



Contents and components may vary from those illustrated. Model supplied unpainted.

BRETONNIAN KNIGHT





Bretonnian Questing Knights roam throughout the Old World, joining bands of heroic adventurers to bravely battle their way through perilous dungeons where foul monsters lurk and sacred relics await discovery!

In this latest Warrior pack you'll find everything you need to play a Bretonnian Knight in the Warhammer Quest game, including a rulebook, cards, counters and, best of all, a specially crafted model of a Bretonnian Knight, sculpted by Gary Morley. You might like to try painting yours up like David Gallagher's picture on the right.

WHITE DWARF WARHAMMER QUEST ARTICLES

Since the advent of "Fat" Dwarf, there have been all sorts of opportunities for new card floorplans, Event cards and lengthy Warhammer Quest articles (yum!). Almost every month there is something for the Warhammer Quest player, and actually all the new Warhammer releases are Warhammer Quest releases too (and vice versa)! Every White Dwarf Warhammer article which introduces new bits of background information, troop types and so on feeds straight into Warhammer Quest, and the extra focused detail of the Warhammer Quest articles adds extra flavour to Warhammer. After all, they are both set in the same world, and feature the same characters and places, it's just that they each focus on a slightly different bit.

I'm not going to explain at length just exactly what every Warhammer Quest article to date has been, but here is a list (which I actually got from an Internet web site, rather than trawling through all my own copies of White Dwarf!).

Warhammer Quest material in White Dwarf

Issue	What's in it
184	Introductory Article
185	Rules for Special Quests
186	More challenges, traps and treasure, with 6 hazardous new adventures
187	Information about Lair of the Orc Lord
188	Creatures of Darkness – Adding your own monsters to Warhammer Quest
189	The Darkness Below – Producing your own dungeons
190	New Dark Secret cards
191	A Horror Awakens – Three new Adventures
192	Into the Depths – Designer Dungeons
193	A Dungeon of your own – Event Cards
194	Well Met! – A look at party composition
195	Domain of the Horned Rat – A Quest pitting the adventurers against the malign Skaven
196	On the Waterfront – Part one of an article detailing how to get your party out of the dungeon and across the sea
197	Lost Kingdoms – Second part of the above article
198	Questions and Answers
199	Getting Out Once in a While – Using your Warriors in Warhammer



- 200 Second part of the above article
- 201 A Green and Pustulant Land – Three Quests pitting your Warriors against Chaos
- 202 Out of the Darkness – Just get out of that dungeon
- 204 Room For Improvement – Making the most of your Dungeon floorplans

Quite a list, and we STILL have loads of stuff yet to cover (Lizardmen for one thing, coming soon).

all that we have set the best tabletop fantasy battle system in the Warhammer World too!

If, like me, you enjoy Warhammer for more than just the opportunity to charge around with hundreds of Orcs at your command (or even to try out your latest tactical master plan), then you'll love Warhammer Quest too. Warhammer Quest is really the biggest, best supplement for Warhammer there is. It's a completely new game set in the Warhammer world, so you can expand your Warhammer hobby into a whole new level of detail, and a different style of play, whilst still being able to use all the models from your Warhammer collection. It's also an excellent way to start getting into Warhammer. All you really need to start playing Warhammer Quest is a single miniature, your Warrior. As you get new models, you can add them into your games of Warhammer Quest, until you have enough to start a small Warhammer army.

Warhammer Quest is not exactly the same game as Warhammer of course, there'd be no point in that at all. No, one is a battle game, the other a one-on-one adventure game. However, they both share the same environment. But the important thing is that with Warhammer and Warhammer Quest, all your models are interchangeable. If you field Undead in Warhammer, you can play adventures where the Warriors meet nothing but the dark minions of some foul necromancer. Likewise with Orcs, Chaos or whatever you have in your collection. By the same token, any Warhammer Quest miniatures slot right into your Warhammer armies too.

So, there you have it. Two years in and going strong! If you are into Warhammer, and haven't had a look at Warhammer Quest yet, you are missing out on a colourful part of the Warhammer hobby, not to mention a box crammed full of Citadel miniatures! Why not check it out?

Warhammer Quest



In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce new Monsters and even more perils. In addition, the Warrior packs contain nine new heroes, each with unique special abilities, skills and weapons. Dare you face the challenge of Warhammer Quest?



WARNING! Adventure and Warrior packs contain lead which may be harmful if chewed or swallowed.
Citadel Miniatures are not recommended for children under 14 years of age.
Citadel, the Citadel castle, Games Workshop, the Games Workshop logo and Warhammer are registered trademarks of Games Workshop Ltd. Warhammer Quest is a trademark of Games Workshop Ltd. © Games Workshop Ltd, 1997. All rights reserved.



Illuminations

Toby Hynes & Paul Smith

John Blanche: Toby and Paul were the first successful applicants for our Trainee Illustrator programme which we launched exactly a year ago. The process of finding these new artists began with an advert in White Dwarf. We then sent every applicant a brief to provide three line drawings for us. We didn't ask for fully rendered pieces because that meant that we could see the strength of their draughtsmanship rather than the rendering (rendering is filling in the bits between the lines – the light and shade, highlights and shadow, the modelling – and can hide a multitude of sins. With line drawings there's nowhere to hide!).

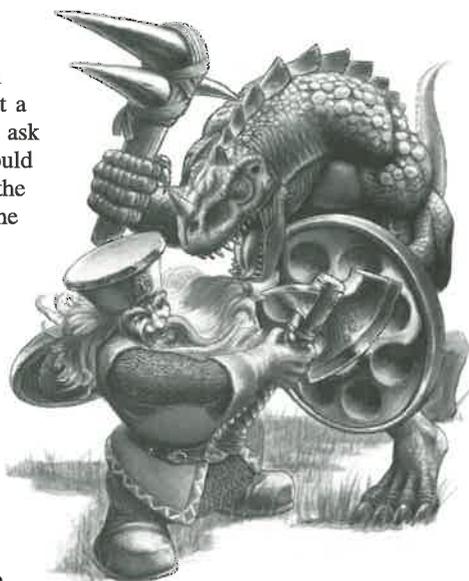
For our three subjects we chose a Space Marine, to demonstrate that the applicant could draw armour and battlegear, an Orc to demonstrate they could handle drawing a monster, and an unarmoured human to show that they could draw human anatomy. Shortlisted applicants were then asked to come for an interview bringing a fully rendered, finished drawing with them.

At the interview itself, we weren't just looking for a successfully rendered illustration, but the applicants had to demonstrate a knowledge and passion for our games and models. This enthusiasm is at least as important as the technical ability itself, because although we can train people in technique, we can't make people love the hobby. Both these points were fundamental in us choosing Paul and Toby over the many other applicants.

As Toby and Paul are the first of our Trainee Illustrators, we didn't know how long it would take to train them. We thought that it would probably take most of their first year with us, but we were pleasantly surprised! Astonished even! Take a look over the next few pages to see what we mean, and at Paul's Orc (left) and Toby's Saurus and Dwarf fighting (above). Once they arrived in the artistic hothouse that is the Studio (well that's how we like to think of it, anyway), they both managed to make themselves good enough almost overnight to be production artists! Their work has already appeared in Warhammer Armies Bretonnia and Lizardmen, the Grudge of Drong and Idol of Gork Campaign Packs, and the new Epic 40,000. Not bad, eh?

Not only have they been producing finished work almost from their first day, but together with Des Hanley and John Wigley they have managed to forge ahead and generate a new Games Workshop style.

With such a successful outing first time round, we're having another go. So, if you think you could be the next Toby Hynes or Paul Smith, take a look at the advert elsewhere in this issue and write now!



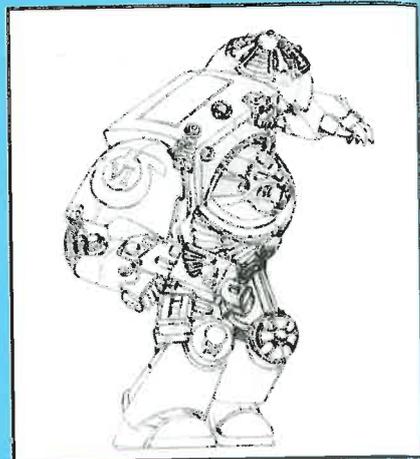
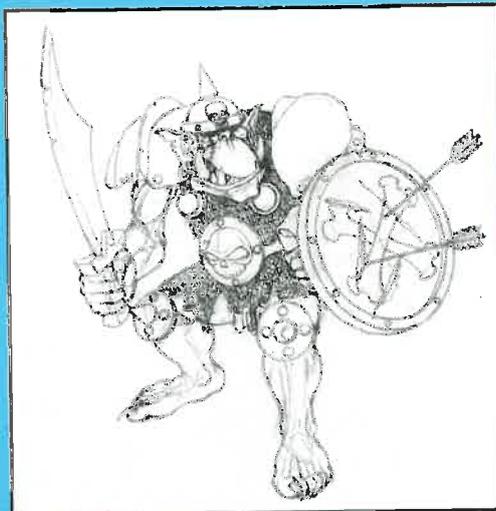
Over the last year we've been training two new illustrators, Toby Hynes and Paul Smith, who've been quietly beavering away turning out increasingly high quality work. Well, we thought it was past time that we had a few words with these two, but before we did we asked John Blanche how he thought they were getting on.

Toby Hynes



Toby is a Games Workshop fanatic, and has been for many years. For two of these he worked for us in our Kingston on Thames store, and still bears the scars of many a games night. His favourite army is "all of them".

Seriously though, of all the armies Toby's favourite are the redoubtable Dwarfs and he's led them to victory on many an occasion.



First Sketches

Above are the original illustrations Toby sent in, together with the fully rendered Savage Orc he brought to his interview. Why choose these subjects?

Toby: I wanted to do the Terminator in a different pose from usual, so I chose this position where he's supposed to be wheeling to fire. Unfortunately, everyone thinks he's dancing!

The best example of an unarmoured human I could think of was a Flagellant from the Empire army 'cos they're completely bonkers! I've gamed with them in the past and they're the best! We were using them in a scenario devised by Warwick Kinrade recently and they were wonderful in that.

For both Orc pictures, I wanted them to look realistic and brutal, not cartoony. The big Savage Orc turned out a bit dark because I got carried away with the rendering. I'm currently using the original line drawing of the Orc above to form the basis of a colour vignette which I'm working on at home.



When I drew this Bretonnian Halberdier, Alan and Michael Perry had only just begun to design the miniatures so a bit of interpretation was required to get the details right.

Eldar Vyper Jetbike

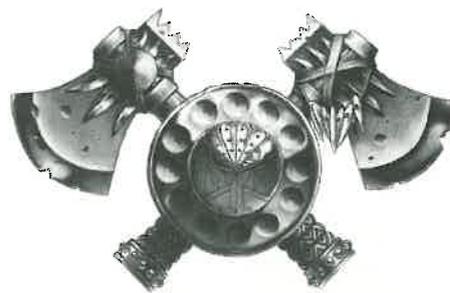
The Vyper was a really nice drawing to do, since there weren't many models about at the time and I got one to copy. It was drawn at the same time Richard Wright was painting his splendid colour picture of the Vyper and this attracted a lot of attention. This made it an even bigger challenge to do it justice in black and white. I'm quite pleased with the result, one of my more successful pieces.

I didn't actually paint the model I was given to use for reference. Instead I kindly donated it to Paul, who has added it to his Eldar Warhost.



Lizardmen

Mayan Dinosaurs! The Lizardmen project was really enjoyable. Again, there was no model for the Cold One's Skink Rider at the time, so I had free rein (if you'll excuse the pun).



Paul Smith



Despite the fact that none of these pictures are of the Eldar, they are Paul's army of choice.

With nearly 2000 points painted already, and squads of Exodites, Shining Spears and another Vyper Jetbike on the way, he's far from finished yet!



From Little Acorns...

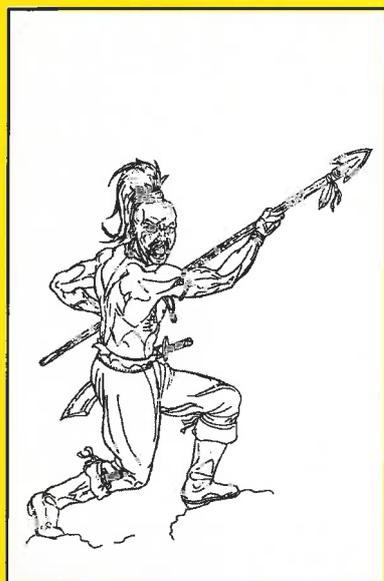
Paul: The pictures on this page are the line drawings I sent in, plus the rendered picture of Ragnar Blackmane which I brought to the interview.

Basically, I tried to achieve different things with each picture. The first one, a Kislevite Spearman, I tried to show that I can draw proper human anatomy, which is vitally important. You've got to know the rules before you can draw other races: if you don't know the rules you can't break them. If you don't know the rules...

The second picture is a frenzied Space Marine Orc, which shows me breaking those rules. Space Orcs are basically human shaped, but they're exaggerated in lots of different ways. This gives them a character all their own. This was what I was trying to capture.

The last one is the Space Marine. Again, this is an important subject for a Games Workshop artist as they are such a central image. Space Marines are easy once you get the right shapes (so I'm told), 'cos they're basically all the same. The trick is getting the right shapes in the first place and not quite there yet. I was also trying to show that I could extrapolate from what was already there. This is a sort of Ultramarine honour guard, something that hadn't been drawn before (or since!). Ragnar is an extension of this, and he's such a brilliant character too. I don't actually have a Space Wolves army, but I have painted a model of Ragnar Blackmane, and this inspired me.

Paul's Original Submissions



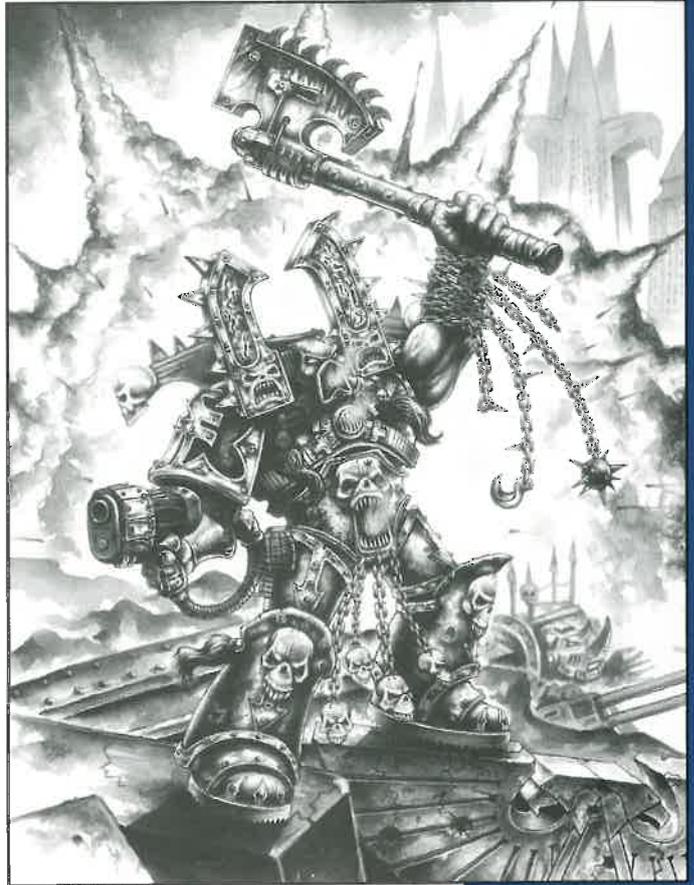
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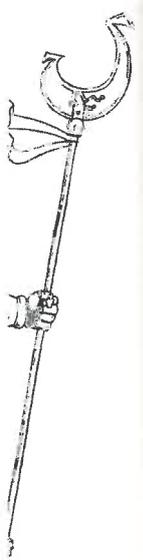
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...Great Oak Trees Grow

John: This page shows some of the amazing range of subjects the Games Workshop illustrators have to tackle: Orcs, Skeletons and Khârn the Betrayer. The Boarboyz banner and shields picture inspired the designs actually used on the finished models shown elsewhere in this issue.



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WANT?

SEQUENCE OF PLAY

1: Movement Phase

- Declare flyer missions
- Determine initiative
- First player moves
- Second player moves

2: Shooting Phase

- Determine initiative
- Vehicles and infantry shoot
- Determine initiative
- War engines shoot

3: Assault Phase

- Determine initiative
- First player assaults and firefights
- Second player assaults and firefights

4: Rally Phase

- Roll to remove blast markers
- Roll to rally broken detachments
- Repair war engine damage and shields
- Check victory conditions

BLAST MARKERS

Super Heavy Weapon	Firepower	Blast Markers
1 - 3	1 - 7	★
4 - 8	8 - 15	1 blast marker
9 +	16 - 23	2 blast markers
-	24 +	3 blast markers

★ 1 blast marker if you score any hits

WARHAMMER EPIC 40,000

CLOSE COMBAT AND FIREFIGHT TABLE

Roll a D6 and apply any of the modifiers below, the highest score wins.

Close Combat / Firefight Modifiers

Enemy has five or more blast markers	+1
Enemy has more blast markers	+1
Own side has more psykers	+1
Own assault/firepower total is higher	+1*
Assault/firepower value is twice the enemy's	+2*
Assault/firepower value is three times the enemy's	+3*
Assault/firepower value four or more times enemy's	+4*

* Apply the highest bonus only

CLOSE COMBAT RESULTS

The difference in scores	Combat Result	Score required for the Winner to kill	Loser to kill
1 blast marker	Narrow win	4+	4+
2 blast markers	Forced back	3+	4+
3 blast markers	Driven Off	3+	5+
4 blast markers	Hurled Back	2+	5+
5+ blast markers	Overwhelmed	2+	6+

TARGET

Marching
 In Open
 In Cover

FIREPOWER

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

FIREFIGHT TABLE

Vehicle or Infantry	-	-
Mobile War Engine *	Vehicle or Infantry	-
Immobilised War Engine	Mobile War Engine	Vehicle or Infantry
1	1	1
2	1	1
3	2	1
4	3	2
5	4	2
6	5	3
7	6	3
8	7	4
9	8	4
10	9	5
11	10	5
12	11	6
13	12	6
14	13	7
15	14	7
16	14	7
17	15	8
18	15	8
19	15	8
20	15	8

* When firing at immobilised war engines in the open number of dice rolled equals firepower

ORDER DICE SYMBOLS



MARCH



BROKEN



ASSAULT



OVERWATCH



SPECIAL



IMMOBILISED

TERRAIN EFFECTS TABLE

Terrain	Infantry Armour Bonus	Infantry	Vehicle	War Engine
Fortifications	+2	No Effect	Impassable	Impassable
Intact Buildings	+1	No Effect	Impassable	Impassable
Ruins, Rubble	+1	No Effect	Dangerous	Dangerous
Woods	+1	No Effect	Dangerous	Dangerous
Marsh, Swamp	0	Dangerous	Dangerous	Dangerous
River	0	Dangerous	Impassable	Dangerous
Open Ground	0	No Effect	No Effect	No Effect
Roads	0	Add 5cm to unit's Speed if entire phase is spent on a road.		

No Effect = No effect!

Impassable = May not enter

Dangerous = Roll a D6 when you enter, or when you start to move if already in the terrain. On a roll of 1 the unit must immediately halt. If the unit is halted, roll the D6 again. The unit takes a hit if the second roll is also a "1". Hits can't cause criticals on war engines.

SUPER HEAVY WEAPONS

<i>Anti-Tank</i>	Roll a D6 to hit, target's Armour value counts as 4 (always roll 1 dice to hit, hitting on a 4+).
<i>Barrage</i>	Firepower equals number of units from target detachment under Barrage template.
<i>Disrupt</i>	Roll a dice: on a roll of 4+ place Blast marker on enemy. No casualties inflicted.
<i>Heavy Barrage</i>	Firepower equals number of units from target detachment under Barrage template x 2.

SPECIALISTS AND SPECIAL ABILITIES

<i>Artillery</i>	Artillery does not need a line of fire and can make a Preparatory Bombardment attack.
<i>Assault</i>	Assault units add +1 to their Assault value but Range is reduced to 15cm.
<i>Cavalry</i>	Double Speed, triple when charging in assault phase. Treat terrain as for vehicles. Add +1 to Armour (max. 6+).
<i>Close Support</i>	Count their Firepower value in close combat support instead of +1.
<i>Flak</i>	When on Special Orders fire at enemy flyers as they perform transport/ground attacks.
<i>Heavy Weapons</i>	+1 Firepower, increase Range to 45cm, but halve Assault (round up).
<i>Hero</i>	Heroes have a Save (see below) and their Assault value is doubled.
<i>Infiltrators</i>	Infiltrators are within command if within 60cm of HQ. They deploy up to 30cm outside normal deployment or add +30cm to their first move.
<i>Jump Packs</i>	Double Speed, triple when charging in assault phase. Ignore terrain when moving, but must test if starting or ending in dangerous terrain.
<i>Psyker</i>	Advantage in close combat/firefight. Some Fate cards are directed through Psykers.
<i>Rampage</i>	Roll two dice to score hits in close combat. Rampage units are always caught by the enemy and destroyed if they lose a close combat.
<i>Rapid Fire</i>	Double Firepower when on Overwatch (does not apply to heavy weapons).
<i>Save</i>	Ignore any hit on a D6 roll of 4, 5 or 6.
<i>Skimmer</i>	Ignore terrain when moving. If starts or ends in dangerous terrain must take test. Skimmer can 'pop up' to trace a line of fire anywhere (and if targeted from anywhere).
<i>Stubborn</i>	Stubborn units may re-roll dice for any failed Leadership tests. The second roll counts.
<i>Supreme Commander</i>	Any detachment within 30cm of HQ becomes Stubborn. If Supreme Commander is in close combat or firefight, may re-roll the dice once.
<i>Transport (x)</i>	Transport units can carry X infantry units. Mounting or dismounting costs 5cm to both the transport unit and the infantry unit. Can mount and dismount in same turn. Troops in destroyed transport escape on a 4+.

ORK UNITS SUMMARY

INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Orks	10cm	30cm	1	2	4+	
Warlord*			As Orks			+ Hero, Commander
Warhead*			As Orks			+ Hero, Psyker
Warboss*/Nobz			As Orks			+ Hero
Weirdboy*			As Orks			+ Psyker
Shooty Boyz			As Orks			+ Heavy Weapons
Stormboyz			As Orks			+ Assault, Jump Packs
Kommandos			As Orks			+ Infiltrators
Boatboyz			As Orks			+ Assault, Cavalry
Skatboyz			As Orks			+ Assault
Gretchin	10cm	15cm	1	1	3+	
Big Gunz	10cm	45cm	2	0	4+	Artillery
Pulsa Rokkit	10cm	45cm	Disrupt	0	4+	Artillery

*These units have several upgrade options in the army list.

VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Bikeboyz	35cm	45cm	1	1	4+	
Buggy	35cm	30cm	1	1	4+	
Battlewagon	25cm	45cm	1	2	5+	
Mekboy Speedsta	30cm	30cm	1	1	6+	Weapon options
Dreadnought	15cm	45cm	1	3	5+	
Flakwagon	25cm	30cm	2	1	5+	Flak
Stompa	15cm	45cm	4	4	5+	
Squiggoth*	15cm	30cm	2	D6	5+	Rampage

* Roll the Assault value for Squiggoths at the start of each close combat.

FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Fighta-Bommer	flyer	15cm	Barrage	3/2	5+	

SPACE MARINES SUMMARY

INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Space Marines	10cm	30cm	1	3	5+	Rapid Fire, Stubborn
Chapter Master*			As Space Marine			+ Hero, Commander
Captain*			As Space Marine			+ Hero
Librarian*			As Space Marine			+ Hero, Psyker
Devastator Squad			As Space Marine			+ Heavy Weapons, No rapid fire
Assault Squad			As Space Marine			+ Assault, Jump Packs
Terminators			As Space Marine			+ Save
Scouts			As Space Marine			+ Infiltrators
Support Weapons	10cm	45cm	anti-tank	0	4+	

*These units have several options in the army list.

VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Land Raider	20cm	45cm	2 x anti-tank	2	6+	Transport (2)
Whirlwind	30cm	45cm	barrage	0	5+	Artillery
Razorback	30cm	45cm	1	1	5+	Transport (1)
Predator	30cm	45cm	2	1	6+	
Vindicator	25cm	15cm	3	1	6+	Close Support
Bike Squadron	35cm	15cm	1	2	4+	
Attack Bike	30cm	30cm	2	1	4+	
Land Speeder	35cm	30cm	2	1	4+	Skimmer
Dreadnought	15cm	45cm	2	4	6+	
Rhino	30cm	n/a	0	0	5+	Transport (2)

Note: All Space Marine vehicles are Stubborn.

FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Thunderhawk	flyer	30cm	8	1/4	6+	Transport (6)

WARHAMMER
EPIC 40,000



WARHAMMER
EPIC 40,000



OVER THE TOP!

OVERKILL

When we start building a new army for Warhammer 40,000, many of us (myself included) are guilty of devoting the majority of our time and effort to devising the most fiendish characters possible, then spending hours poring over the codices and datafaxes working out which is the biggest tank we can squeeze into our support section. Too often we only consider the poor old squads after we think we have achieved the perfect mix of these megastars of destruction, and only then as a chore to fill out the mandatory 25% of our points allowance. After a while you even start to believe that hard characters and lots of nasty vehicles are all there is to Warhammer 40,000. This ain't true, and it can seriously stunt your (tactical) growth:

"But," you say, "I've got a really huge gun, so why do I need to bother thinking about tactics?"

Well, the answer to that is that your opponent probably has an equally huge, if not huger, gun and the outcome of the game is going to fall to whoever gets the lucky hits in first. The way to avoid falling into this trap is to evolve strategies based around your squads. Characters are the icing on the cake in combat terms and should be thought of merely as very proficient troops, not the focal point of the army. After all, the character is just one guy and a blat from, say, a lascannon or a melta-gun could well do for him. A squad of the same points value will survive the same ordeal with only the loss of a single model, leaving his comrades to avenge him. The support section, by its very definition, is only there to back up the troops and provide them with covering fire whilst they get down to the serious business of completing missions and securing objectives.

Well chosen infantry squads form the backbone of any army, and their variety should provide an able commander with the tactical flexibility he needs.



**By Mark
Brendan**

Ever wondered what to do with all those little blokes who tag along with the tanks, Dreadnoughts, and characters? What can they be doing to make themselves useful? In this article we take a look at the merits of the foot troops in the vast armies of the Emperor.



When the fighting is fiercest, it is the might of each individual Space Marine which carries the day.

You could fill volumes covering the tactics of all the races in the Warhammer 40,000 universe, but

APART FROM THE TANKS...



Ian Pickstock

The thing to remember about Imperial Guard infantry is that they are the complete opposite of Space Marines: hardly any armour, armed only with lasguns, low Leadership and very low points cost. However, they do have a vital part to play in the Imperial Guard army. The first thing to do is make sure that you include lots of them. For a 1500 point battle take at least two platoons of two squads each. This gives you a solid base of forty men, plus their command sections to keep them in line.

If you can, choose weapon upgrades and veteran skills to offset the advantages of the enemy. So against Orks use heavy bolters, autocannons and skills like *Dead Eye Shots*, as these are all particularly useful when you have a lot of rapidly closing enemy troops (as you always do when you're fighting the Orks). Against Tyranids your main problem will be the Fear and Terror they cause, so take *Crazed* and *Grizzled* veterans who won't run off at the first sign of trouble.

Finally, use your massed ranks to your advantage. You get three Imperial Guardsmen for the basic points cost of each Space Marine, so exploit this. Lasguns may not be as formidable as bolters, but when you open fire with a fusillade of forty of them, they still tear a pretty impressive hole in the enemy line!

I'll be brief and illustrate my point with just a couple of examples from the forces of the Imperium: Space Marines and Imperial Guard.

These are two very different types of army, and between them they reflect the ways in which most other armies function too. For example, the numerous hordes of the Orks can be employed in a similar fashion to the massed ranks of the Imperial Guard, whilst the Aspect Warriors of the Eldar are expensive, elite troops in the same vein as the Space Marines.

IMPERIAL GUARD

The Imperial Guard forms the bulk of the martial strength of the Emperor. They are the common soldiery of mankind, and in an Imperium of over a million human worlds, their numbers are incalculably vast. With constant recruitment to fill the gaps created by endless wars against many alien foes, even the quatermasters of the Departmento Munitorum are unable to say exactly how many men in arms they have to provide for at any one time.

When you start to choose your Imperial Guard infantry, it is immediately apparent that you will be able to field a large number of them for relatively few points. This is especially noticeable if you have been used to the small forces of the Space Marines. Although the quality of each

CAMOUFLAGE VARIANTS

Although the boxed sets and blister packs of Imperial Guard models available in your local stores represent troops from particular worlds with specific histories and backgrounds, they can easily be used as the basis for regiments of your own invention.

Throughout the Imperium each style of trooper, whether they be Catachan Jungle Fighters or Ice Warriors of Valhalla, have hundreds of counterparts on thousands of other worlds. With such variety, there's no end to the paint schemes you can experiment with. Shown here are some alternatives you might like to try. Obviously it's not just the colours, but also the style of uniform you need to think about – you're hardly going to want a heavy greatcoat and fur hat in the desert heat! Look at the terrain you and your friends have, and pick something appropriate. For example, if you've got lots of ruins and buildings then Cadian Shock Troop models in Urban camouflage might be the best choice, it's up to you. Once you've decided, you can get painting.



Urban camouflage



Jungle camouflage



Desert camouflage



Winter camouflage

Choosing your camouflage colours is simple. Troopers will either be dressed for the climate of their homeworld, or the current battlefield. So, is it lush green jungle, endless wastes of pale blue ice and brilliant white snow, or a harsh world of burning desert sands? Patterns too should reflect this, eg leaf pattern camouflage is out of place on desert or winter gear, but perfect for jungles.



Valhallan Ice Warriors pour out of the back of their Chimera and charge straight into the fray!

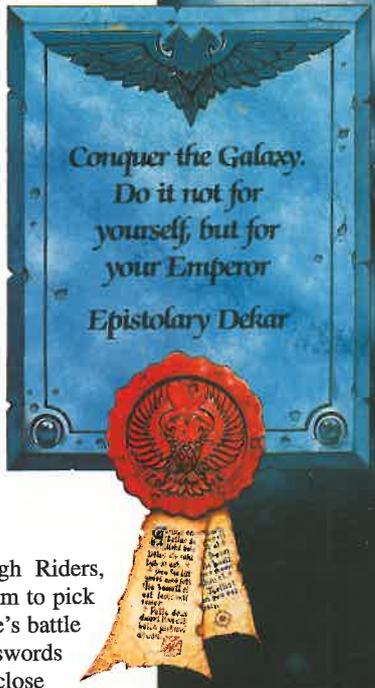
individual guardsman is fairly poor, you have the advantage of being able to cover most of the battlefield, so you're not going to get outflanked easily. Usually Leman Russ and other battle tanks are the order of the day for this army, and I cannot refute the sense of this in many cases, but options are there in the army list for creating some fairly devastating infantry units by applying a few well chosen veteran abilities. Consider the classic scenario of Catachan Jungle Fighters trying to beat back a Tyranid swarm over heavy jungle terrain. This is a case when the tanks should be left back at base and a deep line of infantry spread across the battlefield instead. You'd need to include some heavy weapon squads with your normal troopers to keep the larger Tyranid monstrosities at bay. Finally, faced with lots of Fear and Terror causing creatures, don't forget to use the Imperial Guard veteran abilities that Ian mentions on the previous page.

Imagine the look on your opponent's face when you deploy an army consisting primarily of infantry when he was expecting to meet a wall of tanks. Let's face it, the lascannons he's brought aren't going to be a lot of use against dozens of individual troopers. The veteran abilities make this quite easy to get away with because they allow you to tailor units to particular tasks, giving you a tactical edge over your opponent. For

example, you can use the troop carrying Chimera to drop a squad of *Freedom Fighters* into fortifications on your opponent's half of the table.

Moving swiftly on, it is worth mentioning the roles played by more exotic Imperial Guard infantry such as Ratlings and Ogryn. Ratlings are the archetypical snipers, so give them *Dead Eye Shots* or *Stealthy* and let the fun and games begin. Sit back and watch as your foe's highly prized squads and characters topple over with needler toxins coursing through them. Ogryn are far less subtle, but no one can deny the impressive effect of a ripper gun on infantry. If you have not done so already, try bunging them in a Chimera and dropping them next to your enemy's best unit.

Worthy of separate note are Rough Riders, whose speed and mobility allow them to pick out vulnerable targets along your foe's battle line. A squad equipped with chainswords and a banner are some of the best close assault troops available to you.





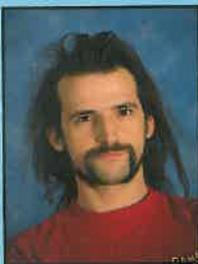
Space Wolves Grey Hunter Packs carry a variety of close assault weapons in addition to their bolters.

SPACE MARINES

The core of a Space Marine army is its power armoured troops which are split into Assault, Devastator and Tactical squads. Tactical Space Marines are what you get in the Warhammer 40,000 boxed set, and are the most widely used type of Space Marine squad. Armed primarily with bolters and supported by a heavy weapon and a special weapon, they are adaptable enough to cover most combat eventualities. A lot of players overlook Tactical squads in favour of the more specialist squads, which is dicing with danger. If you are playing a game in which you don't know what terrain or mission you will come up against, then Tactical squads are an absolute must because of their flexibility. Devastator Space Marines are concerned with long range heavy support, targetting enemy vehicles and strongpoints. Up to four models in a Devastator squad may be equipped with a heavy weapon.

Space Marine Assault squads are tailored for close assault as their name might suggest. They are equipped with bolt pistols instead of the bolter common to the other two types of squad. Assault Space Marines should be equipped with a good mix of assault weapons and the means to rapidly engage enemy forces. Usually this is achieved by giving them jump packs, but they could also be deployed in a Rhino. There are two other types of Space Marine powered armour troops which are generally available but do not fall into the above categories. These are Veteran squads, and Bike squadrons which can basically fulfill any of the above roles at higher velocity! Veteran squads are equipped to fulfill what is essentially the same role as Tactical squads, they are just considerably better at doing it. Handle them with care though, because they die as easily as their lesser brethren. The specialist troops of the army are Space Marine Scouts and Terminators which we will examine at the end of this section.

THE EMPEROR'S FINEST



Andy Chambers

The most important thing to remember about using Space Marines is to deploy them right! Don't disperse them across the battlefield and try to face the whole of your opponent's army. The one-to-one superiority of the Space Marines will be lost if you spread them out so far that the enemy can bring their inevitably superior numbers to bear. Instead, keep 'em massed on one flank or the other, that way the table edge guards one side of your army.

You can use your superior strategy rating to ensure that you deploy facing the part of the enemy you want to attack and destroy. Once the battle starts, don't expose your troops to enemy fire needlessly, use terrain to shield your warriors from the foe as you advance and keep your objectives in mind at all times. Make full use of Overwatch and Hiding to dominate areas which the enemy will have to cross to close with you.

Space Marines are amongst the hardest infantry in Warhammer 40,000, and of course there is a price to pay for such high quality. In nearly every battle you fight with them you are going to find your Space Marines horribly outnumbered, so how do you prevent your beloved troops disappearing beneath an avalanche of enemy soldiers? One answer to this is splitting your ten man powered armour units into five man combat squads. This enables you to disperse your troops much more so they can cover a wider range of eventualities. This works particularly well with the Tactical squad which can send a group in close, armed with perhaps a melta-gun or flamer, to dish out their special weapons' particularly lethal effects. All the time this group is advancing, their battle brothers are providing covering fire with their bolt guns and heavy weapon. To a lesser extent this works with the Devastator squad by placing the groups at either end of your deployment zone, generally in some form of cover or fortification. In this way you increase the area of the battlefield covered by your heavy weapons and provide

OVER A THOUSAND CHAPTERS...

There are more than a thousand chapters of the Adeptus Astartes, each one comprising roughly one thousand Space Marines. The most famous of the loyal chapters are those of the first founding, particularly the Ultramarines, Space Wolves, Blood Angels and Dark Angels. Much has been written on these chapters, but there are many others.



Aurora Chapter

So, if you don't want to paint Space Wolves or Blood Angels, why not have a go at one of the five shown here? Better still, experiment with some of your own ideas. We'll never get round to covering all one thousand chapters, so why don't you have a try at one of your own? If you stick to the conventions and guidelines of the Codex Astartes, as described in Codex Ultramarines, you can't go far wrong. Of course, there's nothing to stop you inventing an alternative system of colour schemes and markings from scratch if you wanted to.



White Panthers



Novamarines



Black Templars



Doom Eagles

more adequate covering fire for the advancing units. this works particularly well if your Assault squads are going straight up the centre of the battlefield where they will be protected by the overlap of both combat squads' fire arcs.

(Hey Mark, what about sticking all the Devastator squads' heavy weapons in one combat squad and using the bolt guns to screen them - Ian)

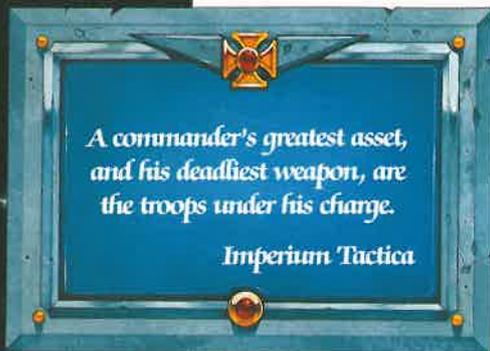
Cheers for that one, mate. Yes, quite right. This tactic frees up your heavy weapons to concentrate on your enemy's hugely overextended character and support sections, a task for which they are ideally suited.

Finally, Assault squads can be particularly useful when equipped with jump packs and separated into combat squads. If your opponent has a lot of heavy support such as tanks and Dreadnoughts, then equip them with melta bombs and blind grenades. That way you can attack the vehicles with one squad, slapping melta bombs all over them, whilst, the other covers them with blind grenades. You can also give this back up squad a

plasma gun to discourage any hostile infantry that get too close.

Moving on to Terminators and Scout squads, consider these units as specialist back up for your other power armoured troopers. Firstly, and briefly, Scouts. These ultimately versatile troops can perform a variety of different functions from tank killers, if equipped with krak grenades (always go for the tracks in close assault), through spotters for heavy weapons back at your deployment zone, to lightning assault troops carrying out daring strikes against your foes. However, beware of overwatch fire as these guys aren't full Space Marines yet and die a lot faster than their more experienced brethren.

Terminator squads can be used to support advancing troops. Move them in turn, running one squad into position while the Terminators cover their advance with rapid fire, and then swap roles. Terminators also make terrifyingly efficient hand-to-hand fighters with thunder hammers, storm shields, and lightning claws for attack and a heavy flamer for support.



Imperium Tactics

Terminators can also teleport into combat, an option which I tend to find a bit expensive and very unreliable. You either win the game on the first turn with the great carnage a Terminator squad is capable of inflicting when

dropped straight into an enemy deployment area, or get totally butchered. In the latter case a lower than average set of dice rolls will spell disaster, and you can be certain your opponent will waste no time in totally shredding a squad which is worth far too many victory points to be considered cannon fodder. This is a tactic more likely to succeed against low quality troops who aren't much cop in hand-to-hand. No one in their right mind should attempt it against Tyranids. One final word about Terminators is, don't be blasé



about their apparent indestructibility, enough hits can flatten anything. I once witnessed a squad of Plague Marines armed with nothing more than bolters massacre an entire Wolf Guard Terminator squad with rapid fire. What an upset!

TACTICAL BRIEFING

Well, that's about it for my humble scivinnings about better employment of your infantry, I hope it's been of some use to you. Before wrapping this up though, there are a few general points which need to be addressed.

Firstly, don't just concentrate on the tactics available to your own army. Learn how the enemy ticks as well and you will be much better prepared to take them on. Personally, I know of people who own copies of every single codex we've printed, just so they're ready to face anything by being as knowledgeable about their opponent as they are about their own army.

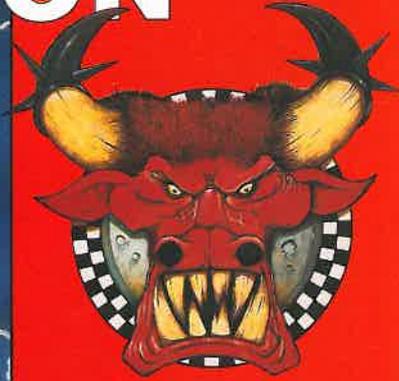
Secondly, you should not take this to be the be all and end all of infantry tactics (as if you would). Whilst it is always good to learn from the experiences of other players, and sift through their advice for what is useful to you and discard what is not, there is no substitute for practise and developing the best strategies for yourself. Trial and error is the key. The only way around a difficult opponent is to keep trying new things and experimenting with the balance of your troops until you come up with a way to win. Then they will go and do the same thing right back at you. This is the most challenging and satisfying way to play the game, much better than just standing on either side of the battlefield and hammering at each other with huge vehicles and mega characters until somebody crumbles. We've all seen it happen.

A particularly good way to test your tactical mettle is to plan the terrain you will use, and the missions you will play, before you pick your armies. After all, most battles do not occur between enemies who just happen to meet with one another. Rather, the battles tend to be fought between armies who have been aware of one another in the area for some time, and know of their foes relative strengths and weaknesses. Try experimenting in other ways too, in order to add spice to your games, for example restricting certain troop types, or equipment, to illustrate dwindling supplies and personnel. The rules are your oyster, so tinker with them as you see fit, as long as any changes you make are acceptable to all the players involved.

The final point is pretty much an appendix to the second. Don't take the word of "experts" over your own experience. The tactics here are just what work for me, but you may have an opponent who sees through any or all of this. Using your initiative is always preferable to following a formula. Have a nice war!

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THE BATTLE FOR ARMAGEDDON



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The Imperial forces are prepared, ready to sell their life dearly in order to crush the awesome Ork Waaaagh, but the battle hungry Orks are fighting desperately to topple the great city spires! This is the vital battle. Should Commissar Yarrick and his army be defeated then the fate of Armageddon is sealed and Warlord Thraka will be victorious!

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WARHAMMER

THE OLDEST OF ENEMIES

From the very day that Sigmar founded the Empire, the humans that live there have fought against the Orcs and Goblins, twenty five centuries of war and bloodshed.

Perhaps the greatest rivalry in the Warhammer world is that between the Empire and the Orcs & Goblins, the oldest of foes who have fought countless bloody battles. It is a classic confrontation, and arguably makes for the quintessential Warhammer game. The powerful Great Cannons and Volley Guns of the Empire are matched against the Rock Lobbers, Doom Divers and Chariots of the Orcs and Goblins. Pegasus riding Heroes duel with Wyvern mounted Bosses. Heavily armoured Knights clash with ferocious Boar Boyz, supported by solid Halberdiers, Archers and Crossbowmen. Both sides have their more exotic troop types as well: Flagellants, War Wagons and Steam Tanks face off against Night

Goblin Fanatics, Giants and Squig Hoppers. Battles between these two armies are always highly entertaining affairs, and there is a long history of such battles going right back to before the time of Sigmar when barbaric tribes of men fought the Orcs for possession of their tribal lands.

Many of these battles are detailed in the Orc & Goblin and Empire army books. The pages of White Dwarf have also added to this history with battles such as the *Gathering of Might* (issue 182). The subsequent narrative campaign detailed the events of Waaagh Morglum, with the *Battle of Talabheim*, and the *Bridge of Doom* scenario. No doubt in the future more will follow.



A TREATISE ON THE HISTORY OF WAR BETWEEN THE LOYAL MEN OF THE EMPIRE AND THE GREENSKINNED HORDES

Compiled in the year 2515 in the reign of the Emperor Karl Franz.

Pre-Sigmar: Scattered barbarian tribes constantly fight against the Orcs & Goblins for land.

-15 to 1 The Rise of Sigmar: Sigmar unites the human tribes west of the Worlds Edge Mountains against the Orcs. The Orcs suffer defeat after defeat, and are driven deep into the forests, or north into the Troll Country. Sigmar rescues the besieged Dwarfs from the Orcs at the Battle of Zhufbar. He then defeats a massive horde of Orcs & Goblins at the Battle of Blackfire Pass. Sigmar subsequently drives the Goblins from the forests and mountains of the new Empire.

In the coming centuries, Orcs raid the growing Empire from their mountain strongholds. Goblins attack Empire towns and farms from the depths of the forests, but the Orcs & Goblin hordes lack the strength to seriously threaten the Empire.

1707 to 1712 Gorbald Ironclaw: Having subjugated several other tribes, the Ironclaw tribe of Gorbald Ironclaw crosses the Blackfire Pass, defeating the Empire defenders there. They pillage Averland and then invade the Moot. They destroy the Halfling defenders and the Count of Averland's army at the Battle of Aver Down.

Gorbald then sacks Averheim before marching on Nuln. Nuln holds out for a while by burning the river bridges across the city, but eventually falls after a valiant defence. Wissenland and Solland follow. At the Battle of Solland's Crown, Gorbald kills the Elector Count of Solland and takes the crown for his own. His forces rampage for weeks before moving north towards Altdorf.

At the Battle of Grunberg the count of Wissenland leads the defence of Altdorf. His cavalry army is forced to retreat by Gorbald's fast moving vanguard. During the battle Gorbald is badly wounded. The siege of Altdorf follows. During the siege, the Emperor Sigismund is slain. Frustrated by their inability to capture Altdorf, and with Gorbald growing weaker from his wound, the Waaagh loses impetus, and eventually gives up, returning to the Worlds Edge Mountains.

2302 Great War Against Chaos: Orc tribes are displaced by the Great War against Chaos. Many move south into the northern Empire.

2390 Idol of Gork: The events described in the Idol of Gork Campaign Pack take place, including the Battle of Rutgarburg where Rutgar defeats Grotfang's Orcs.

2420 to 2424 Grom the Paunch: After defeating the armies of the Dwarfs, Grom and his Broken Axe tribe invade the Empire. Nuln is attacked and sacked. His forces then attack Stirland, Talabecland and Hochland. Wilhelm, the Prince of Altdorf, raises an army to defend the Reikland. In Middenland the Elector Count is defeated and the province pillaged. Grom builds a large fleet on the Middenland coast and sets sail westwards. Grom defeats an Empire fleet in a huge sea battle before his fleet is blown beyond the realms of the Old World.



Emperor Karl Franz riding his favourite Griffon, Deathclaw.

2506 Waaagh Morglum: Out of the Middle Mountains, rampaging through Ostland comes Waaagh Morglum. Raids on Ostland and Hochland follow, until the Orcs are brought to battle on the plains south of Wolfenburg. Many of the Empire's greatest heroes join an army led by the Elector Count of Ostland and defeat Morglum Necksnapper and Gorfang Rotgut. These heroes include Kurt Helborg, the Grand Theonist, Ludwig Schwarzhelm and the Supreme Patriarch of the Colleges of Magic

But Morglum is not finished. He amasses another horde in the Black Mountains, using promises of slaves to enlist the aid of the Chaos Dwarfs. At the Gathering of Might he shatters an Empire army led by Karl Franz. Morglum's forces are subsequently defeated at the Bridge of Doom and the Battle of Talabheim. The Waaagh is ended, but Morglum survives.

2512 to 2515 Azhag the Slaughterer: Azhag the Slaughterer invades the Empire from the Troll Country. Aided by many Goblin tribes he raids Ostermark and razes the towns of Kohlitz and Nachtdorf. Empire forces rally at Bechafen. At the Battle of Grim Moor, Valmir Von Raukov defeats the Goblins, earning the Empire some respite, but is still forced to withdraw. Wolfenburg is attacked, but holds. The town of Forstich is destroyed. An army sent by the Emperor, led by Marshal Otto Blucher and the Grand Theonist attacks Azhag's army, at the Battle of Osterwald. Azhag disappears and the Waaagh is over.

KNIGHTS OF THE EMPIRE

The armoured Knights of the Empire form the heart of their armies. The Reiksguard and the Knightly Orders provide the Empire army with its most devastating regiments.



This impressive Knight Panther conversion by Mike McVey is based on one of John Blanche's most spectacular full colour pieces, which is itself based on a classical painting. As you can see, regimental leaders offer excellent modelling and painting opportunities and are the perfect place to show off your skills.

The Reiksguard Knights are the personal bodyguard of the Emperor Karl Franz. They are an elite fighting force of highly trained and expensively equipped troops who are loyal to the Emperor in person. The men of the Reiksguard are recruited from the noble sons of the entire Empire, young men seeking glory and honour on the battlefield. They come from all the provinces, from as far afield as Nordland, Wissenland, Ostland and Ostermark. They accompany the Emperor on campaign and on diplomatic tours. Although few in number, the Reiksguard are the most important fighting force in the Empire and form up in battle around the Emperor himself.

The Reiksguard are not the only knights available to the Empire's generals. There are also the Knightly Orders.

Knightly Orders are the brotherhoods to which many Empire nobles belong. The three largest and most influential orders are the Knights Panther, the Knights of the White Wolf and the Knights of the Blazing Sun. Unlike the Reiksguard, these Knights are loyal to their own lord, the Elector Count of their home province. The Count can call upon these Knights to fight as part of his army.

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

Weapons: Knights carry a hand weapon and a lance, apart from White Wolves who carry two-handed hammers.

Armour. Every Knight wears heavy armour and rides a barded warhorse. All except the White Wolves also carry shields.

Save: 3+ for White Wolves, 2+ for others.

Empire Knights are 39 points each, apart from the White Wolves who are 37 points each.



ORC BOAR BOYZ

Orc & Goblin commanders have a bewildering array of troop types available to them, ranging from Snotlings to Black Orcs, to Giants. Despite this, the core of many an Orc tribe is its Boar Boyz. These are the best troops an Orc Warboss can get his green hands on. Fast moving, tough and often accompanied by the tribe's biggest Bosses, the Boar Boyz are fearsome opponents. Although not as heavily armoured as a Knight, an Orc Boar Boy makes up for this with the savageness of his fearsome mount.

The war boar is a fierce and flatulent beast, far more dangerous than a warhorse. Rough, tough and very determined, they're as big as a horse, with a vicious temper and a malicious mind. A war boar's behaviour is in all respects dangerous and unpredictable. Just the sort of qualities that Orcs really admire!

Orcs that ride boars tend to be bigger and stronger than other Orcs, often being the largest in the tribe. They can be equipped with a spear to give their charges an even greater impact, and can carry a magical standard to further increase their killing power. The war boar is almost as dangerous an opponent, with a good Weapon Skill and Toughness, and its great tusks giving the beast the same impact as a charging Knight's lance.

Often the Warboss will have his best Big Boss lead the Boar Boyz into battle, along with his Army Standard Bearer, or lead the unit himself, turning it into an unstoppable juggernaut.

Savage Orcs also have a liking for war boars. Savage Orc Boar Boyz, with their protective tattoos and inclination to go into frenzied battle rages, are easily as dangerous as their more advanced cousins, especially once equipped with spears.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Orc	4	4	3	3	4	1	2	1	7
War Boar	7	4	0	3	4	1	3	1	3

Weapons: Boar Boyz carry hand weapons. They may carry spears for an additional 2 points each.

Armour: Each Boar Boy wears light armour and carries a shield. They ride war boars.

Save: Boar Boyz have an armour saving throw of 3+.
Orc Boar Boyz are 27 points each.



Not only are Orc Boar Boyz excellent troops to have in your Warhammer Orc army from a gaming point of view, they are great to paint and model as well. Why not check out Brian Nelson's new Orc Boar Boyz, together with Alan Perry's Savage Orc Boar Boyz, as a powerful addition your army?



ORC BOAR BOYZ

Brian Nelson designed these new Orc Boar Boyz, and he said...

"I wanted to make these Orcs look like real monsters, powerful and brutal, as fierce as I could. As for the huge teeth, they just seemed to fit and made them look really ferocious. If you think of a T-rex and its 6" teeth, you wouldn't want to get on the wrong end of those! You'll notice the Orcs also have very small craniums and huge jaws.

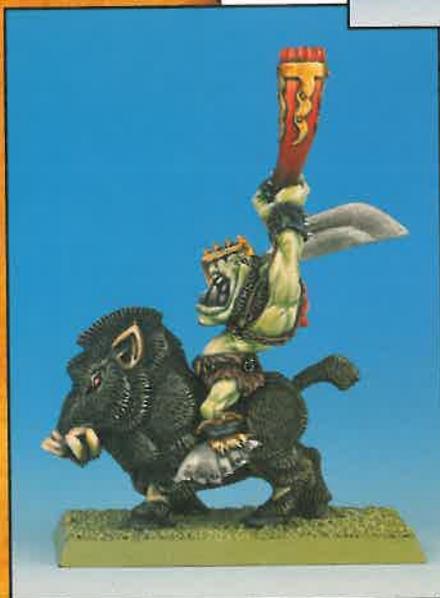
"The idea was, if I saw an Orc a half a mile away, I'd run. If one was charging towards me with a huge spear, on the back of a massive rampant boar, you wouldn't see me for dust!"

Below: The deep red horn contrasts with the gold metalwork on the Orc Trumpeter.

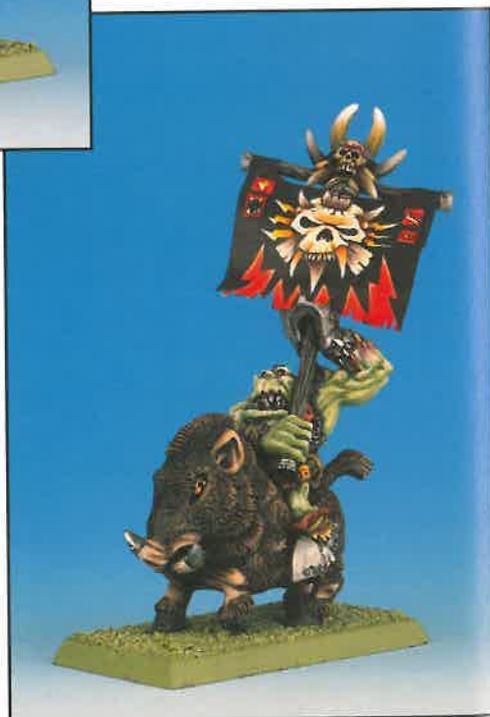


Left: The Orc Boss riding his vicious war boar.

Below: The Orc Boar Boy Standard Bearer. Notice the raw flesh painted around the impressive hook on the end of his left arm.

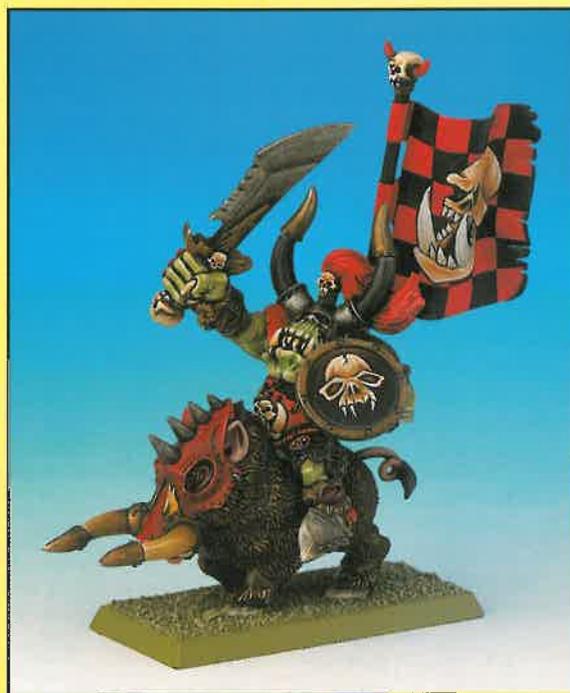


Above: The Orc Boar Boyz' banner was made up from transfers surrounding the powerful central skull image.



ORC GENERAL AND SHAMAN

The Orc General and Shaman were both painted by Dave Perry. Dave used a very limited palette of Citadel colours, consisting of mostly dark and natural shades. Red is the only strong colour on these miniatures, helping to bring out their banners and devices. It is quite easy to create a striking look to your army by limiting the colours that you use to paint your regiments. Just having two or three dominant colours will do, such as the red, black and green that were used on these Orcs. This is enough to allow you to paint the models with some variety, but not so many colours that your mobs have an untidy and disorganised appearance on the table top.



With these character models, Dave wanted them to stand out from the units they accompany. For example, the Orc General has been given a more detailed shield, with a particularly striking back banner, helping to pick him out from the rank and file of Orc Boar Boyz. As a final touch, the flesh of both these Orcs has been painted quite pale.

These two character models were originally designed to be used as Nazgob, Shaman Master of the Itchy Skabs and Grotfang, Leader of the Iron Claw Tribe, in the Idol of Gork Campaign Pack. However, they're just great to use as the General and Shaman in any Orc and Goblin army.



The Empire General was designed by Aly Morrison to be used as Rutgar, Count of Rutgarburg, in the Idol of Gork Campaign Pack. But, as with the Orc General and Shaman, this model makes an excellent Hero or General for any Empire army!

The Empire General was painted by Torben Schnoor, and you have to agree that it is a quite superb job. Bear in mind that this is a character model, and no one would be expected to paint his entire army to this standard! When you paint armies, aim to paint the rank and file troops fairly quickly, but neatly, as you may have to paint up large regiments, of perhaps 20 or more models each.

When you come to paint your character models, like your General, Wizard, and even your Champions, you should pull out all the stops and do the best job you can. Even if you haven't been painting for long, you should take a little more time over your characters. If your army is led by your best model, everyone will be even more impressed by the whole.

THE BATTLE OF GRUNBERG

Imperial Year 1707

Nuln and Averheim are sacked, Solland is all but destroyed, much of the southern Empire has been burnt and pillaged by the tide of Greenskins under the infamous Orc Warlord Gorbard Ironclaw. The Elector Count of Solland is slain, his crown rests upon the Orc Warlord's brow, and now the unstoppable tide has turned its attention north towards Altdorf. The Imperial capital itself now lies in the path of Waaagh Ironclaw. Altdorf prepares itself to resist the coming Orc attack, but the city needs time to gather in supplies, bolster its garrisons and build new defenses.

With this in mind, the Emperor Sigismund gathered his finest generals at a council of war. He would send a fast moving force, led by the Reiksmarshal, to intercept the advancing Orc horde. Their mission would be to use their speed to harry the Orc's advance, slowing them down and buying Altdorf more time. The Elector Count of Wissenland, Erich Adolphus, was the Reiksmarshal at the time. He was the finest general in the Empire and the victor of several battles against a pretender to the Imperial throne five years earlier. His army was composed of the cream of the Empire's soldiery, all of whom had volunteered for the dangerous task. He would be vastly outnumbered. As the army rode out from Altdorf there was little hope for any of these brave men, but they would sell their lives dearly for the greater cause.

With Kislev Horse Archers as their scouts, the army made rapid progress following the river Reik south. The column of march then turned west following the north bank of the fast flowing River Teufel, searching for a fording point. Kislev Scouts reported running battles with Goblin Wolf Riders operating in the Hagercrybs, a range of hills to the north of the Reikswald forest. Adolphus pushed on. Little did he suspect that the Goblin Wolf Riders had already fled south to report to their Warlord. The advantage of surprise had gone.

Gorbard Ironclaw welcomed the news that the humans were on the march, his Boyz would relish a battle. He gathered his own fastest troops, Boar Boyz, Wolf Riders, Spider Riders and Chariots, and formed them into a vanguard. He would surprise the puny humans by racing to meet them, leaving the bulk of his force to follow on behind.

Meanwhile, Adolphus had decided to make the risky crossing of the river Teufel. His cavalry were vulnerable to ambushes this deep in the forests, he needed open ground. Forging the deep river took all day, but by nightfall his entire column, supply wagons and all, were safely across the raging torrent. He turned back east, making for the fortified town of Grunberg, where he could rest briefly and re-supply for the expected journey south.

It took Gorbard less than a day to reach Grunberg, but without his siege equipment and massive hordes of Boyz he could not assault the town. He camped outside the town walls and waited for his Wolf Riders to report back. By morning they had. The humans had crossed the river and were moving towards Grunberg. Leaving a force there to keep the garrison occupied and prevent them sallying forth, he raced to meet the humans, swinging south in order to trap them against the river.

That day the Kislevites and the Wolf Riders resumed their running battle in the forests as the two armies closed. The Empire force camped that night on the river bank, their pickets keeping watch deep in the forest. As they began their march towards the safety of Grunberg the large Orc army rushed from the tree line.

Adolphus quickly organised his men. He was trapped against the uncrossable river Teufel, outmanoeuvred by the Orc's fast moving force. He set up a command post in a nearby abandoned homestead, long since looted by Goblins.

Here he also hid his baggage train full of vital supplies for the coming campaign. Out of the tree line galloped the Orcs and Goblins, banners flying and war drums beating, raucously chanting of their coming victory. Gorbard Ironclaw himself led the way, riding in a chariot pulled by three giant wolves, the Crown of Solland on his head, the mighty axe *Morgor the Mangler* raised high in his clenched fist.

THE BATTLE

First came a screen of swift Wolf Riders, their arrows sending the skirmishing Kislevite Horse Archers fleeing towards the river. Desperate to escape the oncoming horde, many attempted to swim the fast flowing river and were drowned. Lacking room to manoeuvre, Adolphus ordered the advance. He would attempt to smash the Orcs aside with an almighty charge. The Reiksguard in the centre brushed aside the lightly armed Wolf Rider screen, as the Knights of the White Wolf plunged forward in support calling upon Ulric to grant them victory. Gorbard responded in kind. Savage Orc Boar Boyz charged forward, as more Wolf Riders appeared from the forests on the Orcs' left flank, galloping quickly to outflank the advancing Empire cavalry. In the centre a massive melee of flailing horses, lances, swords and clubs swirled out of control. A volley of short ranged fire from the Pistoliers ordered to intercept the outflankers sent the Wolf Riders fleeing, only for the Pistoliers to be massacred by Forest Goblin Spider Riders. Seeing battle swinging his way Gorbard ordered his Chariots forward. Racing down from a



hillock on the Orcs' right this second wave sent the Empire cavalry reeling, as the glorious Knights of the Blazing Sun where cut down beneath the wheel scythes of the charging Goblin Wolf Chariots. Adolphus was forced to commit his reserves. Leading the Knights Panther personally, the Elector Count made directly for Gorbad Ironclaw. Killing the Warlord would send the rest of the Orcs running. But his advance left his valuable supply train vulnerable. The few brave defenders of the baggage train where slaughtered to a man by Orc Boar Boyz, and the supplies were looted.

Meanwhile the Elector Count, brandishing his *Runefang*, charged into the melee, seeking Gorbad. The Orc Warlord had seen Adolphus' advance and spurred his Wolf Chariot directly towards the Elector Count. Before his irresistible charge many Knights Panther fell to the Chariot's wheel scythes. The three great wolves, directed by Gorbad, leapt at Adolphus, but with one mighty swing of his *Runefang* Adolphus decapitated all three of the slaving beasts. The Chariot came crashing to a halt, flinging Gorbad to the ground at Adolphus' feet. Leaping from his saddle and claspng his bloody *Runefang* in both hands, the Elector

Count thrust the blade deep into the Orc's chest. Roaring with pain, the mighty Orc lashed out with *Morgor the Mangler*. The blow sent the Elector Count reeling in pain, his helmet buckled on his head, the crown of Wissenland cleaved in two. The remaining Knights Panther rushed to their injured commander's aid, as did the Orc Boar Boyz. In the maelstrom of carnage that followed, somehow the two commanders where dragged apart. The battle raged on bloodily until sundown.

As night fell the remaining Knights withdrew back along the river Teufel. Pursued by Wolf Riders they made their way to the ford, carrying the badly wounded Adolphus with them. Without the leadership of Gorbad, the Goblins' pursuit was disorganised and most survivors escaped across the river, eventually making their way back to Altdorf. The battle was lost, but not in vain. With their leader terribly wounded and many of their fastest troops destroyed or fleeing, the Orc's advance was slowed. Grunberg eventually fell, but Altdorf was well prepared for the Orc's subsequent siege. The city held out, and the power of Waaagh Ironclaw dissipated. The Empire was saved.

THE SCENARIO

The following rules should help you to recreate the unusual Battle of Grunberg, with its two almost entirely cavalry armies. This battle is an Ambush scenario from the Warhammer Battle book, with a few special rules.

THE COMMANDERS

The Empire army is commanded by the Elector Count of Wissenland. He is the Empire General, wearing heavy armour and riding a barded warhorse. He carries a *Runefang*.

The Orc Commander is Gorbad Ironclaw, a special character from the Orc and Goblin book. He carries *Morgor the Mangler* and is riding in a Chariot with wheel scythes and pulled by 3 giant wolves.

THE ARMIES

The armies in this battle can be of any agreed points value. They may include any additional characters normally allowed by the army list, but these characters must be mounted on an appropriate steed, be it a warhorse, a wolf, a spider or a boar. No monsters, ridden or unriden, are allowed for either side in this scenario.

The Empire army consists almost entirely of regiments of cavalry. They can be either Reiksguard Knights, any

of the Knightly Orders, Pistoliers, Kislev Winged Lancers or Kislev Horse Archers. In addition to the cavalry you may include a single unit of Spearmen or Halberdiers. These are the baggage train guards and must start the battle in contact with the baggage train.

The Orc force may be picked from Savage Orc Boar Boyz, Orc Boar Boyz, Goblin Wolf Riders and Forest Goblin Spider Riders only. The Orcs may also include Goblin Wolf Chariots and Orc Boar Chariots.

SPECIAL RULES

The baggage train can be represented by a couple of wagons, some crates, or a collection of civilian models. The Empire army automatically includes these for free. They do not fight and cannot move during the battle. These are the army's supplies for their coming campaign. If the Orc side can destroy the supplies by charging into contact with them then he gains a bonus 2 victory points at the end of the game. The baggage train starts the game set up in the Empire deployment zone.

The fast flowing river Teufel runs the length of the board behind the Empire army, leaving them nowhere to flee. If any fleeing troops reach the river then they dive in and attempt to swim to safety. Most will drown. The Orc player gets the victory points for fleeing regiments as normal.

SET UP

Both sides set up in their normal deployment zones using the rules described in the Ambush scenario in the Warhammer battles book. The Empire are being ambushed by the Orcs.

TERRAIN

You can set up the terrain in any mutually agreed manner, so long as you include the following terrain features.

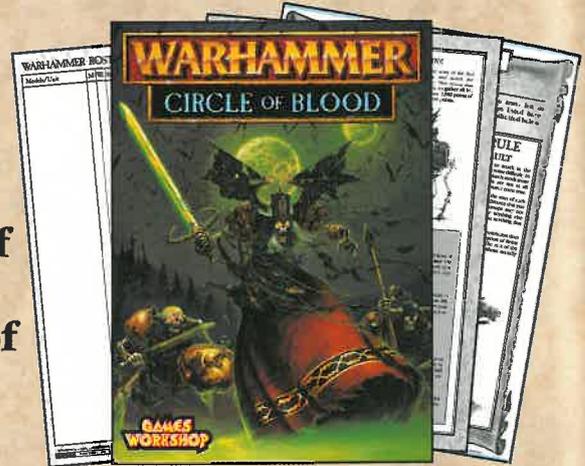
The terrain set up for this battle is very straightforward. The Empire's board edge is defined by the river Teufel. You can actually use a river or simply assume that the board edge is the river's bank if you want. Next to the river, running parallel with it, is the road to Grunberg along which the Empire army is travelling. Again, this can actually be placed on the board using sand or flock, or you can simply imagine the road is there. Somewhere in the Empire's deployment zone, a ruined building should be placed in order to represent the looted farm.

On the Orcs' side of the table place some woods and hills, to represent the forest tree line out of which the Orc army emerged before attacking the Empire forces. Beware of putting too much terrain on the board or it will become difficult to manoeuvre your regiments, and this is supposed to be a fast moving cavalry battle.

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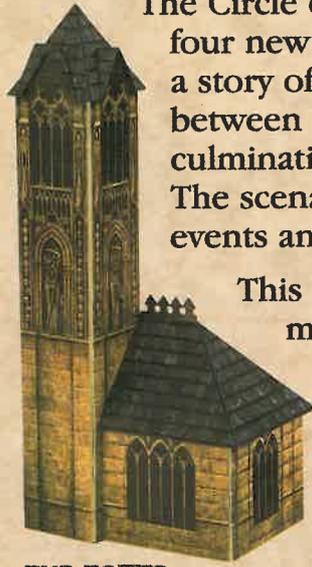
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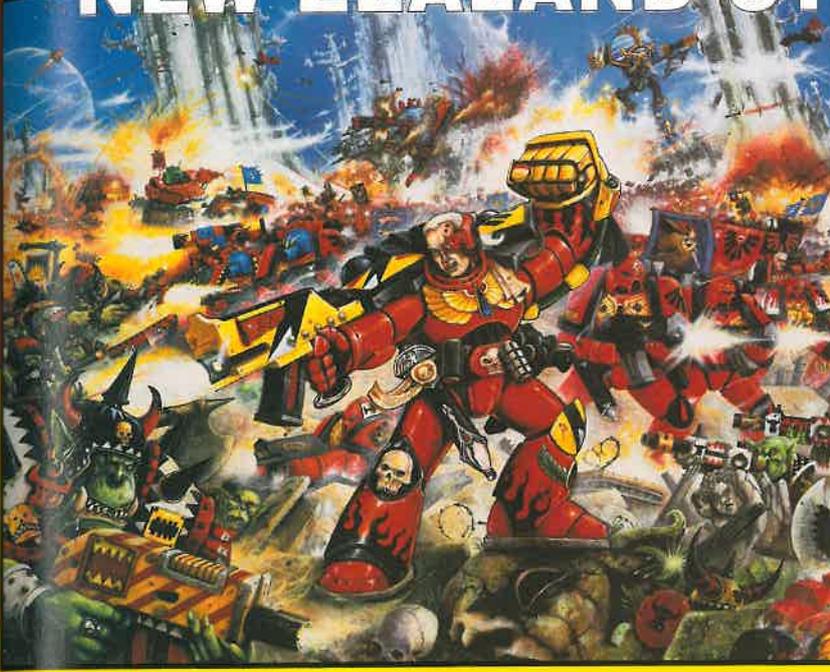
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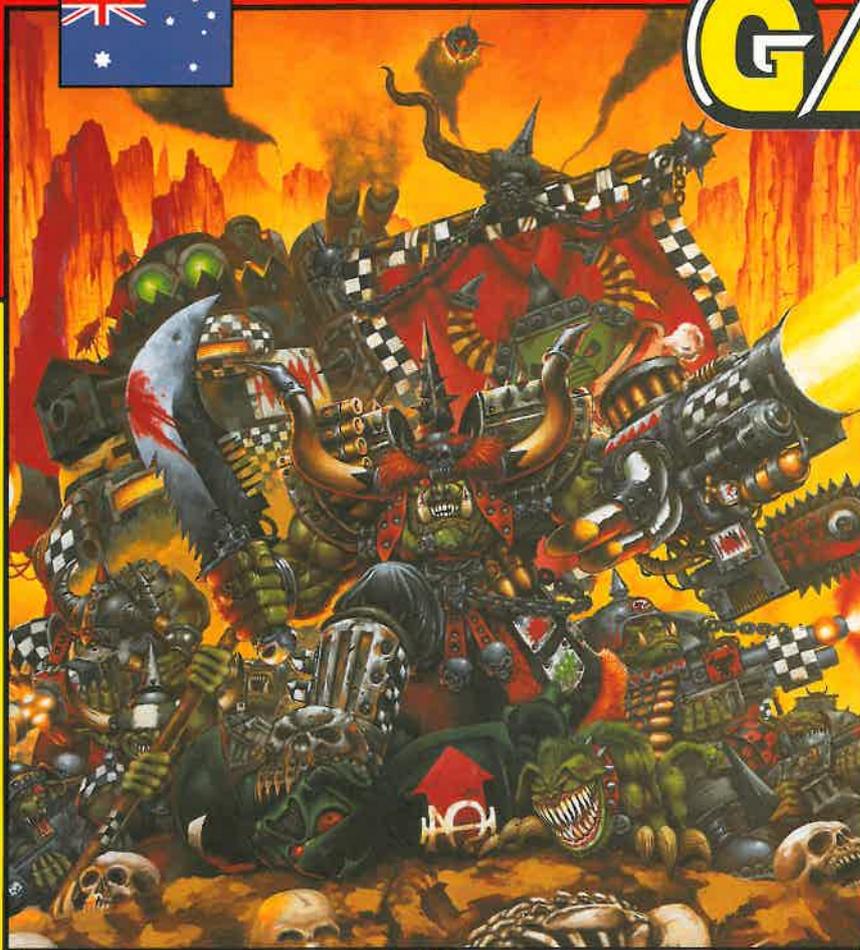
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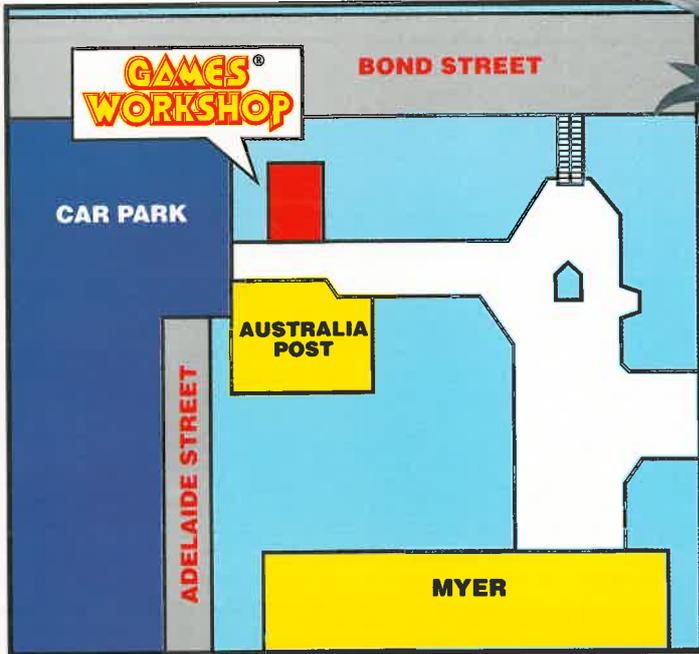
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NEW STORE NEW STORE

WARHAMMER

Each of the Warhammer Campaign Packs contains a selection of sumptuously painted and characterful card buildings for you to use in your Warhammer games. These range from the much frequented Dwarf Brewery and Drinking Hall to the Orc idols of their miscreant gods, Gork and Mork, which sit in the midst of a complete Orc village. In addition to these beautiful terrain pieces you also get a scenario book containing details of a complete Warhammer campaign.

Each scenario book contains four new scenarios for Warhammer, three battles leading up to a larger final clash. The outcome of the earlier battles effects the last one, so your chances of winning the whole campaign depend on how well you do in all four games, not just your success in the final charge. Each scenario includes a detailed background to the battle, a map of the terrain, victory conditions, and any special rules which effect deployment, game length, terrain, etc.

A pad of Battle Scrolls is also included in each Campaign Pack. These Battle Scrolls, one for each player for each battle, present the forces you can choose for each battle. All the special characters involved in each battle are included, as well as a selection of helpful tactical hints for both sides.



Each Campaign Pack is designed as an ideal gaming supplement for a specific Warhammer army. In the case of the *Grudge of Drong*, it's the Dwarfs, the *Idol of Gork* is based around the Orcs & Goblins and the forthcoming *Circle of Blood* is all about the Undead. Each scenario pitches the army against a deadly adversary, but there are rules included on how to convert each campaign for use with other races. The new buildings are excellent, easy to make, great terrain for all Warhammer players even if you don't have armies for the forces involved. But that's not all. As well as designing campaign packs, we've taken the opportunity to add some new models to our ranges, filling any gaps as we went. So what are you waiting for, get your army together and get battling!

CAMPAIGN PACKS

GRUDGE OF DRONG

Gallant Dwarfs pit their wits against the treacherous High Elves in a titanic struggle for power, wealth and alcohol.

This pack includes the three Dwarf buildings you can see on the far left. The largest one is a Drinking Hall, so it's not surprising the Dwarfs are defending it! Grudge of Drong also includes rules for such typically Dwarf units as regiments of drunken Dwarf miners, a hostage Brewmaster, and a Dwarf Queen! A Dwarf Queen? Yes, Helgar Longplaits, last queen of the Bronnlings, a brave warrior (despite the lack of beard) and stout defender of the Dwarf settlement you can make with the buildings in the pack.

IDOL OF GORK

Waaagh! Those underhand humies have snuck into the tribal lands of the Ironclaw tribe, and they need to be kicked out. Get da ladz together and we'll go and break some heads! Set in the lands of the Border Princes, Rutgar of Wissenland and his men have foolishly invaded Orc lands, and Grotfang's Ironclaws and Uzguz' Itchy Skab tribe will not stand for it!

With the battles set deep in Orc territory, we've packed the box with enough huts to make a complete Orc village, together with giant stone idols of the Orc gods – just the place for an Orc Warlord to live! We've also squeezed in a model of the ruined keep which Rutgar is trying to rebuild.



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ART ATTACK!

By John Blanche

The new Epic 40,000 boxed game is here at last. But when you get your hands on a copy, just take a moment to look at the cover art before you delve inside. We think that John Blanche's Epic painting is one of his best to date, so Jake went to have a chat with him to find out how he created such an impressive piece of work.

AN EPIC COVER

Jake: It has been some four years since John last did any full colour work, so I started by asking why he wanted to do the Epic 40,000 cover at all. "The last piece of colour art that I did was the cover to the Warhammer 40,000 box", he said. "When we originally talked about the Epic 40,000 cover, we decided that it should have some relationship with the Warhammer 40,000 artwork, and a good place to start would be to get the same artist to do it."

This was a very significant piece for John, partly because of the long period of doing no colour work, but also because it would need a lot in it, to illustrate the enormity of war in the 41st millennium. He soon confessed, "To be quite honest, it scared me to death!"

As its name suggests, the Epic game is a game of epic proportions and consists of many different facets. The cover painting needed to cover all of these, and bind them together. It needed to show the Epic 40,000 battlefield, what you could expect



in the box, and satisfy everyone else on the project, binding the team's collective ideas together. In order to encompass all of these elements John adopted a fairly unusual, but highly adaptable approach to planning out the painting. "I sketched out on layout paper not the whole scene, but either single features, or figures, characters, or groups. So I roughed out a sketch of one of the new Land Raider models. I got some of the guys at the Studio to photograph some of our tanks at interesting angles, etc and worked from these too. Once I had loads of sketches, I photocopied them at varying sizes, and in some cases made mirrored copies as well. In the end I had a big pile of images. These

were then spread over the conference room table and the rough for the picture was constructed a bit like a jigsaw puzzle. This way we were able to try out all sorts of different options. Bits could be pushed around, made smaller, flipped to travel in a different direction, or removed altogether. As well as myself this process involved other people including Alan Merrett, Jervis Johnson, Andy Chambers and many of our other designers. In the end it was a very flexible way of getting something everyone would be happy with."

Once again, the Blood Angels were chosen because they would link into the Warhammer 40,000 cover. I asked John if the main character was the same as the hero on the front of the Warhammer 40,000 box. "Hmm, I did consider this, but decided that seeing as both Games Workshop, and myself as an artist, are always developing it would be something of a retrograde step. Since Warhammer 40,000 was released, the Angels of Death Codex has developed the image of the Blood Angels so much... still, I suppose he could be the same warrior, but after he's seen a lot more combat."

Next, John bonded together five of the biggest pieces of artboard he could find to make a really solid painting surface. He then traced all of the bits onto the board, ending up with a pencil sketch of what would be the final painting. John also made a reference board, the same size as the painting. Onto this he stuck the original tracings and photocopies, together with photos of burning buildings, and other images with the right sort of feel, taken from magazines. "I updated this reference material every week for the eight weeks that I worked on the painting. If



Wayne and John discuss the finer points of the painting.

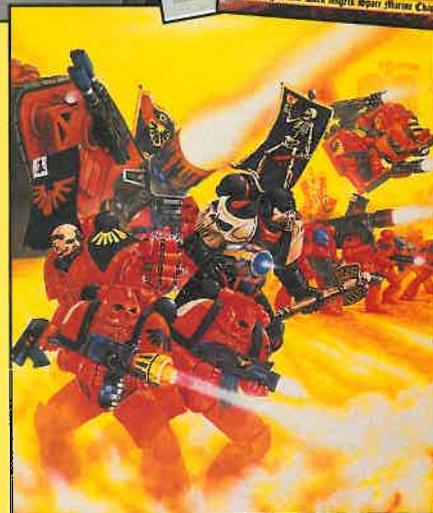
I saw something interesting in a magazine or wherever I would cut it out and add it to the board. This gave me an ever-changing reference library of fresh images for the painting."

JOHN'S REFERENCE POINTS

One of John's biggest sources of reference was Codex Angels of Death, using the pictures of miniatures for ideas and inspiration. These were pinned onto his constantly changing reference board along with all sorts of other stuff, like photos of medieval, gothic cathedrals and south American tribes people.

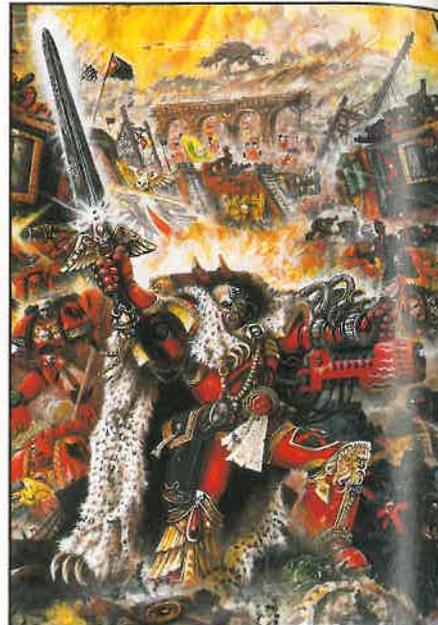


John used this miniature of a Space Marine Veteran as inspiration for one of the figures in his painting. Can you spot him?





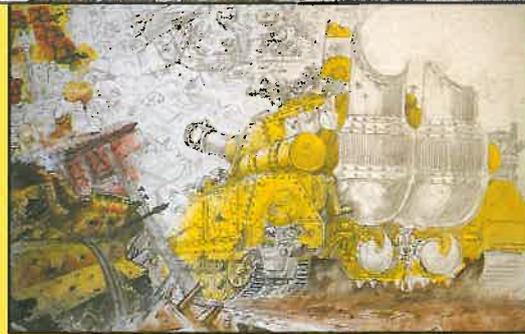




Here are three stage-by-stage photographs of the central figure, an awesome Space Marine Commander, complete with cloak made from the skin of some ferocious animal. As you can see, the figure remained fairly consistent, but note the huge combi-weapon. The gun has been substantially changed from its original design as a bolt gun/melta-gun combination, which looks almost Orky, to the more elegant plasma gun/bolt gun in the final version. The reason why this was changed is simple. "Because he was a character figure he needed an individual combi-weapon and I tried something a little bit experimental. In the end though, this looked far too Orky and not enough like a product of the Manufacturums of Mars, so I changed it. As I had started with this central figure, I had given myself the time to take some risks and still be able to rework areas if they didn't come out right first time. You have to be adaptable!"

BUILDING UP THE PAINTING

Once he had the basic line drawing traced down, John took about two weeks working over this framework, adding details. At this stage it would be normal for an artist to block in colours roughly, then work over the whole painting at once, working each area up with progressively more detail. The central figure would usually be the last to be finished. John chose to do it the other way round, starting with the Space Marine Commander. But why? Over to John again. "I was anxious to see what the focal point of the painting was going to look like, so I worked up the central figure and the command group around it, just to make sure that it worked. This is because working to the tight schedules that we have in the Design Studio only allows a very



REFERENCE MATERIALS

John used all sorts of obscure reference material for his painting, but felt it important to explain that his biggest source of reference was artwork done for previous Warhammer 40,000 products.

"Games Workshop art is itself the biggest source of reference material for the painting, all of the previous pictures of the wars, characters and vehicles of the 41st millennium. And I don't just mean the ones that I've drawn, but all the artists in our art department. In particular the Angels of Death Codex. The background for the Blood

Angels and Dark Angels Space Marines

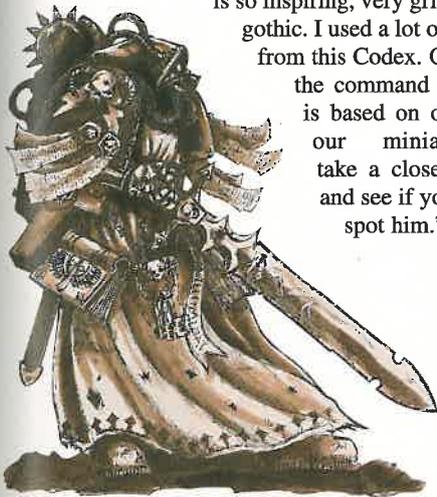
is so inspiring, very grim and gothic. I used a lot of stuff

from this Codex. One of the command group

is based on one of our miniatures,

take a close look and see if you can

spot him."



When asked where he found inspiration outside our artwork and miniatures, John replied that "the background is something I live every day of my life. I can't go anywhere without reinterpreting 'real' life in Warhammer 40,000 terms. For example, Alan (*Alan Merrett, Studio design manager - Ed*) and I passed an enormous juggernaut on the M42 the other day, and it had a huge vehicle strapped to the back of it. The shapes of the vehicle made no sense whatever. We both saw it and laughed to each other because it was so obviously an Ork

Battlewagon. Then as we drove by we realised it was some piece of humble farm machinery... Yes, particularly the Warhammer 40,000 universe, I find it around me all the time!". And that's John's secret, he's just drawing the view from his house!



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limited time for reworking. If I had to I would want to spend that time getting the focus of the painting right."

"I don't want to go into how I put down each brushstroke, as it'd be fairly boring. But I do think it's interesting that I used Citadel paint, just like I do on my models.

These were shaded with artists inks. This is a technique inspired by classical oil painting, though I didn't want to use oils because, to achieve depth of colour with them you need to build up numerous thin layers. Each layer has to dry before adding the next, and with oil paints this takes a couple of days, at least. Oil paints do get beautiful results, they're just far too slow for this kind of work."



JOHN

GAMES WORKSHOP

DARE TO TAKE THE CHALLENGE?

**SCHOOL
HOLIDAY
EVENTS!**



Throughout the April school holidays, our Games Workshop Adelaide and Melbourne stores will be alive with action. There will be **BIG** games of Warhammer, Warhammer 40,000, Necromunda and Space Hulk, as well as painting days, modelling classes, special events and much, much more! Drop in and find out what's happening at the store near you.

RETAIL EVENTS RETAIL EVENTS

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WOLF PRIESTS

Where other chapters have both Apothecaries and Chaplains, the Space Wolves have their Wolf Priests. These dour warriors combine the attributes of both medic, trained in the arts of healing and the lore of genetics, and cult leader, heavy with the accumulated wisdom of ages. The Wolf Priests have no master but the Great Wolf himself, the Master of the entire chapter. They live within the heart of the Fang, and watch over the recruitment of fresh warriors as well as the well-being of the Space Wolves themselves.

The Wolf Priests are also known as the Choosers of the Valiant. They may be seen standing on a rocky pinnacle, watching the battles of the native Fenrisians. Sometimes, after a hard fought battle, a Wolf Priest will choose from amongst the Wolfbrothers a young warrior whose valour has earned him a place amongst the Space Wolves. Often the chosen warrior will have suffered wounds which would ordinarily kill him, but the skill of the Wolf Priests can heal those with the will to live.

The Wolf Priests guard the chapter's genetic seed, bio-culturing new implants and maintaining the vigour of the strain by weeding out any weakness or mutation. They implant the cultured organs into newly recruited Space Wolves, and watch over the development of the recruits as they mature into fully fledged Space Marines. Their knowledge is deep, and for many centuries they have studied the effects of the cursed Wulfen gene helix in search of a way to modify and make safe the Chapter's genetic seed. However, their efforts have only succeeded in preventing the curse spreading, and it is unlikely that the damage can ever be repaired completely.



Wolf Priest Ulrik the Slayer

ULRIK THE SLAYER

Brother Ulrik is the oldest of all living Space Wolves, if one discounts the Dreadnoughts which sleep deep within the subterranean labyrinth of the Fang. He is older even than the Great Wolf Logan Grimnar, who has served the Emperor now for over six centuries. Indeed, he is the only warrior who remembers the Great Wolf as a young Blood Claw, full of fury and future promise.

During the first Armageddon War, Ulrik fought alongside the Wolf Lord Kruger's Great Company. He single-handedly cut down three of Khorne's World Eaters in hand-to-hand combat, earning the unusual accolade of a salute from the Lord of the World Eaters himself.

In battle the Wolf Priests use their apothecary skills to heal their wounded brethren. Their healing powers are great and few tended in this way will die. For those who are past even the Wolf Priests' ministrations, it remains only to utter a final prayer for the departing soul, and to remove from the fallen warrior the still living tissues from which new genetic implants can be cultivated by the Wolf Priest.

The Space Wolves have the greatest respect for their dour, steadfast Wolf Priests. In battle the presence of a Wolf Priest will fortify those Space Wolves nearby, strengthening their wills yet further, and lending heart even in the most desperate circumstances.

Troop Type	M	WS	BS	S	T	W	I	A	LD
Wolf Priest	4	6	6	5	5	2	6	2	9

SPECIAL RULES

Space Marines. The usual Rapid Fire special rules apply. The Break Test rules are not generally used as individual characters are never subjected to these tests, but when fighting as part of a Space Marine unit the Break Test rule does apply. In addition, the Space Wolves Acute Senses and Hatred rules also apply, as described in the Space Wolves Codex.

Leadership. The Wolf Priests command respect and awe from the Space Wolves warriors. Any Space Wolves within 8" of a Wolf Priest may reroll any failed Leadership test once. This gives them a second chance to pass a Break or psychology test, for example.

INTERROGATOR-CHAPLAINS

The Chaplains of the Dark Angels administer the rites of the chapter, perform the ancient ceremonies of Initiation and Vindication, and chant the liturgies of battle as they lead their brothers into war.

When Dark Angel Chaplains have proved themselves they are inducted in the Deathwing and given the title of Interrogator-Chaplain. This title is awarded because it is their sacred duty to attempt to make any of the Fallen that are captured repent their past actions. Fallen who repent are rewarded with a quick and relatively painless death. Those who refuse inevitably die in agony during the interrogation, as the Interrogator-Chaplain is forced to use ever more drastic measures to try to make the heretic understand the error of his ways.

An Interrogator-Chaplain is allowed to add a single black pearl to his rosarius for each of the Fallen that he convinces to repent. Such is the power of Chaos, or such were the arch-heretic Luther's oratorical skills, that few of the Fallen repent before they die. Master Molocia, the greatest of the Interrogator-Chaplains, died after over 300 years service to the Chapter with only 10



Spearheaded by their Chaplain, the Ultramarines surge forwards to recapture an Imperial city.

black pearls on his rosarius. No other Chaplain has emulated this achievement.

The Dark Angels Chapter has a number of inner levels or circles. It is only when a Dark Angel reaches the highest level, or Inner Circle, that he learns the full truth of the history of the Chapter. Chaplains who reach this level are known as Master Chaplains.

Troop Type	M	WS	BS	S	T	W	I	A	LD
Chaplain									
Champion	4	5	5	4	4	1	5	1	9
Interrogator-Chaplain	4	6	6	5	5	2	6	2	9
Master Chaplain	4	7	7	5	5	3	7	3	10



Interrogator-Chaplain Asmodai

DEATH COMPANY CHAPLAINS & INTERROGATOR-CHAPLAIN ASMODAI

On the left is Asmodai, one of the most notorious Dark Angels Interrogator-Chaplains of all time, a Space Marine whose tenacity and single-minded dedication to the pursuit of The Fallen has gained him galaxy-wide notoriety. You can see that his robes are the bleached bone hue of the Deathwing, into which all Interrogator-Chaplains are inducted.

A Death Company Chaplain of the Blood Angels is shown on the right. If it were not for the stabilising presence of these inspirational warriors on the field of battle, the psychotic blood lust of the Death Company would result in the victims of the Red Thirst rampaging unchecked, perhaps even turning upon their own brethren. In terms of inspirational leadership, there are no Chaplains who have as difficult and important a task as the Chaplains of the Blood Angels' Death Company.



Blood Angels Chaplain



SPECIAL RULE

Leadership. Interrogator-Chaplains are inspirational individuals and spiritual leaders. If any Space Marine unit within 8" of a Chaplain fails any Leadership-based test (such as a psychology test or a Break test) then it may retake the test immediately.

Immune to Psychology. The complete fearlessness of Dark Angels Interrogator-Chaplains in the face of horrors that would drive a normal man insane is legendary. Therefore they cannot be affected by fear or terror and are immune to all psychological effects.

On the opposite page is an example of an army chosen with a particular role in mind. It is a rapid engagement army which would be ideally deployed as an initial strike force against some of the more horrifying denizens of the 41st millennium (I am thinking specifically of Chaos and Tyranids here). So what do we mean by all that? How does it work? The army is character heavy for a start, and this is no accident, particularly the inclusion of not one, but two Chaplains, and a Company Standard Bearer. This makes for an even more indomitable than usual Space Marine force, one that can stand in the face of even the worst horrors. Scouts have been left out to make way for these more seasoned troops, and even though Space Marine Scouts would seem a natural choice for such an advance element, they would most likely quail in

the face of the horrors this army is designed to confront. Remember, Scouts do not benefit from the same Rapid Fire and Break Test rules as fully trained and battle-hardened Space Marines. The army is highly manoeuvrable, and can cover a lot of the battlefield despite being low on numbers (even for a Space Marine army). Its great weakness, however, is a lack of heavy firepower, which has been sacrificed to gain greater mobility. So instead you'll just have to make the most of what you've got. If there are any tanks or Dreadnoughts which need blowing up on the enemy side, use the Land Speeder to pin them down until the Assault Squad can get in to administer the *coup de grâce* with a taste of power fist.

The two Chaplains included in this army, Constantine and Mercurius, perform very different tactical roles. As you can imagine, the bike-riding Mercurius is best deployed right in the thick of things, raking across the front of the enemy battle

line with the rest of the bike squadron, and bolstering the morale of the Space Marines at the sharp end of the assault as they take the fight to the enemy.

Constantine, by contrast, is a Terminator drafted in from the First Company of veterans to lend his support and battle experience to the Space Marines assigned to this task force. Constantine, together with some of the other characters, is slower moving than the bikers and should be used to form a stable backbone for the force. Here, he can prevent enemy troops from manoeuvring behind the advance units, slowly following them up to defend captured objectives against enemy counterattacks.



Mercurius leads his Space Marine Bike squadron into the heart of the Chaos lines!



ULTRAMARINES 1,500 POINT SAMPLE ARMY

CAPTAIN SIXTUS137pts

Troop Type	M	WS	BS	S	T	W	I	A	LD
Sixtus	4	7	7	5	5	3	7	3	10

Equipment Bolt pistol, frag grenades, power armour, power sword, and plasma pistol. *Haywire Grenade* and *Displacer Field*.

EPISTOLARY LUCIEN197pts

Troop Type	M	WS	BS	S	T	W	I	A	LD
Lucien	4	6	6	5	5	3	6	2	8

Equipment Bolt pistol, frag grenades and power armour. *Psychic Hood*, *Conversion Field*, and *Force Axe*.

CHAPLAIN HERO CONSTANTINE133pts

Troop Type	M	WS	BS	S	T	W	I	A	LD
Constantine	4	6	6	5	5	2	6	2	9

Equipment Crozius arcanum, rosarius, terminator armour with storm bolter, power fist and targeter.

CHAPLAIN MERCURIUS96pts

Troop Type	M	WS	BS	S	T	W	I	A	LD
Mercurius	4	5	5	4	4	1	5	1	9

Equipment Crozius arcanum, bolt pistol, frag grenades, power armour and rosarius. *Aegis Suit*.
Bike with krak auto-launchers.

TECHMARINE REMUS43pts

Troop Type	M	WS	BS	S	T	W	I	A	LD
Remus	4	5	5	4	4	1	5	1	9

Equipment Bolt pistol, frag grenades and power armour. *Servo Arm*.

VETERAN SERGEANT CAVAE+20pts to Assault Squad

Troop Type	M	WS	BS	S	T	W	I	A	LD
Cavae	4	5	5	4	4	1	5	1	9

Equipment Bolt pistol, frag grenades and power armour. Power fist, plasma pistol and jump pack.

COMPANY STANDARD BEARER CANUM60pts

Troop Type	M	WS	BS	S	T	W	I	A	LD
Mercurius	4	5	5	4	4	1	5	1	9

Equipment Bolt pistol, frag grenades and power armour. *Refractor field*.

ASSAULT SQUAD461pts

Troop Type	M	WS	BS	S	T	W	I	A	LD
Space Marine	4	4	4	4	4	1	4	1	8

Equipment Bolt pistol, frag grenades and power armour. Jump packs, blind grenades, 4 power swords, 4 chainswords, 1 power fist, 3 plasma pistols and 2 hand flamers.

BIKE SQUADRON228pts

Troop Type	M	WS	BS	S	T	W	I	A	LD
Space Marines	4	4	4	4	4	1	4	1	8

Equipment Bolt pistol, frag grenades and power armour. 3 Bikes fitted with twin linked bolters, and targeters. Melta-gun, plasma gun and power sword. Attack bike with twin linked bolters, targeter, heavy bolter and frag auto-launchers.

LAND SPEEDER145pts

Troop Type	M	WS	BS	S	T	W	I	A	LD
Space Marines	4	4	4	4	4	1	4	1	8

Equipment Bolt pistol and power armour. Heavy flamer and multi-melta with targeters.



Mark Leake painted the Ultramarines Chaplain pictured here. The Ultramarines are the archetypal Codex Chapter, and colour schemes from Codex Ultramarines should be followed very closely when painting these Space Marines. For this reason the Chaplain's armour has been painted black, with the left shoulder pad indicating his Chapter colours and badge. Black can be a particularly difficult colour to shade and highlight, especially on large areas. Mark mixed blue into both the highlights and the washes, which helped give a really solid look to the black. Note as well the grimy, rusty appearance of the engine and exhaust. This is important on all vehicles, and gives them a much more battle-worn and well used appearance.

BIKER CHAPLAINS

With the correct balance of equipment, a Chaplain mounted on a bike can be deployed very quickly and efficiently to the areas he is needed most, to carry out a variety of key tactical roles.

Primarily, all Chaplains are very good for the morale of other Space Marines within 8" of themselves. As well as holding together important advance elements of the army, they can, if necessary, be moved from one side of the table to the other in the space of a single turn to support shaken units, thus ensuring they do not break.

An obvious use for bike mounted Chaplains is to lead bike squadrons into close quarter fighting against enemy infantry, perhaps supported in turn by an attack bike. Mercurius is a classic example of this. Chaplains are all tough hand-to-hand fighters, even if they are only Champions as here, rather than Heroes or Mighty Heroes. The sheer mobility offered by riding the bike means that they can be used to assassinate weaker enemy characters with impunity. Psykers are a very good example of this kind of "soft target".

Wargear options are where your Chaplain can really be tailored for a particular role. Equip him with melta bombs, and hey presto, for an extra five points you've got yourself a seriously lethal tank killer. An Interrogator-Chaplain screened by a squadron of Ravenwing should prove particularly effective in this role, since their jinking ability will disrupt enemy shooting should the enemy attempt to halt his approach. Another obvious piece of equipment ideal for this kind of operation is the trusty power fist.

If you really want to go to town on your foe, then there is the overkill approach of equipping your Chaplain with a *Vortex Grenade*. Beware of vehicles enhanced with *Vortex Detonators*, though. They can really put a crimp in your day.

Chaplains with a particularly useful string to their bows are the Wolf Priests of the Space Wolves Chapter. In addition to the usual Leadership rules, the Wolf Priests are trained in the arts of the Apothecary. Wolf Priests are equipped as standard with a medi-kit, and by giving them a bike to ride as well, they become capable of dispensing swift medical attention to Space Marines anywhere on the tabletop.



Blood Angels Chaplain

IMPERIAL GUARD FIGHTING VEHICLE BOXED SETS

**IMPERIAL DEMOLISHER
SIEGE TANK**



IMPERIAL CHIMERA



IMPERIAL BASILISK



**IMPERIAL
GRIFFON**



LEMAN RUSS BATTLE TANK



IMPERIAL HELLHOUND TANK



Each boxed set contains a complete Imperial Guard vehicle. Each box also includes a sheet of Citadel waterslide transfers and a sheet of full-colour banners so that you can complete your fighting vehicle in one of a variety of regimental markings.

Warning! Some of these models contain lead parts which may be harmful if chewed or swallowed. Citadel miniatures are not recommended for children under 14 years of age. The highly detailed plastic parts are moulded in a hard styrene compound which is particularly suited to modelling and painting. These models require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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DARK CONSPIRACY: THE FINAL CHAPTER



By Jervis
Johnson

Over the last few weeks we've been busily compiling all the results of the Dark Conspiracy campaign in order to find an overall winner.

Will the Lizardmen be victorious or shall the Pawns of Chaos emerge triumphant?

"Lord Mazdamundi stared through the falling rain at the circle of standing stones before him. Each arcane obelisk was carved from solid rock and measured at least ten feet high by five across. They glistened darkly in the gathering twilight gloom, making even the ancient Slann Mage-Priest uneasy.

The journey to the northern shores of Albion had been long and hard. Mazdamundi's spells had been able to transport the Mage-Priest and his retinue within 50 miles of the standing stones, but they had needed to march the remaining distance. The inhabitants of the mist-shrouded island of Albion had not allowed this to be an easy journey, attacking the small Lizardman party repeatedly. Over half of Mazdamundi's followers had fallen beneath the rocks and clubs of the islanders before they had been driven off.

But this trial of physical strength and endurance was now past. Mazdamundi knew that the true trial, a trial of magical strength and willpower, was about to begin...

THE STORY SO FAR

Over the last few months a huge campaign has been fought by Warhammer players all over the world. Below, I'll explain the background to the campaign for any newcomers – those of you who've been in from the start can skip this part and jump to the section which is entitled "Compiling the Results".

The planets above the Warhammer World are suffused with magical energy, which the Lizardmen are using to move their agents, and small contingents of Lizardman troops, around the Warhammer World. They are doing this in order to recover artifacts stolen from them centuries ago. During January the agents did their best to recover as many of the artifacts as possible, using either hired mercenaries or their own troops, and then in February a huge Lizardman and mercenary force attacked the Crusader City of Antoch to recover a specific item known as the *Staff of Jade*. The Lizardmen require as many of these artifacts as possible in order to perform a special magical ritual. If successful, this powerful ritual would stop the Realm of Chaos, located around the northern pole of the Warhammer World, from enveloping the whole planet with its dark power. If the ritual failed the mortal realm would be overwhelmed in moments by an obscene orgy of blood and terror.

How well the Lizardmen did at recovering their artifacts was decided by the battles fought by Warhammer players in January and early February. In order to take part in the campaign, players simply had to play games of Warhammer and then post the results to me. The results of

these battles, and the overall outcome of the Dark Conspiracy campaign, are described on the following pages.

(A more complete explanation of the background to the Dark Conspiracy can be found in last month's issue of White Dwarf – Ed).

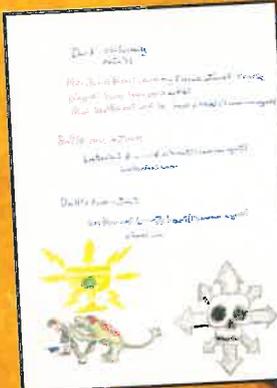


RECOVERY OF THE ARTIFACTS

The first part of the Dark Conspiracy was the attempt by the Lizardmen, using contingents of their own troops together with units of agents from the other races, to retake the artifacts stolen from them by the Bretonnians. You can see here a summary of how well each race performed, together with a few excerpts from the hundreds of letters that you sent in.

CHAOS

The deception of the Lizardmen was evidently enough to even fool the forces of Chaos. Overall, the Chaos armies aided the Lizardman cause, with the majority of their battles being fought as agents of the reptilian Lustrians. They won a little over half their battles.



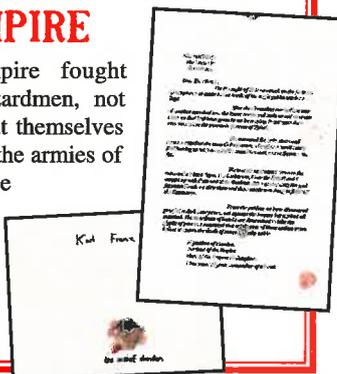
DARK ELVES

The Dark Elves were, significantly, not only the most successful army in recovering the Lizardman plaques, but also the most successful army overall, winning almost two-thirds of their battles. Below are a few quotes from some of the battle reports you sent in.

"The Questing Knights were decimated by the Witch Elves (I didn't know they had 3 attacks...)"
"During the magic phase, the sweet lady Morgiana le Fey turns the foul Dark Elf general into a frog."
"The Dark Elves were slain to a man, and the Lizardmen suffered heavy losses."

THE EMPIRE

In the main, the Empire fought valiantly against the Lizardmen, not realising the peril they put themselves in by doing so. However, the armies of Karl Franz had little success in stopping the Lizardmen from acquiring their artifacts, winning well under half their battles.



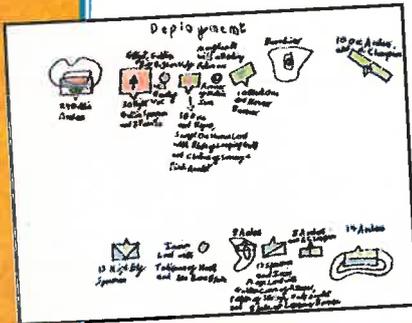
BRETONNIA

With the source of the the stolen artifacts being Bretonnania, it was not surprising that the Bretonnians were by far the most vehement opponents of the Lizardmen, fighting more than twice as many battles as any other race to foil the Lizardmen's plans. However, despite their tireless efforts, they met with somewhat mixed success, losing significantly more battles than they managed to win.



HIGH ELVES

The High Elves, failing to glean anything at all of the true purpose of the Lizardmen, were amongst the most successful at stopping the recovery of the lost artifacts. Only the stalwart Dwarf warriors were more eminent at this task.



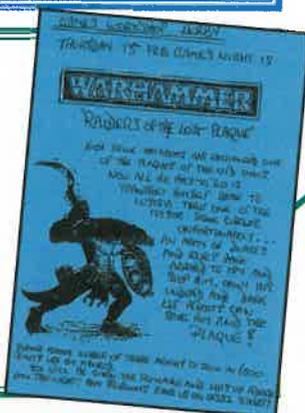
SKAVEN

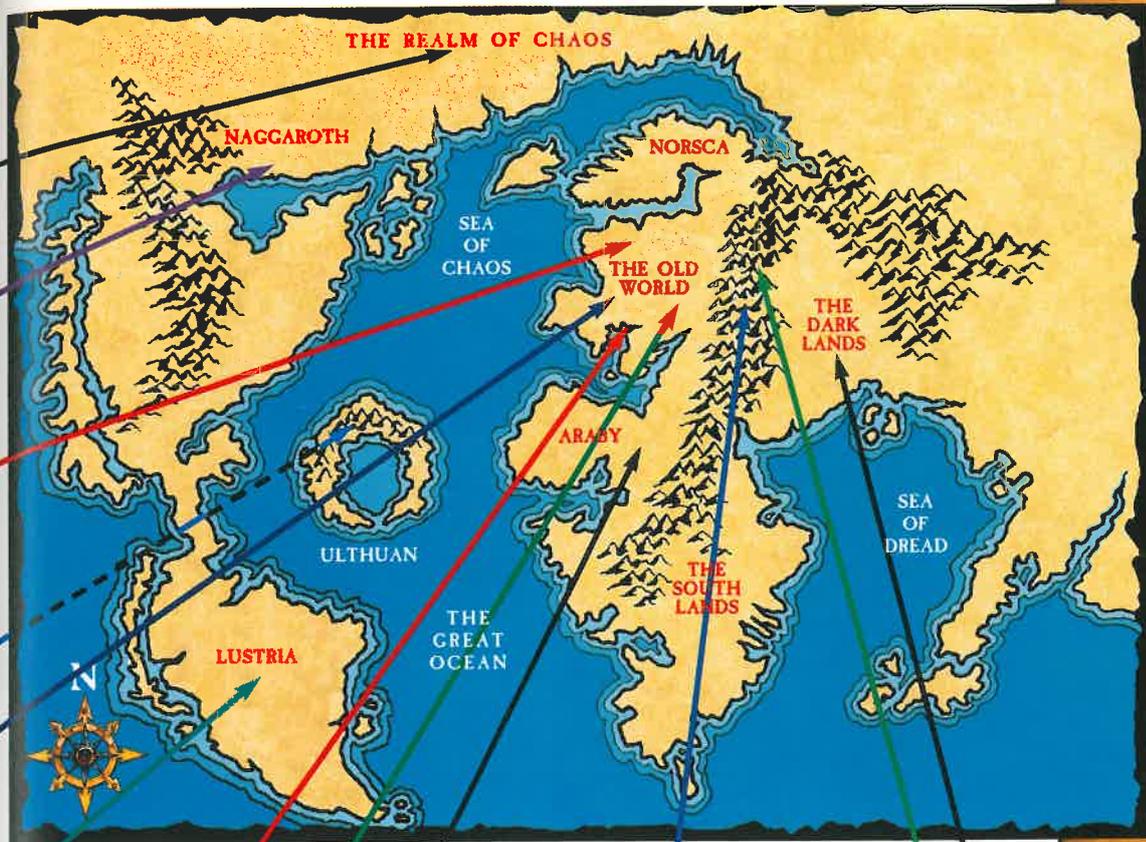
The Skaven, alongside the Chaos Dwarfs, were the worst performing army of all. They were, however, second only to the Bretonnians in the fervour with which they fought against the Lizardmen. This can of course be attributed to the long standing hatred the Skaven have for the Lizardmen and their serpent god, to whom so many of the rat-men have been sacrificed.

"Tyron was desperately outnumbered (about sixty to one), and soon was unhorsed. It was then a simple operation for the Skaven to mop up the remaining Dragon Princes and Archers, and they won."
"There were cries of 'chicken tonight!' as a Warpfire Thrower incinerates a Carrion attempting to charge them."

LIZARDMEN

Of all the armies fighting to regain the lost artifacts, none were as tenacious as the Lizardmen themselves. Their armies were amongst the most successful of all, and fought more than four times the number of battles of any other race in pursuit of their cause.





WOOD ELVES

Perhaps due to their proximity to Bretonnia, the Wood Elves were highly active in their opposition to the Lizardman plan. Like their High Elf brethren, they were among the most successful of the races at this misguided task, although marginally less so than their distant cousins from Ulthuan.



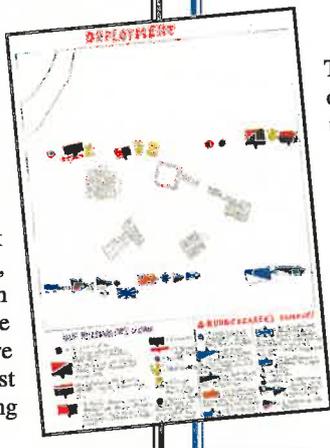
CHAOS DWARFS

Tucked away in the Dark Lands, the Chaos Dwarfs barely saw any action with either side. Of the few battles they did participate in, they only managed to win just over a third, a lacklustre performance only matched by the Skaven.



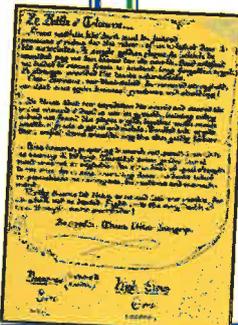
UNDEAD

The Lizardmen found the forces of the Undead particularly easy to bend to their ways, and with the exception of the Dark Elves (and, of course, the Lizardmen themselves), the Undead were unwittingly the most successful at furthering the Lizardman plans.



DWARFS

The Dwarfs were second only to the Bretonnians in the fervour of their warring against the Lizardmen. They were, however, considerably more successful than the Knights of Leoncoeur in battle, winning almost two thirds of all their conflicts.



ORCS AND GOBLINS

The Orcs and Goblins could be found, on the whole, to be willing accomplices to the Lizardmen. They had little success, however, winning only slightly more victories than the unfortunate Chaos Dwarfs and Skaven.

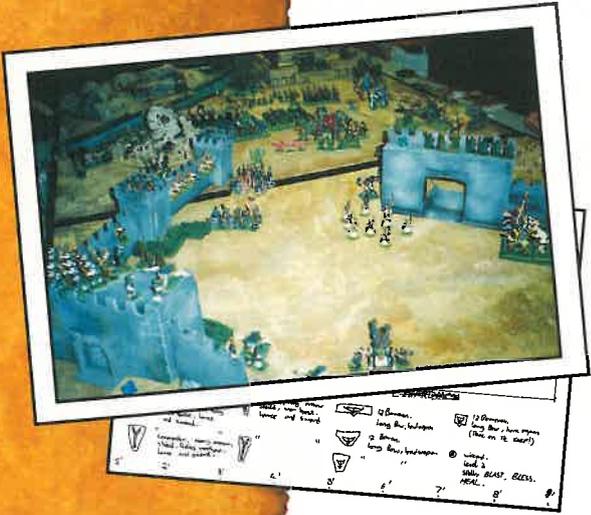
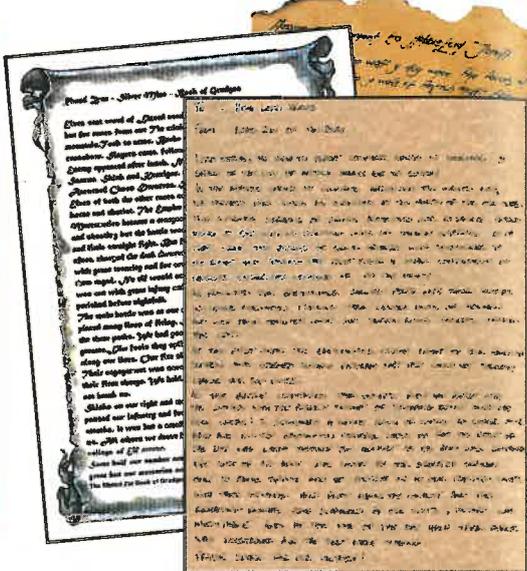
THE SIEGE OF ANTOCH

Over these two pages, you can see just a few of the hundreds of photos, maps, diagrams, illustrations and reports that were sent in. The Siege of Antoch was quite evidently a tense and exciting affair, the battle ebbing and flowing as each side strove to maintain the upper hand. Hopefully, the quotes from all your letters describing the battles that you fought capture some of the feel of this excitement.

"The Dwarfs pushed forward under heavy artillery fire from Dark Elves, and claimed the battlefield after some heroic fighting by the Dwarf King."

"A company of Dwarf spears performed the seemingly impossible feat of surviving four rounds engaged from all sides by two units of Sauruses and a vast block of Skinks. In the final turn, with 70% casualties, the indomitable stunties broke all three units and won the battle. Great stuff."

"...all that remained of the initial Dwarf force was 3 Slayers, Grungi Fungusson, and Snorri Henghammer sobbing over the spilt Bugman's XXXXXX."



"In the name of the Great Horned One! Forward Skaven hordes!"

"The determination of the Bretonnian and Skaven alliance was proved, as not one lizard or corrupted human survived!"

"Seeing a chance to charge the Knights, I risked it..."

"'Ere we go, 'ere we go, 'ere we go! That showed those Lizardman scum!"

"The Knights could only watch as the peasants they were entrusted with protecting were killed. But it didn't matter, Bretonnia won!"



"As the morning mists rolled back revealing the Lizardman horde, the valiant Bretonnian Knights rode forth. At their fore the Bretonnian General rode, pennant fluttering in the breeze. With a flamboyant gesture he slammed shut his visor, lowered his lance and uttered a single word: 'Charge!'"

"The Bretonnians then tried a risky plan and ignored the main Orc battle line. They went for the flanks at the side (not to be confused with the flanks in the front)."

"The Bretonnians fought with valour and were only just defeated."



Battle For The City of Astorb
Why The Humans Are Doomed

The map shows a city with a central square, a main road, and several smaller streets. Units are represented by small icons, and arrows indicate movement or attack directions. The map is surrounded by text, likely a game log or commentary.

"The tower that was guarding the city gate would have fallen to a unit of twenty Saurus warriors if Marius Leitdorf and Karl Franz had not charged them in the flank and destroyed them all."

"The lizard spawn had broken through to the east, and the sounds of vicious street fighting reached even the inner sanctum of the Chapel of the Lady."

"The warriors continued fighting, somehow hoping to turn the odds."

"All was lost..."

"This was a massive game, full of blood, guts, and action. This was also the final game, and a good end to a brilliant month of playing"

"Everything hung on the last roll of the dice..."

"Things started to go terribly for the Bretonnian army. I don't know what happened, the dice were horrible!"

"The Bretonnians were left shamed and dishonoured."

"Allied forces unable to repulse the last attack! All is lost! Arrrrgh!"



NUMBER CRUNCHING

January Results	Lizardmen Agents	Pawns of Chaos
Win	515	423
Lose	423	515
Draw	46	46

The table above shows the results for the battles during January with the Lizardmen and their unwitting agents winning 52%. This doesn't sound like much of an advantage, but it's quite telling as it is averaged over the hundreds and hundreds of games fought. After we counted in all of the Siege of Antoch results as well, we found that the Lizardmen had done even better, their final total of victories amounting to an impressive 55% of the number of battles fought, a 10% advantage overall.

FINAL SCORE

Recovery of the Artifacts 52%
 Bonus for the Staff of Jade +50%
 Total = 102%

Victory for the Lizardmen!



WD94

COMPILING THE RESULTS

Once the results started coming in I collected them together. I'd like to say that I did this in an efficient, organised manner, but that would be a lie. The truth is I kept them all together by the simple expedient of stuffing them all in the big drawer on the right hand side of Nelson's desk. Then yesterday, (Monday 17th February, if you really want to know), I transferred the results from Nelson's desk to a large Games Workshop carrier bag and brought them down to the Studio.

At this point Andy Chambers kindly volunteered the services of assistant games developer Andrew Kettlewell to help me sort everything out, and we spent an entertaining few hours counting up the results of the hundreds of battles you lot had fought: 1283 battles at the last count, to be exact! We divided the battles into two types as we counted them: the first was for the battles fought in January in which the Lizardmen and their agents collected artifacts from all over the Warhammer world, and the second was for the Siege of Antoch.

The results of all this number crunching can be found on the previous few pages. The final % would determine if the Lizardmen managed to stop the growth of the Realm of Chaos, and if not, by how much it would grow. If the Lizardmen could get to 100% or more, by my arcane calculations, they would prevent it from growing.

More importantly, for me at least, I've also included as many quotes and photos as possible from the letters, battle reports, short stories and pictures that many (if not most!) of you sent in along with the results of your battles. Unfortunately, the sheer quantity of letters we received means that I can't include anything other than a tiny fraction of the stuff I'd like to. Suffice to say that if you're one of the people who wrote in, give yourself a pat on the back for making Dark Conspiracy so much fun for me to run! But enough of my waffle, check out those final results at the top of the page...

CONCLUSION

So there you have it, the Lizardmen just manage to stop the Realm of Chaos from destroying the world. Of course, it's a shame that they had to flatten the City of Antoch in order to do so, but you can't make an omelette without breaking eggs, as they say in Bretonnia... And with that, all that remains is for me to thank all of those of you who took part in the campaign around the world and wrote in to us with the results of your battles. I'd also like to thank all of our valiant shop staff, who did so much to drum up support for the event. It really was a great effort by all concerned. Thanks once again, and until the next time... have fun!

Miniatures supplied unpainted. Contents and components may vary from those illustrated.

WARHAMMER

40,000

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...



miniatures supplied unpainted.
Contents and components may vary from those illustrated.
Plastic moulding may vary due to the complexity and detail of the mould.



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EPIC 40,000

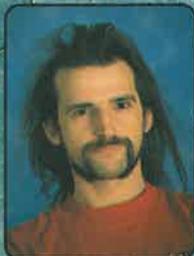
GOGARD'S LAST STAND

Captain Actaon watched the dust devils dance across the baking desert flats, the dust plumes of the approaching Ork warband stretching high into the fiery red sky. Beyond, black sulphurous clouds loomed low on the horizon. The Ork attack had come as a surprise so soon after the greenskins' crushing defeat. Already support was on its way from the neighbouring sectors, but until it arrived it was up to his detachment to hold off the Orks. Actaon felt the xenophobic pang of hatred for the greenskinned aliens. Years of indoctrination gave him an absolute loathing that consumed him. He wanted nothing more than to see these aliens dead. These aliens that dared trespass on the Emperor's world.

He checked the magazine on his bolter, and cleared the breech whilst issuing a prayer to his Primarch Rogal Dorn, "Bring merciless death to our enemy, lend us your strength today, by the light of Dorn and for the glory of the Emperor." He sighted the weapon along the desert road from behind the ruined wall. "Recite the rites of firing. Await my order." he barked over the comm-net.

The warband ploughed forward, Orks hanging from their crudely constructed Battlewagons. Along the desert road lumbered three Stompas, smaller versions of the massive

Gargants. Actaon's men waited, hidden in the sand-heaped ruins, heavy weapons blessed and trained. "Fire!" The ruins erupted as missiles split the air, the searing flashes of lascannon beams lit the desert amidst the scream of bolter fire. The lead Battlewagon exploded scattering Orks into the desert. Another Battlewagon burst into flame, slewing off the road in front of the Stompas. The Orks came on, firing wildly, shells exploding in the ruins, bolter fire blowing great gouts out of Actaon's cover. Bracing himself, Actaon emptied his bolter clip at the Orks, he saw two or three fall whilst shrapnel pattered off his powered armour. Now he could see just how many Orks there were, he was badly outnumbered. The battle brother next to him was punched off his feet by a bolter shell. Actaon rushed to his aid, drawing his bolt pistol. The comm-net chattered in his ear as sergeants issued orders. "All squads report in." he yelled over the barrage of incoming fire. The injured brother lay dying. With no Apothecary to carry out the rites, Actaon quickly commended his soul to Dorn before administering the Emperor's Peace and extracted his dead brother's gene-gland for future generations. All squads sergeants reported in, casualties were low, but growing. Time to disengage and fall back, there was no need to sacrifice more precious Space Marine lives here.



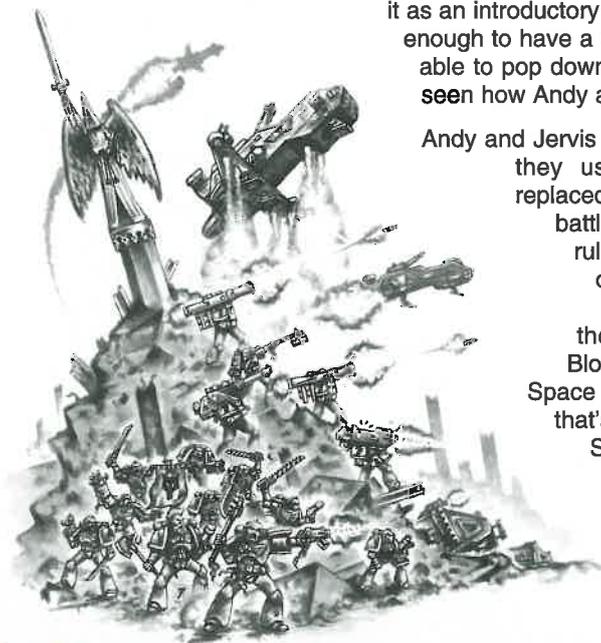
Andy Chambers



Jervis Johnson

With the release of Epic 40,000 this month, we couldn't miss the opportunity to let you all in on the fun. So, we pried Jervis and Andy away from their many other projects and shackled them to a games table for an afternoon. As this is the first time you'll have seen an Epic battle, we've taken the chance to explain how the game works, rather than concentrate on the tactics used by each player and the exact actions of each model each turn. Hopefully, this will make some of the intricacies of the rules clearer, and show the strengths and weakness of the different unit types.

For this particular battle, Andy and Jervis fought out *Gogard's Last Stand*, one of the historical refights from the Epic 40,000 Battles Book. This scenario makes an excellent introductory game as it is quite simple and involves small forces. We'll be running it as an introductory game in our stores, so if you're lucky enough to have a Games Workshop near you, you'll be able to pop down and have a go yourself after you've seen how Andy and Jervis fared.



Andy and Jervis fought the battle twice. The first time they used an Ork warband, which was replaced by a Great Gargant for the second battle in order to demonstrate how the rules for war engines work. The only other slight change we've made is that in the background to the scenario the Space Marines involved are Blood Angels. In this battle report the Space Marines are Imperial Fists because that's the chapter we painted for our Studio army. Andy took command of the Orks in the first battle whilst Jervis commanded the Space Marine defenders. They then swapped sides for the second game, with Jervis now commanding the Great Gargant and Andy trying to stop him.

THE SCENARIO

Having had the bulk of his force destroyed by the Space Marines whilst attacking the Imperial city of Balle Alpha, Ork Warboss Gogard is out for revenge. He's determined to do as much damage as he can before the Space Marines arrive to finish him off. To this end he plans to attack the Imperial city's defensive line and destroy two vital bunkers. In the first battle, we've replaced Gogard's Great Gargant or a warband of Orks, to explain the basic infantry and vehicle rules. The Orks' objective remains the same: destroy both bunkers.

THE BATTLEFIELD

N

The Great Gargant or Ork warband must be deployed within 20cm of the northern edge of the battlefield.

One of the detachments of Space Marines must be deployed on this road junction, in or around the ruined buildings.

The bunkers form part of a ring of defences for the city of Balle Alpha and are the Ork's objectives.

The ruined buildings are the remains of Julipea, a settlement which was destroyed by orbital fire bombing earlier in the campaign.

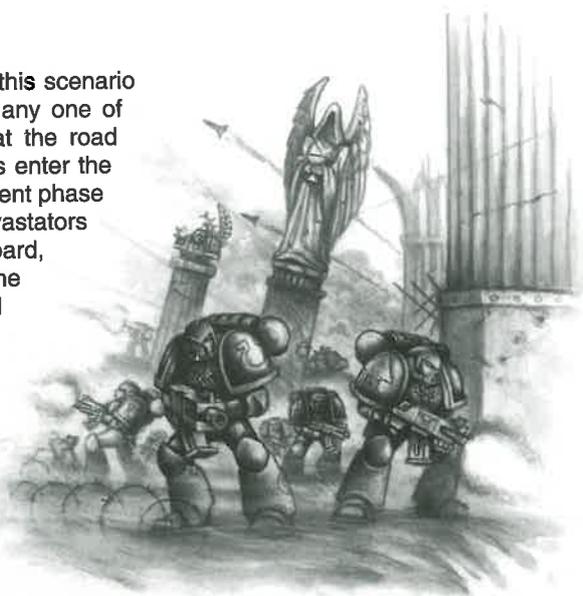
The remaining Space Marine detachments enter the battle from the two roads toward the south of the battlefield.

On the following pages you'll see lots of blue boxes with titles like "Initiative" and "Why 15cm?". These contain explanations of the rules and other important concepts used in Epic 40,000, and will hopefully enable you to understand much better the workings of the game. Also, the card section in this issue contains reference sheets for the Space Marines, Orks as well as general game information. Why not punch them out and use them to help you follow the battle? Enjoy!

GAME ONE DEPLOYMENT

The Space Marines set up first. In this scenario the Space Marine player chooses any one of his three detachments to deploy at the road junction, the other two detachments enter the board in the Space Marines movement phase via the roads. Figuring that the Devastators will take longest to move onto the board, Jervis chooses to deploy them in the ruins, leaving the Land Raiders and Tactical detachment in reserve.

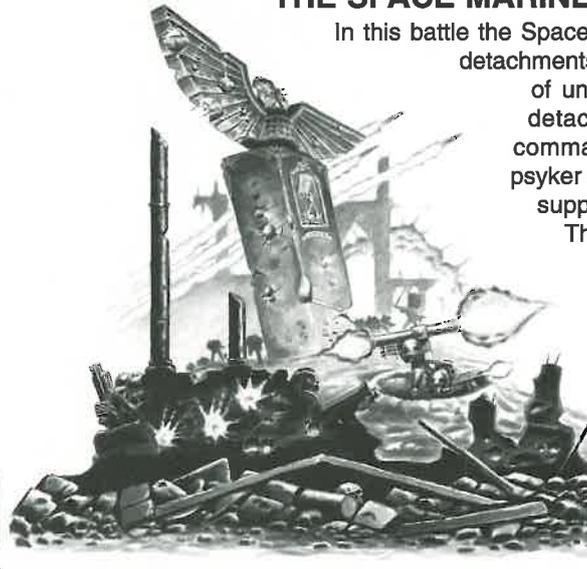
The Orks may deploy up to 20cm onto the board. Andy starts by placing his three Stompas on the road with the bulk of his force to their right. Each of the Battlewagons carries a stand of Boyz or Nobz. Finally, Andy places the Stormboyz units on his extreme right.



THE SPACE MARINE FORCE

In this battle the Space Marines are split into three detachments. A detachment is a group of units who fight together. Each detachment must have a commander, and may have a psyker and up to ten main force and support squads or squadrons.

These details can be written out on a detachment card (like the ones shown here) which lists all the relevant game information for easy reference during the battle.



TACTICAL SPACE MARINES

Tactical Space Marines are good all round troops. They have good armour and close combat ability. However, they lack the long range of the Devastators.



DEVASTATORS

Space Marine Devastators carry heavy weapons into battle. This gives them more firepower and a longer range than the Tactical squads, but their bulky weapons make them less effective in close combat.



CAPTAINS

Space Marine Captains are heroes, they are very tough in close combat and get a saving throw against any damage.



DETACHMENT NAME		EPIC 40,000	
FORCE CITUS		POINT COST	
DETACHMENT TYPE		60	
SPACE MARINE LAND RAIDERS		MOVEMENT SPEED	
COMMANDER		20 cm	
COMMANDER CITUS - LAND RAIDERS		ARMY STRENGTH	
		2	
		MOBILE POINTS	
		3	
		TOTAL POINT COST	
		165	
DETACHMENT MAIN FORCE		DETACHMENT SUPPORT	
1	1 LANDRAIDER 25	1	
2	1 LANDRAIDER 35	2	
3	1 LANDRAIDER 35	3	
4		4	
5		5	
6		6	
7		7	
8		8	
9		9	
10		10	
LAND RAIDER 20 45 2 2 6 2 2 2 2 2 2			

FORCE CITUS.

This detachment consists of four Land Raider battle tanks, and gives the Space Marines some much needed fast moving fire support.



Gogard leads his Boyz through the desert, towards the defences of Balle Alpha.



THE ORK FORCE

In the first battle the Orks form a single large detachment led by their Warboss Gogard. The different troop types in this detachment are described on this page. This detachment represents all that remains of Gogard's army after his crushing defeat in the attack on Balle Alpha. In the second battle this detachment is replaced by a Great Gargant which Gogard commands personally.

THE WARBOSS (GOGARD)

The Ork Warboss is the detachment commander, he is very mean in close combat and very tough too!



BOYZ

Ork Boyz are the standard Ork troop type. They love nothing better than to get up close to "Stick da boot in!".



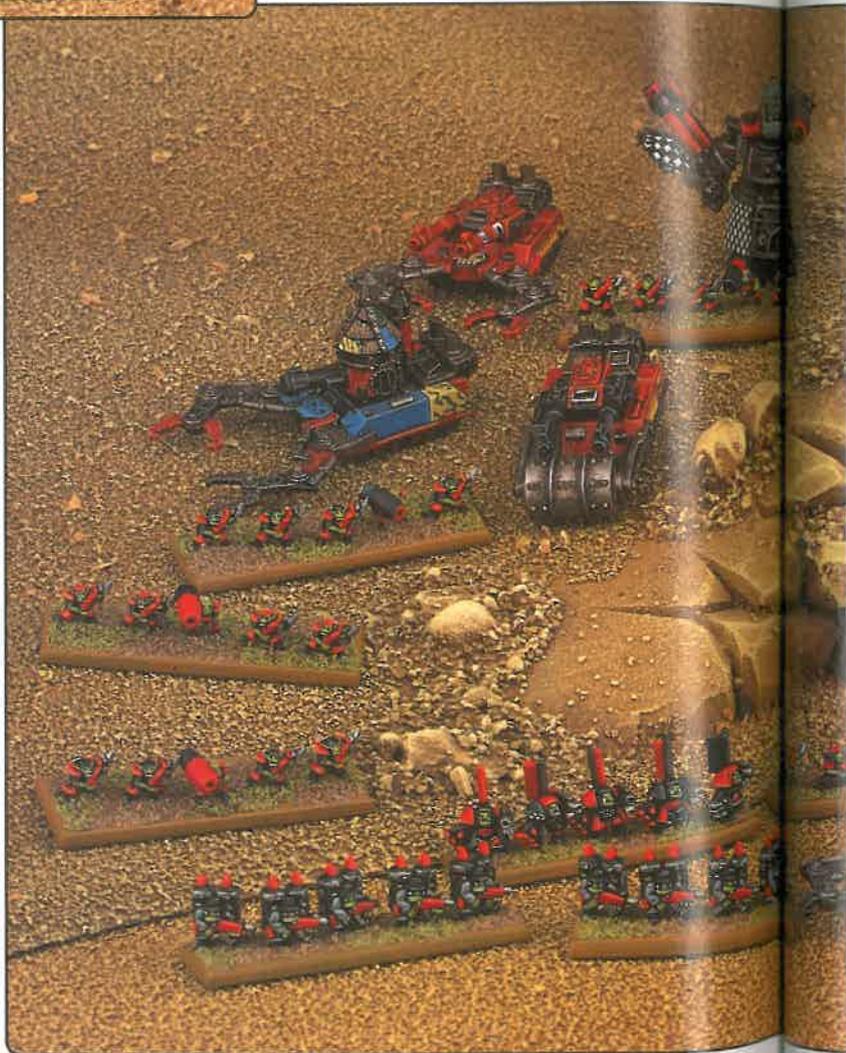
NOBZ

Ork Nobz are more survivable than the Boyz as well as being even harder in close combat.



STORMBOYZ

Ork Stormboyz are specialist assault troops equipped with jump packs which makes them very fast.



THE WEIRDBOY

The Weirdboy is a psyker who uses his strange mental powers to zap the enemy at close range.



BATTLEWAGONS

Battlewagons are fast tanks with a long ranged weapon. They are also good at close combat due to the crushing rollers, sharp spikes and claws mounted on the front. A single unit of Orks can hitch a ride on each Battlewagon.



STOMPAS

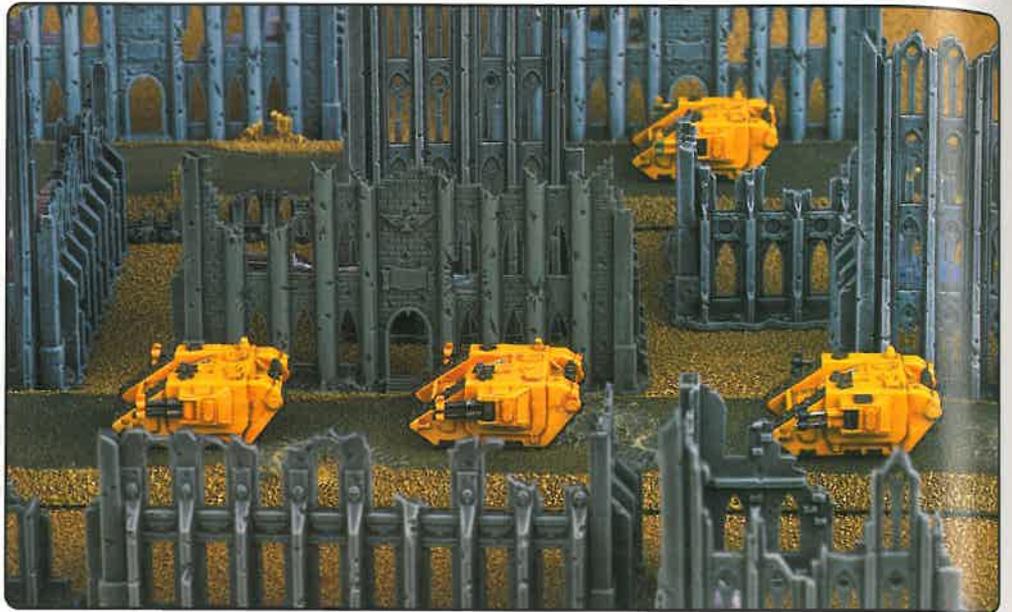
A Stompa is a large armoured vehicle, shaped a bit like a giant Ork. They are pretty good at both shooting and close combat fighting.



DETACHMENT NAME				EPIC 40,000								
GOGARD'S BOYZ				RESERVE SPEED 15cm								
WARBOY				HALF STRENGTH 14								
PSYKER				MOBILE VALUE 9								
COMMANDER ED ZAKA WEIRBOY				TOTAL POINT COST 430								
COMMANDER WEIRBOY GOGARD												
COMMANDER												
COMMANDER												
DETACHMENT MAIN FORCE				DETACHMENT SUPPORT								
1	3	BOYZ	UNIT	42	1	1	STOMPA	32				
2	1	BOYZ	UNIT	9	2	1	STOMPA	32				
3	1	BOYZ	UNIT	9	3	1	STOMPA	32				
4	1	BOYZ	UNIT	9	4	2	BATTLEWAGONS	42				
5	1	BOYZ	UNIT	9	5	3	BATTLEWAGONS	42				
6	1	BOYZ	UNIT	9	6	3	BATTLEWAGONS	42				
7	1	BOYZ	UNIT	9	7	2	BATTLEWAGONS	28				
8	2	STOMPAS		24	8							
9					9							
10					10							
UNIT				UNIT								
WEIRBOY	10	30	1	2	4+	WEIRBOY	10	30	1	2	4+	PSYKER
WARBOY	10	30	1	2	4+	STOMPA	15	45	4	4	5+	
WEIRBOY	10	30	1	2	4+	BATTLEWAGON	25	45	1	2	5+	
BOYZ	10	30	1	2	4+	STOMPABOYZ	10	30	1	2	4+	ASCENDANT
												JUMP PILES



Waaagh Gogard readies prepares for battle.



The Land Raiders of Force Citrus patrol the streets of Balle Alpha before they are called into action.

INITIATIVE. To determine who has the initiative, one player draws a counter at random from a cup at the start of each phase. This will allow him to decide who moves, shoots or assaults first in that phase.

The number of each side's counters in the cup depends on each army's strategy rating. The side with the highest has three counters to the lower side's two.

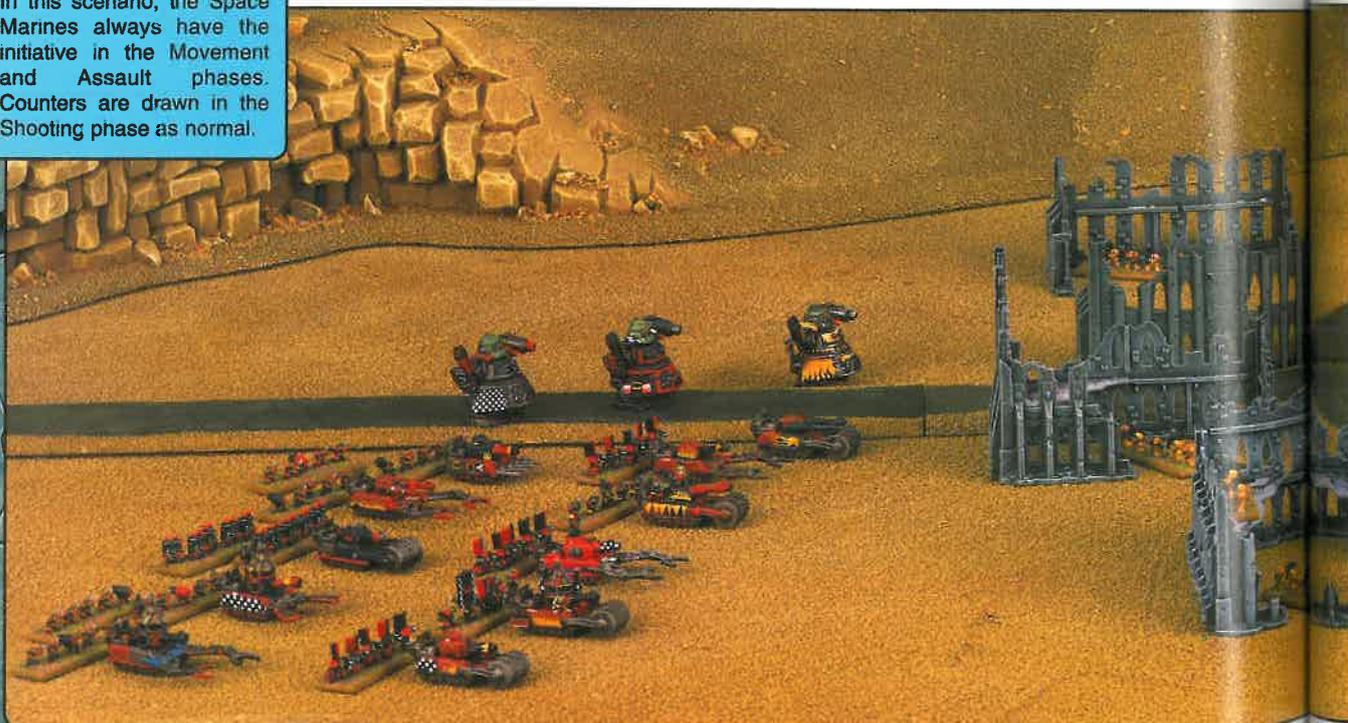
In this scenario, the Space Marines always have the initiative in the Movement and Assault phases. Counters are drawn in the Shooting phase as normal.

TURN 1 THE MOVEMENT PHASE

Jervis has the initiative and lets the Orks move first. Ever in character, Andy decides that the Orks will assault, and marks this with an Order dice. This allows them to move, shoot with reduced effect, and move again in the Assault phase. The Orks advance en masse, with the Stompas gaining an extra 5cm worth of movement for spending their entire turn crunching down the road. In his hurry to reach the Space Marines Andy gets too close and Jervis yells "Snap-fire!". Two Battlewagons have strayed within 10cm of the Space Marines and Jervis rolls once to hit each of them. He misses both.

With the Ork's movement complete, it's the Space Marines to go. Jervis puts his Devastators onto overwatch. This will

SNAP-FIRE. A unit that gets within 10cm of the enemy in the movement phase can be snap-fired at. The unit fired on stops 10cm away and the firer rolls a D6 to hit them. You cannot snap-fire at enemy units that start their move within 10cm, or units moving in the assault phase. A snap-fire shot is a single roll to hit against the target's armour.



The Orks advance as a single mass, the ground shaking as they approach.

increase their accuracy when firing, but restricts their movement. He marks the Devastators with an Order dice to remind everyone. Turning his attention to the two reserve detachments, Jervis races forwards at top speed with his Land Raiders to get them into combat as soon as possible. They will not be able to fire this turn because they have marched. Jervis decides to be more cautious with the Tactical detachment and they assault instead. They spend the entire turn racing up the road, riding in their Rhinos, and so get the +5cm road bonus to their move.

SHOOTING PHASE

In the Shooting phase the players take turns firing one of their detachments at a time, starting with whoever won the initiative for this phase. It's Jervis again, and he begins the slaughter with the Devastators of Force Actaon who are closest to the Orks and may not survive long enough to shoot if they don't go first!

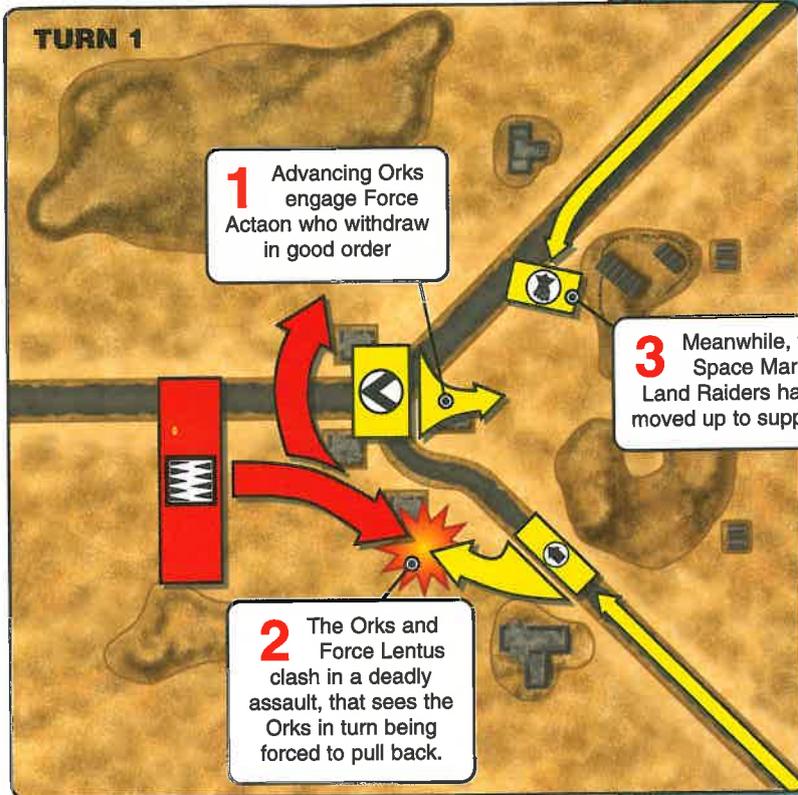
He checks which units are in range and have a line of fire. All the Space Marines are close enough to shoot, and with such a big target everyone can easily see some part of the advancing wall of Orks.

Next Jervis adds up the total firepower of the detachment. Each of the four Devastator units has a firepower of 2, giving a total of 8. Captain Actaon's unit has a firepower of 1, but as they are on overwatch they are able to use their *Rapid Fire* special ability (which allows them to double their firepower when on overwatch) and so this becomes 2 as well. Adding this to the 8 from the Devastators gives a total of 10 firepower for Force Actaon.

The Blast Markers Chart (on the reference card in this issue) tells us this inflicts 1 Blast marker on the Orks. Having placed the Blast marker Jervis refers to the Firepower Table. He cross references firepower 10 with the *vehicles or infantry in the open* column and sees that he will roll 5 dice to hit (see the table below, right). Now he looks up the armour value of the targets. Battlewagons are armour 5, so he will need to roll 5+ to kill them. The Ork Boyz units have armour 4, so he will need to roll 4+ to hit them. This is the lowest armour rating in the detachment. Rolling five dice Jervis gets two 1's, a 3, a 4 and a 6. Because the Devastators are on overwatch they can reroll any shots that miss. Jervis needs at least 4's to hit, so he rerolls the 1's and the 3. This time he gets a 2, a 3 and a 5. Discarding the dice that have scored less than a 4 Jervis has scored 3 hits.

As the incoming fire will obviously hit the closest Orks first, the three hits have to be allocated to the nearest enemy units. The closest one is a Battlewagon (armour 5) so Jervis allocates one of his sixes to this, destroying it. The next closest target is an Ork Nobz unit (armour 4) Jervis allocates the 4 to this. Nobz have the *Hero* special ability, giving them a 4+ saving throw to avoid being destroyed. Andy fails this save and the Nobz are killed. The next closest target is a Battlewagon on the road, and Jervis' final 6 destroys it.

Now it's the Orks turn to shoot back. Andy adds up the firepower of his detachment. Checking the ranges, he finds that every Ork unit can hit at least one Devastator stand, so his entire detachment can fire. Adding together the firepower for all the Orks gives a total of 31. Ouch! This puts 3 Blast markers on the Devastators who are in a far from enviable



1 Advancing Orks engage Force Actaon who withdraw in good order

2 The Orks and Force Lentus clash in a deadly assault, that sees the Orks in turn being forced to pull back.

3 Meanwhile, the Space Marine Land Raiders have moved up to support.

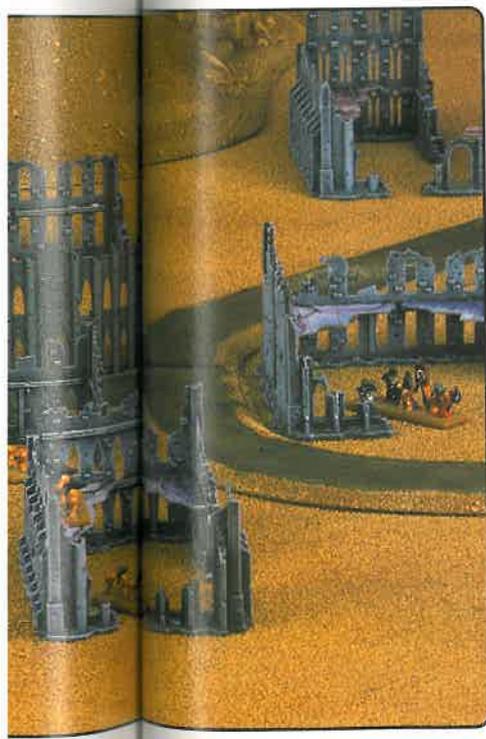
SPECIAL MOVES. Detachments usually move and fire, but there are times when different tactics are required. Instead of taking a normal turn, any detachment may either:

- Overwatch.** This restricts movement to 5cm, but allows the detachment to reroll misses in the shooting phase.
- Assault.** Halves a detachment's firepower, but allows them to move in the assault phase, charging the enemy to engage in close combat or in firefights. An assault move must be towards the enemy.
- March.** A detachment cannot fire whilst marching, but triples its movement. Marching also assumes that a detachment is not making use of cover and so it is easier to hit.

Firepower	FIREPOWER TABLE			
	Vehicle or Infantry	Vehicle or Infantry	Vehicle or Infantry	Vehicle or Infantry
1	1	1	1	1
2	2	1	1	1
3	3	2	2	2
4	4	2	2	2
5	4	3	2	2
6	5	3	2	2
7	5	4	2	2
8	5	4	3	3
9	6	5	3	3
10	6	5	4	3
11	6	6	4	3
12	6	6	5	3
13	7	6	5	3
14	7	7	5	3
15	7	7	6	3
16	7	8	6	3
17	8	8	6	3
18	8	9	7	3
19	8	9	7	3
20	9	10	7	3
	9	10	8	3

* When firing at immobilised war engines the open number of dice rolled equals firepower

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From his covering position Actaon watched his men withdraw, struggling beneath the weight of their heavy weapons. Back through the smoking ruins he could see the Orks still advancing, Battlewagons would easily outpace his troops. The comm-net crackled in his ear. "Force Lentus reporting. We have your position Captain, what are your orders."

"Form a defensive line, hold the road and await support. Protect the fortifications brother Lentus, Dom is with you. Honour your chapter."

Actaon turned to see a column of four Land Raiders racing across the desert flats, manoeuvring into firing positions. He rallied his battered

men to him and issued new orders. They would form a new firing line here, supporting the Land Raiders.

On the road to his left Actaon saw Brother Lentus' men meet the Orks head on. The distant sound of firing echoed across the desert's rocky terrain. Explosion plumes rose into the red sky long before he heard their thunderous retort. The Orks were falling back, driven off by Force Lentus. He increased the magnification of his autosenses visor, focusing on the Ork Warboss. The brutish alien roared threats and abuse at his followers, and the warband swung round, still taking fire from the Imperial Fists on the road. They were coming his way

LINE OF FIRE. As long as a unit can see at least one unit of an enemy detachment it can fire. Friendly troops do not block lines of fire, and if troops are in cover, like buildings, then they can always fire out.

THE ASSAULT PHASE. Detachments which have been marked with an Order dice as assaulting may act in the Assault phase. The Assault phase represents a Warhammer 40,000 type battle: close range firefights and close combats, often in dense terrain. The detachment must move towards the enemy in the Assault phase. During the Assault phase close combats are resolved before firefights.

position. Having placed these, Andy refers to the Firepower Table. The Orks are assaulting (charging forward, blasting from the hip) so their firepower is halved, rounding up. So their 31 firepower is reduced to 16. They also have 1 Blast marker on them from the hits they took earlier in the phase and this is subtracted from their firepower, leaving a total of 15. Cross referencing 15 firepower with the *vehicles or infantry in cover* column on the chart shows that Andy gets to roll 6 dice to hit.

Space Marines have an armour value of 5, but infantry in cover gets a +1 bonus to their armour value, making them armour 6. Andy needs to roll 6's to hit the Devastators as they hide in the ruins. He rolls six dice and fails to get a single hit!

And that's all the shooting. The Space Marine Tactical troops are still in their Rhinos and out of range, and the Land Raiders have made a march move this turn so they can't fire either.

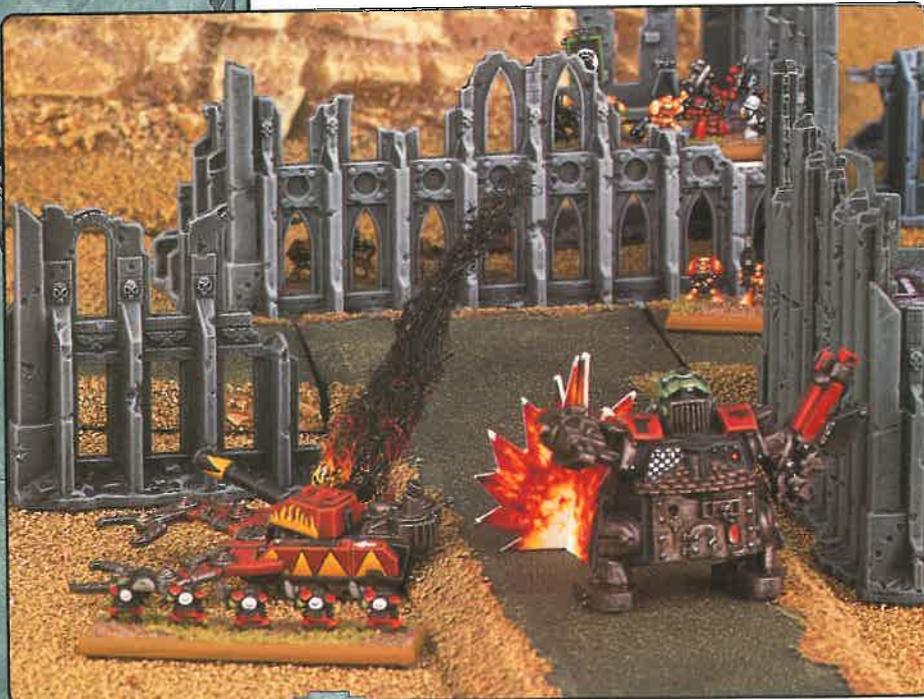
ASSAULT PHASE

Jervis has the initiative and decides to go first in the Assault phase. The Tactical detachment are assaulting, so they move forward to support the Devastators, turning off the road and leaping out of their Rhinos. None of the Space Marines charge into close combat so Jervis goes straight on to work out if there are any firefights. Firefights occur in the Assault phase between all opposing detachments that have units within 15cm of each other. Both sides roll a D6 and add bonuses for the side with the most firepower, least Blast markers, most psykers and so on. The player with the lowest total loses and his detachment takes a hit on the nearest unit, has an extra Blast marker placed on it, becomes broken and is forced to retreat!

Jervis finds that Captain Actaon and one Devastator unit are within 15cm of the Orks. He adds up his firepower: 2 for Devastators and 2 for Captain Actaon (actually 1 doubled to 2 for his *Rapid Fire* ability). So Jervis has a total firepower of 4. Andy adds up the firepower of all the Ork units within 15cm of any Space Marines, getting 10. The Firefight Table shows that the Orks get +2 for having over double the

Space Marines' firepower. The Space Marines have more Blast markers than the Orks (3 compared to 1) so the Orks gain another +1. The Orks also have a psyker and the Space Marines don't so the Orks gain a final +1. This gives the Orks a total of +4 to their dice roll for the firefight.

Rolling the dice Andy gets a 2, and Jervis a 4. With the +4 the Orks have a total of 6 to the Space Marine's unmodified 4. Not surprisingly, the Orks win the firefight. Another Blast marker is placed on the Space Marines (they now have 4!), and they take a hit which destroys the closest Devastator unit. Having lost a firefight the Space Marines break and must make a retreat move (a 20cm move regardless of unit's normal speed). At the end of the move any broken units still within 15cm of any enemy units are destroyed. With no Orks behind them, Force Actaon easily retreats to safety.



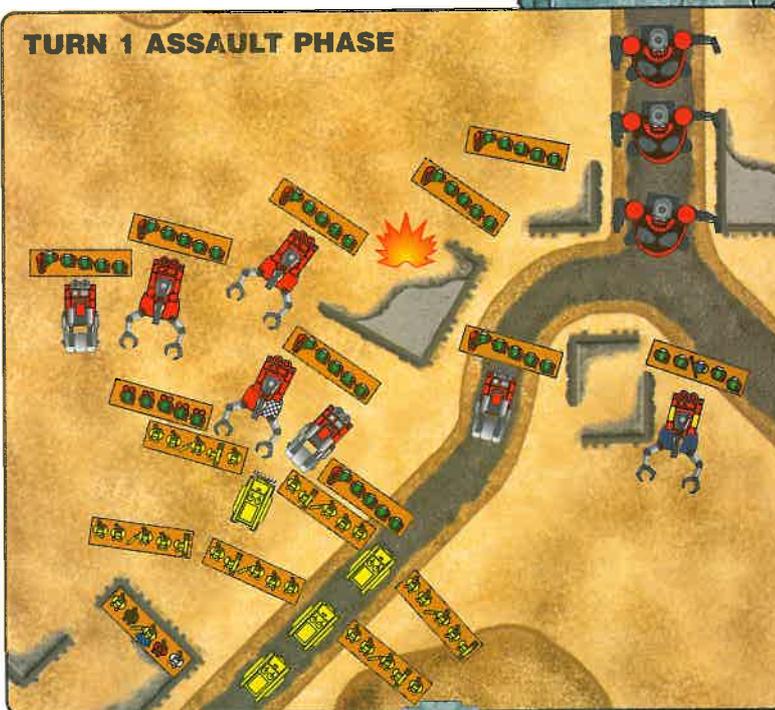


It is now the Orks' Assault phase. The Ork detachment has 1 Blast marker on it. Normally they would need a leadership test to be able to move, but Andy's Orks automatically pass because there are over 15 units in the detachment, giving +1 to the dice roll. They charge, the Stormboyz in the lead, rocketing forwards on their jump packs and easily reaching the Space Marine Tactical squads. Hanging onto their Battlewagons the rest of the Orks follow them in, leaping off at the last moment. In an assault, each unit can be attacked by a maximum of two enemy units. Swamping the nearby enemy troops, Andy positions his Battlewagons and Boyz stands in contact with those he can reach, moving up the units that are too far away to provide supporting fire. (See the diagram below.)

Looking at the sequence of play on the reference sheet, you can see that assaults are always worked out before firefights. There is one big assault, and the Orks begin by totting up the assault values of everything in contact with the enemy. Battlewagons and Boyz are worth 2 each, while the Stormboyz have the *Assault* special ability (giving them +1 to their assault value) so they have 3. To this total is added +1 for each friendly unit within 15cm of the close combat as they can lend a helping hand with bolt gun fire even if they can't reach with their axes. With a large mob of Orks in support Andy ends up with a total of 25.

Jervis then adds up the assault values of his Space Marines. Each unit has a value of 3, and with the Rhinos in support the Space Marines have a total of 15. Like a firefight, an assault is resolved with a modified roll off. The Orks have +1 (because they have a higher assault value) and another +1 because they have a psyker involved and the Space Marines don't. The Space Marines get +1 because the enemy has more Blast markers. Andy and Jervis each roll a D6 and add these modifiers. Andy gets a 2, with the Orks' +2 modifier he scores 4. Jervis rolls a 4, with the Space Marines +1 he scores 5. The Space Marines win by 1. Looking at the Close Combat Results Table, you can see that a victory by 1 is called a Narrow Win. The Ork detachment takes the difference in scores (1) as extra Blast markers. The Space Marines now roll to see if they killed any of the Orks in the fighting. Looking at the table again, it shows that the winners kill on 4's. Jervis has 2

WHY 15cm? 15cm at Epic scale is the same as 24" on a Warhammer 40,000 board. Players of Warhammer 40,000 will realise the significance of that range as it is both bolter range and the distance between forces at the start of a battle. Basically it's the range at which most of the fighting takes place.





LEADERSHIP TESTS.

A leadership test is a D6 roll which must be higher than the number of Blast markers currently on a detachment for it to pass. A detachment with more than 15 units remaining gets +1 to this roll. Leadership tests are required to rally a broken detachment, and to move a unit unless it is making a retreat move.

Space Marine units in close combat so he rolls 2 dice. He needs 4 or more to kill the Orks and rolls a 3 and a 5. He chooses to kill the Stormboyz unit as they are the best in assault. The Orks have 4 units in contact with the enemy and so roll 4 dice to kill. The Close Combat Results Table indicates that the losers also require 4's to kill. Rolling 4 dice Andy gets 1 kill and a single Space Marine unit is destroyed. The Orks have lost the close combat and are broken. They must make a retreat move and get further than 15cm from all enemy units or be destroyed, just as Force Actaon had to when it lost the firefight.

RALLY PHASE

In the rally phase both sides roll to remove Blast markers. Every detachment loses D6-1 Blast markers. The Space Marine Devastators have 4, Jervis rolls and they lose 2 of these, leaving them with 2. The Ork detachment has 2 Blast markers, Andy rolls and the Orks lose neither. Both sides can now try to rally their broken detachments, needing to pass a leadership test to do so. The Space Marine Devastators need to roll over 2, but all Space Marines count as *Stubborn*, which allows them to reroll failed leadership tests. No one is surprised when the

The Land Raider's lascannon sponsons tracked the Stompas, bright flashes of energy criss-crossed the desert. Instantly one Stompa exploded, its head spiralling into the sky as its blackened hull collapsed to the desert floor. Another began to burn fiercely. Battlewagons sent shells arcing back and Actaon ducked into cover as they began detonating all around him.

The Ork charge began again. Above them came the whine of engines as Ork Stormboyz dropped from the skies, bolt pistols blazing. Actaon jumped aside as a speeding Battlewagon's great claw reached for him. He levelled his bolt gun, firing round after round into the charging aliens. He heard the massive explosion of a

vehicle's ammunition bin detonating, showering the desert with flaming debris. Amidst the raining fire Actaon strode fearlessly on, he felt the presence of Rogal Dom within, steeling him against the foe, lending him much-needed strength. Firing left and right Actaon screamed, "For Dom. For Dom." venting his fury on the hated alien scum. Bodies littered the ground. Orks lay amidst Imperial Fiets, but still the greenskins came on, an unstoppable tide. The last of the Land Raiders detonated, shaking the ground as it became a blackened shell of twisted metal scorching the desert. First he ordered his remaining men to fall back and regroup, then he commended those brothers who had been slain to their primarch before racing after his retreating detachment.



Devastators rally. The Orks also need to roll over 2, but they have a +1 to this roll because there are still over 15 units in the detachment. They also rally.

TURN 2 MOVEMENT PHASE

The Space Marines have the initiative and Jervis elects to move first this time, hoping to stop the Orks from getting too close too quickly. The Tactical troops fall back into the ruins, whilst the Land Raiders rumble forward into range. The Devastators still have 2 Blast markers so they must make a leadership test to move, which they do. With so many Orks nearby, the Devastators regroup and prepares to fire.

The Orks also need to pass a leadership test to move because of their 2 Blast markers. With the +1 for having over 15 units in the detachment they pass easily. They decide to assault again and move to their left, swinging their attack towards the Land Raiders.

SHOOTING PHASE

Again it is the Space Marines who shoot first, this time with the Land Raiders. Each has 2 anti-tank shots, special weapons that always treat the target's armour value as 4. Because they are special weapons they can also pick their targets and may select the most dangerous opponents rather than simply blazing away at the closest. Four Land Raiders have 8 anti-tank shots altogether, of which Jervis decides to fire 6 at the Stompas and the remaining 2 at the Ork Nobz. Eight special weapons attacks cause 1 Blast marker. This

fusillade from the Land Raiders destroys 2 Stompas and 1 Nobz unit, which fails its *Hero* save.

The Orks return fire, ignoring the Land Raiders (who have already done as much damage as they can this turn) to shoot at the Devastators (who have yet to go), hoping to kill some of them before they fire back. The Orks have 22 firepower in range, which puts 2 more Blast markers on the Space Marines. Again their total (22) is halved because they are assaulting (giving 11), minus 3 for their blast markers (which leaves 8). Firing at infantry in the open this gives Andy 4 dice, needing 5's to penetrate the Space Marines' armour 5, but the dice fail him and all miss.

With the Orks all done, the Tactical Marines fire back. Some of the Orks are in cover and some in the open, which leaves Jervis with a decision. He can either fire only at the targets in the open or decide to fire at those in cover too. If he decides to shoot at all the Orks, including those in cover, then he will roll less dice. This is because the column on the Firepower Table takes into account the fact that shooting is less effective at troops hiding in cover. If he only shoots at the targets in the open he will roll more dice (an easier target), but he will not be able to kill any of the Orks in cover. As some of these are quite close it is a difficult choice. In the end, Jervis fires at all of the Orks, his shots placing a Blast marker on them and killing a Boyz unit.

Lastly the Devastators let loose, their normally impressive firepower reduced by the Blast markers on them. It is a complete failure, and the Orks don't even get to place another Blast marker.

ASSAULT PHASE

With no Space Marine detachments assaulting this turn, the Orks are left to charge in. Passing a leadership test (necessary because of the Blast markers on the detachment) they pile into both the Land Raiders and the Devastators. Multiple close combats like this are actually no more difficult to resolve than one-on-one fights as they are all resolved in exactly the same way as the assault described in turn 1. The assault values and supporting fire is added up and Andy's Orks end up with 36 to Jervis' Space Marine total of 19. This gives the Orks a total modifier of +2 (+1 for higher total assault value, +1 for having more psykers, +0 because both sides have the same number of Blast markers) and the Space Marines +0. This is a lot closer than last time, and gives Jervis a fighting chance, if only he can roll well...

SPECIALISTS AND SPECIAL ABILITIES. There are many specialist units, ranging from *Assault* to *Heavy Weapons*, *Cavalry*, *Infiltrators*, *Psykers*, *Heroes* and *Artillery* to name but a few. These can effect the unit's basic stat line or give them a special rule. For example, *Heavy Weapons* doubles a units firepower and increases its range to 45cm, but halves the unit's assault value. *Cavalry* means that a unit doubles its speed, triples it if they are charging the enemy. *Cavalry* also gets +1 to their armour rating, to a maximum of six.

SUPER HEAVY WEAPONS. These are special weapons such as anti-tank shots, barrage weapons, or disrupt attacks. They can still place blast markers like normal firepower based attacks, but have additional special rules. For example, a *Death Ray* hits any target on a 2+ and causes automatic critical hits to war engines.



Disaster! The Orks roll a 6 whilst the Space Marines only roll a 1, the totals are 8 to the Orks and a mere 1 to the Space Marines. A victory of 5 or more is an overwhelmed result on the Close Combat Results Table. Both Space Marine detachments should take 7 Blast markers (the difference in total scores) each, but there is a maximum number sufferable equal to the number of units actually in base-to-base contact. The Devastators have 3 units involved, so they take 3 Blast markers. All 4 Land Raiders were engaged so they take 4. This is a very sensible rule which stops detachments taking vast numbers of Blast markers even though only one unit was actually attacked.

Finally, there was the killing to be calculated. With an overwhelmed result the losers need 6's to kill their foes whilst the victors only need 2 or better. With seven units in contact, Jervis' dice rolls are about average and he kills one Ork stand, the important Weirdboy (important because he is the only psyker present and gives the Orks a +1 in assaults and firefights).

Power armoured boots pounding across the desert. Actaon could still hear the war cries of the Orks close behind him. Bolter shells whistled past him and detonated on nearby rocks. Dodging the explosions he activated the comm-net rune "All forces withdraw to the bunkers. Brother Lentus what is your strength. Respond."

"Brother-Captain Actaon, casualties are acceptable."

"The aliens are closing on the bunkers, you must launch a counter attack. Bring them death in the name of Rogal Dorn." his voice trembled with rage. He had given Lentus a chance for glory, but it was also his last hope. If Lentus could not stop the Orks then the newly built fortifications were doomed.

Activating the comm-net rune again the screams of the dying filled his helmet, the din of explosions echoed from the first bunker. It was already lost. Actaon winced, Lentus' counter attack would be too late. The Captain's unswerving faith was shaken. He felt the weight of failure fall upon him and collapsed to his knees in the dust. Over half his battle-brothers were lost. He no longer had the strength to stop the Orks. To

even contemplate defeat was entirely alien to Actaon, he felt lost. "In action as in thought", Actaon remembered the Chaplain's teaching. Defeat came first in the mind. There would be other battles he reminded himself. If faith failed him then there was always vengeance. Reviling his momentary weakness Actaon stood up, turning to watch the four yellow Rhinos of force Lentus racing towards the approaching Ork horde. Again they were terribly outnumbered. He watched as the lead Rhino took a direct hit from a Battlewagon, turning into an expanding fireball before flipping into the air. Lentus' charge turned into a massacre before his eyes. The inexperienced fool had sought a glorious death and wasted his men in vain.

Death in combat honours your chapter, but to an Imperial Fist victory was all. For Lentus there would be no excuses. Every Space Marine is aware of his value to mankind. Actaon acutely so, these battle-brothers were his responsibility. Lentus had made his decision for him. Too many devout brothers had died today. Enough, no more. Actaon swore vengeance and ordered the survivors to disengage and withdraw. This was a sad day, another small piece of the Imperium was lost.

TURN 2 ASSAULT PHASE



TRANSPORT VEHICLES.

These are tanks, war engines or aircraft which can carry infantry units.

It costs both the transport vehicle and the units it is carrying 5cm of their move to get into or out of a vehicle. You may pick up and disembark units in the same turn, but obviously this will cost a total of 10cm worth of movement from both the transport and its passengers.

and it's up to the Orks. Andy decides to split his firepower, firing 8 at the broken Devastators and 6 at the bunker. The Devastators are already badly mauled and the extra shooting adds another Blast marker to their worries, but it doesn't kill any of them.

The bunker is one of the Orks' objectives and has a damage capacity of 3 and armour value of 6. For shooting, it is classed as an immobilised war engine in the open – an easy target. Even with only a little firepower directed at it, the Orks cause a hit, reducing it to 2. Hits on war engines have a chance of being criticals, so Andy rolls again, hoping for the 6 which will destroy it, but not getting it.

In the assault phase Jervis lets the Orks go first, knowing his Tactical Marines are out of charge range. A Nobz mob and their Battlewagon charge the second bunker. War engines can be assaulted by a maximum number of units equal to their damage capacity halved, rounded up. 3 halved and rounded up is 2. The rest of the Orks move towards the Devastators and the second bunker, not into contact, but into firefight range. In the assault on the bunker the Orks have a +2 combat modifier, but they have more Blast markers than the bunker, so the bunker defenders get +1. The modified roll off is a draw, meaning a Blast marker each and roll again. This time the Orks win by 4, causing another Blast marker. The bunker is a war engine and therefore never makes retreat moves, but the Orks get 2 rolls to damage it at 2+. Both do and as neither hit causes a critical the second bunker is left with 1 damage point. The defenders are left so cowed by this assault that they fail to harm their attackers.

The firefight against the Devastators is heavily stacked in the Orks' favour and they win easily, cutting down the unfortunate Captain Actaon who fails his *Hero* save. The Devastators are almost disappearing under the Blast markers on them as they take another (currently their ninth) and retreat again.

The Orks are now close enough for the Space Marine Tactical troops to assault them

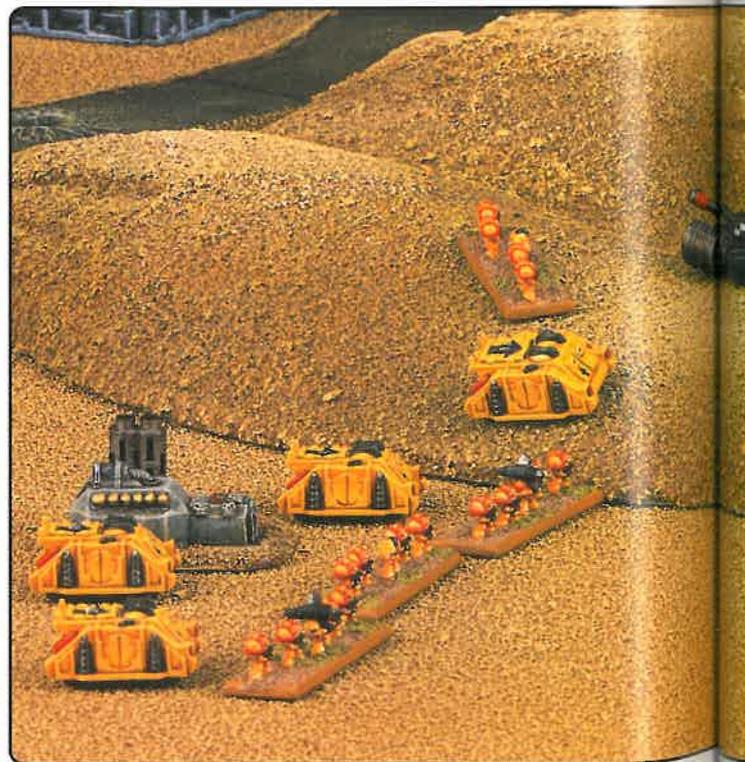
Blast markers, but Jervis rolls a 1 so they keep them all. His Tactical troops fare a little better, but are still left with 2.

Both Space Marine detachments need to rally as they are broken. The Tactical troops pass their leadership test, but the Devastators may not even try until the number of Blast markers effecting them is less than the number of units left in the detachment. They will have to wait until they take off some of the Blast markers in the next rally phase.

TURN 3

This time Jervis allows the Orks to move first and again they assault, remembering their objective and moving past the burning wrecks of the Land Raiders towards one of the bunkers. The Tactical Marines pass a leadership test in order to assault too, hoping to repulse the Ork attack. Being broken, all the Devastators are allowed to do is retreat, which they do.

With the Land Raiders destroyed, the Devastators broken, and the Tactical troops out of range, Jervis can't fire a shot



assuming they can pass a leadership test. They do, with their *Stubborn* reroll, and in their charge. Supported by their Rhinos and led by their heroic commander the Imperial assault value comes to 24. The Orks, support included, also total 24 – a tie, so neither side gains any bonus. Note that the Orks are still in contact with the bunker so this fight is included in the close combat as well.

The Space Marines win by 1, causing 1 Blast marker on the Orks (victory at last!), but it costs them dear. Working out casualties, Andy destroys the bunker and kills the Space Marine commander, so the fact that he's broken and retreating doesn't feel too bad. With one bunker destroyed, the worst the Orks can get is a draw, they can't lose.

In the rally phase the Orks take off 2 Blast markers and rally. The Devastators only remove one Blast marker, meaning that they still can't rally because they have more Blast markers than units remaining. The Tactical detachment takes off both its Blast markers.

TURN 4

Again Jervis lets Andy move first, but instead of assaulting the Orks go all kunnin' and he puts them on overwatch instead. Jervis responds with an assault by the Tactical troops, rushing towards the Orks. After last turn's victory they are overeager to get to grips with the foe and a unit strays too close. It is snap-fired at, but survives.

The Tactical Marines fire first in the shooting phase, and though they get a meagre 1 dice they still manage to cut down the last of the Stormboyz, killing them in a hail of bolter fire.

The Orks return fire at the Tactical troops and with their re-rolls for overwatch they massacre the Space Marines. All that is left of the detachment is 2 Rhinos. Looking solemnly at what is left of his army, Jervis concedes (in total, all that's left of the Space Marine force is 2 Devastator stands, 2 Rhinos and a lot of Blast markers). The Orks would destroy the second bunker later. Victory to the Orks! Waaagh Gogard!

TURNS 3 AND 4

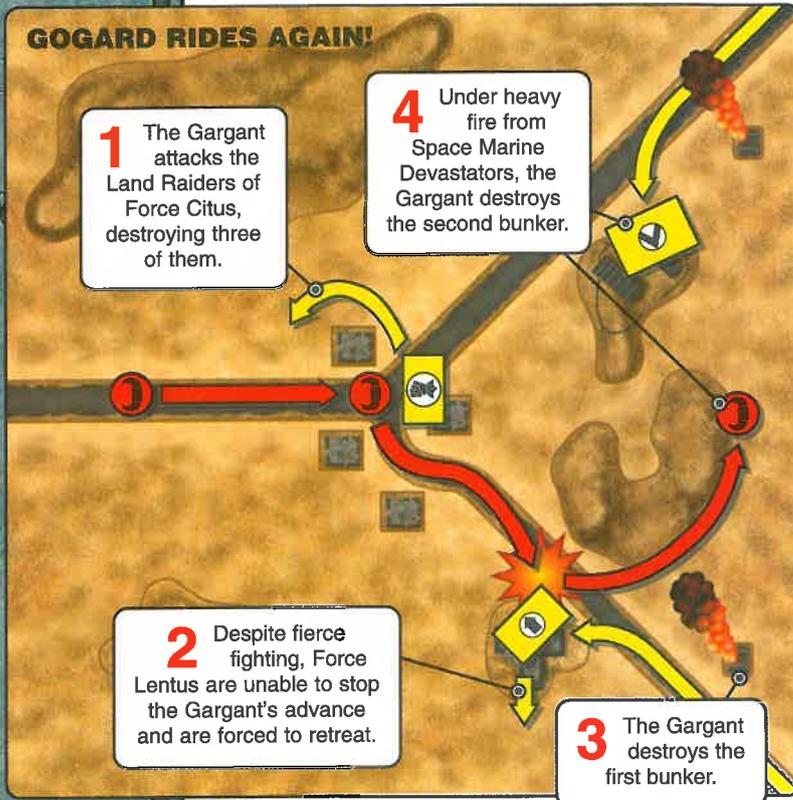


1 The Orks attack and destroy one of the bunkers while the Imperial Fists regroup.

2 Force Lentus launches a counterattack. After initial success they are all but wiped out by the Orks' fire. Jervis admits defeat.



GOGARD RIDES AGAIN!



1 The Gorgon attacks the Land Raiders of Force Citus, destroying three of them.

4 Under heavy fire from Space Marine Devastators, the Gorgon destroys the second bunker.

2 Despite fierce fighting, Force Lentus are unable to stop the Gorgon's advance and are forced to retreat.

3 The Gorgon destroys the first bunker.

**GAME 2
GOGARD RIDES AGAIN!**

In the second game, Andy took over command of the Space Marines. It would be up to him to stop Gogard's Great Gorgon (commanded by Jervis) from destroying the bunkers.

Instead of the Devastators, Andy decides to put his Land Raiders at the junction, thinking that their anti-tank shots will be the most useful against the looming Gorgon. This leaves the Devastators in foot, in reserve. It will be some time before they can add their heavy firepower to the fight. Jervis deploys the Great Gorgon *Korps Grinda* on the road, hoping to use the 5cm road bonus to speed him towards the bunkers.

The Land Raiders don't last long against the Gorgon's overwhelming firepower and multiple super heavy weapons. Three are destroyed in the first attack alone. The Gorgon reaches the junction having lost 5 of its 12 shields, but otherwise undamaged. As it comes, the Tactical Detachment pours overwatch fire into it, stripping off its remaining shields and damaging its left arm's heavy weapons battery. Blast markers begin to pile up around the Great

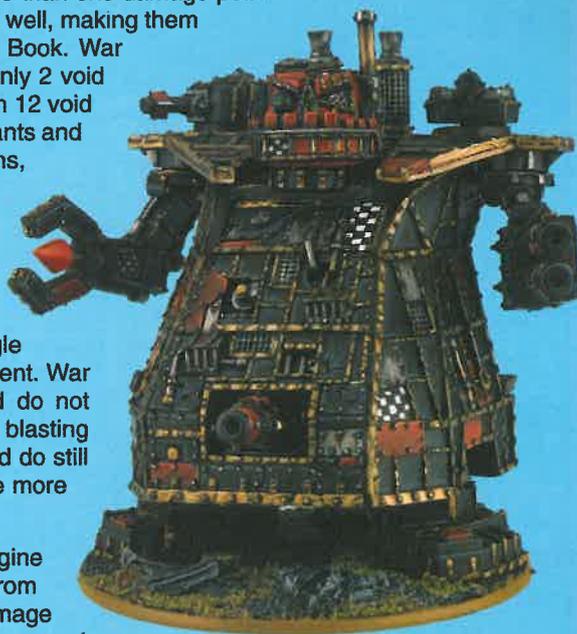
Gorgon, but it rumbles on, assaulting the Tactical Marines and engaging a unit in close combat. The Gorgon's massive assault value completely overwhelms the luckless Imperial Fists who scatter before it, fleeing beyond 15cm of the Gorgon to avoid destruction. Once out of immediate danger they rally, trying to reform into some semblance of a defensive line.



WAR ENGINES. This is a category of very large units with more than one damage point. Large war engines such as Titans often have energy shields as well, making them very tough. Each war engine has a data sheet in the Armies Book. War engines include all Titans, from Warhound Scout Titans with only 2 void shields and a damage capacity of 4, to massive Imperators with 12 void shields and a damage capacity of 24. It also includes Ork Gargants and Battle Fortresses, Imperial super heavy tanks and Leviathans, Chaos Lords of Battle, Banelord Titans and Tyranid Bio-Titans.

War engines work a little differently from infantry and vehicles. They always move, fire in the Shooting phase (at full, not half value) and move again in the Assault phase. They cannot overwatch, march or make any other unusual moves. War engines are not very manoeuvrable, and may only make a single free 45° turn each phase. Extra turns cost 5cm of their movement. War engines are never broken by firefights or close combat and do not make retreat moves. This allows them to keep rolling forward, blasting away at the enemy. They can be stopped by Blast markers and do still need to take leadership tests in order to move, but if they have more than 15 damage points remaining they get +1 to this roll.

All war engines have a critical damage table. A hit on a war engine can cause a critical on the roll of a 6. Critical damage varies from minor hits to instant catastrophic damage. Catastrophic damage means that the war engine has been destroyed in one of several spectacular ways. Consult the catastrophic damage table for that particular war engine to see if it turns into a blazing inferno or whether the main magazine detonates, sending burning shrapnel and other debris over a wide area.



The first bunker falls easy prey to the Gargant's lifta droppa. It is wrenched from its foundations and flung to the ground almost casually as the Gargant strides past, shoulder batteries still blazing at the Tactical Marines in its wake. The Imperial Fists return fire, continuing to blast the war engine with all the firepower they can bring to bear. The last Land Raider moves into range again, but its anti-tank shots fail to seriously damage the massive machine. The Devastators on overwatch launch a hail of fire from their

positions in the ruins, and again fail to score any criticals. *Korps Grinda* survives, but with only 5 damage points remaining it will not take much to destroy the Gargant next turn.

In a bid to win the game at a single stroke, Jervis fires every weapon in the Great Gargant's awesome arsenal at the last bunker. The gaze of Gork is just out of range and the mega-cannon misses. Then comes the heavy weapons battery. A hit, another, but no more. The bunker still has one point of damage remaining. It comes down to the lifta droppa. If it fails to hit then the Space Marines will surely destroy the weakened Gargant with their next turn's firing. It's Gogard's last chance. Jervis needs a 4+ to grab the bunker and destroy it. He rolls the dice and...

...it's a hit! The bunker is smashed to pieces and Jervis wins the game! But Space Marines don't admit defeat so easily (and besides, everyone wants to know if *Korps Grinda* could survive another turn's shooting) so they carry on and a storm of fire erupts around the towering Great Gargant. It shudders under the impacts, then suddenly its ammunition magazine detonates, and *Korps Grinda* disappears in a spectacular explosion. Too late to save the battle though, Gogard has taken his revenge, again!

REPAIR ROLLS. Critical damage to a war engine can be repaired in the rally phase on a roll of 4+. This includes such things as putting out fires and fixing lost void shields.



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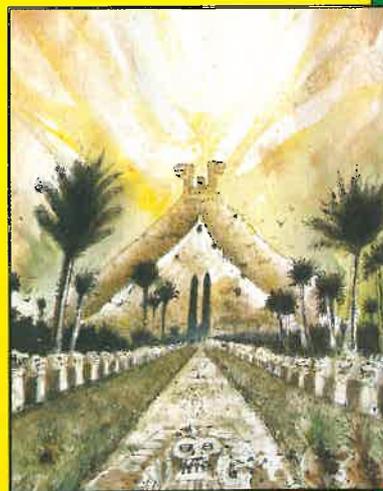
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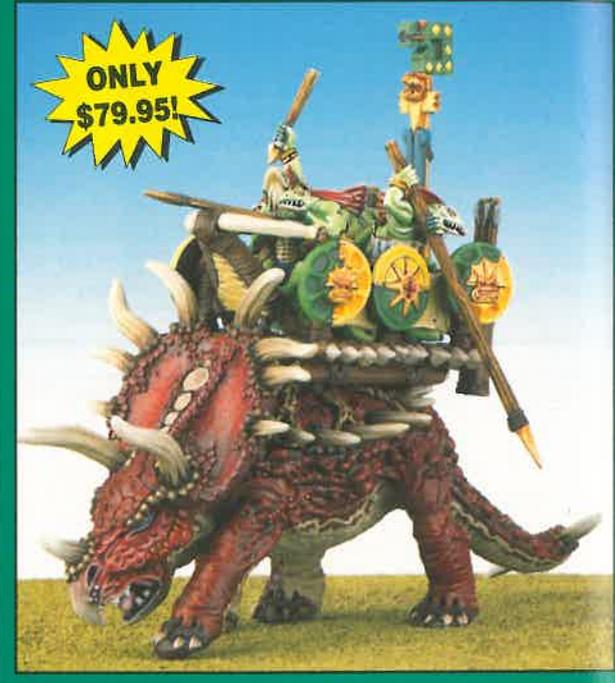
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SPACE MARINE THUNDERHAWK GUNSHIP



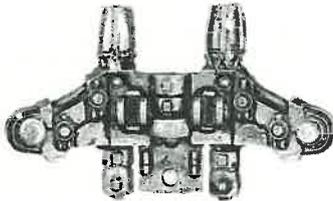
HULL
030100201



WING SUPPORTS
030100204



SPACE MARINE THUNDERHAWK GUNSHIP



ENGINES
030100202



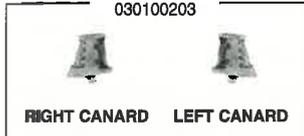
TWIN LINKED HEAVY BOLTERS
030100207

- A COMPLETED SPACE MARINE THUNDERHAWK GUNSHIP CONSISTS OF:
- 1 x HULL
 - 1 x ENGINES
 - 1 x SET OF CANARDS
 - 2 x TWIN LINKED HEAVY BOLTERS
 - 2 x WING SUPPORTS
 - 2 x SET OF LANDING LEGS
 - 1 x TAIL FIN



TAIL FIN
030100208

CANARDS
030100203



RIGHT CANARD

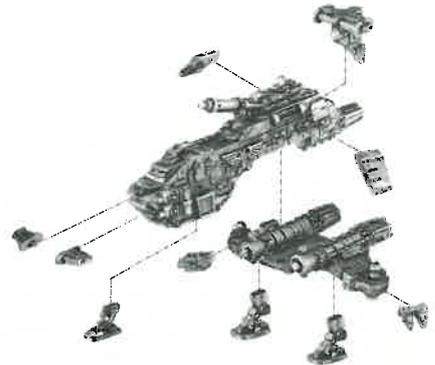
LEFT CANARD

LANDING LEGS
030100209



AFT LANDING LEGS

FRONT LANDING LEG



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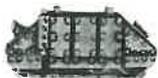
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SPACE MARINE VINDICATOR ASSAULT TANK

TRACKS 1
030100105



LEFT SIDE



RIGHT SIDE

TRACKS 2
030100106



LEFT SIDE



RIGHT SIDE

TRACKS 3
030100107



LEFT SIDE

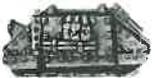


RIGHT SIDE

TRACKS 4
030100108



LEFT SIDE



RIGHT SIDE



HULL 1
030100101



HULL 2
030100102



HULL 3
030100103



HULL 4
030100104



BULLDOZER BLADE 1
030100112



BULLDOZER BLADE 2
030100113



BULLDOZER BLADE 3
030100114

A COMPLETED SPACE
MARINE VINDICATOR
CONSISTS OF:
1 x HULL
1 x SET OF TRACKS
1 x HATCH
1 x BULLDOZER BLADE



Parts from the Space Marine Vindicator assault tank are interchangeable. For example, you could choose tracks 3 to go with hull 1, hatch 2, etc., creating your own Vindicator combinations as we have done with these examples below.



HATCH 1
030100109



HATCH 2
030100110



HATCH 3
030100111



SPACE MARINE VINDICATOR ASSAULT TANKS

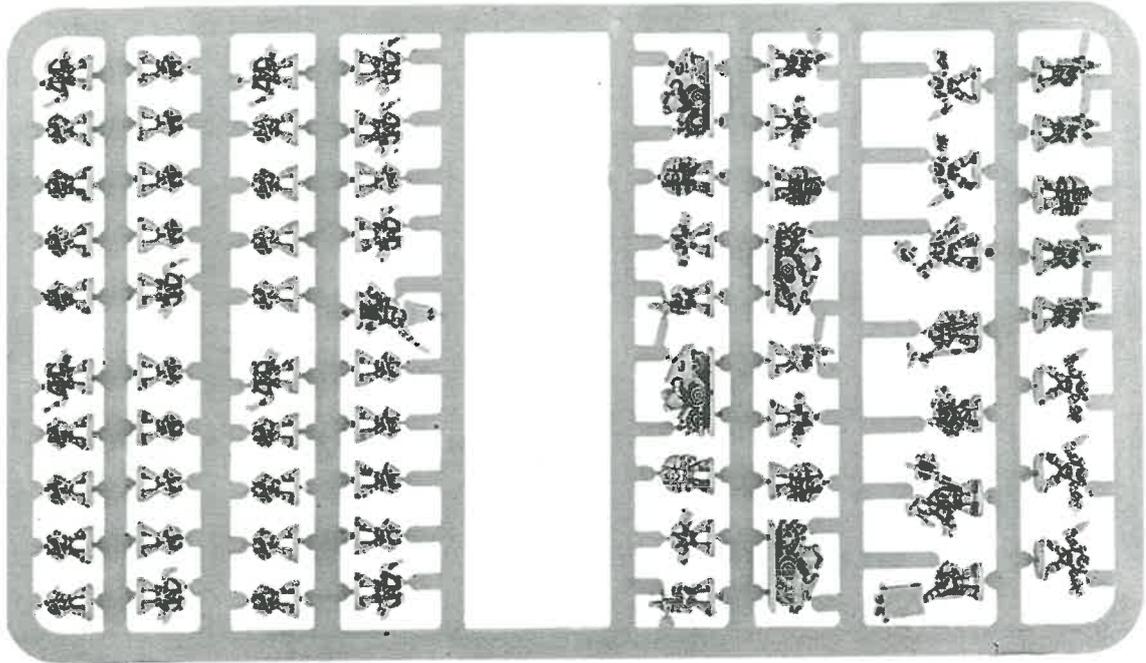
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EPIC® 40,000

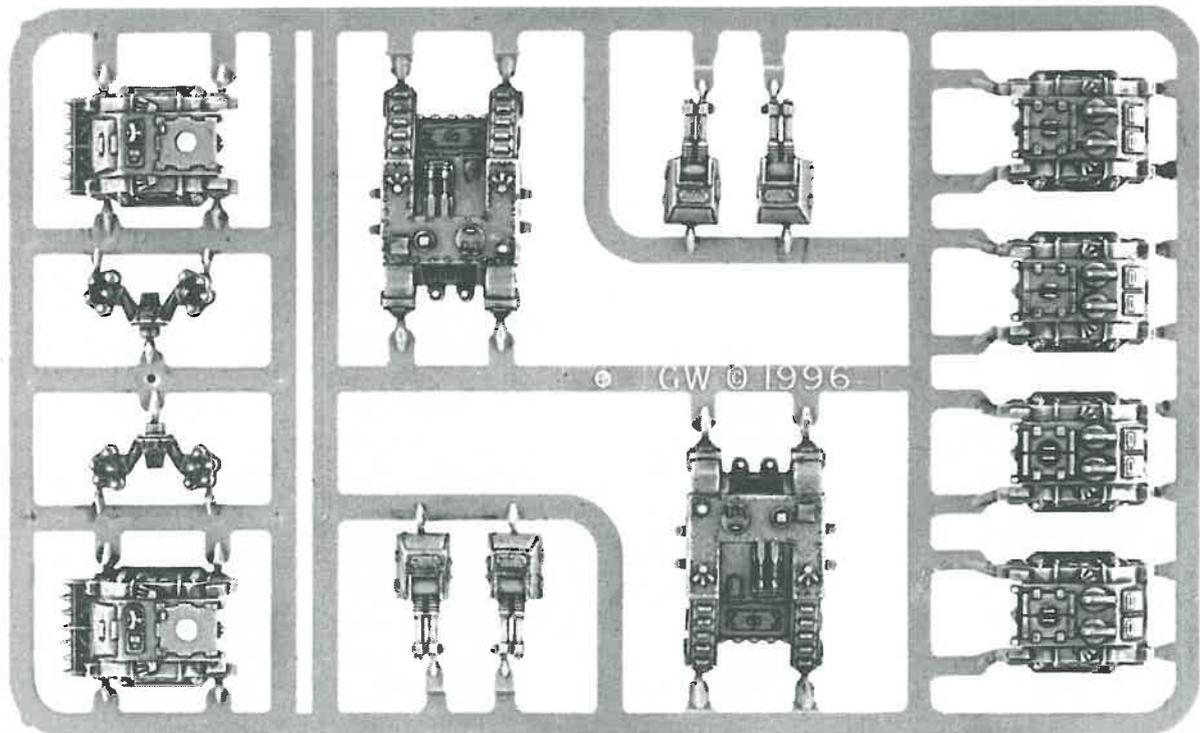
SPACE MARINE BATTLE GROUP SPRUE



SPACE MARINE BATTLE GROUP (SHOWN AT 85% OF ACTUAL SIZE)
102815

SPACE MARINE BATTLE GROUP SPRUE CONTENTS:
29 x SPACE MARINES WITH BOLT GUNS, 8 x DEVASTATOR MARINES, 10 x ASSAULT MARINES, 5 x TERMINATORS, 5 x SCOUTS, 4 x BIKES
1 x SPACE MARINE CAPTAIN, 1 x COMPANY STANDARD, 1 x CHAPLAIN, 1 x LIBRARIAN, 1 x APOTHECARY, 1 x TECHMARINE

SPACE MARINE TANK SPRUE



SPACE MARINE TANK SPRUE (SHOWN AT 90% OF ACTUAL SIZE)
102817

SPACE MARINE TANK SPRUE CONTENTS:
2 x WHIRLWIND, 4 x RHINO, 2 x LAND RAIDER



EPIC 40,000

IMPERIAL WARLORD TITAN



TOP CARAPACE
030700101



HEAD ARMOUR PLATING
030700108



IMPERIAL WARLORD TITAN



BACK CARAPACE
030700102



LEG JOINT
030700109



FRONT CARAPACE
030700103



JOINT PLATE
030700110



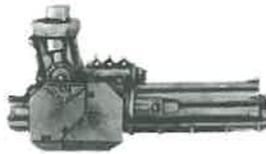
BODY ARMOUR PLATING
030700111



HEAD
030700104



DEATH RAY/MEGA-CANNON
030700106



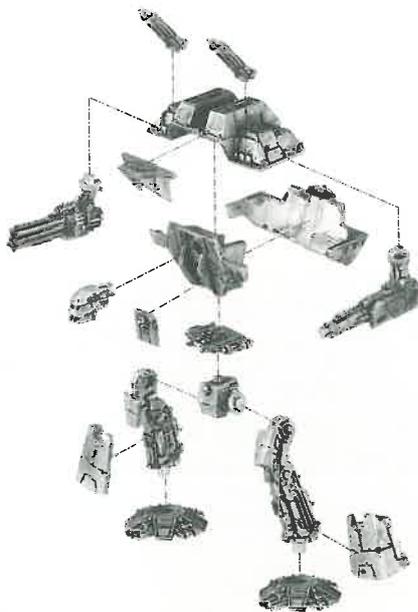
HEAVY WEAPON BATTERY
030700105



RIGHT LEG ARMOUR PLATING
030700115



LEFT LEG ARMOUR PLATING
030700114



A COMPLETED IMPERIAL WARLORD TITAN CONSISTS OF:

- 1 x TOP CARAPACE
- 1 x FRONT CARAPACE
- 1 x BACK CARAPACE
- 1 x HEAD
- 1 x HEAD ARMOUR PLATING
- 1 x JOINT PLATE
- 1 x LEG JOINT
- 1 x BODY ARMOUR PLATING
- 1 x HEAVY WEAPON BATTERY
- 1 x DEATH RAY/MEGA-CANNON
- 2 x CARPACE HEAVY WEAPON BATTERY
- 1 x LEFT LEG
- 1 x RIGHT LEG
- 1 x LEFT LEG ARMOUR PLATING
- 1 x RIGHT LEG ARMOUR PLATING
- 2 x FEET
- 1 x TITAN BASE



RIGHT LEG
030700112



LEFT LEG
030700113



FOOT
030700116



CARPACE HEAVY WEAPON BATTERY
030700107

Designed by Dave Andrews

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EPIC® 40,000

IMPERIAL LEMAN RUSS BATTLE TANK



HULL 1
030500105



HULL 2
030500106



HULL 3
030500107



HULL 4
030500108

TRACKS 1
030500101



RIGHT SIDE



LEFT SIDE

TRACKS 2
030500102



RIGHT SIDE



LEFT SIDE

TRACKS 3
030500103



RIGHT SIDE

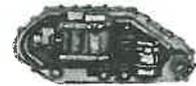


LEFT SIDE

TRACKS 4
030500104



RIGHT SIDE



LEFT SIDE



TURRET 1
030500109



TURRET 2
030500110



TURRET 3
030500111



TURRET 4
030500112



TURRET 5
030500113



BULLDOZER BLADE 1
030100112



BULLDOZER BLADE 2
030100113



BULLDOZER BLADE 3
030100114

A COMPLETED IMPERIAL LEMAN RUSS BATTLE TANK CONSISTS OF:

- 1 x HULL
- 1 x SET OF TRACKS
- 1 x TURRET
- 1 x BULLDOZER BLADE
- 1 x HATCH

Parts from the Imperial Leman Russ battle tank are interchangeable. For example, you could choose tracks 3 to go with hull 1, turret 2, etc, creating your own Leman Russ combinations as we have done with these examples.



HATCH 1
030100109



HATCH 2
030100110



HATCH 3
030100111



IMPERIAL LEMAN RUSS BATTLE TANKS

Designed by Tim Adcock



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IMPERIAL BANEBLADE SUPER HEAVY TANK



HULL 1
030500302

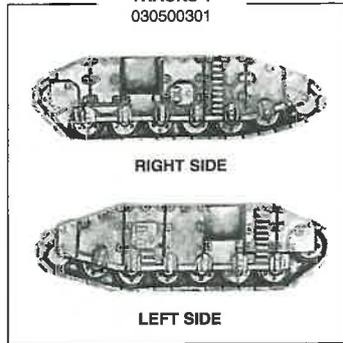


HULL 2
030500307



HULL 3
030500308

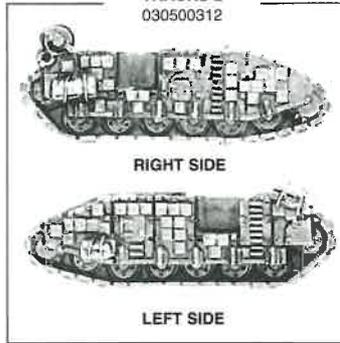
TRACKS 1
030500301



RIGHT SIDE

LEFT SIDE

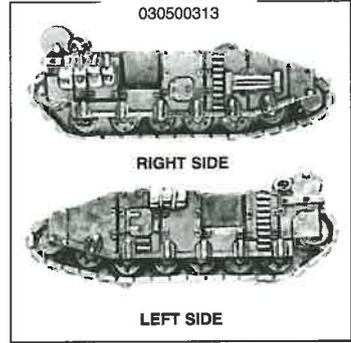
TRACKS 2
030500312



RIGHT SIDE

LEFT SIDE

TRACKS 3
030500313



RIGHT SIDE

LEFT SIDE



BATTLE CANNON TURRET 1
030500303



BATTLE CANNON TURRET 2
030500315



BATTLE CANNON TURRET 3
030500314



LEFT SIDE
LASCANNON 1
030500305



RIGHT SIDE
LASCANNON 1
030500306



LEFT SIDE
LASCANNON 2
030500318



RIGHT SIDE
LASCANNON 2
030500316



LEFT SIDE
LASCANNON 3
030500319



RIGHT SIDE
LASCANNON 3
030500317



HEAVY BOLTER
TURRET
030500304



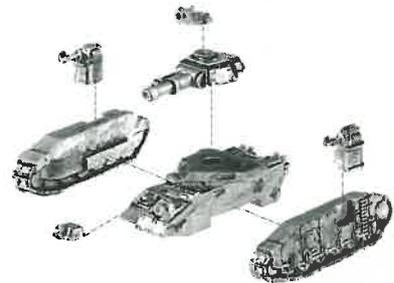
HATCH 1
030100109



HATCH 2
030100110



HATCH 3
030100111



IMPERIAL BANEBLADE SUPER HEAVY TANK

Parts from the Imperial Baneblade battle tank are interchangeable. For example, you could choose tracks 3 to go with hull 1, turret 2, etc, creating your own Baneblade combinations as we have done with this example.

A COMPLETE IMPERIAL BANEBLADE CONSISTS OF:
1 x HULL
1 x BATTLE CANNON TURRET
1 x SET OF TRACKS
1 x HEAVY BOLTER TURRET
1 x RIGHT SIDE LASCANNON
1 x LEFT SIDE LASCANNON
1 x HATCH

Designed by Tim Adcock

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.
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EPIC® 40,000

IMPERIAL HELLHOUND FLAME TANKS

IMPERIAL TRACKS 1
030500205



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 2
030500206



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 3
030500207



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 4
030500208



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 5
030500209



LEFT SIDE



RIGHT SIDE

FUEL CANISTERS 1
030500213



LEFT SIDE



RIGHT SIDE

FUEL CANISTERS 2
030500214



LEFT SIDE



RIGHT SIDE

FUEL CANISTERS 3
030500215



LEFT SIDE



RIGHT SIDE

FUEL CANISTERS 4
030500217



LEFT SIDE



RIGHT SIDE



BULLDOZER BLADE 1
030100112



BULLDOZER BLADE 2
030100113



BULLDOZER BLADE 3
030100114



TURRET 1
030500210



TURRET 2
030500211



TURRET 3
030500212



TURRET 4
030500216



HULL 1
030500201



HULL 2
030500202

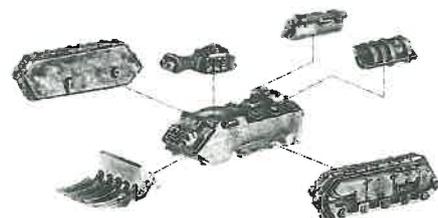


HULL 3
030500203



HULL 4
030500204

A COMPLETED IMPERIAL HELLHOUND FLAME TANK CONSISTS OF:
 1 x SET OF IMPERIAL TRACKS
 1 x BULLDOZER BLADE
 1 x HELLHOUND TURRET
 1 x SET OF FUEL CANISTERS
 1 x HULL



Parts from the Imperial Hellhound are interchangeable. For example, you could choose Imperial tracks 3 to go with hull 1, fuel canisters 2, etc. creating your own Hellhound combinations as we have done with these examples above.

Designed by Tim Adcock



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IMPERIAL BASILISK ASSAULT GUN



**EARTHSHAKER
CANNON 1**
030500406



**EARTHSHAKER
CANNON 2**
030500407



**EARTHSHAKER
CANNON 3**
030500408



**EARTHSHAKER
CANNON 4**
030500409



HULL 1
030500402



HULL 2
030500403



HULL 3
030500404



HULL 4
030500405

IMPERIAL TRACKS 1
030500401



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 2
030500415



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 3
030500416



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 4
030500417



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 5
030500418



LEFT SIDE



RIGHT SIDE



BULLDOZER BLADE 1
030100112

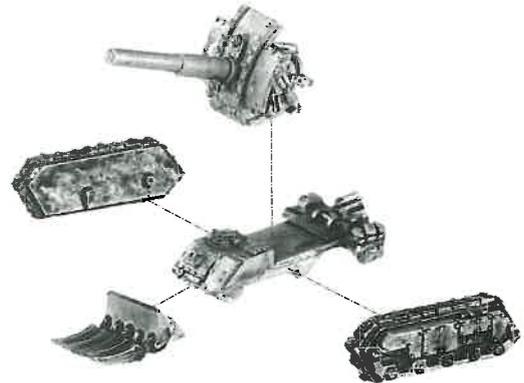


BULLDOZER BLADE 3
030100114

**A COMPLETED IMPERIAL
BASILISK ASSAULT GUN
CONSISTS OF:**

- 1 x HULL
- 1 x BULLDOZER BLADE
- 1 x IMPERIAL TRACKS
- 1 x EARTHSHAKER CANNON

Parts from the Imperial Basilisk assault gun are interchangeable. For example, you could choose Imperial tracks 1 to go with hull 3, earthshaker cannon 2, etc, creating your own Basilisk combinations as we have done with these examples below.



IMPERIAL BASILISK ASSAULT GUNS

Designed by Tim Adcock

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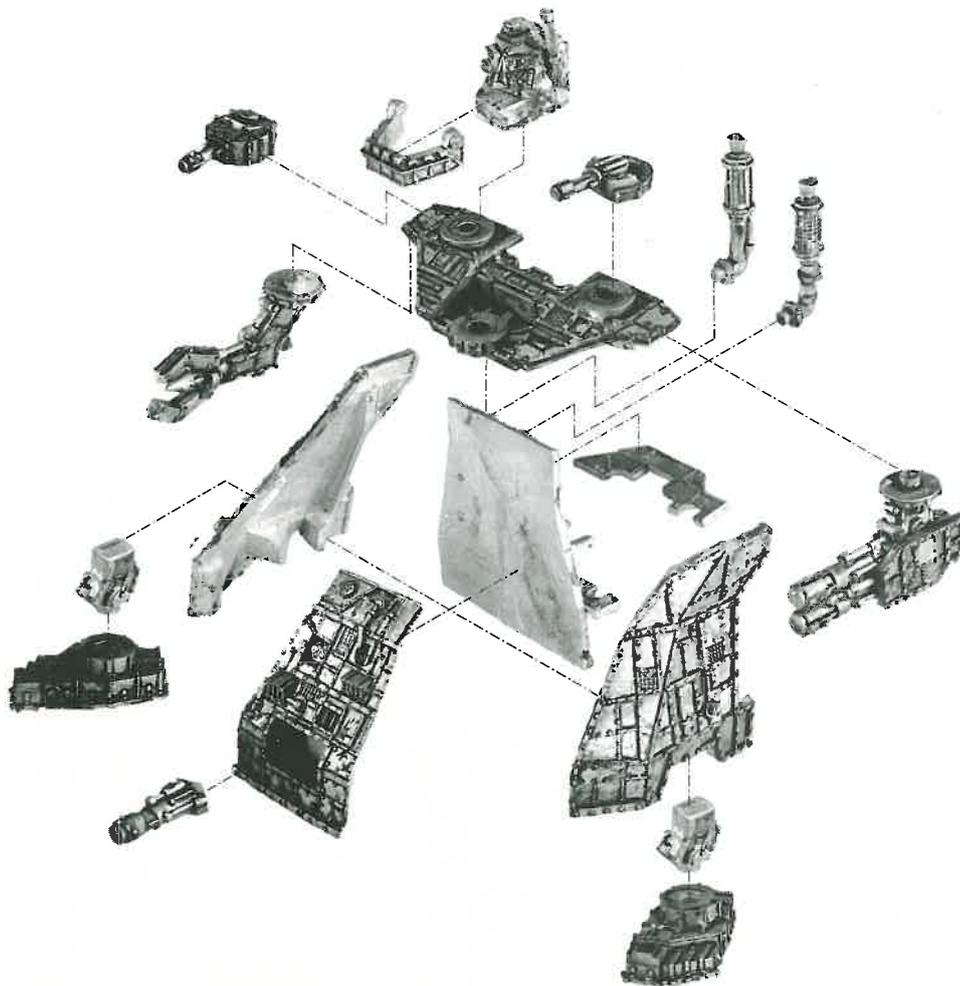
ORK GREAT GARGANT

THE COMPLETE GREAT GARGANT CONSISTS OF:

- 1 x FRONT
- 1 x BACK
- 1 x LEFT SIDE
- 1 x RIGHT SIDE
- 1 x SHOULDERS
- 1 x HEAD
- 1 x JAW
- 1 x TURRET 1
- 1 x TURRET 2
- 1 x HEAVY WEAPON BATTERY
- 1 x SUPER LIFTA DROPPA
- 1 x BACK WALKWAY
- 1 x EXHAUST 1
- 1 x EXHAUST 2
- 1 x CANNON
- 2 x ANKLES
- 1 x LEFT FOOT
- 1 x RIGHT FOOT



GREAT GARGANT

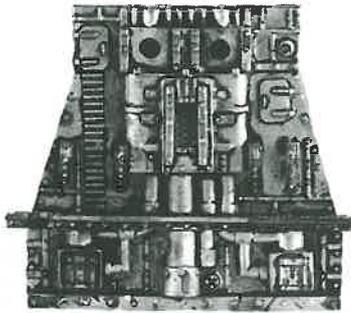


EPIC® 40,000

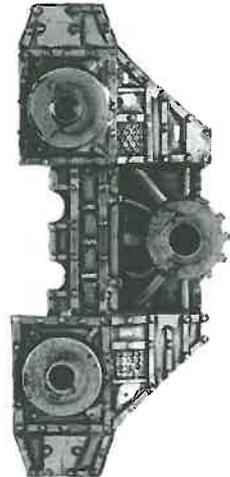
ORK GREAT GARGANT



FRONT
030300309



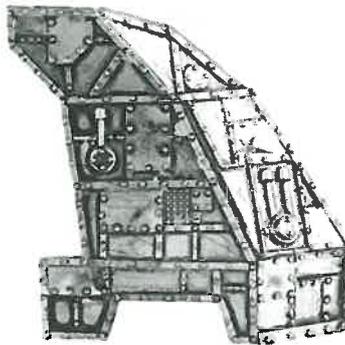
BACK
030300303



SHOULDERS
030300302



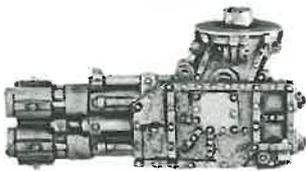
LEFT SIDE
030300307



RIGHT SIDE
030300308



HEAD
030300301



HEAVY WEAPON BATTERY
030300312



SUPER LIFTA DROPPA
030300313



JAW
030300306



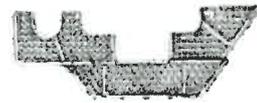
TURRET 2
030300314



TURRET 1
030300315



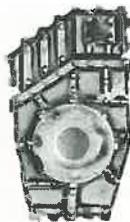
CANNON
030300318



BACK WALKWAY
030300304



RIGHT FOOT
030300310



LEFT FOOT
030300311



ANKLE
030300305



EXHAUST 1
030300316



EXHAUST 2
030300317

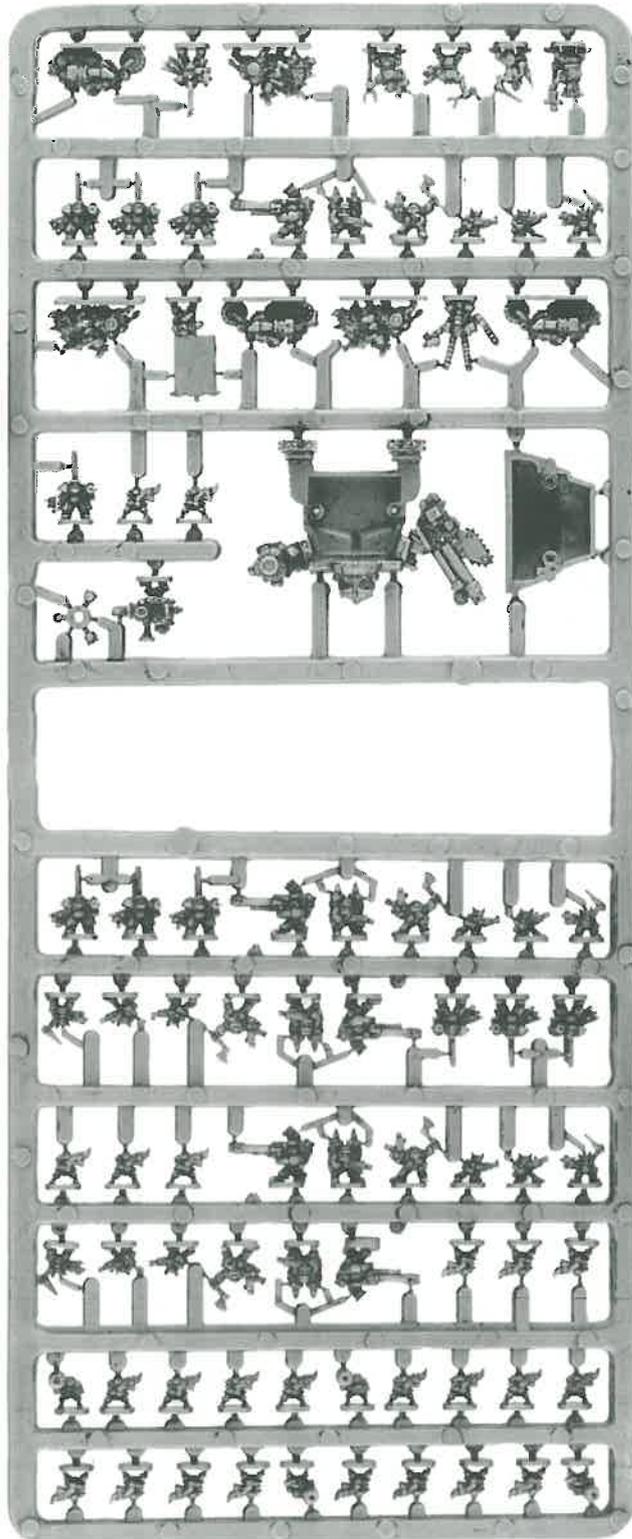


Designed by Dave Andrews

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EPIC® 40,000

ORK MOB SPRUE

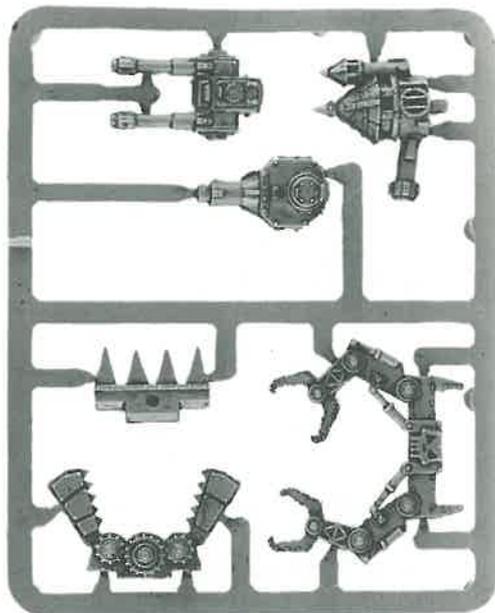


ORK MOB SPRUE (SHOWN AT 80% OF ACTUAL SIZE)
102816

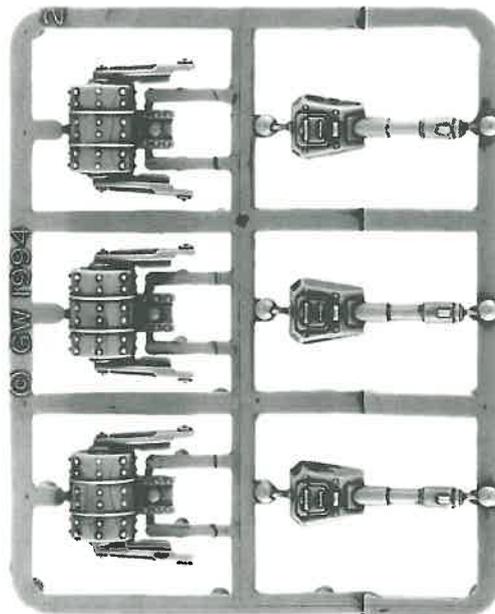
ORK MOB SPRUE CONTENTS:

1 x STOMPER, 3 x WARBIKES, 15 x GRETCHIN, 11 x NOBZ, 5 x SHOOTY BOYZ,
5 x STORMBOYZ, 1 x SHOKK ATTACK GUN, 5 x KOMMANDOS, 28 x BOYZ, 1 x WARBOSS,
1 x BATTLE STANDARD, 1 x MEKANIAK, 1 x PAINBOY, 1 x WEIRDBOY, 1 x RUNTHERD

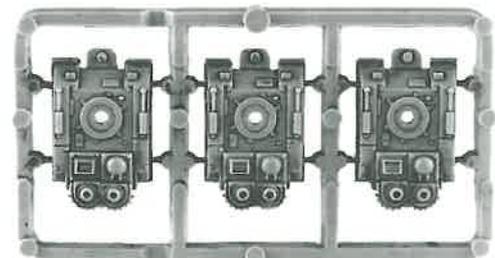
ORK BATTLEWAGONS SPRUE



ORK TURRET SPRUE 1
102825



ORK TURRET SPRUE 2
102825



ORK TANK CHASSIS SPRUE (SHOWN AT 80% OF ACTUAL SIZE)
102773



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EPIC® 40,000

ORK WAR BUGGIES



AUTO CANNON
030300104



HEAVY FLAMER
030300106



HULL 1
030300101



HULL 2
030300102

**A COMPLETED WAR BUGGY
CONSISTS OF:**
1 x HULL
1 x WEAPON



HEAVY BOLTER
030300105



MULTI-MELTA
030300107



HULL 3
030300103



ORK WAR BUGGIES

ORK BIG GUNZ

SMASHA GUN
030300205



SMASHA GUN TOP



**SMASHA GUN
SUPPORT**



SPLATTA KANNON
030300203



TRAKTOR KANNON
030300204



BIG GUN CHASSIS 1
030300201



BIG GUN CHASSIS 2
030300202

**A COMPLETED TRAKTOR
KANNON CONSISTS OF:**
1 x TRAKTOR KANNON
1 x BIG GUN CHASSIS

**A COMPLETED SPLATTA
KANNON CONSISTS OF:**
1 x SPLATTA KANNON
1 x BIG GUN CHASSIS

**A COMPLETED SMASHA GUN
CONSISTS OF:**
1 x SMASHA GUN TOP
1 x SMASHA GUN SUPPORT
1 x BIG GUN CHASSIS



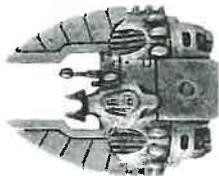
ORK BIG GUNZ

Designed by Norman Swales

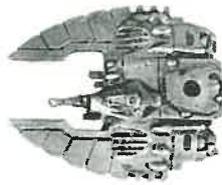


EPIC® 40,000

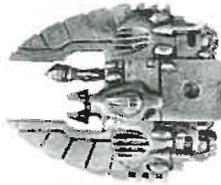
ELDAR FALCON GRAV-TANK



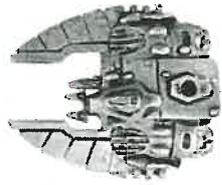
HULL 1
030400101



HULL 2
030400103



HULL 3
030400104



HULL 4
030400105



TURRET 1
030400102



TURRET 2
030400106



TURRET 3
030400107



TURRET 4
030400108

Parts from the Eldar Falcon Grav-Tank are interchangeable. For example, you could choose hull 3 to go with turret 1, etc, creating your own Falcon Grav-Tank combinations as we have done with this example.



ELDAR FALCON GRAV-TANK

THE COMPLETE FALCON GRAV-TANK CONSISTS OF:
1 x HULL
1 x TURRET

ELDAR WAVE SERPENT



HULL 1
030400201



HULL 2
030400203



TURRET 1
030400202



TURRET 2
030400204

THE COMPLETE WAVE SERPENT CONSISTS OF:
1 x HULL
1 x TURRET



ELDAR WAVE SERPENT

Parts from the Eldar Wave Serpent are interchangeable. For example, you could choose hull 2 to go with turret 1, etc, creating your own Eldar Wave Serpent combinations as we have done with this example.

Designed by Tim Adcock

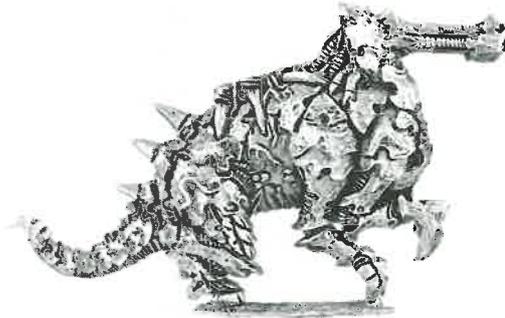


EPIC® 40,000

TYRANID DOMINATRIX



BODY LEFT SIDE
030600102



BODY RIGHT SIDE
030600101



THRONE BACK
030600105



HEAD
030600103



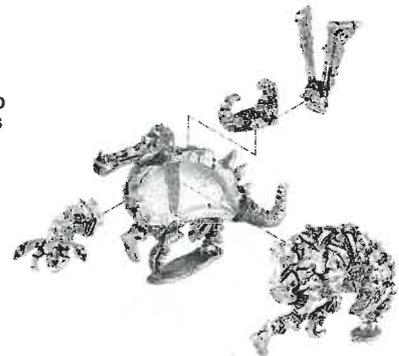
THRONE
030600104



TYRANID DOMINATRIX

A COMPLETED TYRANID DOMINATRIX CONSISTS OF :

- 1 x RIGHT BODY
- 1 x LEFT BODY
- 1 x HEAD
- 1 x THRONE
- 1 x THRONE BACK



TYRANID HIVE TYRANT



HIVE TYRANT 1
030600201

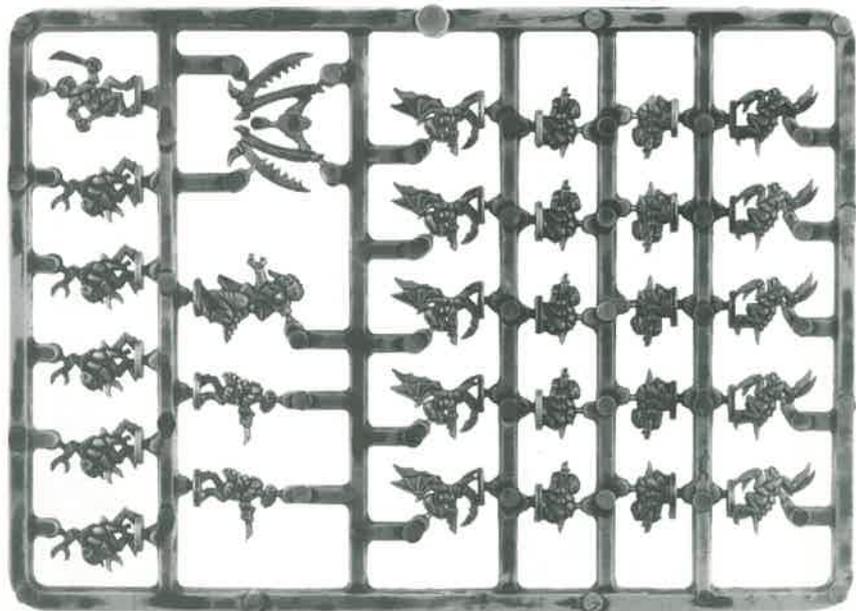


HIVE TYRANT 2
030600202



HIVE TYRANT 3
030600203

TYRANID SWARM SPRUE



TYRANID SWARM SPRUE (SHOWN AT 85% OF ACTUAL SIZE)
0306001

TYRANID SWARM SPRUE CONTENTS:

- 3 x TYRANID WARRIORS, 1 x LICITOR, 5 x GENESTEALERS, 10 x TERMAGANTS
- 5 x HORMAGANTS, 5 x GARGOYLES



Designed by Alan Perry, Aly Morrison and Dave Andrews

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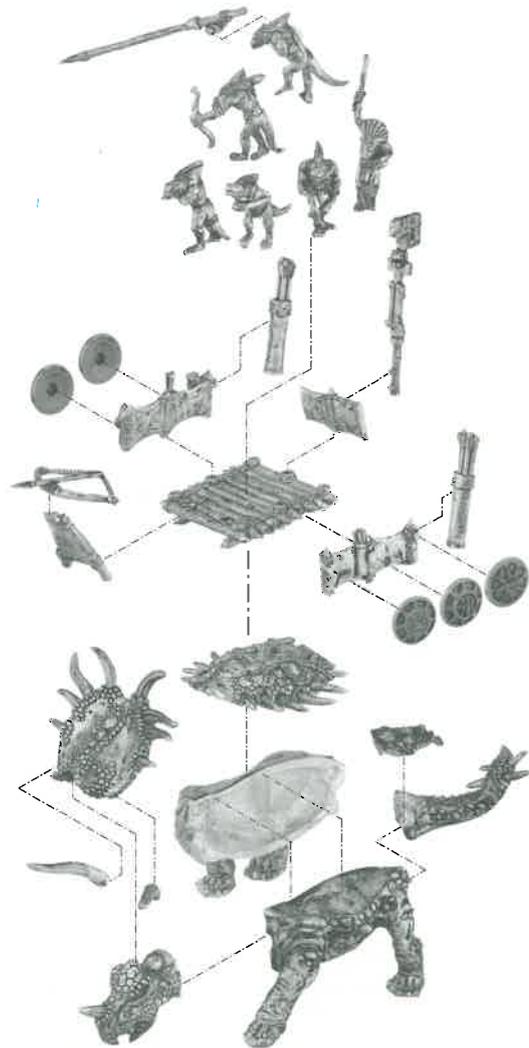
LIZARDMEN

STEGADON



THE COMPLETE STEGADON CONSISTS OF:

- 1 x HEAD
- 1 x BODY LEFT SIDE
- 1 x BODY RIGHT SIDE
- 1 x BACK PLATE
- 1 x HORNY PLATE
- 1 x TAIL
- 2 x HORNS
- 1 x TAIL PLATE
- 1 x SKINK WITH BOW 1
- 1 x SKINK WITH BOW 2
- 1 x SKINK CREW WITH JAVELIN
- 1 x SKINK CREW WITH SPEAR
- 1 x SPEAR
- 1 x SKINK CREW FIRING GREAT BOW 1
- 1 x SKINK CREW FIRING GREAT BOW 2
- 1 x TOTEM
- 1 x HOWDAH LEFT SIDE
- 1 x HOWDAH RIGHT SIDE
- 1 x HOWDAH BACK
- 1 x HOWDAH BASE
- 1 x GREAT BOW STAND
- 1 x GREAT BOW
- 1 x QUIVER 1
- 1 x QUIVER 2
- 2 x SAURUS SHIELD SPRUES



Designed by Trish Morrison and Alan Perry

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LIZARDMEN

STEGADON



HEAD
020801605



BODY LEFT SIDE
020801602



BODY RIGHT SIDE
020801601



BACK PLATE
020801604



TAIL
020801607



HORN
020801616



TAIL PLATE
020801606



HORNY PLATE
020801603



SKINK WITH BOW 1
020801619



SKINK WITH BOW 2
020801620



SKINK CREW WITH JAVELIN
020801621



SKINK CREW WITH SPEAR
020801622



SKINK CREW FIRING GREAT BOW 1
020801623



SKINK CREW FIRING GREAT BOW 2
020801624



HOWDAH LEFT SIDE
020801609



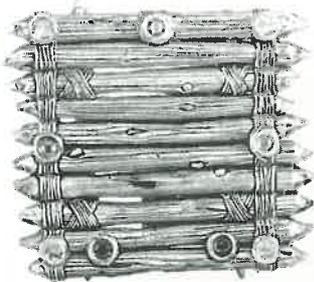
HOWDAH RIGHT SIDE
020801610



HOWDAH BACK
020801611



SPEAR
020801618



HOWDAH BASE
020801608



GREAT BOW STAND
020801612



GREAT BOW
020801613



QUIVER 1
020801614



QUIVER 2
020801615



TOTEM
020801617

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LIZARDMEN

SALAMANDER



SKINK RUNNER 1
020801705



SKINK RUNNER 2
020801706



SALAMANDER



SKINK RUNNER 3
020801707



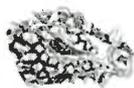
SKINK RUNNER 4
020801708

THE COMPLETED SALAMANDER CONSISTS OF:

- 1 x BODY
- 1 x LEG
- 1 x HEAD
- 1 x TAIL
- 4 x SKINK RUNNERS



BODY
020801701



HEAD
020801702



LEG
020801703



TAIL
020801704



LIZARDMEN

TERRADON



REAR SKINK RIDER
WITH SHORT BOW
020801814



FRONT SKINK RIDER
WITH SHORT BOW
020801813



SHIELD
020801817



REAR SKINK RIDER
WITH JAVELINS
020801815



FRONT SKINK RIDER
WITH JAVELINS
020801816

**THE COMPLETED TERRADON
CONSISTS OF:**
1 x HEAD
1 x TAIL
1 x LEFT WING
1 x RIGHT WING
1 x FRONT SKINK RIDER
1 x BACK SKINK RIDER
2 x SHIELDS

PLEASE NOTE:
THE HEADS, WINGS AND TAILS
ARE NOT INTERCHANGABLE

TERRADON



LEFT WING 1
020801803



RIGHT WING 1
020801804



RIGHT WING 2
020801807



LEFT WING 2
020801808



RIGHT WING 3
020801811



LEFT WING 3
020801812



HEAD 1
020801801



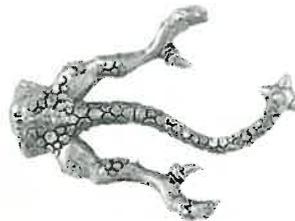
HEAD 2
020801805



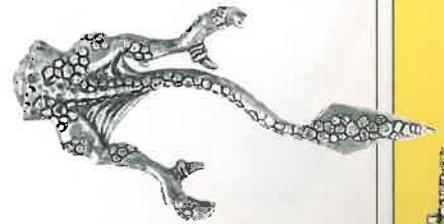
HEAD 3
020801809



TAIL 1
020801802



TAIL 2
020801806



TAIL 3
020801810

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EMPIRE

GENERAL OF THE EMPIRE



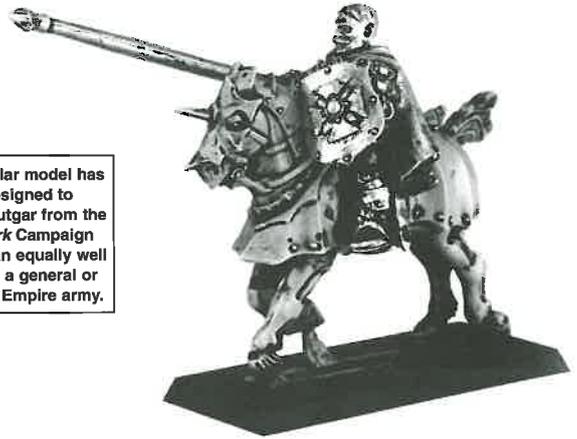
BODY
020204601



SHIELD
020204603



LANCE
020204602

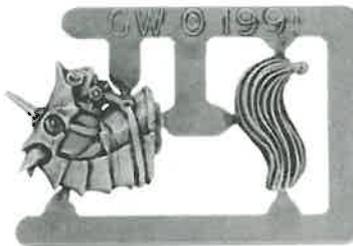


GENERAL OF THE EMPIRE

This particular model has been designed to represent Rutgar from the *Idol of Gork Campaign Pack*, but can equally well be used as a general or hero in any Empire army.



ARMoured HORSE HEAD AND TAIL 1
100849/1A



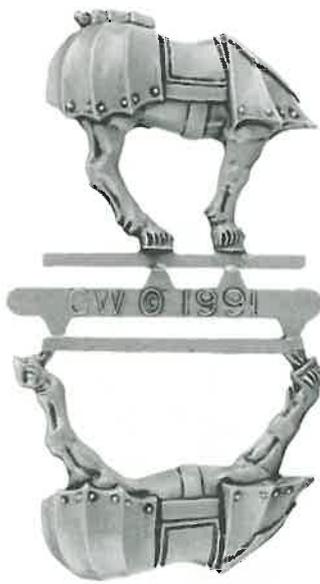
ARMoured HORSE HEAD AND TAIL 2
100849/2A

THE COMPLETE GENERAL OF THE EMPIRE CONSISTS OF:

- 1 x BODY
- 1 x SHIELD
- 1 x LANCE
- 1 x PLASTIC ARMoured HORSE



ARMoured HORSE 1
100849/3A



ARMoured HORSE 2
100849/4A



Designed by Aly Morrison

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ORCS

ORC WARLORD ON BOAR



BODY
020904801



SWORD ARM
020904803



BANNER POLE
020904804



BOAR'S TUSK
020904806

These models have been designed to represent Grotfang the Orc Warlord and Nazgob the Orc Shaman from the *Idol Of Gork Campaign Pack*, but they can equally well be used as a Warlord or Shaman in any Warhammer Orc & Goblin army.



HEAD
020904802



BOAR'S HEAD
020904805

A COMPLETE ORC WARLORD ON BOAR CONSISTS OF:
1 x BODY
1 x SWORD ARM
1 x BANNER POLE
1 x HEAD
1 x BOAR'S HEAD
2 x BOAR'S TUSK
1 x PLASTIC BOAR SPRUE



ORC WARLORD ON BOAR

ORC SHAMAN



BODY
020904903



BONE STAFF
020904902



SWORD
020904901

A COMPLETE ORC SHAMAN CONSISTS OF:
1 x BODY
1 x SWORD
1 x BONE STAFF



ORC SHAMAN



Designed by Brian Nelson

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ORCS

ORC BOAR BOYZ



BOAR BOY 1
020904001



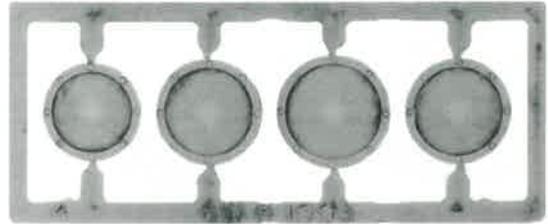
BOAR BOY 2
020904002



BOAR BOY 3
020904003



BOAR BOY 4
020904004



ORC SHIELD SPRUE
111204



SPEAR 1
020904005



SPEAR 2
020904006



SPEAR 3
020904007



A COMPLETED ORC BOAR BOY CONSISTS OF:
1 x BOAR BOY
1 x SPEAR
1 x ORC SHIELD SPRUE
1 x PLASTIC BOAR SPRUE



ORC BOAR BOYZ

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ORCS

ORC BOAR BOYZ COMMAND



BOSS
020902201



STANDARD BEARER
020902001



HORNBLOWER
020902101



SPEAR 1
020904005



SPEAR 2
020904006



SPEAR 3
020904007



HORNBLOWER'S ARM
020902102



STANDARD TOP
020902002

**A COMPLETED ORC BOAR
BOY HORN BLOWER
CONSISTS OF:**
1 x HORNBLOWER
1 x HORNBLOWER'S ARM
1 x PLASTIC BOAR SPRUE.

**A COMPLETED ORC BOAR
BOY STANDARD BEARER
CONSISTS OF:**
1 x STANDARD BEARER
1 x STANDARD TOP
1 x PLASTIC BOAR SPRUE

**A COMPLETED ORC BOAR
BOY BOSS CONSISTS OF:**
1 x BOSS
1 x SPEAR
1 x PLASTIC BOAR SPRUE



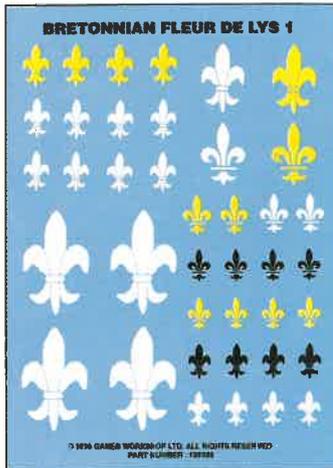
ORC BOAR BOYZ COMMAND GROUP

Designed by Brian Nelson

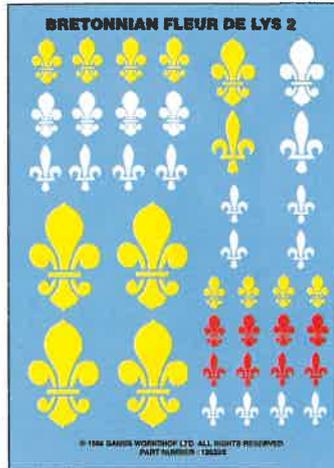
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BRETONNIA

BRETONNIAN KNIGHT TRANSFERS



**BRETONNIAN FLEUR DE LYS
TRANSFER SHEET 1**
136335



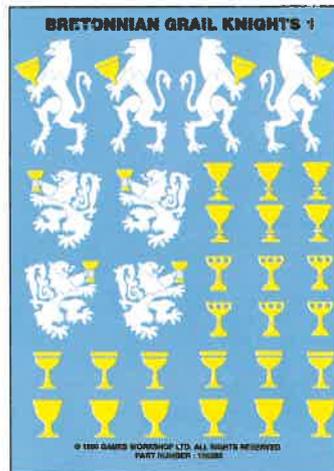
**BRETONNIAN FLEUR DE LYS
TRANSFER SHEET 2**
136336



**BRETONNIAN KNIGHTS OF THE REALM
TRANSFER SHEET 1**
136332



**BRETONNIAN KNIGHTS OF THE REALM
TRANSFER SHEET 2**
136333



**BRETONNIAN GRAIL KNIGHTS
TRANSFER SHEET 1**
136295

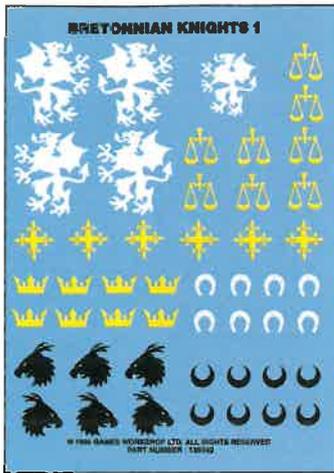


**BRETONNIAN GRAIL KNIGHTS
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136334

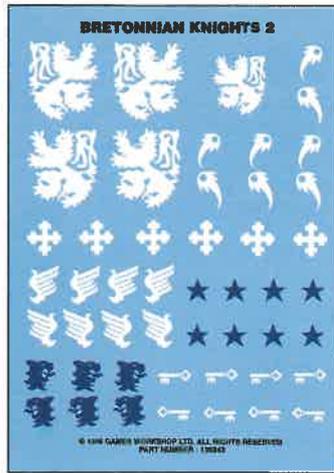


BRETONNIA

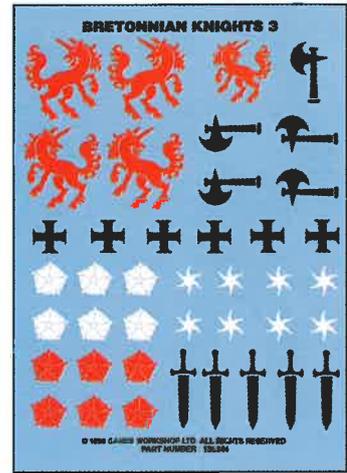
BRETONNIAN KNIGHT TRANSFERS



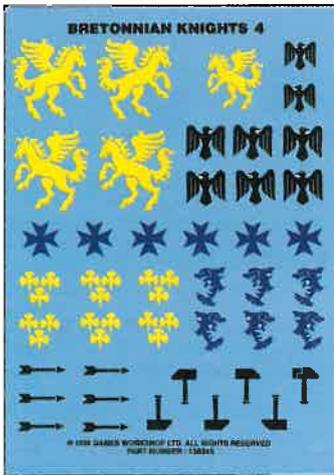
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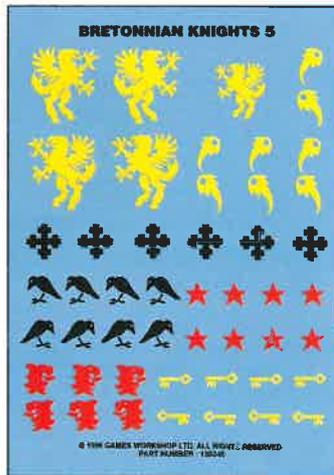
**BRETONNIAN KNIGHTS
TRANSFER SHEET 2**
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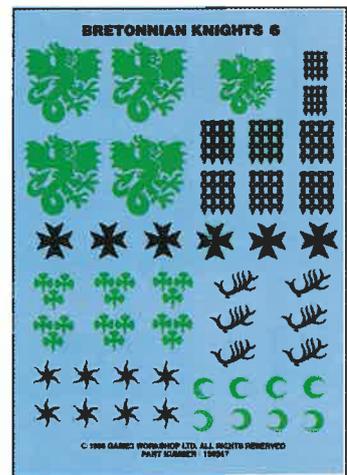
**BRETONNIAN KNIGHTS
TRANSFER SHEET 3**
136344



**BRETONNIAN KNIGHTS
TRANSFER SHEET 4**
136345



**BRETONNIAN KNIGHTS
TRANSFER SHEET 5**
136346



**BRETONNIAN KNIGHTS
TRANSFER SHEET 6**
136347



**BRETONNIAN KNIGHTS
TRANSFER SHEET 7**
136348



SPACE MARINES®

SPACE MARINE CHAPLAIN ON BIKE



CHAPLAIN
010107603

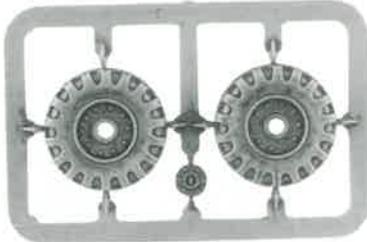
- A COMPLETED SPACE MARINE CHAPLAIN ON BIKE CONSISTS OF:**
- 1 x CHAPLAIN
 - 1 x BIKE FAIRING
 - 1 x SPACE MARINE BIKE SPRUE
 - 2 x SMALL WHEEL SPRUES
 - 1 x SPACE MARINE BACKPACK SPRUE
 - 1 x SHEET OF PENNANTS
 - 3 x SHEET OF TRANSFERS
 - 1 x EQUIPMENT SPRUE



BIKE FAIRING
010107602



SPACE MARINE CHAPLAIN ON BIKE



SMALL WHEEL SPRUE
(SHOWN AT 90% OF ACTUAL SIZE)
102791

EQUIPMENT SPRUE
010107601



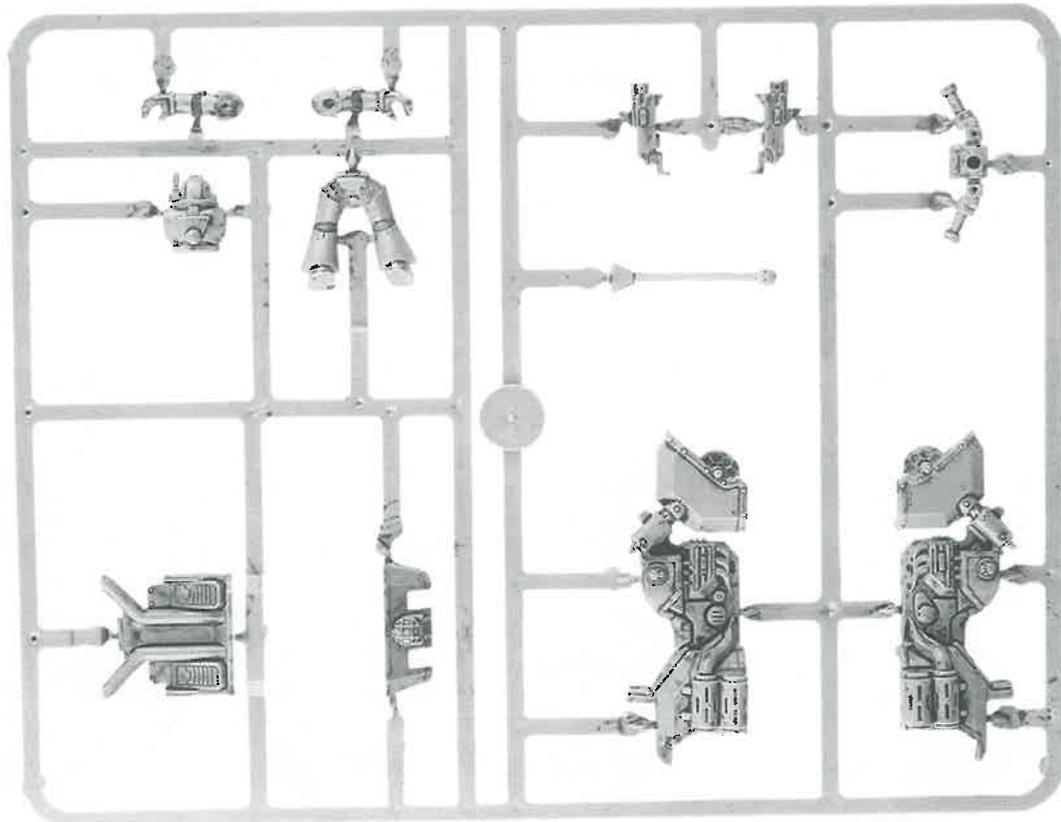
DRIVER'S BOLTER



BIKE STOWAGE



AUTO LAUNCHER



SPACE MARINE BIKE SPRUE (SHOWN AT 75% OF ACTUAL SIZE)
102807



Designed by Jes Goodwin

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.
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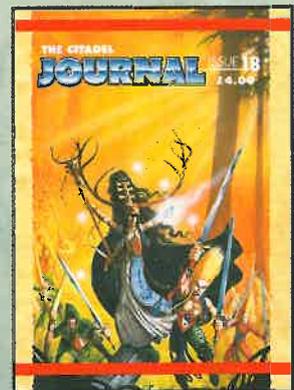
JOURNAL

Wood Elf magic, and Wood Elf scenarios, introducing new special characters in Warhammer. Gang retirement in Necromunda is covered, along with Navigators in Warhammer 40,000. Dok Butcha's modelling and converting class introduces a really Orky Blood Axe Land Speeder conversion and Paul Mortimer's Space Wolves conversions. Also tactics articles for Undead and Eldar armies.

Issue 18 of the Citadel Journal is available from Games Workshop Mail Order for just \$15.95 (overseas \$19.95) with FREE postage and packaging.

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CHAOS

GREATER DAEMON OF NURGLE



Models designed by Trish Morrison

The Greater Daemon of Nurgle is a hideous monstrosity, swollen and bloated with disease. From sores and boils, pus and slime dribble over the daemon's body, glistening on its leprous skin, while decaying inner organs protrude from huge rents in its rancid flesh.

The Greater Daemon of Nurgle Citadel miniature can be incorporated into both your games of Warhammer and Warhammer 40,000 using the rules printed in **Warhammer Armies: Chaos** and **Codex Chaos**.



WARHAMMER

WARHAMMER
40,000

All models are supplied unpainted. The Great Unclean One is a multi-part expert kit which requires a degree of modelling skill to assemble.
We do not recommend this kit for young or inexperienced modellers.

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

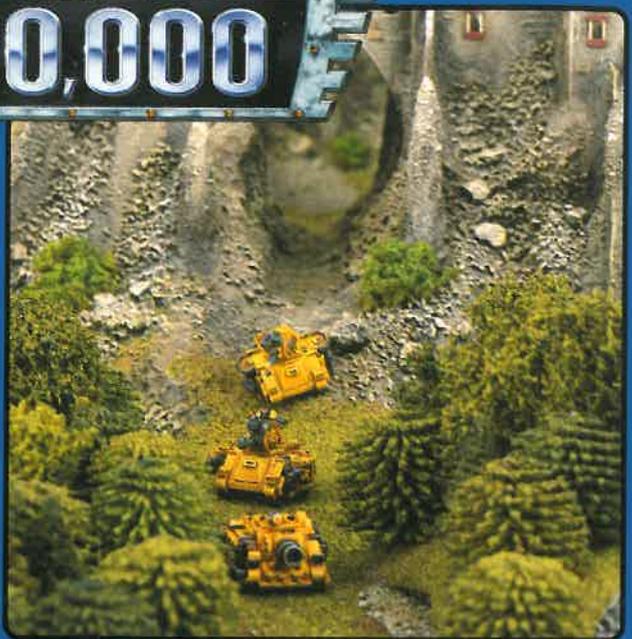
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GAMES
WORKSHOP

EPIC 40,000



Three Dark Angels tanks secure the intersection.



Tanks of the Imperial Fists Space Marines rumble through the woods.



An Imperial Fists Whirlwind battery.



Evil Sunz Orks prepare to attack.



An Ultramarines Thunderhawk Gunship overflies its battle-brothers as it heads off for a vital objective.



Ork War Buggies charge the Space Marines.



Imperial Fists Land Raiders assault some Ork Big Gunz.