

213

September

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GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE

WHITE DWARF

ATTACK OF THE TYRANIDS

20 PAGE SPECIAL ON THE
NEW EPIC ARMY



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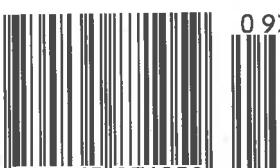
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barricades



GAMES
WORKSHOP

ISSN 0265-8712



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WHITE DWARF™

DARK ANGELS
SPECIAL,
INCLUDING A
40K SCENARIO
FROM THE

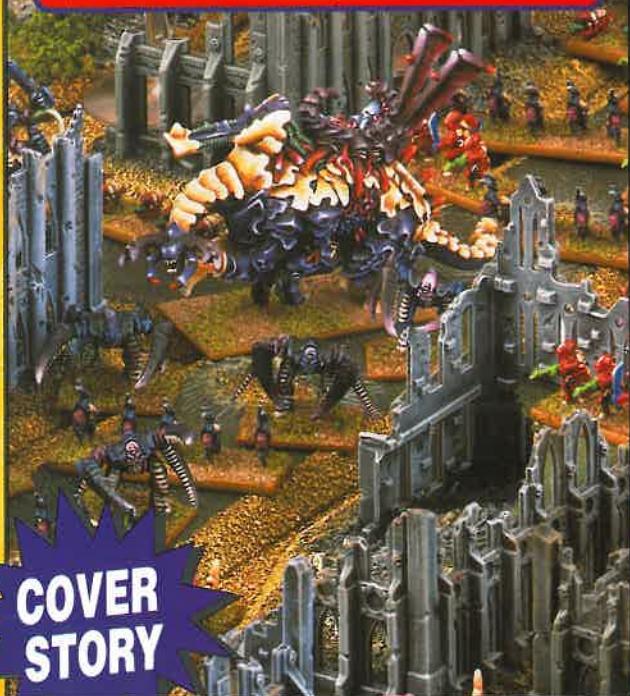
WARHAMMER®
40,000

STORM OF VENGEANCE

WARHAMMER® EPIC 40,000 ATTACK OF THE TYRANIDS

"A TYRANID ARMY HAS MAJOR
ADVANTAGES IN EPIC 40,000 BUT
YOU'LL HAVE TO MAKE THE MOST
OF THEM IF ULTIMATE VICTORY IS
TO BE YOURS..."

FIND OUT HOW ON PAGE 18



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Interesting happenings from around the globe...

GORKAMORKA™

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Tempted you last month, didn't we? This month it's a story of blood, fightin' and huge boyz with fists like boulders and heads as tough as rocks.

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Bite yer face off they will!

WARHAMMER® 40,000

BATTLE OF THE NINE

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Dark Angels galore...

PURGE

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Storm of Vengeance is a new Scenario Pack for Warhammer 40,000. Purge is one of the scenarios we just couldn't squeeze into the box.

WARHAMMER

DEFENDERS OF AVERLORN

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We give Tuomas a chance to rant about his favourite army, the High Elves. In particular he talks about Alariel and the Maiden Guard, both out this month.

DID YOU SEE THAT CACTUS MOVE?

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You're really going to like this Warhammer 40,000 article! Try your luck and see just how smart you really are.

RETURN TO THORSKINSON'S ISLAND (PART 3)

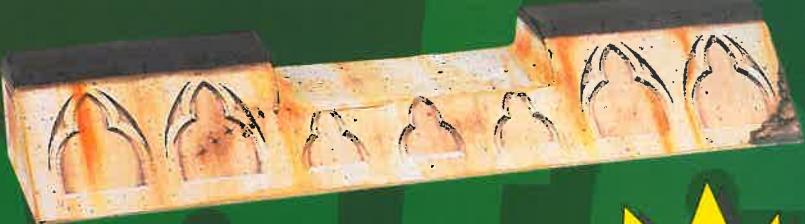
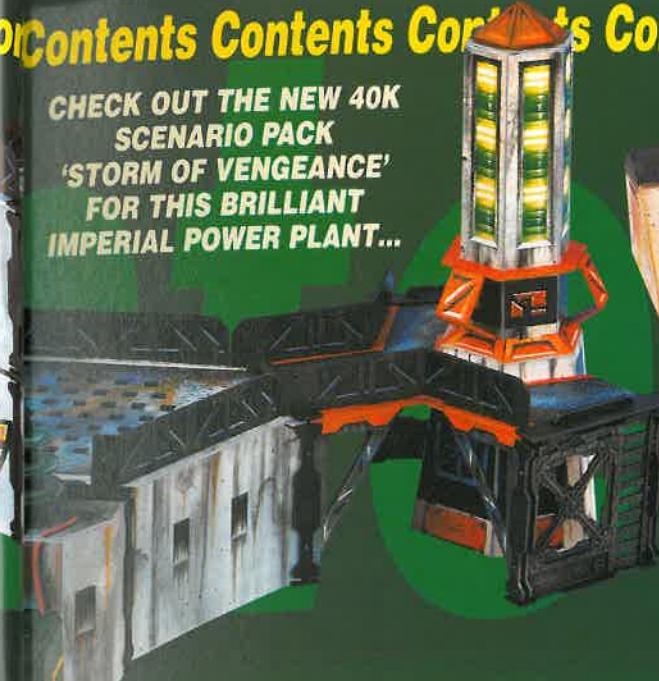
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Our Warhammer campaign continues with more results, more battles, and a great big dollop of sticky stuff!

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CHECK OUT THE NEW 40K SCENARIO PACK 'STORM OF VENGEANCE' FOR THIS BRILLIANT IMPERIAL POWER PLANT...

FREE CARD BARRICADES INSIDE...



NEW SPACE MARINE SCOUTS!

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The Journal isn't just about great rules ideas to try out with your mates. It's about a whole lot more...

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Mark Brendan and Andy Kettlewell fight the three Warhammer 40,000 scenarios from issue 212.



MAIL ORDER SECTION 102

New models, special deals, advance orders on new games, army deals, White Dwarf subscriptions... We've got the *LOT!*

CORRESPONDENCE We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to: The White Dwarf, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

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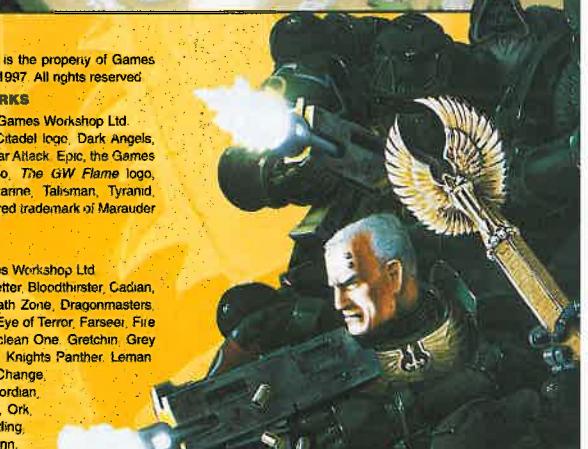
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NEWS



FINAL REDEMPTION

Not content with releasing the rather wonderful *Warhammer: Dark Omens* later this year, those nice chaps at Mindscape/SSI

will be bringing out another Games Workshop computer game before Christmas

This time it's a *Warhammer Epic 40,000* game, under the working title of *Final Redemption*, which includes over twenty minutes of live action footage. It's a turn based strategic battle game in which you fight to claim back the planet Volstad from a Space Ork invasion.



HOLIDAY MADNESS

During the September/October school holidays, every Games Workshop store will be running awesome games and special events, Warhammer 40,000, Warhammer, Epic 40,000, and Necromunda will all be featured, as well as introductory preview games of Gorkamorka. All you have to do is drop in to your local Games Workshop store and join in the fun!



AUSTRALIAN TRADE SALES

Do you want 9-5 office hours, one hour for lunch, a sensible working environment, constant supervision and no responsibility at all?

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STOP READING NOW!

The Games Workshop Australian Trade Sales Team are looking for a few dedicated, hard working goal achievers.

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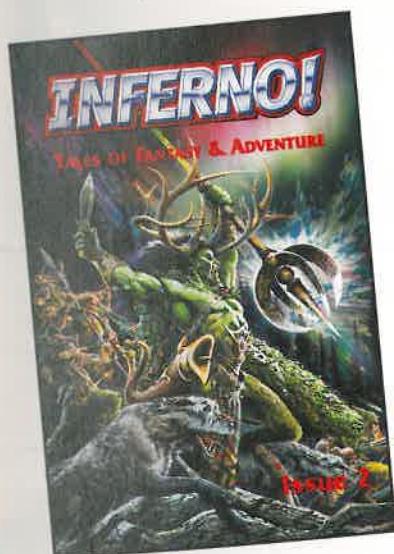
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NEMESIS!

Once again we present you with a sighting of White Dwarf being read in yet another incredibly unusual place. This time the rapid snapping camera prowess of David Owen Meller

captured this motley crew of GW store managers ignoring the thrills and spills of the Nemesis ride at Alton Towers, UK, to bury their heads in their favourite magazine.



Far on the fringes of the Games Workshop Empire, there is a mountain. From a distance, its white slopes appear to be covered in snow. Look closer and you will quickly see that this particular mountain is composed of nothing but thousands of Reader Feedback forms telling us what you think

the worlds of Warhammer, Warhammer 40,000 and Necromunda. Issue one came out at the end of June (you may also have seen our exclusive preview Issue Zero in *WD 210* and the reaction has been sensational. The biggest response seems to have been, 'Wow! Why didn't you do this years ago?!"

This month's Epic 40,000 releases

TYRANIDS

Assault Spawn: Haruspex (Three models per blister)	\$15.95
Assault Spawn: Malefactors (Three models per blister)	\$15.95
Assault Spawn: Trygons (Three models per blister)	\$15.95
Biovores (Five models per blister)	\$12.95
Zoanthrope (Four models per blister)	\$12.95
Carnifex (Four models per blister)	\$15.95
Dactyls (Three models per blister)	\$15.95
Exocrine (Three models per blister)	\$15.95
Harridan (One model per blister)	\$19.95
Hierodule (One model per boxed set)	\$34.95
Hierophant (One model per boxed set)	\$39.95

DA TROLLZ LAIR

As you are reading this, da Mail Order Trollz are putting the finishing touches to their first "offishull noosletta", Da Trollz Lair (binding it with those stringy bits of sinew you find caught in your teeth after eating four whole chickens). Give da Trollz a call on (02) 9829 6111 and see if you can snag yourself a copy

SCRIBBLINGS FROM THE BLACK LIBRARY

of our newest venture, Inferno! And the good news is - you love it! In fact, our first issue sold out in just over a week!

If you've not come across it yet, Inferno! is a thrill-packed collection of rip-roaring short stories, comic strips, cutaway technical diagrams, battle maps, action photographs and much more, all set in

Well, heartened by such a reaction, we're going to bring Inferno! out every two months, which means issue two will be out any day now. The high point of the new issue has to be the first chapter of Bloodquest, our banished Blood Angels comic strip. White Dwarf readers meanwhile, may just recognise the authors of a couple of our stories: Gav Thorpe's Birth of a Legend is a rollicking fantasy epic, while Mark Brendan's doom-laden Tenebrae is just the thing to give all Warhammer 40,000 fans nightmares. Also look out for Ralph Horsley's astonishing cutaway through the besieged Dwarf hold of Kazad Grund, more riveting short stories from Chris Pramas and Ben Chessell and cracking artwork from Geoff Taylor, Simon (Sinister Dexter) Davis, Dave (Slaine) Pugh... and

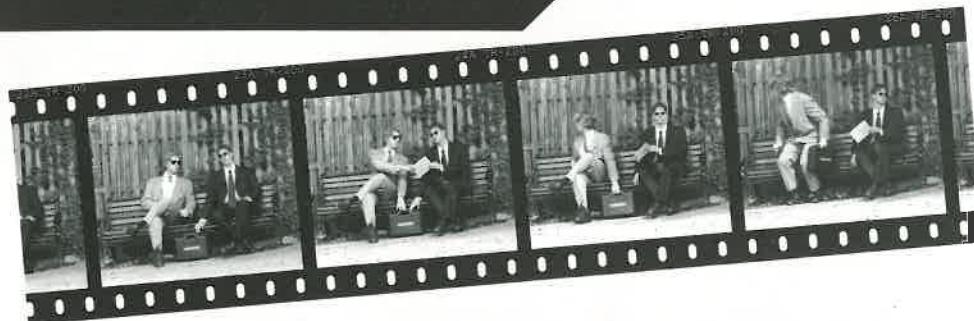
there's someone going by the name of John Blanche.

Back in the Black Library, the Inferno! servitors have been bolting together Issue Three. Details are hazy at present, but listening at the keyhole revealed the following cryptic conversation: Whisper whisper Wayne... cover... whisper... cutaway Leman Russ... whisper... Eldar comic strip... whisper whisper... who's that crouched behind the keyhole?

Meanwhile, editor Andy Jones has been off at the world's biggest comics convention, in San Diego, California (yes, it's a hard life being Inferno! editor), snapping up yet more top talent for future issues. Look out for some cool holiday snaps next time we venture through the creaky door into (cue dramatic music) The Black Library!

INFERNO! 2 IS OUT NOW, PRICED \$9.95

NEWS



FROM RUSSIA WITH L???

There is disturbing evidence to suggest that the cold war is still raging unchecked in Nottingham. Design Studio Figure Painter Jakob Rune Nielsen recently took advantage of Games

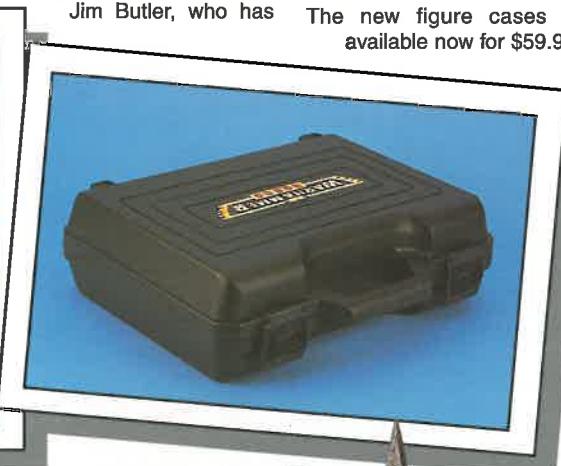
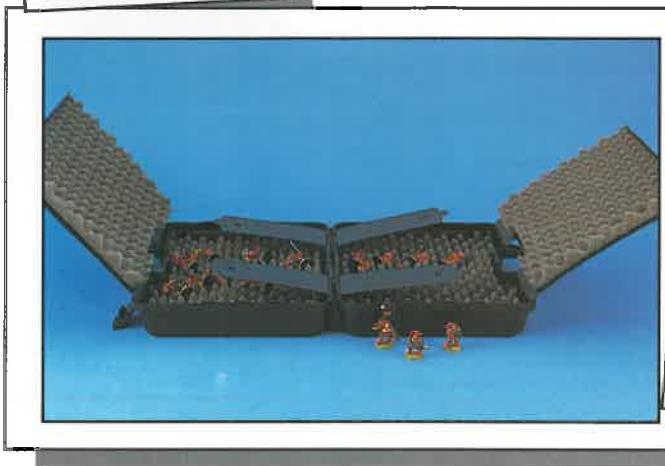
Workshop's great old metal sale in order to purchase more Citadel miniatures than anyone could possibly paint in a lifetime. A secret microfilm, reprinted here, reveals one of many handovers of the figures by the man we knew as

Jim Butler, who has

now been identified as the Secret Agent, Grigori 'the Hawk' Butlinski. The technology used in the handover has been identified as a revolutionary figure case not previously seen in the West. It can cope with a load twice as big as its predecessor, and we have already replicated the design for the more wholesome purpose of transporting your armies from your homes to your battles.

Our inside sources believe that Secret Agent Nielsen is going to melt down the large amounts of old metal he now has access to for the purpose of building himself a nuclear bomb shelter. We think the excess models are intended to provide him with something to while away the rest of his life with after the Armageddon.

The new figure cases are available now for \$59.95.



This month's Warhammer releases

DWARFS

Organ Gun (One war machine+crew)	\$29.95
Bolt-Thrower (One war machine+crew)	\$24.95

HIGH ELVES

Maiden Guard (Three models per blister)	\$14.95
Maiden Guard Champion (One model per blister)	\$11.95
Everqueen and Maiden Guard (Seven models per box)	\$49.95

UNDEAD

Armoured Skeletons (Three models per blister)	\$14.95
Armoured Skeleton Wight Champion (One model per blister)	\$14.95
Armoured Skeleton Command (Two models per blister)	\$14.95



GETTING TO THE POINT...

What is the ideal weapon for slow, fear causing infantry – swords, bows, or spears? Yes you guessed it, it's the spear, and this

month Citadel release the new Armoured Skeletons sculpted by the talented hands of Aly Morrison.

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cases are for \$59.95.



Dwarf Organ Gun

BOOM, BOOM!

If you think that one Dwarf Cannon is dangerous by itself, just imagine how deadly five of them strapped together would be! Well, that's exactly what the *Dwarf Organ Gun* is! Easily capable of blasting apart even the toughest and most heavily armoured of foes, this devastating weapon is a must for every Dwarf general.

The Dwarf Engineer's Guild has obviously been hard at work this month, also churning out the new *Dwarf Bolt Thrower*. When a more precise artillery strike is called for, you just can't beat a Bolt Thrower. And massed bodies of infantry make ideal

targets too, as the massive missiles launched by this war machine can punch through rank after rank of enemy troops.

Dwarf generals should also make sure and check out Studio Design Manager Alan Merrett's Dwarf army later in this issue, alongside the next installment of Thorskinson's Island.



Dwarf Bolt Thrower



FRATERIS MILITIA

You might recognise Paul Muller (right) from his earlier days here as a Games Workshop figure painter. Well, Paul's moved on since then, and has now joined the Citadel design team sculpting miniatures. The Frateris Militia, released this month, are Paul's debut models. Keep your eyes peeled for more of Paul's excellent work in the future.



Paul Muller

NEWS



Steve and Adrian give the game a road test

TRAVEL 40K

It's amazing the lengths that some people will go to have

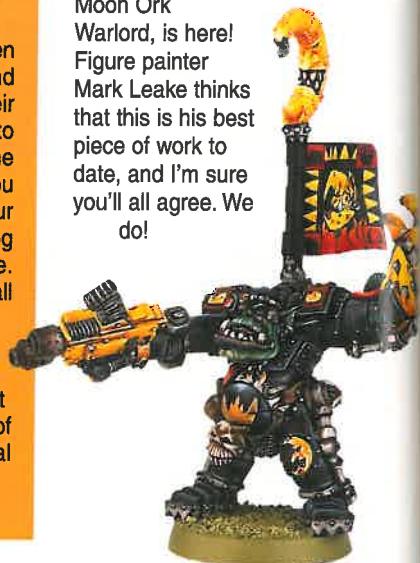
a game of Warhammer 40,000. Glen Robinson, from GW Australia, was so put off at not being able to take his usual 8' x 4' gaming table with him on his flight to the UK, that he decided to build his very own travel 40K set. Enlisting the services of his colleagues Tero Kanko and Dave Taylor, they came up with the set you can see above. The whole thing,

including the gaming table, is small enough that it will fit in its entirety into a normal sized figure case.

The models are all taken from Epic 40,000, and mounted with pins on their bases. This enables them to be stuck securely into the board. That way when you hit a bit of turbulence your miniatures don't all go flying off, spoiling your game. Likewise, the terrain is all taken from Epic 40,000 and pin mounted for stability. If you look hard you might even spot that Dave's done a conversion of the 40K Chaos special character Abaddon! Mad!

NAZDREG

Imperial forces beware, Nazdreg Ug Urdgrub, Bad Moon Ork Warlord, is here! Figure painter Mark Leake thinks that this is his best piece of work to date, and I'm sure you'll all agree. We do!



IN THE LISTS

Collecting a Warhammer army? Of course you are! And that's why you need to get your hands on

some of these Warhammer Roster Sheets and Army File Cards. They're perfect for keeping track of your regiments, as well as for planning out what you want to get next.

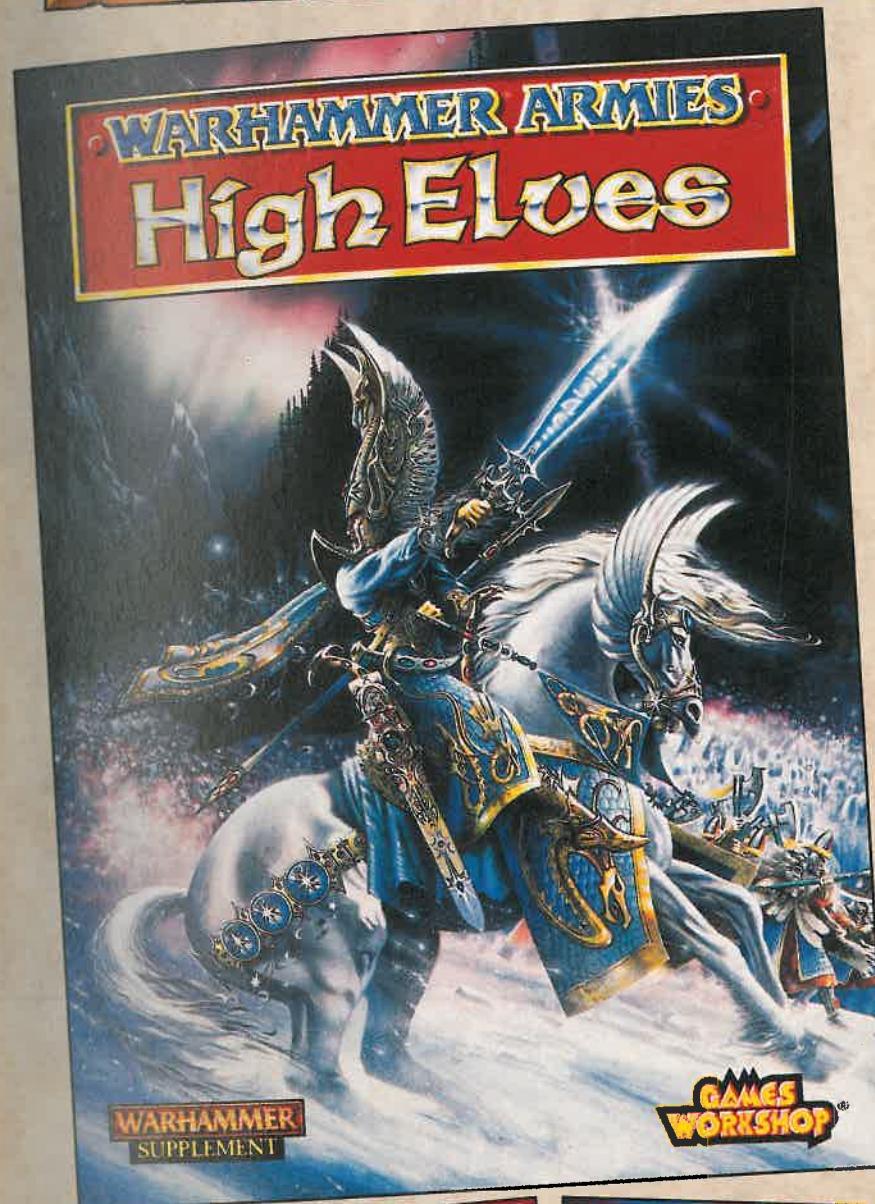
The file cards are also a great time saving device. Instead of having to choose your army from scratch each time, you can just go through your file picking out units you've already worked out, until you reach your

required army size. We've also found that you can easily pick up file card storage boxes, like the one shown below, from just about any stationery shop. These are great for keeping all your cards organised.

This month's Warhammer 40,000 releases	
Storm of Vengeance (Scenario pack)	\$39.95
ORKS	
Nazdreg, Bad Moon Warlord (One model per blister)	\$19.95
SISTERS OF BATTLE	
Battle Sisters (Three models per blister)	\$14.95
Battle Sister with flamer (One model per blister)	\$11.95
Battle Sister Icon Bearer (One model per blister)	\$11.95
Battle Sister multi-melta (One model per blister)	\$11.95
Sister Superiors (One model per blister)	\$11.95
Seraphim Battle Sister (One model per blister)	\$11.95
Seraphim Battle Sister with flamers (One model per blister)	\$11.95
Seraphim Sister Superiors (One model per blister)	\$11.95
Uriah Jacobus (One model per blister)	\$17.95
Imperial Preachers (One model per blister)	\$11.95
Imperial Frateris Militia (Four models per blister)	\$14.95
SPACE MARINES	
Ravenwing Attack Force (Boxed army deal)	\$210.00
Scouts (Boxed set of five models)	\$34.95



WARHAMMER



WARHAMMER ARMIES HIGH ELVES IS NOT A COMPLETE GAME.
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CITADEL
MINIATURES

HIGH ELVES

The High Elves are a wise and ancient race, whose chronicles date back to when the world was young. Their deeds and achievements were legend before the tribes of man ever arose to power in the Old World. Proud of their noble heritage, the High Elves are a graceful and cultured people, yet unflinching in battle. They are masters of arms and the secrets of High Magic, and once aroused, their wrath is terrible to behold.

ULTHUAN

This new High Elf army book contains a comprehensive history of the great kingdoms of Ulthuan, and of the Phoenix Kings and the Great Sundering.

SPECIAL RULES

Rules for the High Elf Repeater Bolt Thrower, Citizen Levies and High Elf Ennemis are covered in the book, as well as new rules for Dragons and rules covering the secrets of Ithilmar, a unique metal long prized by the High Elves for its amazing properties.

ARMY LIST

A complete army includes the Phoenix Guard, Dragon Princes of Caledor, Silverhelms and many others. A separate section introduces great Elven heroes, such as Tyrion, Champion of the Everqueen; Teclis, the greatest of High Elf wizards; Belannae the Wise, and Alith Anar the Shadow King.

PAINTING & HOBBY GUIDE

Finally, the book presents a guide to collecting a High Elf army, as well as extensive information on painting High Elves, lavishly illustrated with photographs of High Elf models painted by the 'Eavy Metal team.

**GAMES
WORKSHOP**

HOLIDAY MADNESS HOLIDAY

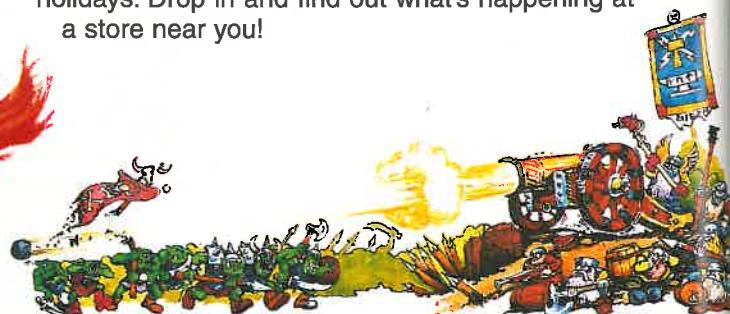
NEED A BREAK?

During the September/October school holidays, every Games Workshop store will be running awesome games of Warhammer, Warhammer 40,000, Epic 40,000 and Necromunda, as well as painting and modelling classes, special events and some great introductory, preview games of

GORKAMORKA™

All of our stores will also be running a painting competition, so the budding Mike McVees among you can display your talent to the world.

Don't forget that Games Night is as usual during the holidays. Drop in and find out what's happening at a store near you!



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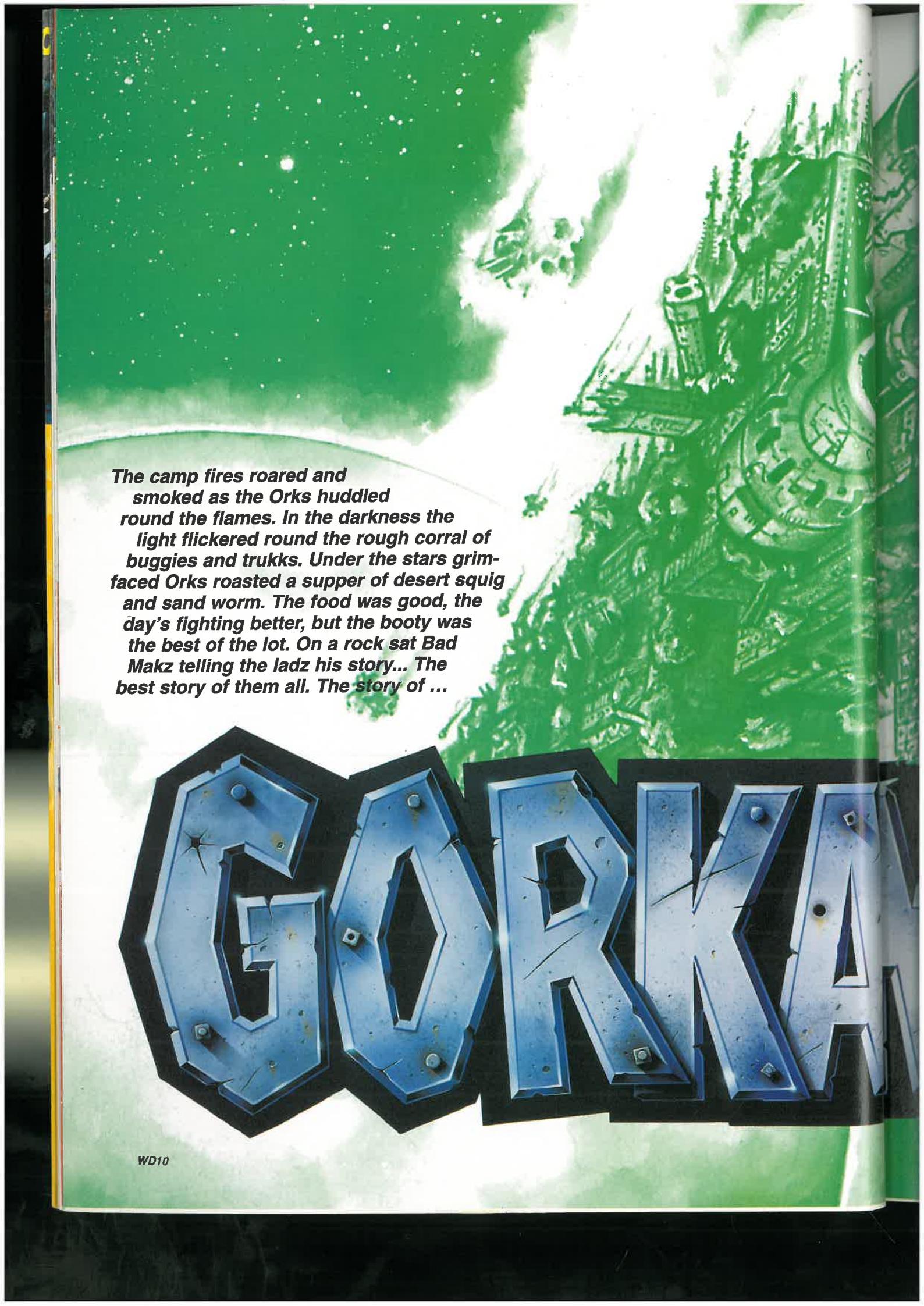
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LIS'N UP COS' I'M GONNA TELL YOU
A STORY. IT'S DA BEST STORY OF
'EM ALL, WITH BLOOD, AND LOTSA
FIGHTIN', AND HUGE LADS WITH
FISTS LIKE BOULDERS AND HEADS
AS TOUGH AS ROCKS. SO LIS'N
HARD... OR I'LL CUFF YA HARDER!





The camp fires roared and smoked as the Orks huddled round the flames. In the darkness the light flickered round the rough corral of buggies and trukks. Under the stars grim-faced Orks roasted a supper of desert squig and sand worm. The food was good, the day's fighting better, but the booty was the best of the lot. On a rock sat Bad Makz telling the ladz his story... The best story of them all. The story of ...

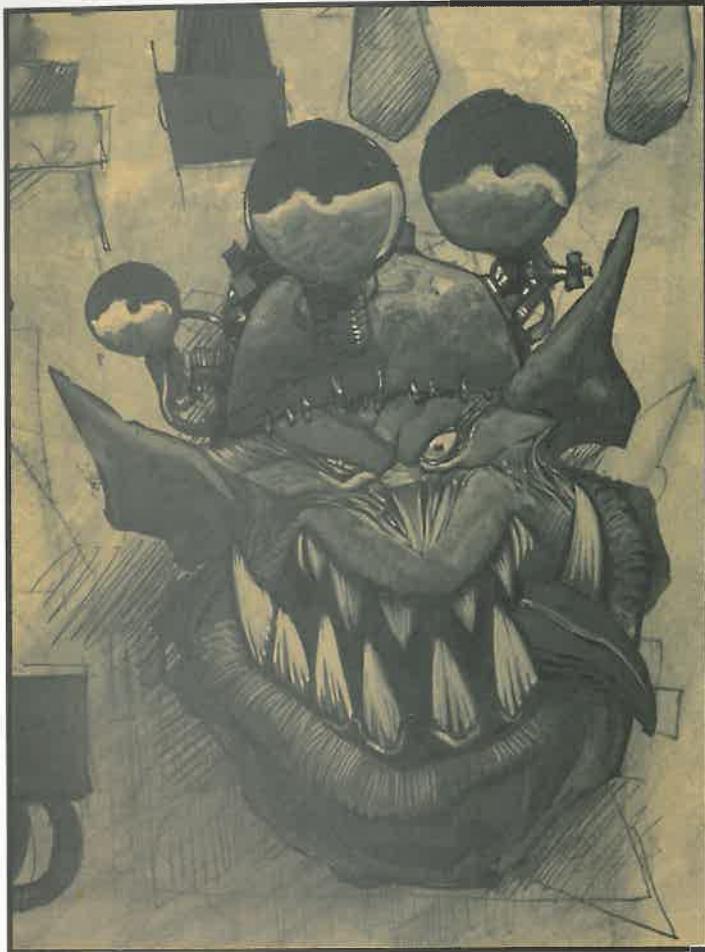
GORKA



ANORKA

By Rick Priestley

watt



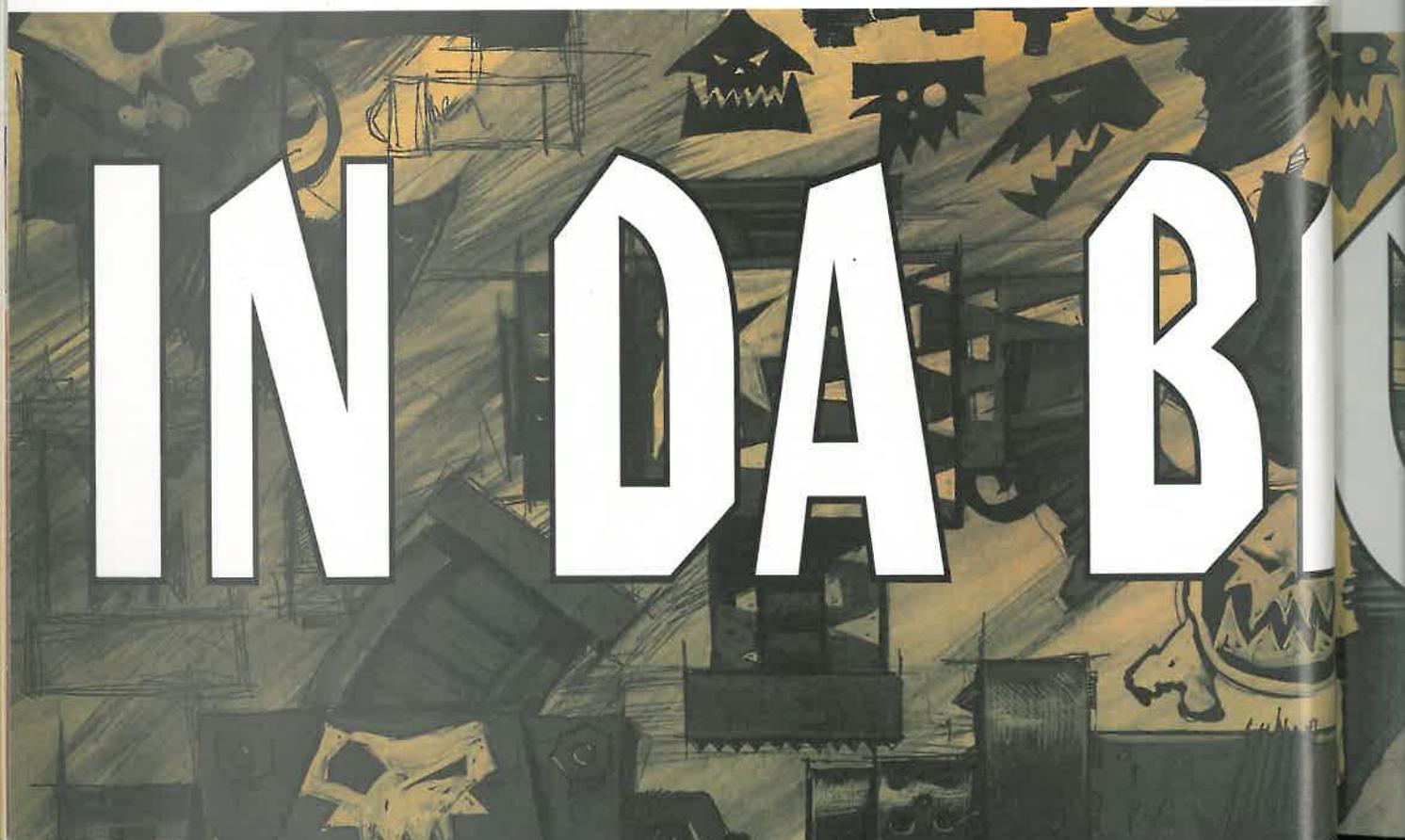
In da beginning we woz all on a trip... A long trip to da Waaagh! Da Waaagh! Dat's where all the best fightin' is. Dat's where the biggest and the best Orks go. An' dere was us, da biggest and bravest of the lot. Uz! Jus' think of it. We woz driving across the big starry sky in a gigantic buggy called da hulk. Da hulk woz made of metal and it woz so big that 'undreds of lads could ride inside... Undreds' of undreds.

The Orks shouted in well rehearsed unison. "To da Waaagh! To da Waaagh!" They liked this story. Bad Makz' words conjured a familiar picture of a massive space hulk racing through the darkness of space, carrying the Orks to new battles and fresh conquests.

Yeah! We woz goin' to da Waaagh! Then all of a sudden... BOOM! Da hulk it crashes into dis' planet! BANG! SMACK! KRUNCH! Da hulk hits da big rocks an' smashes into pieces. It smashes up just like dem buggies in da fight today. Remember ladz... Remember how dat Naggrot's buggy flies into da air an comes down CRUMP! Right on top of his mate's bike! Dat little buggy skids for ages a'n gouges out that big trench in da sand!

The Orks laughed! That buggy had seemed to hang in mid-air for a second as Naggrot flailed uselessly at the wheel. The biker tried to get away but only managed to turn his bike half-round before the whole lot came crashing down on top of him. The buggy's wheels sprang off but its speed carried it through the sand, carving out a great rut behind it. What a great victory!

When da hulk crashed down it skided jus' like Naggrot's lit'l buggy. But da hulk is big. So big its enormous and dat's bigga than big as every fool knows. Da hulk skided for miles, with bits fallin' off, and explosions, and rocks and metal flyin' everywhere! It was da biggest crash ever 'an dat's why we calls it da Big Crash! Where da hulk skids it gouges out this long rut in the desert for miles an' miles. Now dat's da big canyon what we calls da Skid.





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alls da Skid.

The Orks listened to the story. That's where it all began. In the Big Crash. That's where the Skid came from, its sheer sides hundreds of feet high, its floor the bedrock of the planet itself. The Skid runs for thousands of miles across the sand like a great scar on the face of the planet.

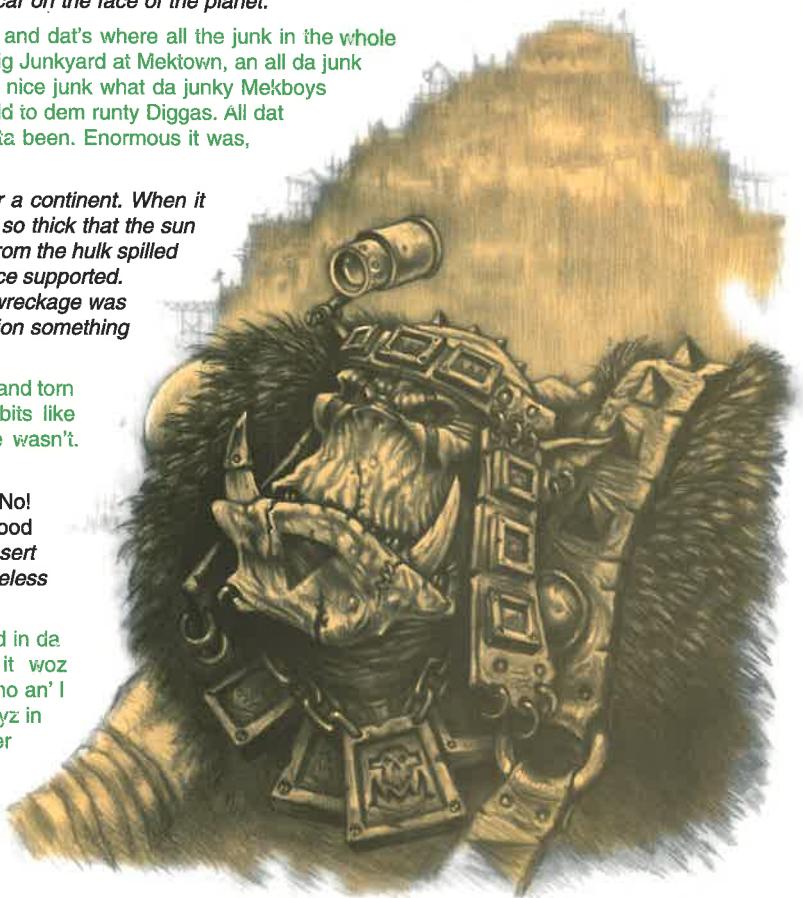
Da hulk woz wrecked so bad it all turned to junk and dat's where all the junk in the whole world comes from. Jus' think of all da junk in da big Junkyard at Mektown, an all da junk buried in da desert an' in da Skid. Think of all da nice junk what da junky Mekboyz 'as got and all da junk the Grots 'as nicked an' sold to dem runty Diggas. All dat junk was once da hulk so imagine 'ow big it musta been. Enormous it was, like I tells you.

Enormous! The broken space hulk scattered over a continent. When it struck the planet's surface it left a cloud of debris so thick that the sun vanished from the sky for many years. Radiation from the hulk spilled over the desert killing what little life it may have once supported. What it did not kill it corrupted and mutated. The wreckage was everywhere. But even in the midst of the destruction something crawled from the wreckage. Something green.

Wot about all uz Orks den? Woz we all burned up and torn into bits in da crash? Woz we all smashed to bits like weedy Diggas and Grots? Naaaaa... Course we wasn't. Woz we lads!

The Ork lads chanted as Bad Makz laughed. "No! No! No! Nol Green is good an' green is go! Green is good an' green is go!" The shout echoed across the desert and was joined by the distant howl of some nameless wild beast.

Course... Some of uz woz all burned up an busted in da Big Crash. Stands to reason dunnit! Maybe it woz 'undreds or 'undreds of 'undreds what died. I dunno an' I doubts anyone else does, even dem smart Mekboyz in Mektown what makes all da shooty guns an' clever stuff. Fact is some of uz ladz musta made it coz' we're 'ere now! An' some of dem' Grots musta done too, tho' it beats me 'ow dem runty gitz could have made it when so many of uz were burned up, dead and mangled an' all.





Bad Makz scowled as he spoke. A tiny Grot caught his eye and scampered away from the fireside where it had hoped to warm itself. It was lucky not to be eaten. Later on, when the sand worms ran out it probably would be. That was how it was with Orks. Where there were Orks, there were Grots. Where there were Grots there were Squigs and other small green creatures and fungus... The fungus was everywhere. Throughout the galaxy, wherever Orks lived, planets were gradually Orkified or Orkiformed. Creatures and fungus appeared as if from nowhere to prey upon and eventually supplant native lifeforms. In the end there would be only Orks and their kind.

When da ladz crawled from da wreckage of da hulk they said "Ow is we goin' to get to da Waaagh now? We is stuck 'ere in this flippin desert and da Waaagh is startin' without uz." So da Mekboyz, dem clever ladz, they say's we'll put da hulk back like it was. Uz brave ladz like what you and me are, we gets together in our buggies and trukks and bikes and traks and we finds all da bits so da Mekboyz can make da new hulk! Da Mekboyz work an' invent and dream up all kinds of smart stuff to make a new hulk so's we can all go back to da Waaagh!

The Orks stood as one and screamed at the top of their voices, "Back to da Waaagh! Back to da Waaagh!" They screamed up to the sky where they pictured the Waaagh going on amongst the glittering stars. "Back to Da Waaagh! Back to Da Waaagh!" They imagined how if they yelled loud enough the ladz in the Waaagh might even hear them over the noise of the battle.

So da Mekboyz makes da new hulk usin' all dem bits wot da ladz bring 'em. It gets bigga and bigga. All round it da ladz makes hutz and workshops an all that. Then da ladz makes da

brewhuts and slopshops and all dat stuff wot you needs. An dat is 'ow Mektown was built round da hulk. Da ladz takes all da junk they find to da Mekboyz who gives em teef so they can get more ladz together in more trukks with more guns to get more junk. It is a clever plan and when it is finished da new hulk will take us back to da Waaagh!

The Orks stood on cue and took up the chant once more. "Back to da Waaagh! Back to da Waaagh!" Bad Makz raised his bony arm and the Orks suddenly fell silent.

Da hulk gets bigga an' bigga, an fatta an fatta, an one day some smart lad says it looks like da biggest, fattest Ork ever. 'An ez right! All da ladz look at da hulk an says so too. An' of course, da biggest, fattest Orks of dem all are the great big fat Ork gods, Gork an' Mork!

The Orks sprang to their feet and took up the cry "Gork an' Mork! Gork 'an Mork! Gork 'an Mork! Gork an Mork!" until the desert was filled with their booming voices and Bad Makz raised his arms skyward.

Da clever Mekboyz 'ad made da god to carry us back to the Waaagh! Now some of da clever ladz says dis god is Mork and some says da god is Gork. Soon all da Orks in da world is shouting "Gork! Gork! Gork!" or "Mork! Mork! Mork!" An' hittin' each other and shootin' and fightin'. Mektown is burnin' an' da hulk is burnin' with all dem clever ladz inside still fightin' and still shoutin' "Gork! Gork! Gork" an' "Mork! Mork! Mork!" as they is burned and crisped to bits.

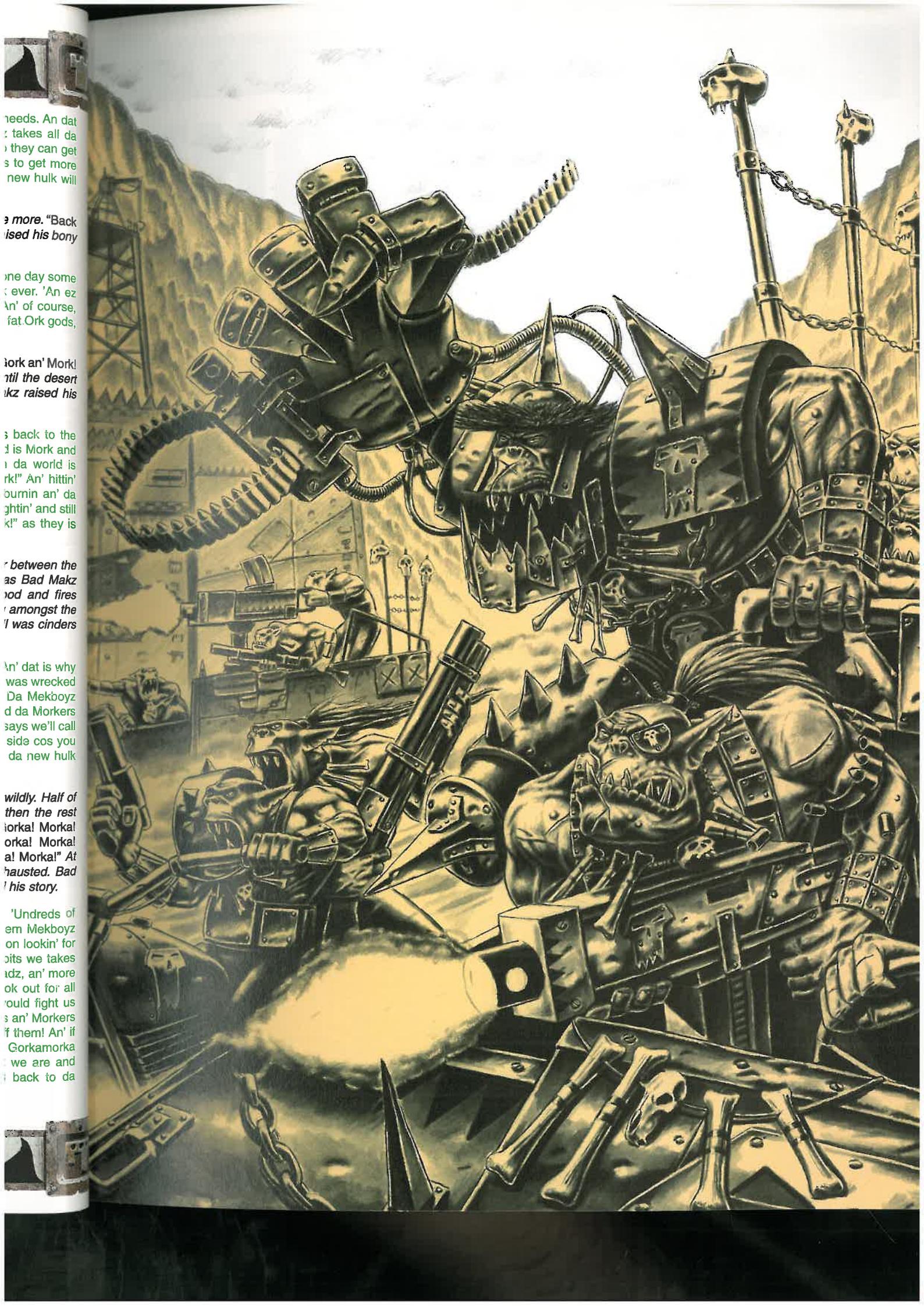
The Orks stirred to the description of the bitter war between the Gorkers and the Morkers! They listened in awe as Bad Makz described how the new hulk ran with green blood and fires gutted Mektown. They pictured the Orks grappling amongst the flames as their world fell down about them until all was cinders and smoke and charred ruins.

Yes! After da big scrap all dat was left was scrap. An' dat is why nowadays we calls a big fight a scrap. Da new hulk was wrecked in all da fightin' and lotz of Mekboyz were dead. Da Mekboyz wot was left, da Gorkers what shouted for Gork and da Morkers what shouted for Mork they starts again. Now they says we'll call da new hulk Gork and Mork just to be on da safe side cos you can never be too careful with gods. So they calls da new hulk Gorkamorka.

The Orks leapt into the air yelling and screaming wildly. Half of them shouted Gorka as loud as they could and then the rest roared Morka as Orkily as they could manage. "Gorka! Morka! Gorka! Morka!" At last they all collapsed to the floor hoarse and exhausted. Bad Makz waited until all was quiet before he resumed his story.

'Undreds of years it takes to make Gorkamorka. 'Undreds of 'undreds maybe, I don't know 'an I don't recon them Mekboyz knows either. It ain't finished yet is it! So we keep on lookin' for all dem bits until we finds 'em all. An' if we finds bits we takes em to da Mekboyz for teef so's we can get more ladz, an' more buggies, an' more guns, an' more stuff! An we look out for all dem sneaky Gorkaers, an cunnin' Morkers wot would fight us an' nick da bitz wot we find. An when them Gorkers an' Morkers find stuff we gets sneaky an cunnin' an' nicks it off them! An' if we finds enough bits maybe da Mekboyz will finish Gorkamorka an' Gorkamorka will say wot hard an' brave ladz we are and scoop us up in 'is great big 'ands and take us back to da Waaagh in da sky!





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GORKAMORKA

Gorkamorka is a high speed game of vehicle combat, a frantic struggle between mobs of wild Orks on sun-scorched wastelands. As a brutal Ork mob leader you must outfight your opponent by using skill, low cunning and luck. At your disposal you have primitive but effective weapons and, most importantly of all dangerous high-speed vehicles with which to cross the burning wastes of this inhospitable world. You'll soon learn how to arm and use your Ork warriors to their best advantage, and how to use their powerful buggies to destroy your enemy. Each time you play Gorkamorka your mob gets bigger and better and by winning games you earn teef. With teef you can buy more deadly weaponry, more vehicles or improve the ones you already have, and also hire more warriors.



AS THE GAME

BY ANDY CHAMBERS

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ruthless Ork
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Every time your mob fights it will grow and increase in power as the survivors learn new tricks and hone old skills. Young Orks quickly progress to become hardened warriors, and veteran warriors will grow stronger and more powerful with every success. As the gang's leader becomes richer and his followers become more dangerous, his fame grows in the eyes of Gorkamorka. Infamous warriors seek him out, industrious Mekboyz offer their services, and rival Orks plot his destruction. Fear and respect march hand in hand amongst the Orks as the twin marks of success.



ARM OF THE TYRANT



ACK ANDS

WARHAMMER
EPIC 40,000

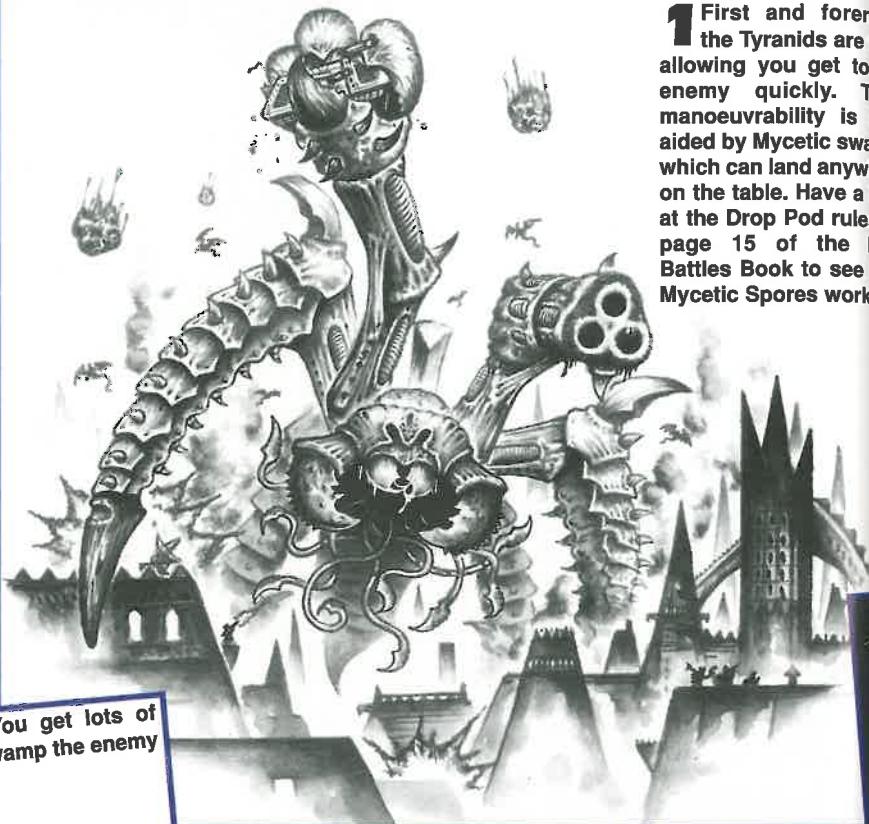
This month the entire range of Tyranid models is released for Epic 40,000. To help you in your bid for galactic domination we've put together some advice for all you would-be Hive Tyrants out there.

BY WARWICK
KINRADE
WITH HELP
FROM ANDY
KETTLEWELL



A TYRANID ARMY HAS SEVERAL MAJOR ADVANTAGES IN EPIC 40,000, AND YOU'LL HAVE TO MAKE THE MOST OF THEM IF ULTIMATE VICTORY IS TO BE YOURS...

2 Tyranid armies can be very large. You get lots of Tyranids for your points so you can swamp the enemy with lots of monsters.



We tried saturating their landing sites with toxins as recommended by Magos Biologis Hermiatus. This seemed to slow down the rate of their advance for a day or so. After three days the samples the men were bringing in from the battlefield indicated that the toxins were no longer having any effect. Magos Hermiatus has hypothesised that they have evolved an immunity to it. Our own casualty rate approaches eighty per cent. Less than ten per cent of our vehicles are operational and ammunition for our heavy weaponry is expected to run out in about an hour. Smaller Tyranid creatures are constantly found in our food stores, fuel dumps and supply centres. I cannot see how it will be possible to hold off another assault. The Emperor knows I have tried to do my duty. *Adeste Fideles.*

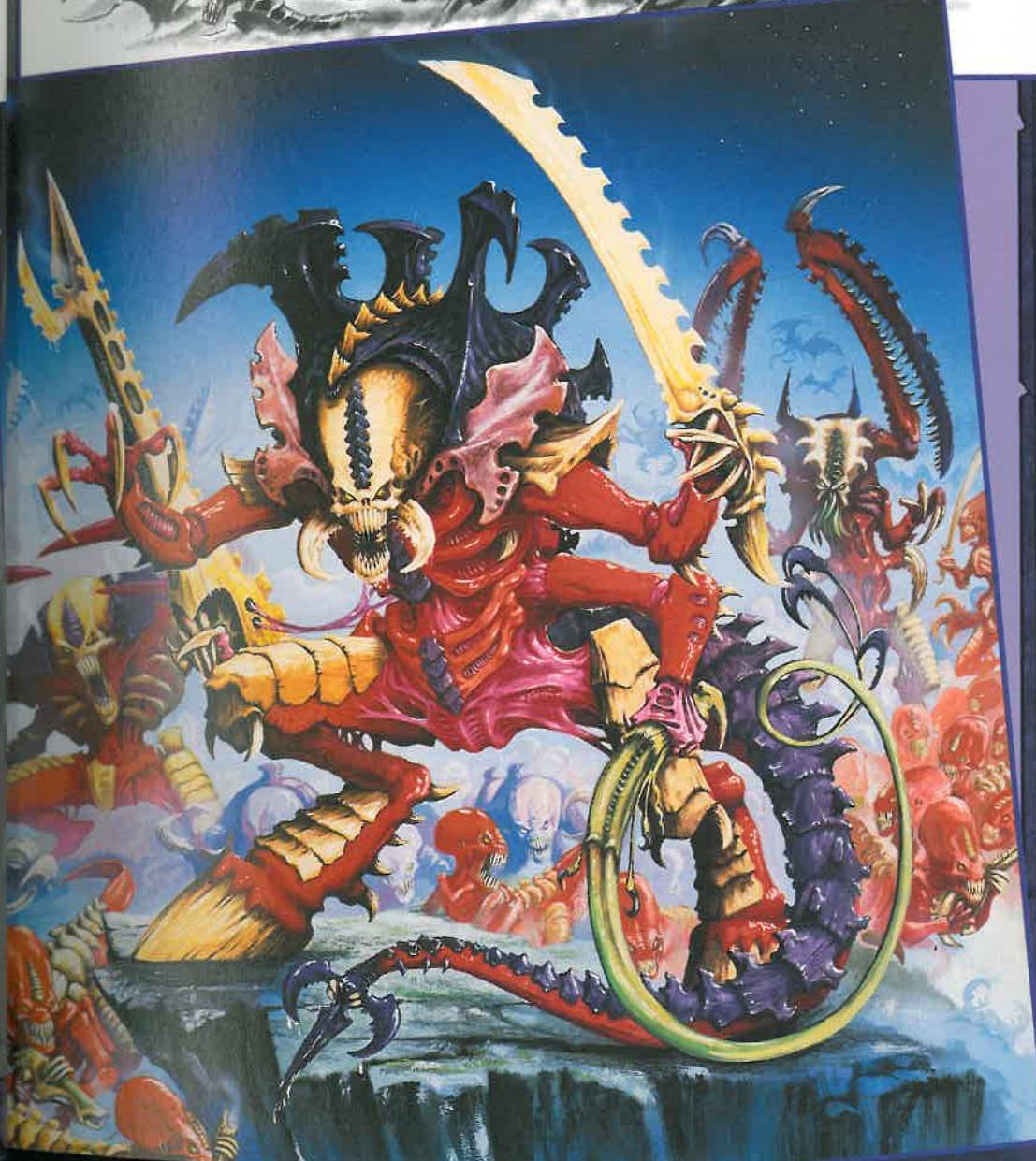
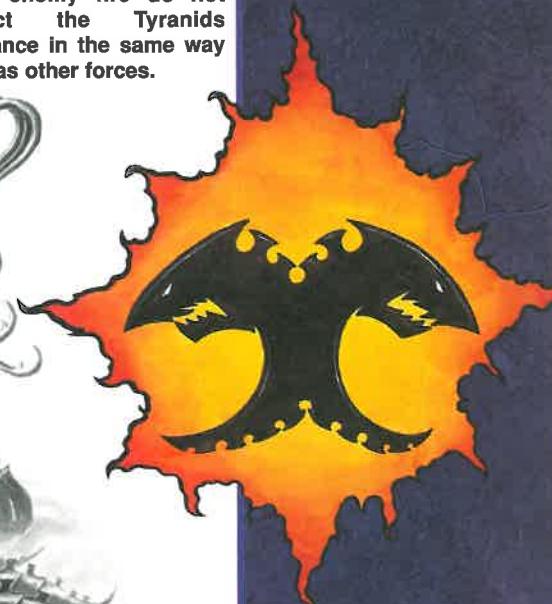
— Last report from the Imperial Commander of Devlan Prime.

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Tyranids are fa
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an land anywhere
table. Have a lo
Drop Pod rules
15 of the E
Book to see ho
Spores work.

3 The Tyranids have some of the largest assault factors in the game. Creatures like Genestealers, Carnifexes and Hive Tyrants are exceptionally good in close assaults.

4 The Hive Mind is implacable. Casualties and enemy fire do not affect the Tyranids advance in the same way as other forces.



**FINALLY, ALL
THE ABOVE
MAKE
FIGHTING
TYRANIDS A
FRIGHTENING
EXPERIENCE
FOR ANY
ARMY. EVEN
BEFORE YOU
START, YOUR
OPPONENT
WILL BE
SCARED AND
ON THE
DEFENSIVE.**

The basic Tyranid tactic is not subtle. Attack, attack, attack, don't hesitate just go, go, go. Pile towards the enemy and defy his guns to stop you. The longer you hesitate the more damage you will take. This plan is not for the faint-hearted, casualties are likely to be high, but when those Genestealers and Carnifexes do make it into close combat the enemy is all but doomed.

As well as examples of some tried and tested Tyranid tactics, we've also included some tips for the opposition! Although prolonging your miserable lives for perhaps a few more minutes is all it will achieve
ha, ha,
haaaaaa.....



Mycetic Spores

Ahhh, that special Drop Pod rule. If you're thinking of collecting a Tyranid army, you're going to like it! Here's a summary of how it's done (see p. 15 of the Epic Battles Book for details). If you successfully make the dice roll to see if they can come on, deploy the Spores at the start of your movement phase. To determine where they land, make some card markers (about 1cm across). Next write one number or letter on each bit of card that corresponds to each unit. Place all the cards on a barrage template and hold it above the area you want to drop the Spores on. Now for the fun bit... Flip the template over quickly, see where the cards land and deploy from there.

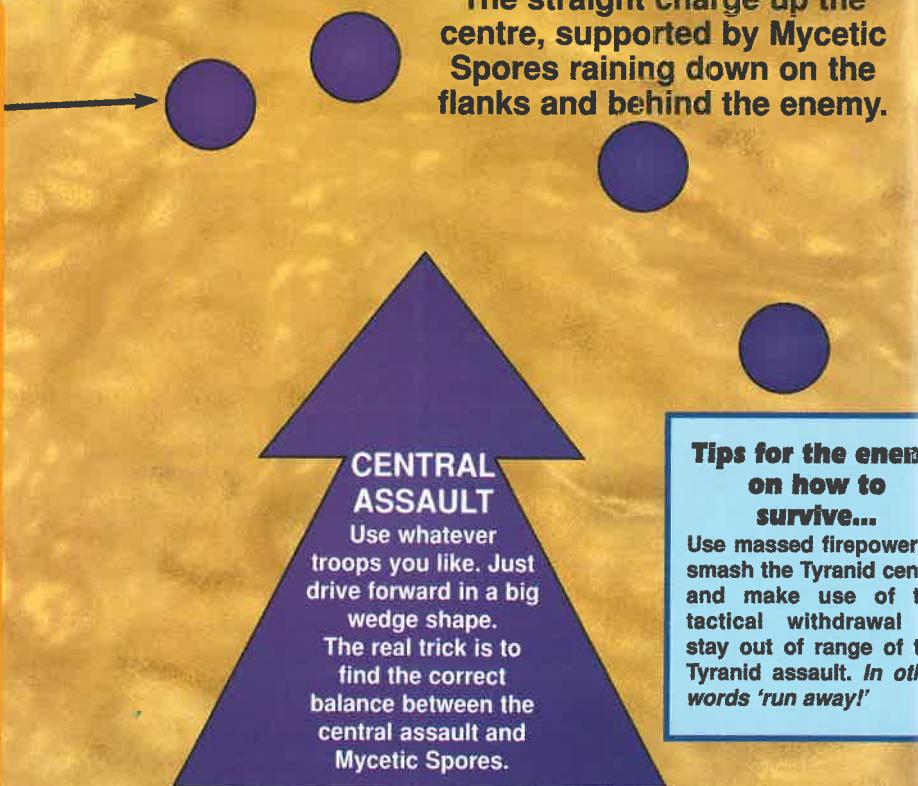


Never had open ground looked so good, Sergeant Marsen breathed an audible sigh of relief as he led his squad of guardsmen out of the claustrophobic jungle. Of the ten Catachans who had left on patrol that morning, only six remained. The other four had vanished utterly, an unerring, silent predator had taken even their screams into the impenetrable foliage. Even the hardened jungle fighters had been more tense and nervous than Marsen had ever seen. The slightest sound would bring a fusillade of laser bolts from the jittery men. Now however, the push through the nightmare jungle was over.

Marsen ordered the men to rest, to repair shattered nerves before the last leg back to the fortress. Even as he did, a wild ululating scream like a thousand souls in agony rolled across the moor. The weak sunlight, glistened off the chitinous carapace of a monstrous creature. It was the size of a dreadnought with four huge, scythe-like arms which was barreling towards them at considerable speed. Without a second's hesitation the men were all on their feet and running for the comparative safety of the jungle.

ENEMY ANNIHILATION PLAN 1

The straight charge up the centre, supported by Mycetic Spores raining down on the flanks and behind the enemy.

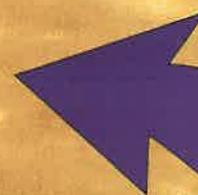


Tips for the enemy on how to survive...

Use massed firepower to smash the Tyranid centre and make use of the tactical withdrawal to stay out of range of the Tyranid assault. In other words 'run away'!

Big, sharp, pointy bity things coming to eat your brains...
When faced with this kind of pincer assault, the best bet is to simply attack the centre!

FLANK ASSAULT
(Hormagaunts,
Termagants,
Genestealers, etc)



YOU'RE GONNA GET YOUR... PLAN 2

The pincer attack with powerful assaults coming simultaneously on both flanks to envelop the enemy, whilst your centre rains bio-artillery fire on them.

BIO-ARTILLERY
(Heavy firepower such as Biovores, Exocrines, Dactylis etc)

FLANK ASSAULT
(Hormagaunts,
Termagants,
Genestealers, etc)

Shamelessly confident Tyranid player wonders if you should really bother, but if you insist...

Use war engines to hold up the flank whilst your main force deals with the Mycetic Spores.

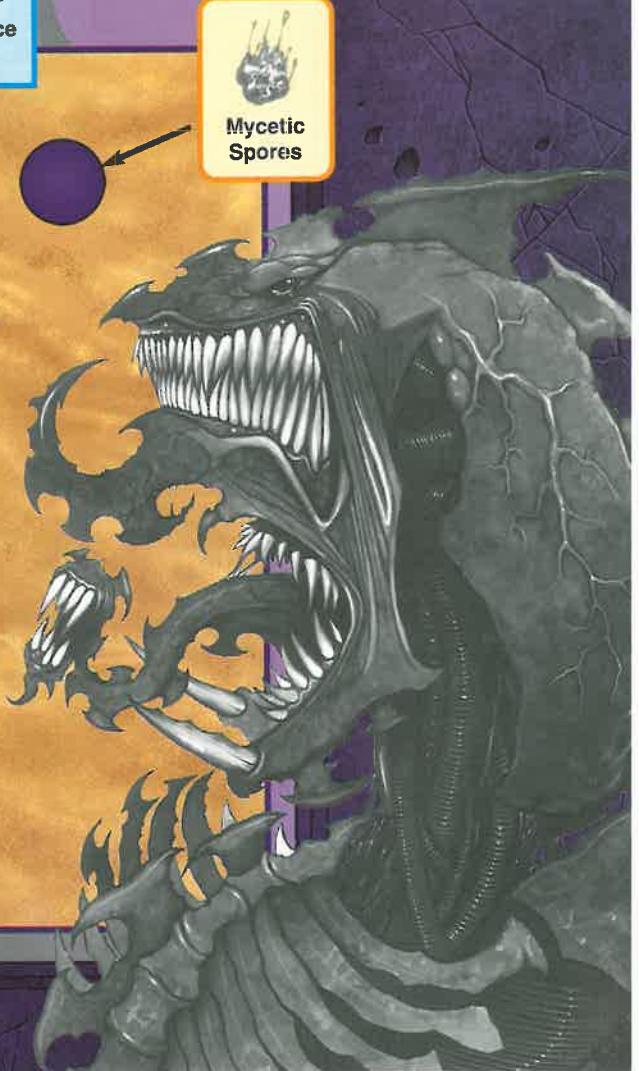


Mycetic Spores

FLANK ASSAULT
(Hormagaunts,
Termagants,
Genestealers, etc)

Yum yum, more armies to eat. Plan 3

The flank attack, where you load one flank with an unstoppable mass of creatures and sweep around one of the enemy's flanks, whilst Mycetic Spores distract the enemy's fire.



SWARMIN' & SPAWNIN'

Each of your Tyranid swarms can be chosen from the army list to perform a very specific battlefield role. To help you along the way I've chosen some example swarms and explained the thinking behind my choices.

1 - ASSAULT SWARM

My first choice of swarm is a general assault swarm. I want it to be fast moving and very hard hitting. This is the sort of swarm that will rip the heart out of the enemy army with close assaults. It needs to be large so that casualties won't affect its close combat potential too badly.

1



Hive Tyrant

A Hive Tyrant is all round mean. Armour 6, firepower 2 assault 6 and a psyker with a save! They are prone to be picked off by special weapon shots, especially anti-tank weapons. However, this is perhaps because they scare the enemy so much and attract a large amount of fire.

BE AFRAID, BE VERY AFRAID

Tyranids always pass Leadership tests and are never broken if they have any Synapse creatures in the swarm! Remember you must choose three Synapse creatures to control each swarm.



WHAT'S IT WORTH?

The swarm is now worth 400 points and has a massive total assault value of 109, enough to smash any opponent. It can also mass a surprisingly useful 20 firepower as well. The swarm has a reserve speed of 15cm, and with 31 units it has a half strength of 16, with a morale value of 8. Lots of Synapse creatures will ensure the advance continues come what may.

Another noteworthy point here is that all the units in this swarm are infantry, so they can make better use of cover bonuses whilst they advance.

is all round 3, firepower 2, psyker with a special weapon, anti-tank. However, this is because they scare too much and amount of fire.

VERY AFRAID ass Leaders or broken if the creatures remember you three Synapse of each swarm.

WORTH? Now worth 40+, massive total 09, enough in. It can also be very useful. The swarm has a 15cm, and a half strength value of 6 creatures will continue.

1 point here is this swarm and can make bases whilst the

2 Carnifexes
Carnifexes give my swarm a little more flexibility. As well as lending their rampaging might to the close combat they have firepower 2, so they will be useful should I want to soften up the enemy first by going onto overwatch for a turn. Surprise moves like this can throw your opponent's plans. Like Hive Tyrants, your Carnifexes are likely to be picked out by special weapons though, which is why I've taken 2 of them.

3 Lictors
Lictors are very useful to a swarm. Not only are they good assault troops, but their Infiltrate ability makes them perfect for revealing hidden Set-up markers before I commit my main strength to an attack. Their increased command radius also makes them good at picking off stray enemy units. Because they infiltrate they get an extra move in their first turn, so they can start threatening the enemy early. All round nasty.

4 Genestealer Units
More Genestealers just in case some are killed during the advance. It's also worth saying that 10 points per unit is cheap. Excellent value madam!

5 Termagant Units
Whilst not very powerful, Termagants are very cheapskate and will make a good screen for my swarm. Termagants absorb the first enemy fire, and any survivors can lend support in close combat or firefights.

6 Hormagaunt Units
Like Termagants Hormagaunts are cheap, they are also very fast and mean in close combat. The Hormagaunts are also expendable, but should any survive to assault the enemy then their speed will allow them to attack units deep in the enemy lines, towards the rear of enemy detachments. This makes it hard for defeated enemy units to withdraw without ending up with 15cm of a Hormaguant and being automatically destroyed.

7 Genestealer Units
Genestealers are the real strength of my swarm. Their assault value of 6 will mean I should massively beat the enemy's assault total, making winning the close combat a certainty.

8 Termagant Units
More screening troops. My thinking here is that the bigger the screen the longer it will take the enemy to kill them all and get to the better stuff behind. Ask any 40K Tyranid player how well this works against most enemies.

9 Lictors
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1



2 Tyranid Warrior Units

I don't intend to get too close to the enemy with this swarm. Hopefully my Tyranid Warriors won't take much fire and their small numbers will keep the other creatures in touch with the Hive Mind (it's good to talk!). I really want the swarm on overwatch to maximize their firing potential, with Tyranid Warriors lurking near the back to protect the bio-artillery.

2 - BIO-ARTILLERY SWARM

Tyranids may be the most powerful close combat force in the galaxy but their attacks still need some long range support. The bio-artillery will place so many Blast markers that an enemy detachment will be unable to escape your main attack, dooming them to a messy end!

2



1 Tyranid Warrior Unit

The warriors will be useful in protecting the swarm from close assaults by fast-moving enemy, and to snipe at any enemy that come too close for comfort.

3



1 Tyranid Warrior Unit

Notice the almost minimum expenditure possible on Synapse creatures, so I can afford a few extra broods.

TYRANNID DETACHMENT CARD

EPIC 40,000

RESERVE SPEED	10
HALF STRENGTH	6
MORALE VALUE	5
TOTAL POINT COST	244

7



3 Dactylis

Dactylis have the same range as Biovores. They also have excellent armour so they can protect the more exposed Biovores from enemy fire by staying at the front of the swarm.

6



1 Biovore

Bang bang you're stuck!

5



1 Biovore

More Blast markers thank you very much!

4



2 Biovores

Excellent for placing Blast markers, especially on fast moving enemy detachments which could otherwise avoid your main assault. I shall get them on overwatch and just fire away.

BLAST MARKER 'EM

This swarm costs 244 points, with a half strength of 6 and a morale value of 5. This swarm should not be exposed to too much enemy fire. The enemy should have my assault swarms to worry about, but if it does get attacked and broken it won't cost me the battle in army morale points.



3 - MYCETIC SWARM

A personal favourite of mine. I think you have two options with your mycetic swarms. They can be either large assault units, which can be deployed close to the enemy and charge straight in. This is risky because you will have a lot of points in reserve, and a few bad dice rolls for reserves will leave you fighting against a stronger enemy. Or you can have small swarms, which can land in front of the enemy as a diversion from your main attack. This means the swarm is doomed to taking high casualties, but the more enemy fire they attract the better, it means your main attack is advancing unmolested. The second example is the one I've chosen to show in a little more detail.



Hive Tyrant

Big and scary, his presence will force the enemy to direct special weapons fire at the swarm.



2 Tyranid Warrior Units

Not too many Synapse creatures here. The Mycetic swarm shouldn't have that far to advance after landing and therefore won't take much incoming fire (so the theory goes).



1 Tyranid Warrior Unit

The minimum requirement, to save points for more fodder troops.



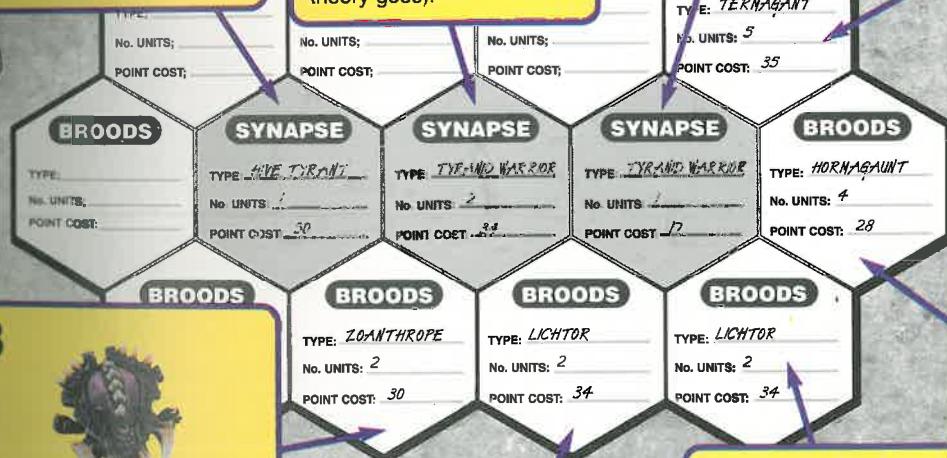
4 Termagants

The cannon fodder. Their main purpose is to die first and support any close assaults.

DETACHMENT CARD

EPIC 40,000

RESERVE SPEED	10
HALF STRENGTH	10
MORALE VALUE	4
TOTAL POINT COST	194



2 Zoanthropes

Zoanthropes will give the swarm an advantage in close assaults for having more psychers, and if they survive the enemy fire the swarm may still have enough hitting power to beat them. Zoanthropes are slow but this should not be too much of a problem because arriving in Mycetic Spores means they won't have far to go in order to reach the enemy.



2 Lictors

More nasty infiltrate moves to surround the enemy and get him really worried.



6

2 Hormagaunt Units

Fast and deadly, hopefully the enemy will be worried enough by the threat of the Hormagaunts to commit a lot of firepower to stopping them. All the better for my overall plan (imagine hands rubbing together with glee, slanty eyes, evil grin, that sort of thing).

FALLING DEATH

The swarm weighs in at only 194 points, which is cheap, but they still have a reasonable assault value, and deploying from Mycetic Spores means they can threaten the enemy in their first turn, especially with all those Lictors.

CONSUME ALL

I've covered Assault Spawn, Bio-Artillery and Mycetic Spores, but there is more to the Tyranid invasion than this. Here are some other suggestions for using the Tyranid army lists. Total galactic domination here we come...



BIO-TITANS

For me Bio-titans are best used as war engine killers. War engines can be very hard for the Tyranids to destroy because of their massive assault values and refusal to break. The best answer to them is to take your own Bio-titans equipped with ripper tentacles and razor claws, and scuttle towards the enemy war engine as fast as possible. Once in close combat the enemy war engine is in big trouble.



ARMOURED ASSAULT SWARM

Assault spawn carrying lots of Hive Tyrants, Carnifexes, Genestealers and Tyranid Warriors storming into battle at very high speed (25cm a turn actually).

This is a good way to include lots of Zoanthropes as well and because they are being transported their low speed will not slow down the entire swarm. The swarm could also include some Exocrines for anti-tank support, or Dactylis, but they will slow down the advance.



DOMINATRIX

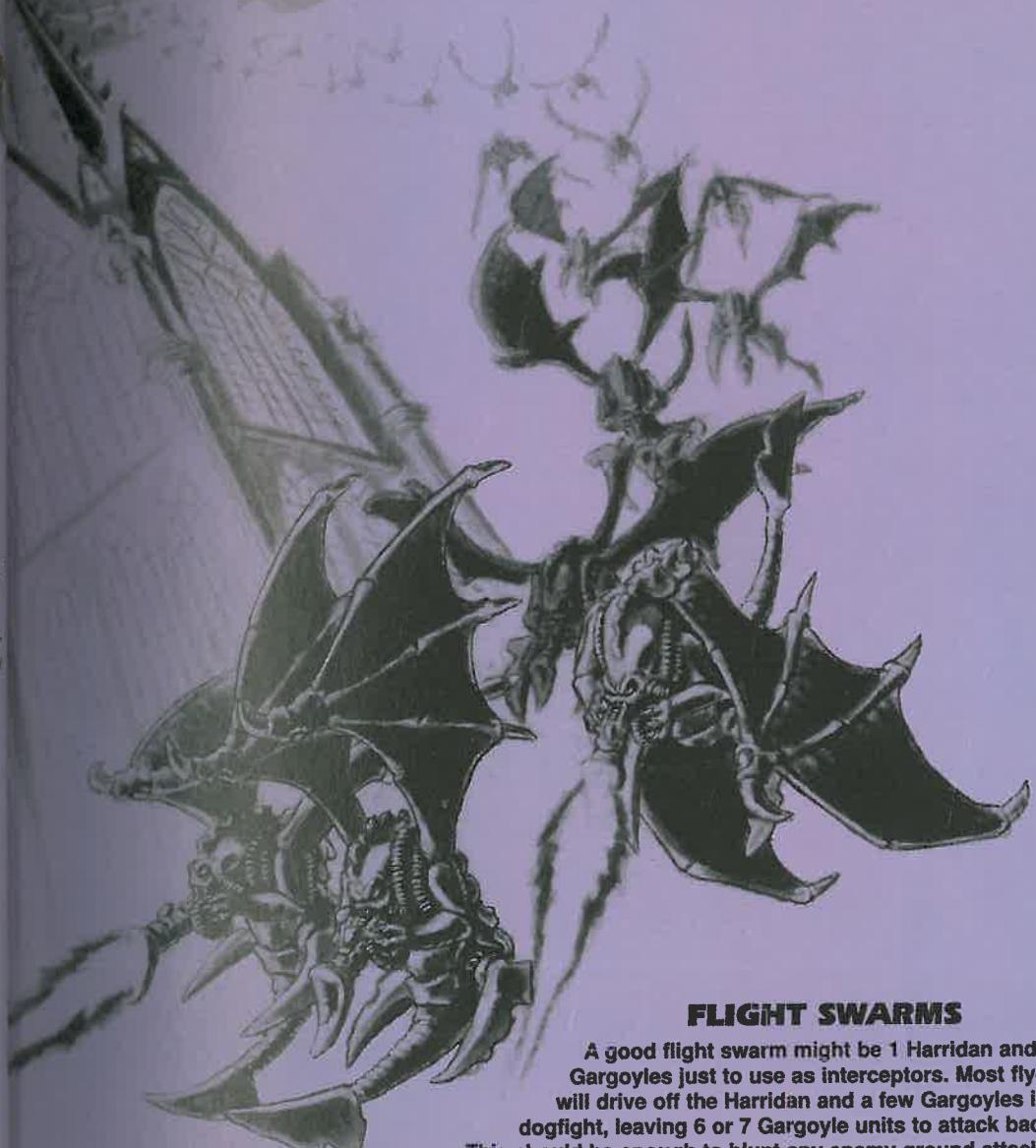
Your army's supreme commander is the Dominatrix. The Dominatrix is one mean mother. It is a war engine which means it cannot be broken, can move, fire all its weapons and move again in the assault phase. You can only take one Dominatrix per 2,000 points in your army, but it does have an added advantage over other supreme commanders because it gives you a re-roll in close combats or fire fights even if it is only in support of the assault. Most supreme commanders have to actually be involved to give you the re-roll, it is a subtle difference but one which could be vital in a close fought assault. Your Dominatrix is best of supporting your assault swarms.



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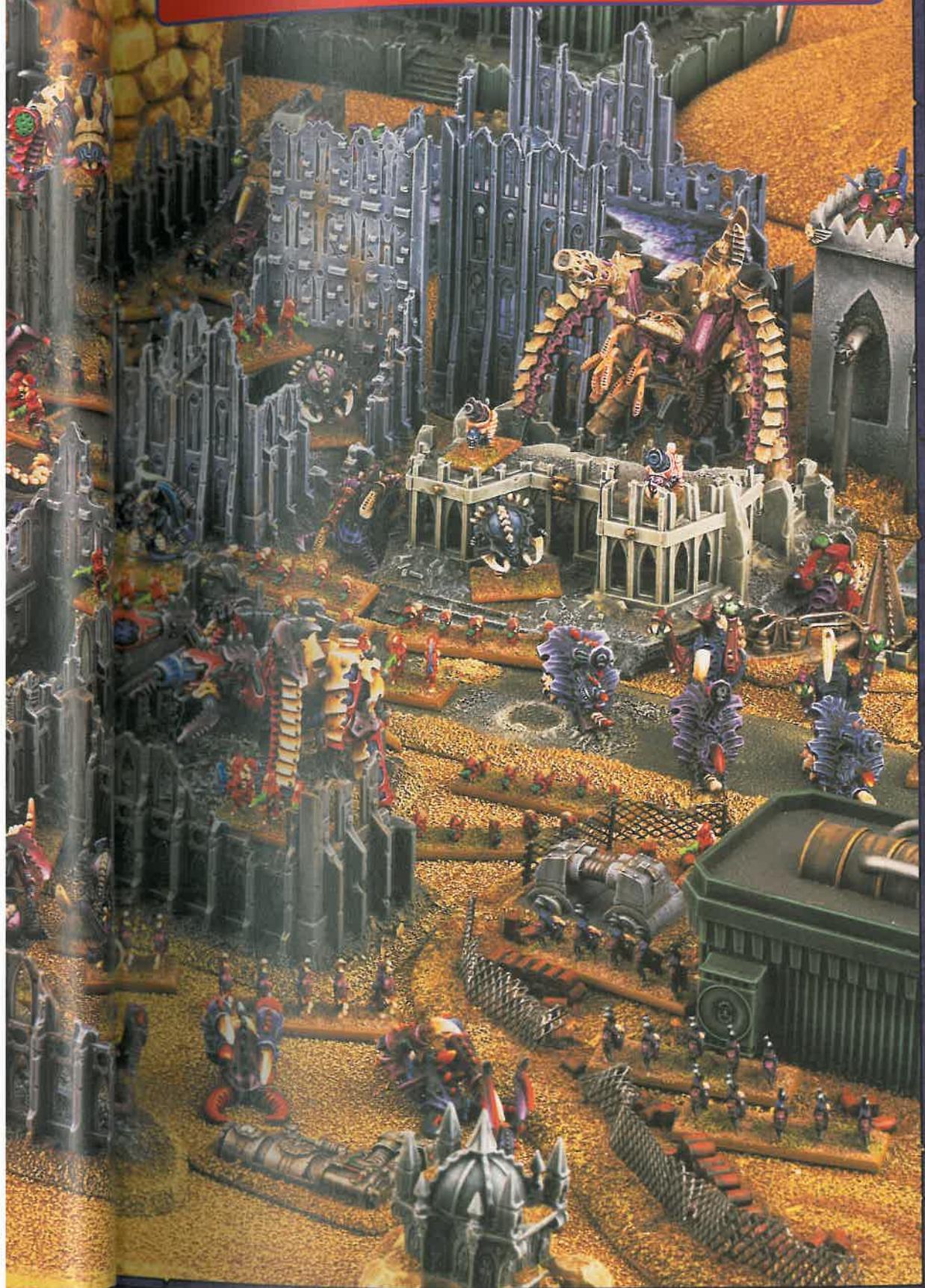
FLIGHT SWARMS

A good flight swarm might be 1 Harridan and 10 Gargoyles just to use as interceptors. Most flyers will drive off the Harridan and a few Gargoyles in a dogfight, leaving 6 or 7 Gargoyle units to attack back. This should be enough to blunt any enemy ground attack. If the enemy has no flyers then the Harridan is free to make its ground attacks, but otherwise just use them to cancel out your enemy's airpower, leaving your ground swarms free to get on with the real task of eating the enemy. Yum, yum.





TYRANIDS ENGULF THE SMASHED
REMAINS OF A PROUD IMPERIAL CITY



WARWICK'S HIVE FLEET

When I started playtesting Epic 40,000 I elected to take on the task of galactic domination with the might of Hive Fleet Kraken. I already have a Tyranid army which I fight with in Warhammer 40,000 so it seemed natural to extend the army into Epic 40,000. Besides the only other option was the much despised Eldar, yuk!



PAINTING MY 'NIDS

My first priority was to get a lot of Tyranids painted quickly. Individually each model did not have to be brilliantly painted, they just had to look good as part of a larger army. I could always go back and add some more details later.

I have a quick method for applying the first coat of paint to my models:

I started with the infantry. All my Tyranid Warriors, Termagants and Lictors were sprayed red. Then I gave them a quick dry brush with a red/orange mix. Next I covered them in a thin black wash which I let dry before I picked out chitinous armour plates in bone and weapons in green. For the Genestealers and

Hormagaunts I did exactly the same except I used blue instead of red spray.

For the larger models I developed a quick method for base coating and spent a little longer on the details.

1. I sprayed them black. Simple enough so far.

2. When they were dry I sprayed them with Blood Angels Red, making sure I kept the spray can a good distance away from the models so as to only lightly cover them. This leaves the black in the folds and detail of the models giving them instant shading. Another way of getting the same result would be to dry brush the model red, using a big brush for speed!

3. Next I drybrushed the entire miniature with a red/orange mix, taking slightly more care

this time to only highlight the raised areas of the model.

4. Now I had a red model with some shading, it was time for the details. I picked out flesh and muscles with purple or pink, and painted chitinous armour and claws with bone then quickly highlighted each area. Over the top of all this I added a thin black wash into all the cracks and crevices.

5. Finally, all the units were given grey bases, because at the time we were using Robin's ash waste terrain a lot for play testing, and my own terrain is also ash wastes, so it made sense for them to be this colour. There is a stage-by-stage example of my Hive Tyrant above.

Et voila! By painting 5 or 6 models at a time and not being too precious about the details I had an entire Tyranid army in just 2 days!

MODELLING MYCETIC SPORES

A final note here about Mycetic Spores. I took to using lots of Mycetic swarms in battles. So to represent them I build some spore impacts, just to scatter around and make the battlefield look cool, with gribbly monsters emerging from all over the place.

To make them I used smashed up walnut shells, spare models off the Tyranid plastic sprue and lots of PVA glue oozed all over them for embiotic fluids. I let the goopy mess dry then painted them to fit the rest of my army. Simple really!



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CHOOSING MY SWARMS

I've already described the swarms I like to use in my army earlier in this article. There are, however, a number of notable exceptions.

My flight swarm consists of two Harridans and no Gargoyles, which I only use for ground attacks against enemy detachments. In the past my Harridans have been prone to being driven off by enemy interceptors, but now I can usually time my attacks well enough for them to be

a problem. Even if I have to wait a turn or two in order to launch a strike, the suspense can really distract my opponent.

In my army, one of the Mycetic Spore detachments is based on my own Warhammer 40,000 Tyranid army. One of the things I like about the game is that you can recreate your Warhammer 40,000 armies as detachments in Epic 40,000. They don't always work as well in an Epic 40,000 game but it just adds to the fun. I like to see my Warhammer 40,000 force

battling away, and usually send them in to capture objectives or launch assaults. This is so I can play them out as Warhammer 40,000 games later. It's just a bit of fun really, but it does allow you to combine the two games. I've done the same with my Space Wolves army for my Epic Army of the Imperium.

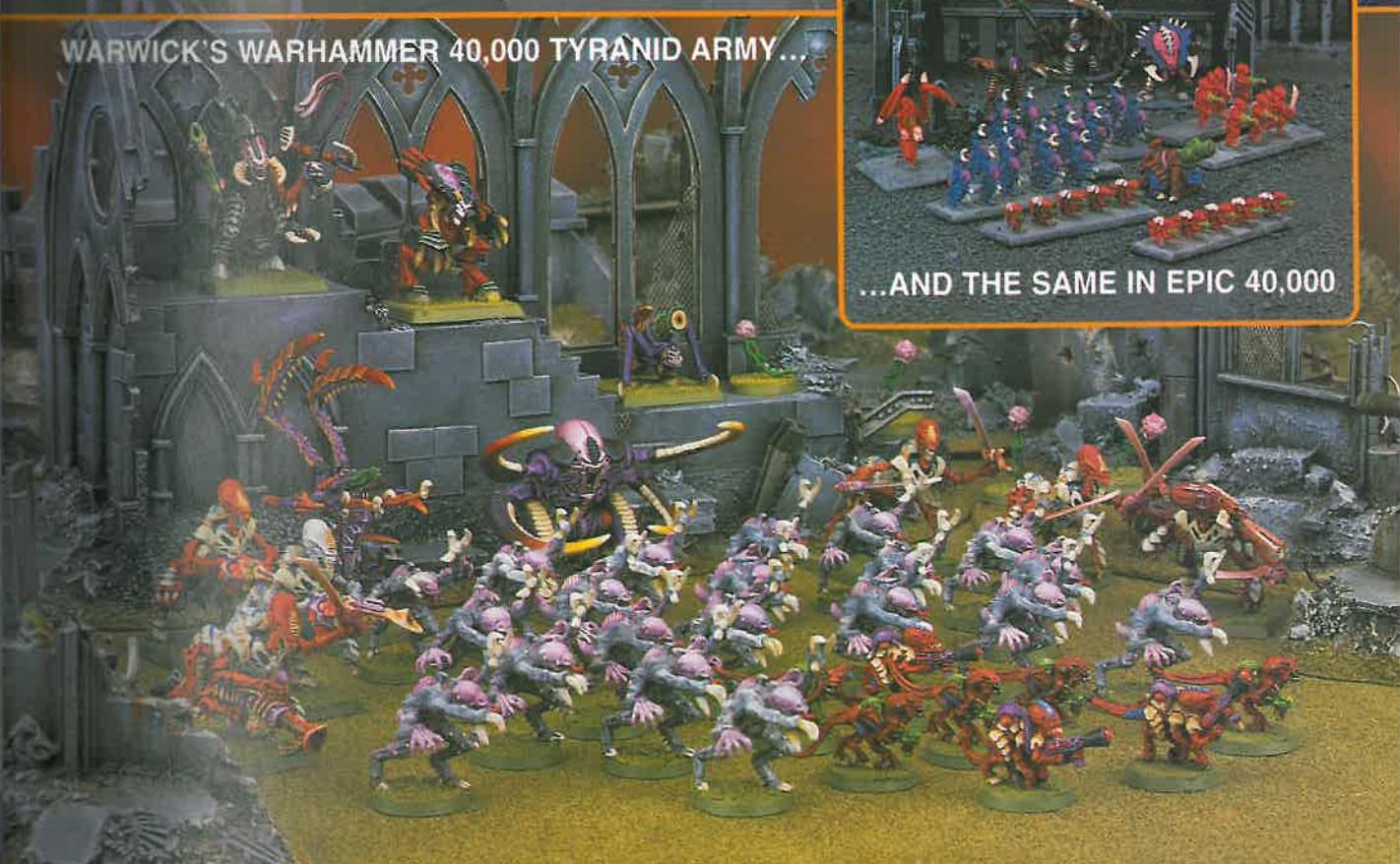
As yet my Tyranid force doesn't include any Bio-titans although I'm in the process of painting a Hierodule and a Hierophant. An army is never finished, it seems you always need something else!



WARWICK'S EPIC 40,000 ARMY



WARWICK'S WARHAMMER 40,000 TYRANID ARMY...



...AND THE SAME IN EPIC 40,000

BUG HUNT

Now for all you non-Tyranid players out there here are some examples of the useful weapons you have at your disposal for you to crush the Tyranid advance. First for the Armies of the Imperium...



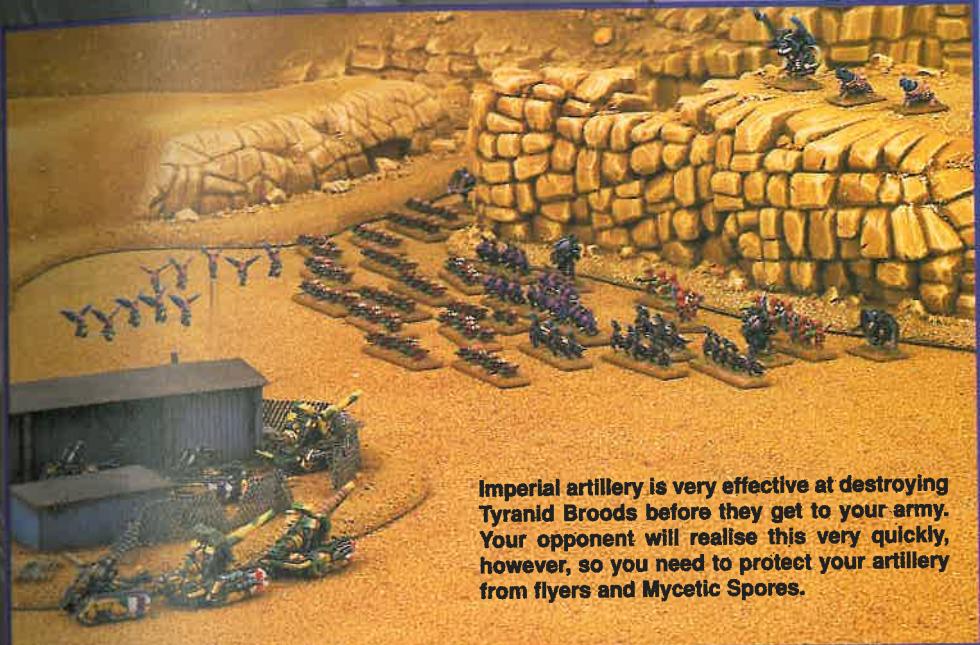
Land Raiders have two special weapons (anti tank) which means that they can target any model in range. They are useful for killing Tyranid Hive Tyrants and other Synapse creatures.



Thunderhawk Gunships are good for rapidly deploying detachments and surrounding the Tyranids, ready to wipe them out with superior firepower. Just watch out for the Gargoyles.



Land speeder and fire units have a high speed and firepower so they are fast enough to avoid close combat with Tyranids and able to destroy units by shooting.



Imperial artillery is very effective at destroying Tyranid Broods before they get to your army. Your opponent will realise this very quickly, however, so you need to protect your artillery from flyers and Mycetic Spores.



War engine has a lot of firepower which is always good when you are fighting Tyranids. They also can't be destroyed by flyers and can be used to hold a defensive position.



...then for the Orks.



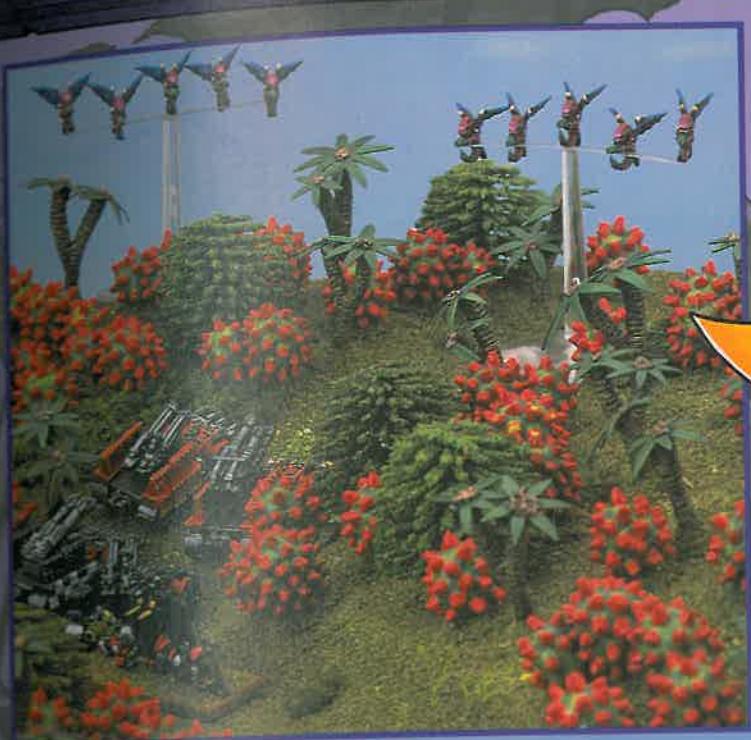
Even Ork fighter-bommerz can win against Gargoyles and Harridans...



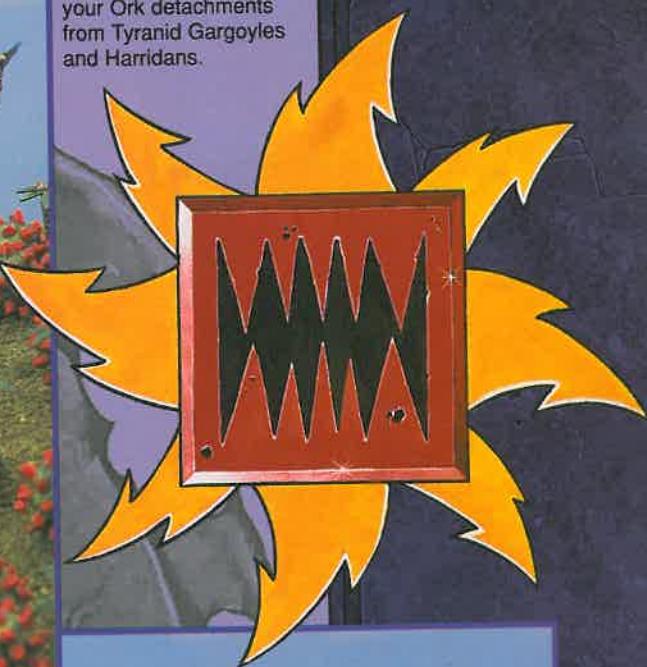
Fast detachments such as the Kult of Speed can be used to move around the Tyranids and shoot at them from behind.



Ork war engines have lots of firepower to kill hordes of Tyranid creatures, and lots of special weapons to kill Synapse creatures and Bio-titans.



Flak wagons can protect your Ork detachments from Tyranid Gargoyles and Harridans.



When fighting Tyranids it's best to have as much firepower as possible so big detachments of Shooty Boyz, support weapons and Dreadnoughts are always welcome.



The Orks have huge detachments in their army. Large detachments have a lot of firepower for shooting and a high survivability value which gives them a chance when the Tyranids get into close combat.

AUSTRALIAN STORES AUSTRIA

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Westfield Shoppingtown
Belconnen ACT 2617
Phone: (06) 253 4747

NEW SOUTH WALES

Games Night: Thursday

CHATSWOOD: Shop 447A
Westfield Shoppingtown
Chatswood NSW 2067
Phone: (02) 9415 3968

CASTLE HILL: Shop 495
Castle Towers
Castle Hill NSW 2154
Phone: (02) 9899 8188

MIRANDA: Shop 1048a
Westfield Shoppingtown
Miranda NSW 2228
Phone: (02) 9526 1966

NEWCASTLE: 197 Hunter Street
Newcastle NSW 2300
Phone: (049) 262 311

SYDNEY: Shop G05
City Centre Mall
(Pitt Street entrance) Market Street
Sydney NSW 2000
Phone: (02) 9267 6020

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Citi Centre Arcade
145 Rundle Mall
Adelaide SA 5000
Phone: (08) 8232 7611

VICTORIA

Games Night: Friday

GREENSBOROUGH:
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Greensborough Plaza
Greensborough VIC 3088
Phone: (03) 9432 2244

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Centrepoint Mall
283-297 Bourke Street
Melbourne VIC 3000
Phone: (03) 9654 7700

RINGWOOD: Shop L44
Eastlands Shopping Centre
Ringwood VIC 3134
Phone: (03) 9876 0099



ETAIL

AUSTRALIAN STORES AUSTRALIAN ST

GREENSBOROUGH!

Our Boyz in Retail have just opened another store, this time in Greensborough, Victoria. This new store is on the third level of Greensborough Plaza, right next to the cinemas.



*Left: Upon hearing of his latest mission
Store manager Andrew Long reacts calmly.*

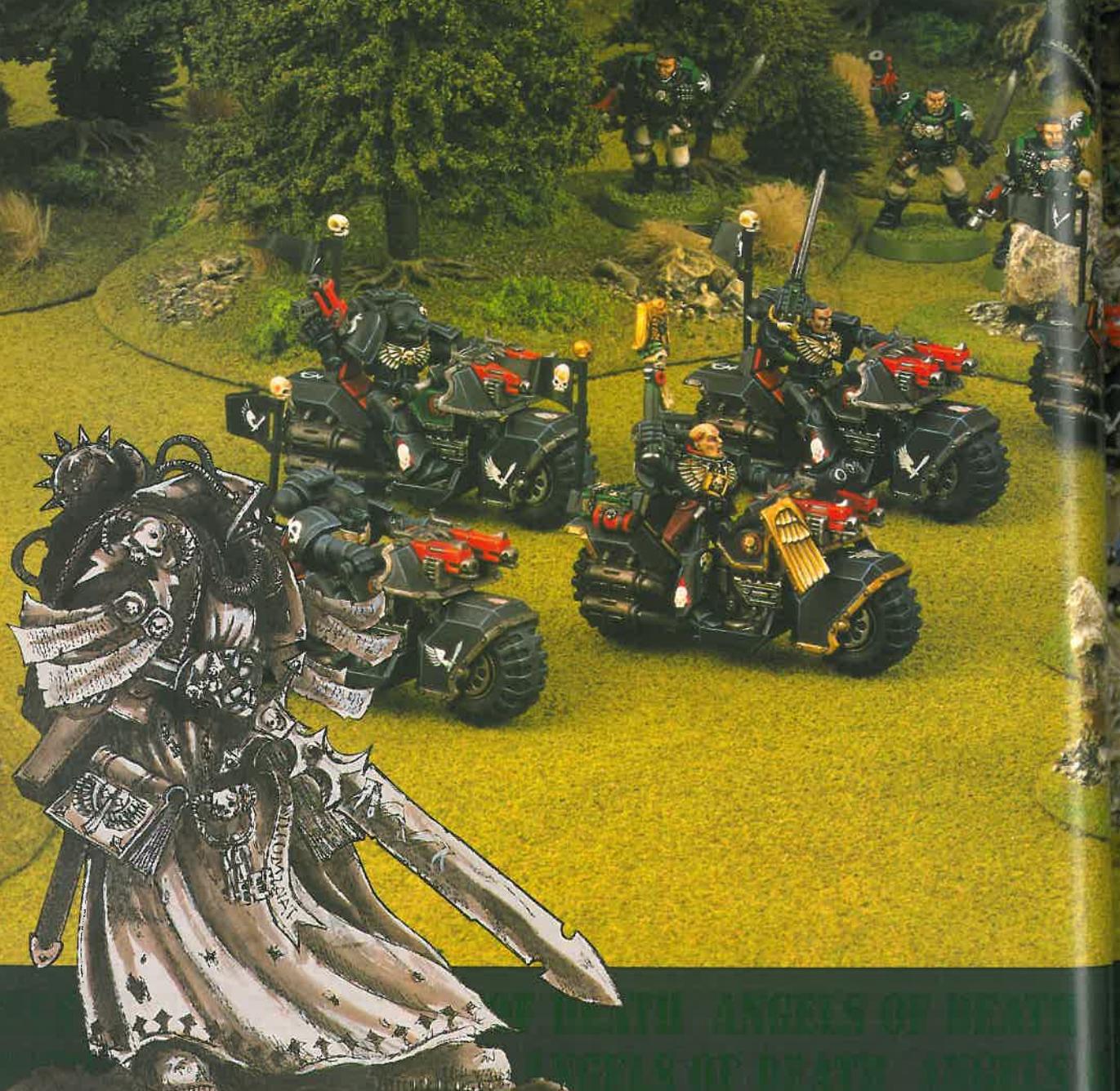
Above: The new Greensborough outpost in all its glory.

*Below left: "Undead!" Mark Tainton leaps to his feet,
"Let me tell you about Undead!"*

*Below right: Dark Angels commander Rob Holtom suggests
you first study your enemy by checking the Imperial data banks.*

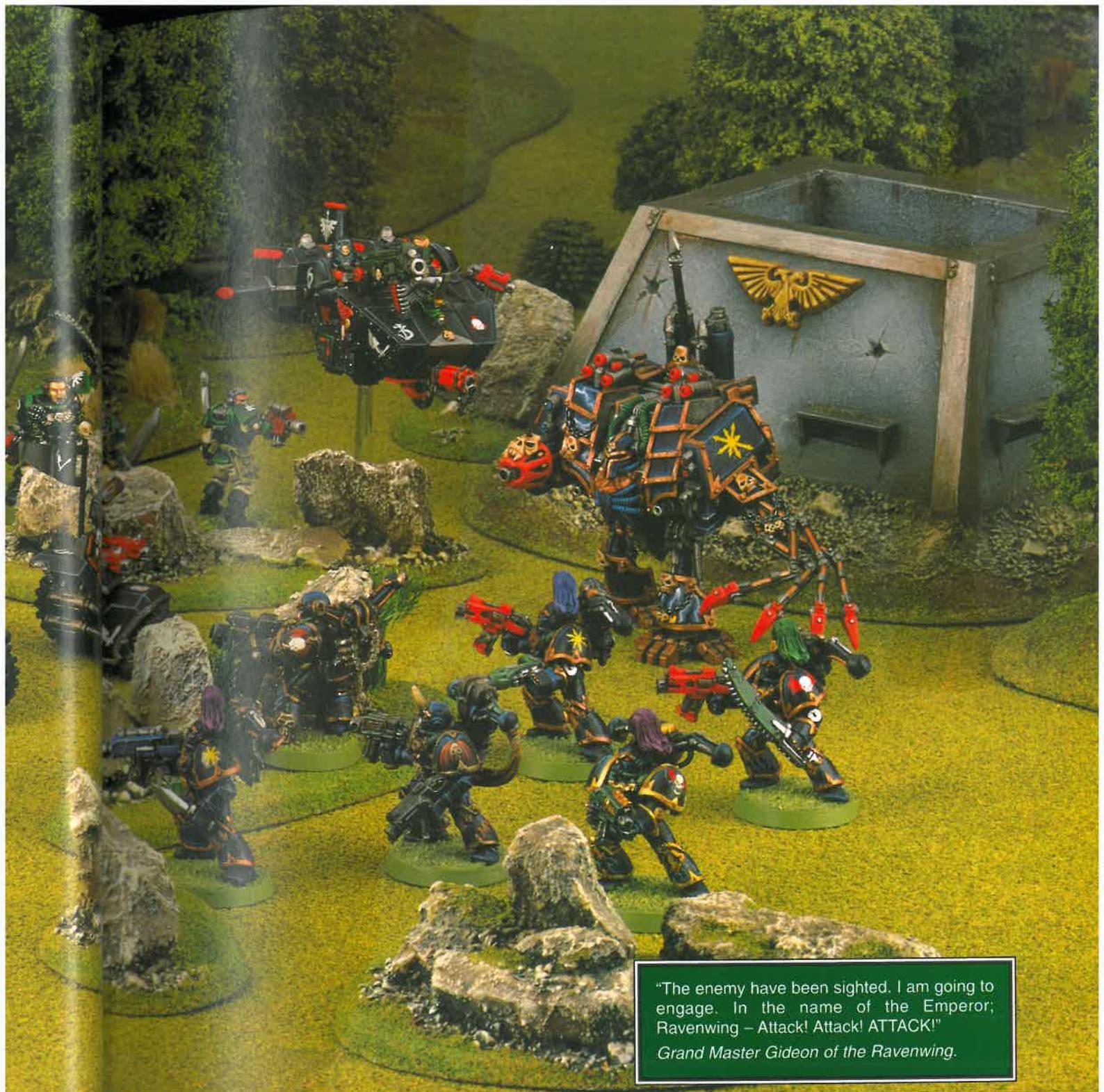


BOYZ IN RETAIL



REDEMPTION!

REDEMPTION! REDEMPTION! REDEMPTION!



"The enemy have been sighted. I am going to engage. In the name of the Emperor; Ravenwing – Attack! Attack! ATTACK!"

Grand Master Gideon of the Ravenwing.

With the release this month of the Ravenwing Attack Force box and the Storm of Vengeance scenario pack, everyone's been going absolutely crazy about the Dark Angels here at Games Workshop! We asked a few well known (and not so well known) Dark Angels commanders to give their views on some of the varied and unusual squads that the Dark Angels are so famous for. And as if that wasn't enough, we've also given you one of the Storm of Vengeance scenarios that we just couldn't squeeze into the scenario pack, with all the bits you'll need for it printed on this month's card section!

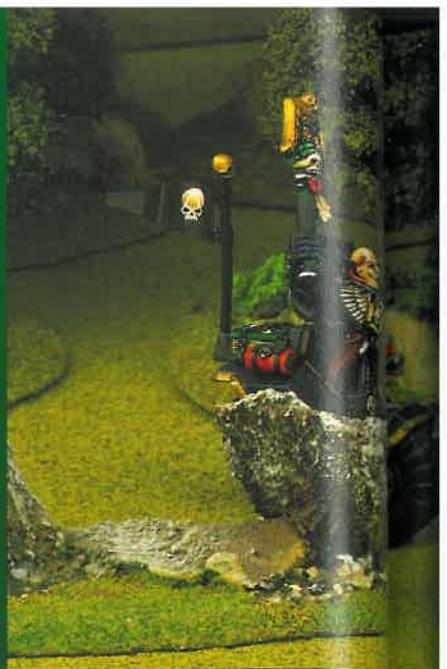


Mark Bedford: I've just completed a Dark Angels allied contingent for my Imperial Guard army. The Imperial Guard can be quite a slow moving force, particularly if you have a lot of troops and not that many transport vehicles. My Dark Angels are really fast and deadly fighters, each capable of holding his own against all manner of foes. I have a couple of assault squads with jump packs in my force, and am currently painting up some

Ravenwing. Of course, I'm going to add some of the new Scouts as well! I only take the things that fit the theme of my army. I won't take something just because it's hard, it has to fit in. As an assault force, the Dark Angels are unparalleled.



Iain Compton: Ravenwing Bike or Land Speeder squadrons are a great way to speed up a game of Warhammer 40,000. And because they're bought from the squad's allowance you can have a lot more Bikes and Land Speeders in a Dark Angels force than in any other Space Marines army. In fact, you could have an army made up entirely of Ravenwing if you wanted to!



"What is the terror of death? That we die.
What is the joy of life? That we live.
What is the horror of our work incomplete? That we die.
What is the joy of life? To live knowing our task is done."



"Forget your past life. From this day on you are simply a Dark Angel – nothing else is of consequence. The Chapter is all that matters."

Chapter Master Azrael addressing new recruits.



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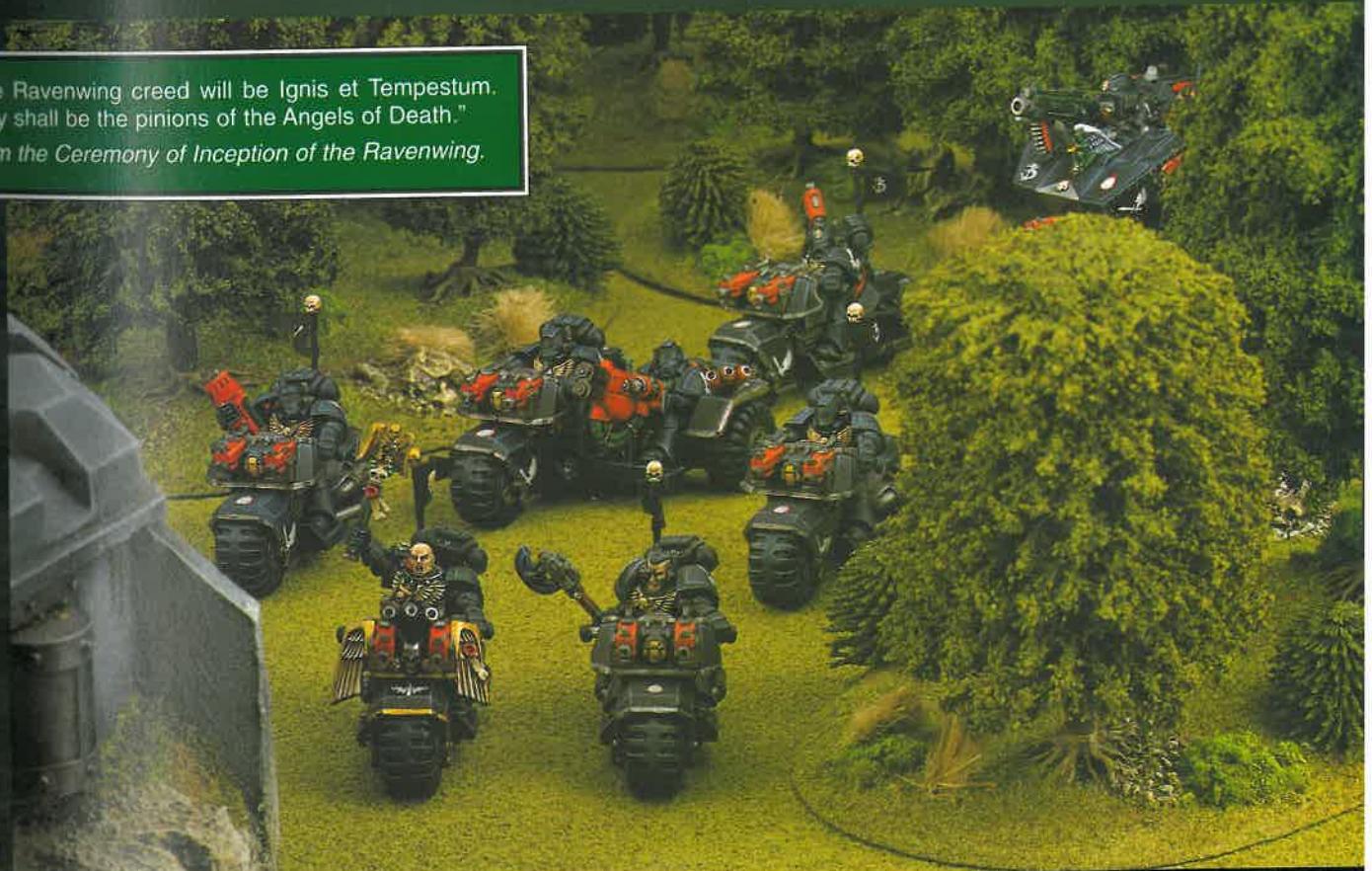


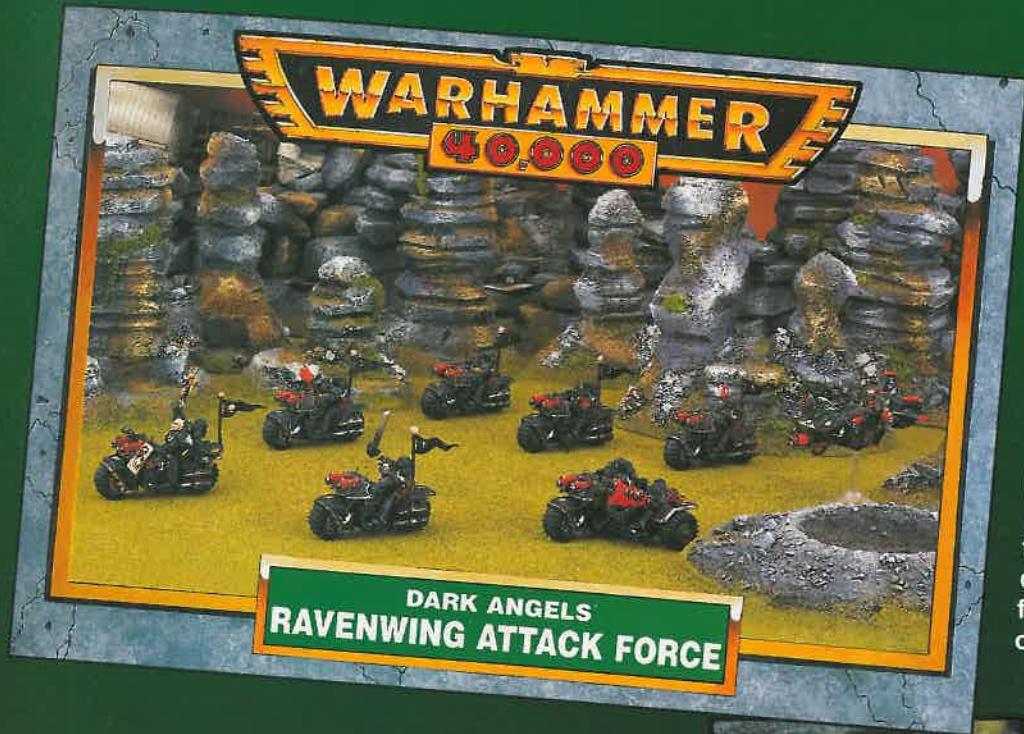
Adrian Wood: I've always admired the Dark Angels, it must be something to do with the green armour! In particular though, it's the Deathwing, along with the Ravenwing, that really characterises a Dark Angels force.



Owen Crisp: The most important thing about Dark Angels tactics is *never* field a single Ravenwing vehicle on its own because it will get shot to pieces. Also, always try to take out the biggest threat to them, normally flamers or some other exotic alien weapon, as soon as you can.

"The Ravenwing creed will be *Ignis et Tempestum*. They shall be the pinions of the Angels of Death."
From the *Ceremony of Inception of the Ravenwing*.





This box contains a complete Ravenwing Attack force and full colour Army book. The Army book details the force that is in the box including the special Ravenwing rules, allowing you to use the Attack force in your games. The box also contains transfers and banners for all the Ravenwing vehicles, plus additional transfers that allow you to customise your Attack force for a variety of other Chapters as well.



A hellish tangle of fused metal, scorched plascrete and melted ceramite attested to the ferocity of the battle. Ahead, the Eldar had erected some kind of heavy weapons post which had stalled the Imperial advance. Apollyon muttered the Litany of Hatred to himself as his landspeeder roared toward the foe. Today the deadlock would be broken, today the Eldar would be dying. Climbing a little he brought the landspeeder around for the final attack run. The engines screamed like tortured souls as he dived for the very centre of the Eldar host. Overloaded shock dampers pressed against his power armour as he slammed the controls from left to right, praying to the Emperor to carry him through the hail of shuriken that sleeted through the air around him. For an instant the Eldar fortification passed across his sights, the instant was all that he needed. With a swiftness born of utter familiarity, he armed the assault cannon and sent a trail of craters across the smooth exterior. A shower of green sparks was followed by a soundless explosion as the arcane Eldar weapons exploded. His mission accomplished he pulled away. Another foe had been caught between the claws of the Ravenwing.

contains a Ravenwing force and full book, book force that including Ravenwinging you to a force in. The box transfers for all the vehicles, I transfers you to our Attack variety of as well.

PURGE!

By Gav Thorpe and Jervis Johnson



Gav: The Storm of Vengeance scenario pack contains nine brilliant Warhammer 40,000 battles for you to play (I know, I helped design and test them!). Although Storm of Vengeance charts the efforts of the Dark Angels against a mighty Ork Waaagh led by Ghazghkull Thraka and Nazdreg, the scenarios can be used by almost any army, (with a little bit of modification on occasion). The scenarios range in scope from small recon missions that see a handful of Scouts trying to infiltrate the enemy lines, up to full-blown assaults involving large armies, miles of fortifications (well a few feet at least!) and huge devastation. (Sounds great, let's get on with it! – Ed).

As well as all this, there are some new special characters which you can use in the scenarios, ideas for linking all the scenarios together into one campaign and helpful modelling hints. With all

of this great stuff, we found out that there wasn't room for one of the scenarios we'd written – Purge. Rather than let this great game descend into the shadowy recesses of our archives forever, we thought you'd like to see it dusted off and brought to the light of day here in these pages. So, without further ado, the Purge scenario.

"We have multiple signals ahead. Close in on my co-ordinates. We shall sweep these abominations from existence!"

After any campaign, there's always a period of cleansing and firesweeps. Although the enemy army may be shattered, it's important that the survivors, hiding out in dark corners or deep in the wilderness, have no time to regroup for another attack. This scenario allows you to fight out these cleansing operations and provides for an entertaining game that has a lot of variety and different challenges to overcome.



SCENARIO OUTLINE

In Purge the Space Marines are separated into groups which each make a sweep of a specified area of the Badzones. The groups gradually move in towards each other to catch the Orks in a closing net of Space Marines. The Purge scenario represents the point where some of the Space Marines (it can be imagined that there are many more to either side) are closing in on the Orks they have driven before them. The only escape route for the Orks now is to fight their way past the Space Marines and escape.

This scenario can be played as a two or three player game. If played as a two player game then one player commands all the Space Marines and one commands the Orks. If played as a three player game then one player commands each Space Marine formation, and one commands the Orks!

RECON REPORT

The Purge scenario is played on a full size table which needs to be at least 5' by 3' and preferably larger. The terrain is rough and very hilly, with many rocky outcrops, scattered groups of ruined buildings, and abandoned Imperial fortifications.



PURGE!



Space Marine Deployment: The Space Marine army is split into two groups as described on their Battle Briefing. One group sets up on each of the narrow edges of the table. The Space Marines can set up to 3" on to the table.

Ork Deployment:
After all the Space Marines have set up, the Ork player sets up the Encounter cards described below. As the

Encounter cards are revealed they are replaced with Ork models, as described on the Ork Battle Briefing.

Encounter Cards: In order to play the *Purge* scenario the Ork player will need the deck of Encounter cards in this issue's card section. These are used to generate the Ork renegades the Space Marines will encounter as they make their purge.

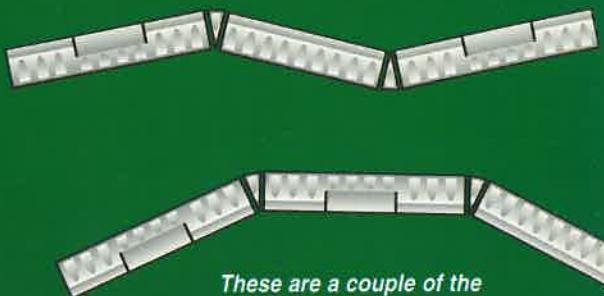
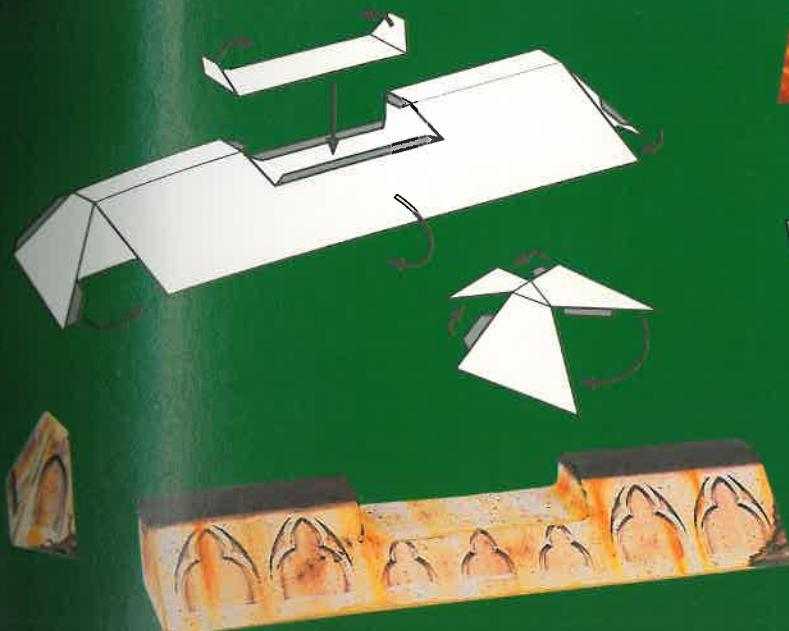
Take the deck of Encounter cards, give it a jolly good shuffle, and deal a small stack of cards roughly in the middle of the table. All cards are placed face down, and neither the Ork or the Space Marine players are allowed to look at them until they are revealed.

Now deal out another stack of cards. Each stack of cards must be placed at least 16" away from another stack of cards, and at least 16" away from either narrow table edge (the Space Marine deployment zones).

Although the *Storm of Vengeance* scenario pack has been designed primarily for more experienced gamers who already have reasonable sized armies, it can also be used as an excellent way of building up a new force. The scenarios vary in size, from using just a handful of troops on either side to massive battles involving thousands of points. This means if you only have a squad or two painted up you can start using them straight away to fight the smaller scenarios. As you collect more models, you can add them in to your army to play the larger games. However, remember that the scenarios do involve playing games using non-standard and variant rules, so you should be quite familiar with how Warhammer 40,000 works before you try playing them.



PURGE!



These are a couple of the different ways that you can arrange your barricades to form larger defensive structures.

The barricade that you can see above is just one of the card structures that you can find in this month's card section. Use the guide above to assemble the various sections, gluing all the shaded tabs with PVA glue. They can then be linked together using the triangular-shaped corner pieces. These are ideal for representing abandoned Imperial fortifications that the Orks are using to hide out in during the Purge scenario. They can also be used in any of the other Storm of Vengeance scenarios, several of which have one side fighting off an attack in a defensive position. As well as the rules for the scenarios, the Storm of Vengeance book also contains advice on constructing your own defensive positions, which you can combine with your barricades to make them even more impressive! Although they look great on their own, they look even better when covered in razor wire and supported by tank traps!

Apart from that they can be placed wherever the Ork player likes. The Ork player keeps on dealing out stacks of cards like this until it is impossible to fit any more stacks of cards on the table.

The number of cards in each pile depends upon what forces the Space Marine player is using, as shown on the chart below.

Space Marine Troops	No. Cards per pile
Scouts only	2
Power Armour	3
Terminators or vehicle*	4

*Does not include a Rhino

Revealing Encounter Cards: As soon as a Space Marine model ends its move within 12" of a stack of Encounter cards, turn the cards over to reveal what is on the other side. This happens immediately, interrupting the rest of the Space Marines' movement (if any is made). Cards are also revealed if the Ork player rolls a 6 at the start of his turn, as described on the Ork Battle Briefing. Whenever a stack of cards is revealed, the Ork player flips the cards over and looks at them. The cards indicate what Orks are lurking nearby. Note that some cards represent Orks or Gretchin. You may have one or the other, not both.

Game Length: The game starts with the Space Marines turn, and continues until all of the Encounter

cards have been revealed and there are no Orks left on the table, or all of the Space Marines are dead.

Escaping Orks: Orks can escape from the table by moving off through either of the Space Marine set up zones. Orks that escape in this way reduce the chances of the Space Marines winning as described below. Orks may not move off the long table edges.

Winning the Game: Each player scores victory points for killing enemy models, equal to its normal points value (the most common values are given below). In addition the Ork player scores points for each of his models that escapes, equal to the points the Space Marines would have scored killing him (ie a Gretchin would be worth 5 victory points to the Orks if he escaped). At the end of the game the player with the most victory points is the winner.

Type	Victory Points
Olk	12
Gretchin	5
Space Marine	30
Scout	18
Rhino	50
Bike	55
Attack Bike	110
Ravenwing Land Speeder	195
Land Speeder	145



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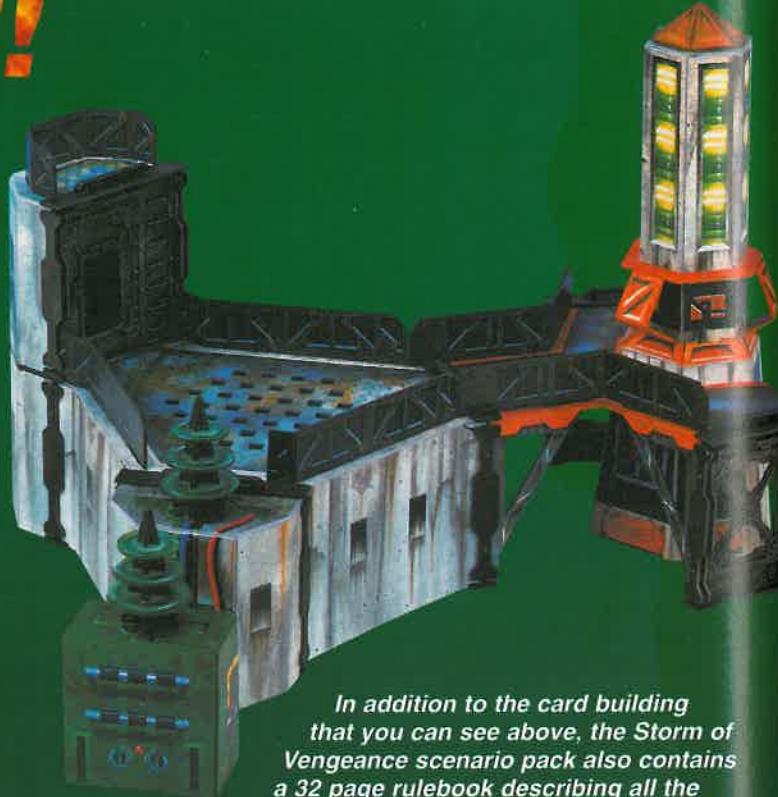
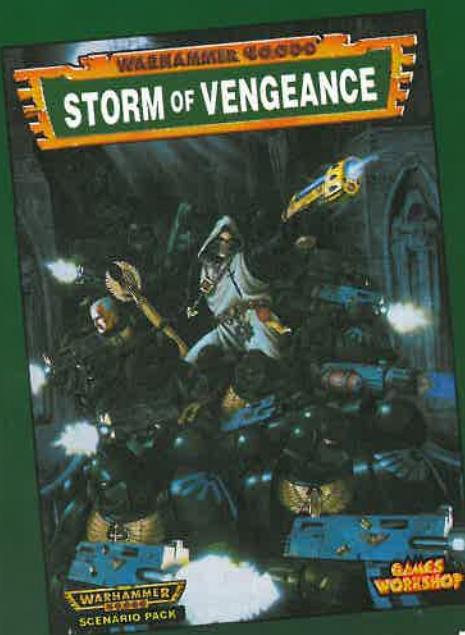
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PURGE!

One of the best things about the Storm of Vengeance scenario pack is the excellent card power plant that comes with it. This model can be equally used in any Warhammer 40,000 game, and makes a great objective to fight your battles over. In Storm of Vengeance, the Orks have captured this power generator, and are using it to provide energy to transport in a constant stream of reinforcements. Can the Dark Angels stop them? That's a question that'll be up to you to decide!



In addition to the card building that you can see above, the Storm of Vengeance scenario pack also contains a 32 page rulebook describing all the scenarios, two Battle Briefings, one for the Ork player and one for the Space Marines player, and a card warp gate. The rulebook also contains some ideas for building extra terrain to use in the scenarios, background and history of the Ork invasion of Piscina IV, and some suggestions for using the scenarios with armies other than Space Marines and Orks.

So what are you waiting for?

SPACE MARINES BATTLE BRIEFING

The Space Marines force consists of one of the following options. Any appropriate squad may be led by a Veteran Sergeant whose cost is included in that of the squad. This is the whole Space Marine army and it is up to you how it is split between the two deployment zones.

2 Scout Squads worth no more than 165 points each.

or 1 Tactical Squad worth up to 375 points + 1 vehicle worth up to 150 points

or 1 Terminator Squad worth up to 375 points + 1 vehicle worth up to 150 points

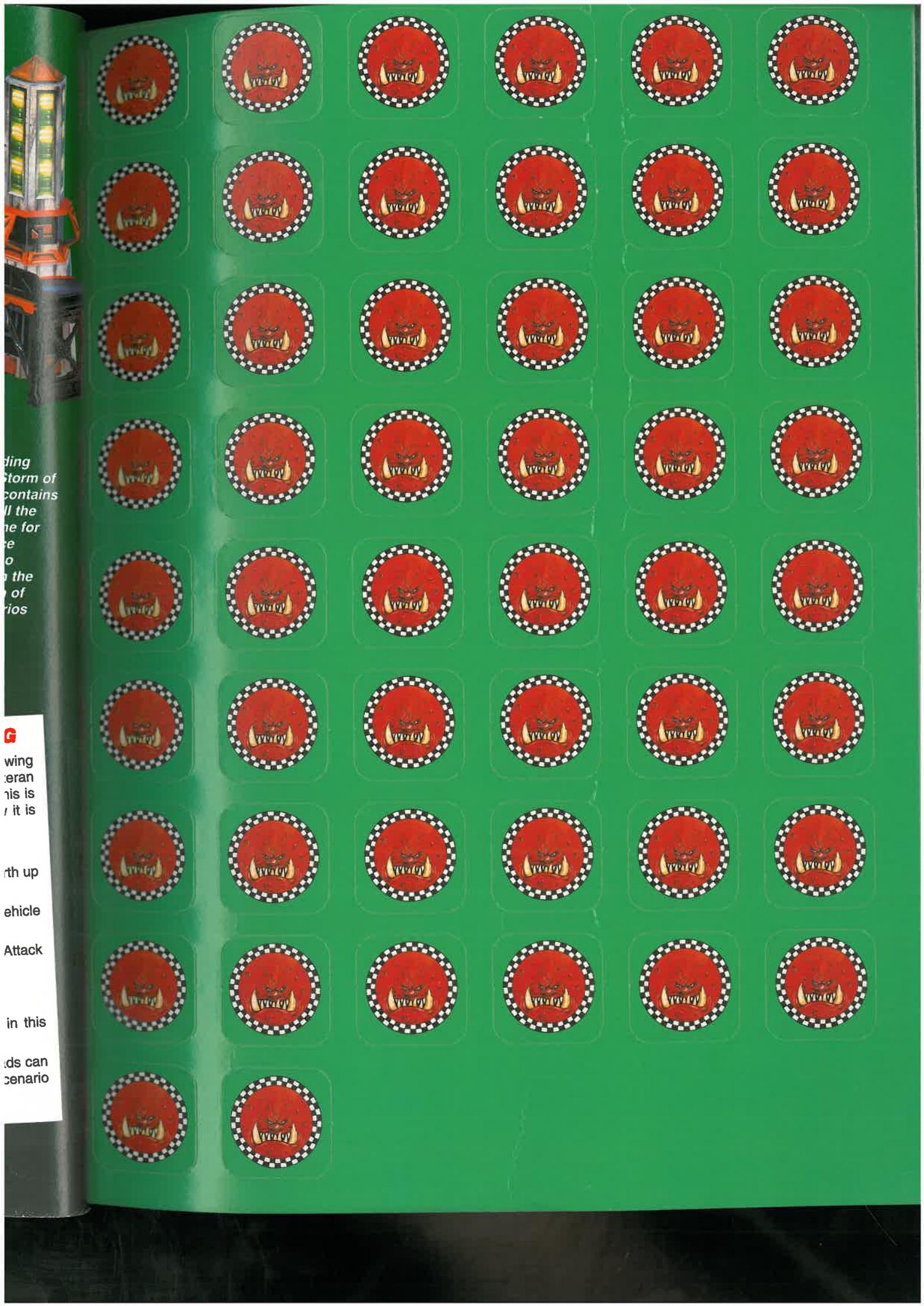
or 1 Bike Squad worth up to 375 points with up to 1 Attack Bike or Land Speeder (may be a Ravenwing).

SPECIAL RULES

Strategy Cards: Strategy cards are not used in this scenario.

Dispersed Formation: All Space Marine squads can use the dispersed formation rules in this scenario (Warhammer 40,000 Rulebook p16).





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**ORK WARLORD
DRECCIT**

Wearing Mega-armour
Armed with a power
fist and plasma gun
106 VICTORY POINTS

**ORK BIGBOSS
FLASHCOB**

Wearing Early armour
Armed with a bolter, batter
combi-zapoo
62 VICTORY POINTS

**ORK BIGBOSS
COFCOB**

Wearing Karkash's早
Holding long held, armed with
a bolt pistol and chainsword
57 VICTORY POINTS

**MERBOY
NAZMER**

Wearing flak armour
Armed with a bolt pistol
and kustom shotas
38 VICTORY POINTS

**PAINBOY
SHABSKAR**

Cyberz boy, armed
with a bolter and
powerfist
56 VICTORY POINTS

**RUNTHRO'
GROTHUG**

Wearing flak armour
Armed with a bolter and
Runthro's Grothug
36 VICTORY POINTS

**BOOBY
TRAPS!****BOOBY
TRAPS!****BOOBY
TRAPS!****BOOBY
TRAPS!****NOB
BOGSHRM**

Wearing flak armour
Armed with a bolt pistol, chain
sword and Heavy Karkash bombz
19 VICTORY POINTS

**NOB
GARHAD**

Wearing flak armour
Armed with a bolt pistol
and powersword
18 VICTORY POINTS

**NOB
LURKNOB**

Wearing flak armour
Armed with a bolter and
chainsword
18 VICTORY POINTS

**DRILLBOSS
NARTHUG**

Wearing flak armour
Armed with a bolter, combi
zapoo and D-Deck
14 D-Deck Octopuss
27 VICTORY POINTS

**D3 ORKS
OR
D6 GRETCHIN****D3 ORKS
OR
D6 GRETCHIN****1 ORK
OR
2 GRETCHIN****D3 ORKS
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D6 GRETCHIN****D3 ORKS
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**WILBOSS
ARTHUR**

STORY POINTS

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PURGE!

ORK BATTLE BRIEFING

The Ork force is randomly selected when the Encounter cards are revealed. Unless it states differently on the card, all Orks are assumed to be armed with bolt pistol and hand weapon with frag stikkombbz, and all Gretchin have an autogun. Any of the Ork Boyz may substitute their bolt pistol and axe for a bolter. Orks with special weapons may have either a Melta-gun, plasma gun or flamer.

SPECIAL RULES

Strategy Cards: Strategy cards are not used in this scenario.

Quick ladz, scarper!: At the start of his turn the Ork player is allowed to roll a D6. On a roll of 1-5 nothing special happens and the Ork can carry on with his turn as normal. If he rolls a 6 then he is allowed to turn over and reveal one of the stacks of cards of his choice which have not yet been exposed – the general noise and confusion has alerted the Orks, and they have decided to take action before they are discovered!

Placing Models: The models selected can be placed anywhere within 4" of the position the cards occupied. All similar models from an Encounter card or stack of Encounter cards act as a single mob for the battle and must remain within normal coherency of each other. Characters are free to join or leave mobs as you wish.

Example: The Ork player turns over a stack of two Encounter cards, both of which allow him D3 Orks or D6 Gretchin. The Ork player decides he wants a large mob of Grots and so rolls 2D6, scoring 6. He places 6 Gretchin within 4" of the Encounter card and these act as a single mob for the rest of the battle. If he had opted for Orks from one card and Gretchin from another these would be grouped as two separate mobs.

No fear!: Any fleeing Ork or Gretchin mob may still attempt to rally even if it has been reduced to less than 25% of its starting size.

SPECIAL ENCOUNTER CARDS

Booby Traps!: The model who activated the card has set off some booby traps. Place a 3" Blast marker centred on the model. Each model wholly or partially



covered by the template is hit on a D6 roll of 4+ and takes a Strength 4 hit with a -1 saving throw modifier. This is resolved before placing any Ork models from the same stack of Encounter cards. Discard once the booby traps have been resolved.

Dreggit is a normal Ork Warlord wearing mega-armour. He is armed with a power fist and plasma gun and is worth 106 victory points.

Flashgob is a standard Ork Bigboss wearing 'Eavy armour. He is armed with a power fist and a bolter/bolter combi-weapon and is worth 62 victory points.

Gofgob is a normal Ork Bigboss wearing flak armour and a kustom force field and is armed with a bolt pistol and chainsword. He is worth 57 victory points.

Nazmek is a normal Mekboy wearing flak armour and is armed with a bolt pistol and kustom shoota. He is worth 38 victory points.

Skabskar is a standard Painboy with a Cybork body. He is armed with a bolter and power fist and is worth 56 victory points.

Grot-thug is a normal Runtherd with flak armour. He is armed with a bolter and a Runtherd's Grabba Stikk and is worth 36 victory points.

Narthug is a standard Drillboss with flak armour and a stormboy jump pack. He is armed with a bolt pistol and chainsword and is worth 27 victory points.

Lurknob is a normal Nob wearing flak armour and armed with a chainsword and bolte and is worth 18 victory points.

Barkbad is a Nob wearing flak armour and carrying a bolt pistol and power sword and is worth 18 victory points.

Bogskum is a Nob wearing flak armour and is armed with a bolt pistol, chainsword with frag and krak stikkombbz. He is worth 19 victory points.

KENDAL'S (that's Warwick Kinrade's brother!) DARK ANGELS ARMY

Kendal's army is the 3rd Company of the Dark Angels, and has been 10 years in the collecting (in fact since Warhammer 40,000 was first released in 1987).

You can see from the wide selection of models in the force how old it is, from some very old ones like the assault squad, to the latest releases such as the Ravenwing Land Speeder and Space Marine Bikes. Two of the heavy weapons are actually plastic missile launchers from the original Space Marines box set!

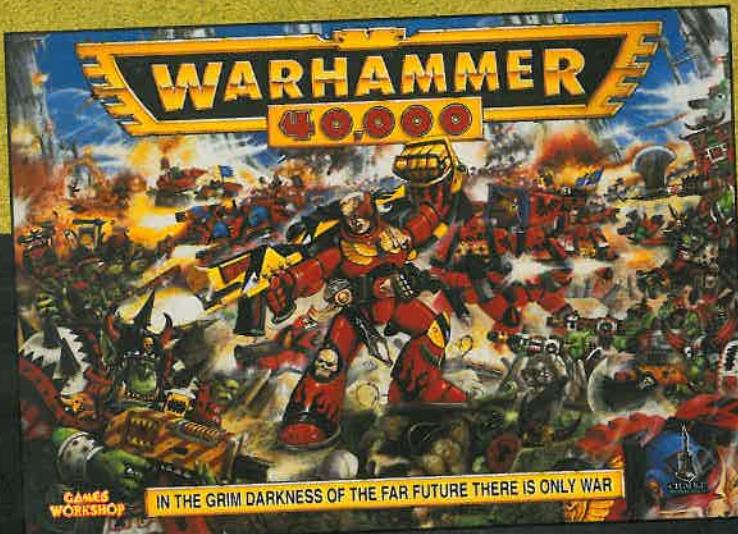
As well as having all the special characters from the Angels of Death codex, Kendal has developed his own leaders for the 3rd Company – Captain Orellius, Codicier Balthius and Zephyrus, Master of the Deathwing, to name but a few. Over 10 years of gaming these have developed into his own special characters, with their own histories of past battles and campaigns.

Kendal has given his army that special personal touch by converting many of his models. For example, there is a heavily converted command Rhino complete with tank riders, and all the Scouts carry needle sniper rifles. A few touches like this go a long way to personalising any force.

The army is not entirely Dark Angels, it also includes a few allies, such as the Adeptus Arbites squad, a Callidus Assassin and a squad of Grey Knight Terminators to assist in battles against Chaos.



WARHAMMER 40,000



The Blood Angels defend an imperial Firebase against a Tyranid swarm. This photograph features Space Marines and Tyranids from the extensive range of models for the Warhammer 40,000 game.



Warhammer 40,000 and some of the many supplements available

Warhammer 40,000 is the game of warfare in the far distant future. The 41st millenium is an age of horror and war, where mankind must fight for survival against unimaginable terrors and innumerable odds. Only the Emperor's finest troops, the mighty Space Marines can protect the galaxy from certain destruction.

In Warhammer 40,000 you are the commander of a heroic band of warriors or an unstoppable alien horde. You collect and paint your own force of Citadel Miniatures, plan your strategy, and commit your force to the bloody crucible of war!



The Warhammer 40,000 boxed game contains everything you need to get started including Citadel miniatures, buildings, rulebooks, dice and much, much, more.

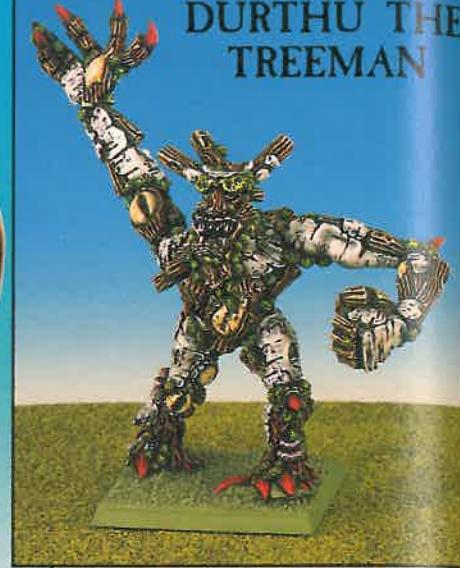
WARHAMMER

WOOD ELF FOREST DRAGON



Model designed by Trish Morrison and Gary Morley

DURTHU THE TREEMAN



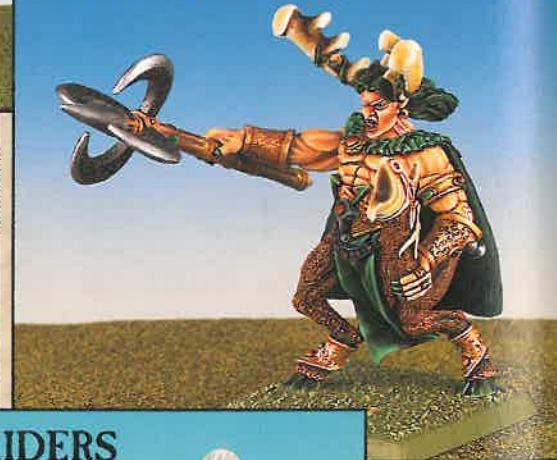
Model designed by Trish Morrison

WOOD ELVES



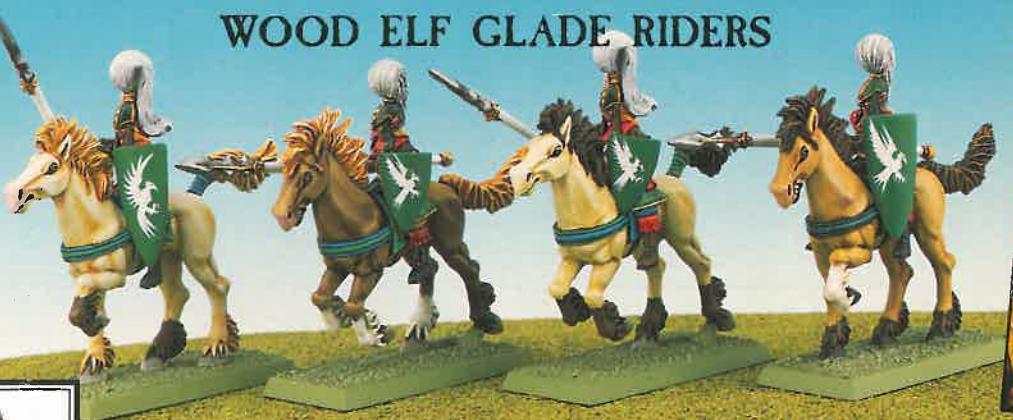
Models designed by Gary Morley

ORION THE WOOD ELF KING



Model designed by Gary Morley

WOOD ELF GLADE RIDERS



All models supplied unpainted. Durthu, Orion and the Forest Dragon are multi-part expert kits which require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers.

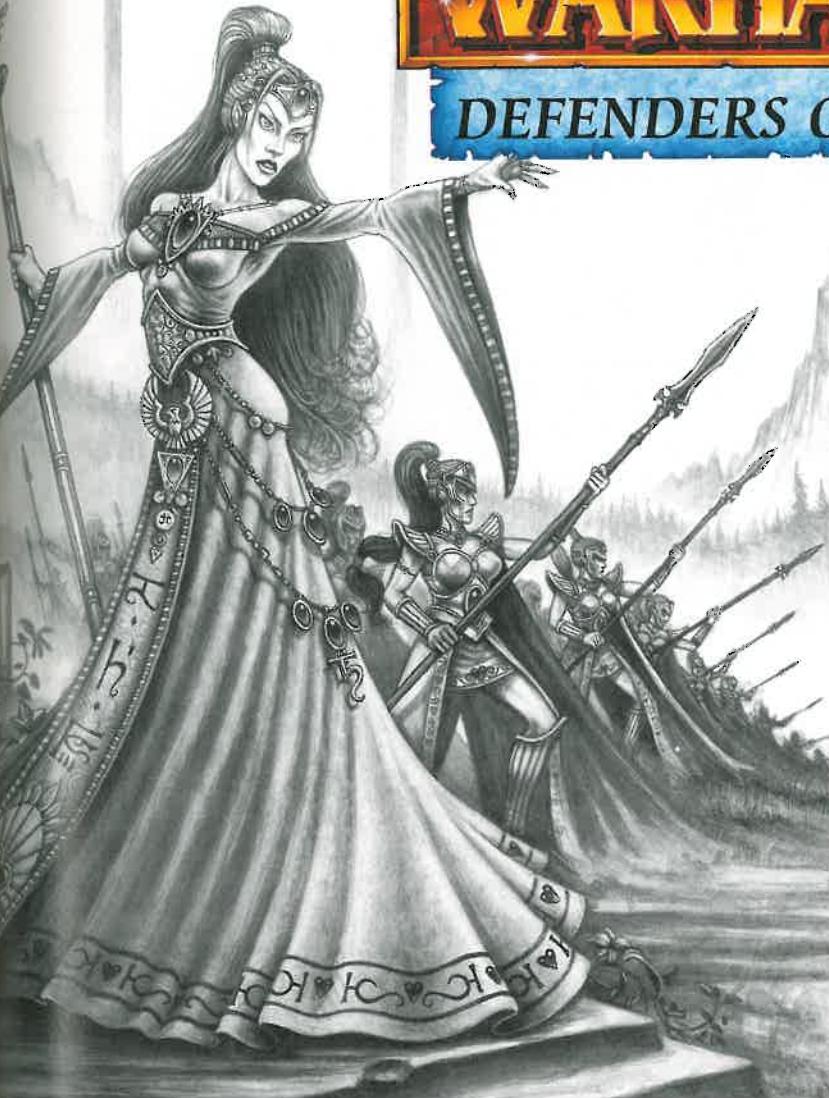


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**GAMES
WORKSHOP**

WARHAMMER

DEFENDERS OF AVELORN



Model designed by Thilo Albrecht

Model designed by Gary McNeil

The enchanted realm of Avelorn is the most ancient of the High Elf realms. It is ruled over by the Everqueen, the chosen one of Isha, the Elven goddess of nature. She shares the rulership of Ulthuan with the Phoenix King, but where the Phoenix Kings are often warlike and bound on conquest, the Everqueens' powers rest in healing and protection.

While the Everqueen is peaceful and introverted, and her land beautiful, it is still a wild and dangerous place, troubled by the legacy of the great wars. Monsters stalk the dark reaches of the enchanted forests. Goblins raid the Elf settlements and Dark Elf infiltrators seek the slightest chance to assassinate the co-ruler of Ulthuan.

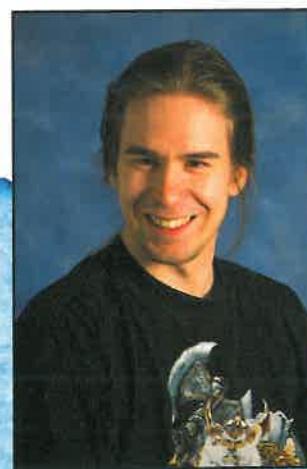
Tuomas Pirinen talks High Elves...

'Striking down Dark Elf Assassins with sword and spear or shooting marauding Beastmen with longbows, the Maiden Guard never leave the side of their mistress, the Everqueen Alarielle...'

More than once the many enemies of Ulthuan have attacked Avelorn, and long ago the Everqueen Astarielle was murdered by followers of Chaos. Thus it was during the time of the second reigning Everqueen Yvaine that the Maiden Guard was formed. Never again would the spiritual ruler of Ulthuan have to confront violence unaided and unprepared. A hundred of the most loyal and brave of her female followers volunteered, and the greatest weapon masters of Ulthuan taught them the arts of war. In due time they became warriors of rare power. Since that time they have successfully protected the Everqueen against all attackers.

Since the days of Yvaine, the Maiden Guard has always numbered a hundred warriors: the most beautiful, the bravest, the most graceful and the most loyal of all the subjects of the Everqueen. It is an unrivalled honour to serve the Everqueen. All the maidens of Avelorn dream of this position, for the prestige of becoming a handmaiden enhances the status of not only themselves but also their families.

The Maiden Guard never leave the side of their mistress: they guard her day and night, and her silk pavilion is always protected by a dozen of these female warriors. They are courtiers and bodyguards, equally capable of playing flutes and harps to amuse their lady as they are capable of striking down Dark Elf Assassins with a sword or shooting marauding Beastmen with longbows.





High Elf Maiden Guard



Tyrion – High Elf Prince



Alarielle –
Everqueen of Avelorn



White Lions of Chrace



The command of the defence of Avelorn is entrusted to the chosen champion of the Everqueen. The Everqueen only ever nominates one Elf as her protector and no other males are allowed to bear arms in her presence, save for in times of war.

The champion of the Everqueen is counted as the foremost general of Ulthuan, second only to the Phoenix King himself. Thus it is no wonder that the dream of all young males of Avelorn is to be chosen as the consort and champion of the Everqueen.

Tyrion, the High Elf prince of the House of Aenarion is the current champion of the Everqueen Alarielle. Tyrion is the greatest Elf warrior of his

age, a noble paladin well-suited for his role. He is a great general and an unmatched fighter, and thus far he has managed to protect Alarielle from harm.

This does not stop the would-be consorts of the Everqueen from gathering from all over Ulthuan to try and win favour in her eyes! There are always bands of Elf knights and nobles who are willing to show their prowess and bravery in the face of any threat.

During times of war High Elves from all over Ulthuan gather to protect Avelorn from harm. Warriors from as far as Caledor come to her side to win favour in the eyes of one of the rulers of Ulthuan.

The neighbouring realm of Chrace, where Isha is revered, is especially eager to send warriors to protect the domain of the Everqueen. A company of White Lions often dwells there as well. These are the comrades-in-arms of Tyrion from the campaign against the Dark Elves. Currently they are the guests of the Everqueen, though in times of need they can lend their considerable strength to aid the defence of the realm.

The folk of Avelorn themselves prefer longbows as their chosen weapon in battle, and if need be, the Everqueen can always call upon a considerable number of archers to aid her when Ulthuan is under attack.

THE ARMY OF AVELORN

(1,997 points army)

This is a typical force that any enemy invading the arboreal realm of Avelorn would face. It is led by Prince Tyrion, the chosen champion of the Everqueen, and includes troops that could be immediately mustered to defend the Queen of Ulthuan. You can see this army, complete with its roster sheet and army file cards, overleaf.

The defenders of Avelorn include Silver Helms who represent young Elf nobles who have travelled to Avelorn to win favour in the eyes of the Everqueen.

The Archers represent the Elves of Avelorn taking up their hunting bows and rushing to the aid of their mistress during times of trouble.

The White Lions are comrades-in-arms of Prince Tyrion, visiting the blessed glades as the guests of the co-ruler of Ulthuan.

In battle the mighty magic of the Everqueen and the awesome power of Tyrion should be a match for any enemy lords, while the Maiden Guard and White Lions can take on any enemy infantry.

The Silver Helms are powerful shock troops, and extremely quick to get to grips with the enemy. Led by Tyrion, their charge should be enough to equal most opponents.

Both the Archers and the Maiden Guard are armed with longbows, giving the army some deadly long-range hitting power.

MAIDEN GUARD TACTICS

The Maiden Guard is mainly a defensive unit.

They are capable of shooting with great accuracy, and when charged they will fight with the customary effectiveness and expertise of the High Elf citizen-soldiers.

I prefer a fairly large regiment, at least 12 models strong, and preferably more. The larger their number, the greater the effectiveness of their special rules.

To get the most out of the Maiden Guard, it is best to keep the Everqueen with them at all times. Her presence makes them immune to psychology and Break tests, and also grants them the protection of the *Shieldstone of Isha*.

The *Banner of Avelorn* is very effective against foes with low Leadership, such as Goblins or humans, and well worth taking against these armies. If a charging enemy fails their Leadership test, you get to stand and shoot at them for free, and probably get to charge your enemies next turn as well!

The *Horn of Isha* is very powerful, but may only be used once. It is important to choose the right moment for the musician to blow the horn as it doubles the effectiveness of the Maiden Guard. I prefer to wait until the Maiden Guard are in hand-to-hand combat, where it can tip the balance of power in your favour.

Taking a Champion with the Maiden Guard is always a good idea, as she can accept any challenges on behalf of her mistress. Also, with a suitable magic item (like the *Ruby Chalice*) you can improve the chances of survival for the Maiden Guard and the Everqueen.



Characters

Tyrion, High Elf Prince – 425 points and the Everqueen, Alarielle – 475 points

Regiments

Yvreine, Champion of the Maiden Guard – 54 points

9 Maiden Guard – 226 points

(The Maiden Guard have the *Banner of Avelorn* and the *Horn of Isha*)

15 White Lions of Chrace – 272 points

(The White Lions include a musician and standard bearer)

14 Archers – 176 points

7 Silver Helms – 369 points

(The Silver Helms have light armour, shields, bardings, lances and include a standard bearer and musician).



WARHAMMER ROSTER SHEET

DEFENDERS OF AVERLORN

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
TYRION HIGH ELF PRINCE ARMY GENERAL SUNFANG, HEART OF AVERLORN, DRAGON ARMOUR OF AENAROI MALHANDIR	5	8	7	4	4	3	10	4	10	1+	ARMY GENERAL UNITS WITHIN 12" TEST ON TYRION'S LEADERSHIP	425
ALARIELLE EVERQUEEN OF AVERLORN STAVE OF AVERLORN, SHIELDSTONE OF ISHA, STAR OF AVERLORN	12	4	0	4	3	1	4	2	7		LEVEL 4 MAGE	475
7 SILVER HELMS STANDARD BEARER, MUSICIAN, SHIELD, HAND WEAPON, LANCE, LIGHT ARMOUR BARBED ELVEN STEED	5	5	4	3	3	1	7	1	8	3+		369
YVREINE MAIDEN GUARD CHAMPION SPEAR, HAND WEAPON, LIGHT ARMOUR, LONGBOW	9	3	0	3	3	1	4	1	5			54
9 MAIDEN GUARD BANNER OF AVERLORN, HORN OF ISHA, SPEAR, LIGHT ARMOUR, LONG BOW	5	5	5	3	3	1	6	1	8	6+	FIGHT WITH ONE EXTRA RANK WHEN MOVING, TWO EXTRA WHEN STANDING STILL. MAY SHOOT IN 2 RANKS	226
14 ARCHERS LONGBOWS, HAND WEAPON	5	4	4	3	3	1	6	1	8	6+	MAY SHOOT IN 2 RANKS	176
15 WHITE LIONS STANDARD BEARER, MUSICIAN, WOODSMAN AXES, HEAVY ARMOUR, WHITE LION FELTS	5	5	4	4	3	1	6	1	8	5+	USE SPECIAL ATTACKS	272

WARHAMMER

UNIT: 9 MAIDEN GUARD

ARMOUR/WEAPONS: LIGHT ARMOUR,
SPEAR, LONG BOW

CHAMPION

TROOP TYPE

M	WS	BS	S	T	W	I	A	Ld	Save
MAIDEN GUARD	5	5	5	3	3	1	6	1	8

POINTS: 226

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WARHAMMER

UNIT: TYRION, ARMY GENERAL

ARMOUR/WEAPONS: DRAGON ARMOUR,
SUNFANG

CHAMPION

TROOP TYPE

M	WS	BS	S	T	W	I	A	Ld	Save
TYRION	5	8	7	4	4	1	8	10	7
MALHANDIR	12	4	0	4	4	1	8	10	7

NOTES:

ARMY GENERAL, UNITS
TYRION'S LEADERSHIP
HEART OF AVERLORN

WARHAMMER

UNIT: ALARIELLE, EVERQUEEN OF AVERLORN

ARMOUR/WEAPONS

CHAMPION

TROOP TYPE

M	WS	BS	S	T	W	I	A	Ld	Save
ALARIELLE	5	10	10	4	4	4	10	10	10

NOTES: LEVEL 4 MAGE

STAVE OF AVERLORN, SHIELDSTONE OF AVERLORN,
STAR OF AVERLORN



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1Y GENERAL
ARMOUR, 0
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1+

WS RS S T
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4 0 4 3

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ORN

GENERAL, UNITS
LEADERSHIP
ORN

GENERAL, UNITS
LEADERSHIP
ORN

+25

WARHAMMER

UNIT: 7 SILVER HELMS
ARMOUR/WEAPONS: SHIELD, LANCE,
L. ARMOUR, GARDING
CHAMPION:

POINTS: 369

WARHAMMER

UNIT: 14 ARCHERS
ARMOUR/WEAPONS: LONG BOWS,
HAND WEAPONS
CHAMPION:

POINTS: 176

WARHAMMER

UNIT: 15 WHITE LIONS
ARMOUR/WEAPONS: WOODSMEN AXES,
L. ARMOUR, LION BELTS
CHAMPION:

POINTS: 272

WARHAMMER

UNIT: 15 WHITE LIONS
ARMOUR/WEAPONS: WOODSMEN AXES,
L. ARMOUR, LION BELTS
CHAMPION:

POINTS: 272

TYPE M WS BS S T W I A LD SAVE
5 5 4 4 3 1 6 1 8 5+

UNIT INCLUDES STANDARD BEARER, MUSICIAN
UNIT USES SPECIAL ATTACKS

NOTES: MAY SHOOT IN TWO RANKS

WARHAMMER 40,000

SPACE MARINE VEHICLES

SPACE MARINE BIKE



SPACE MARINE DREADNOUGHT



SPACE MARINE LAND SPEEDER



SPACE MARINE BIKE SQUADRON



These models are supplied unpainted and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Dreadnought and Land Speeder are Citadel Miniatures Expert kits and require a degree of modelling skill to assemble. We do not recommend these kits for young or inexperienced modellers. The plastic components are moulded in a hard styrene compound which is particularly suitable for modelling and painting. All these boxed sets contain waterslide transfers, some also include self-adhesive banners.

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GAMES WORKSHOP

"DID YOU SEE THAT CACTUS MOVE?"



Over the next four pages, we've taken a look at ways of using infiltrators in your games of Warhammer 40,000. Before you start, test your scouting skills and try to find the hidden Tyranid Lictor in this picture. Write in and tell us if you find it.



By Andy Kettlewell

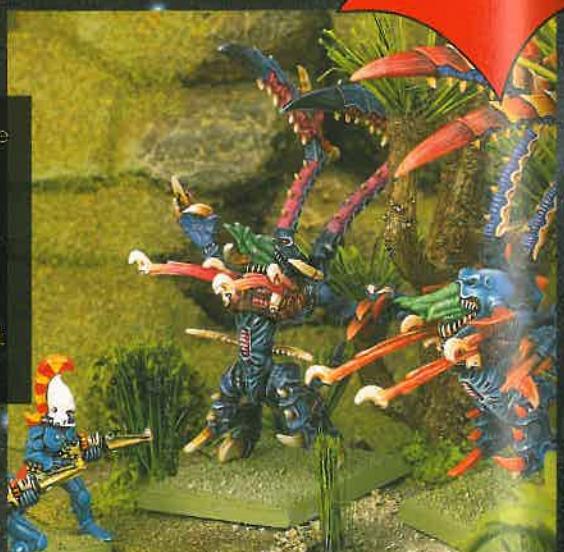
IT'S BEHIND YOU!

Infiltrating squads have three main roles on the battlefield - Close Assault, Support and Disrupt. Below are a few words of wisdom about using your infiltrators in each of these different ways.



Support: Infiltrating support squads are used to take up important firing positions (in a building for example) that the rest of your army is unable to get to quickly. After they have taken position, the squad can provide covering fire while the rest of your army advances to better positions, but be warned, this means that your opponent is going to shoot everything he has at them!

Close Assault: Some infiltrating squads can be equipped with good close combat weapons or are naturally adept at close quarter fighting. These squads should be deployed close to the enemy to allow them to get into hand-to-hand combat as quickly as possible. You should be careful though, not to charge them into the centre of your opponent's army because they will be quickly outnumbered and destroyed.



Disrupt: Most infiltrating squads are equipped with a more general range of weapons so that they can deal with any situations a battle may throw at them. These squads are best used to disrupt and spoil your opponent's plans. One of the main uses of infiltrating squads, however, is to counter the threat of your opponent's infiltrators.





1 Veteran Chaos Space Marines deploy behind a building, ready to move in and take up firing positions in the first turn.



2 The Veterans move into the building and start shooting at the enemy.



3 The squad may have taken some casualties, but they have forced the enemy to shoot at them instead of your other squads who are moving up in support.



1 After your opponent has deployed his army, make sure that you deploy your infiltrators close enough to the enemy to allow them to attack early on in the game.



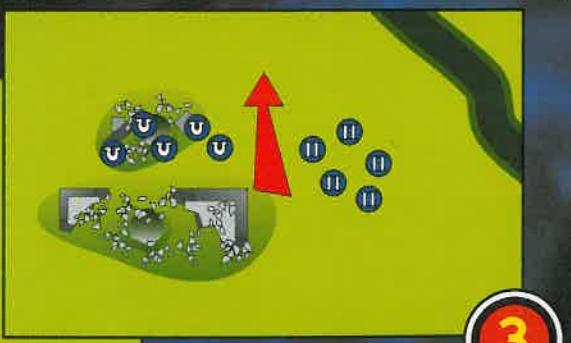
2 Move the squad into a position where they can charge. If you can, attack down the side of the board. Your squad can then only be threatened by the enemy from one side.



3 Now you can charge into the enemy and cause as much damage as possible!



1 If your opponent deployed his infiltrators first you can deploy your squad behind them.



2 Your opponent's squad is surrounded so close in for the kill with the rest of your army.

3 After you have destroyed the enemy squad, your army and infiltrators advance together.

MISSION: IMPOSSIBLE!

Now that you've completed your training on how to use your Scouts to best effect, it's time to put what you've learnt to the test! The battlefield plan below shows a typical encounter between an Imperial army, made up of Ultramarines and Catachan Jungle Fighters, and the forces of Chaos. All that's missing is the location of the Ultramarine Scout squad. If you were in command of the Imperial forces, where would you choose to deploy your Scouts? After you've read all the options and made your choice, turn the opposite page the right way up to discover the consequences of your decision. You can lead your troops to glorious victory, or send them to certain destruction... The choice is yours!



Planetary Reconnaissance Probe Gamma: High level composite tactical survey.
94-W4312/9/1/48 Ref: 34-Y49/4/7/387

A

Hiding in the hills in typical ambush style, ready to leap out and attack the enemy.

B

Deployed in the centre of the board out of sight and ready to disrupt your opponent or react to his plans.

C

Deployed just ahead of the main force to give the Scouts some support.

E

Aggressive deployment close to the enemy to allow your Scouts to attack at the first possible opportunity.

D

Deployed amongst the buildings, completely safe from the enemy.



Now turn this page upside down to find out how well you've done...

In the crates: ~~The~~ You are

A painting of a skull with hands holding it, set against a dark, ornate background.



14



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THE TWO PRACTICERS: — I can do experiments with your squares, I can why you might be tempted to choose option, your Scout earned definitely

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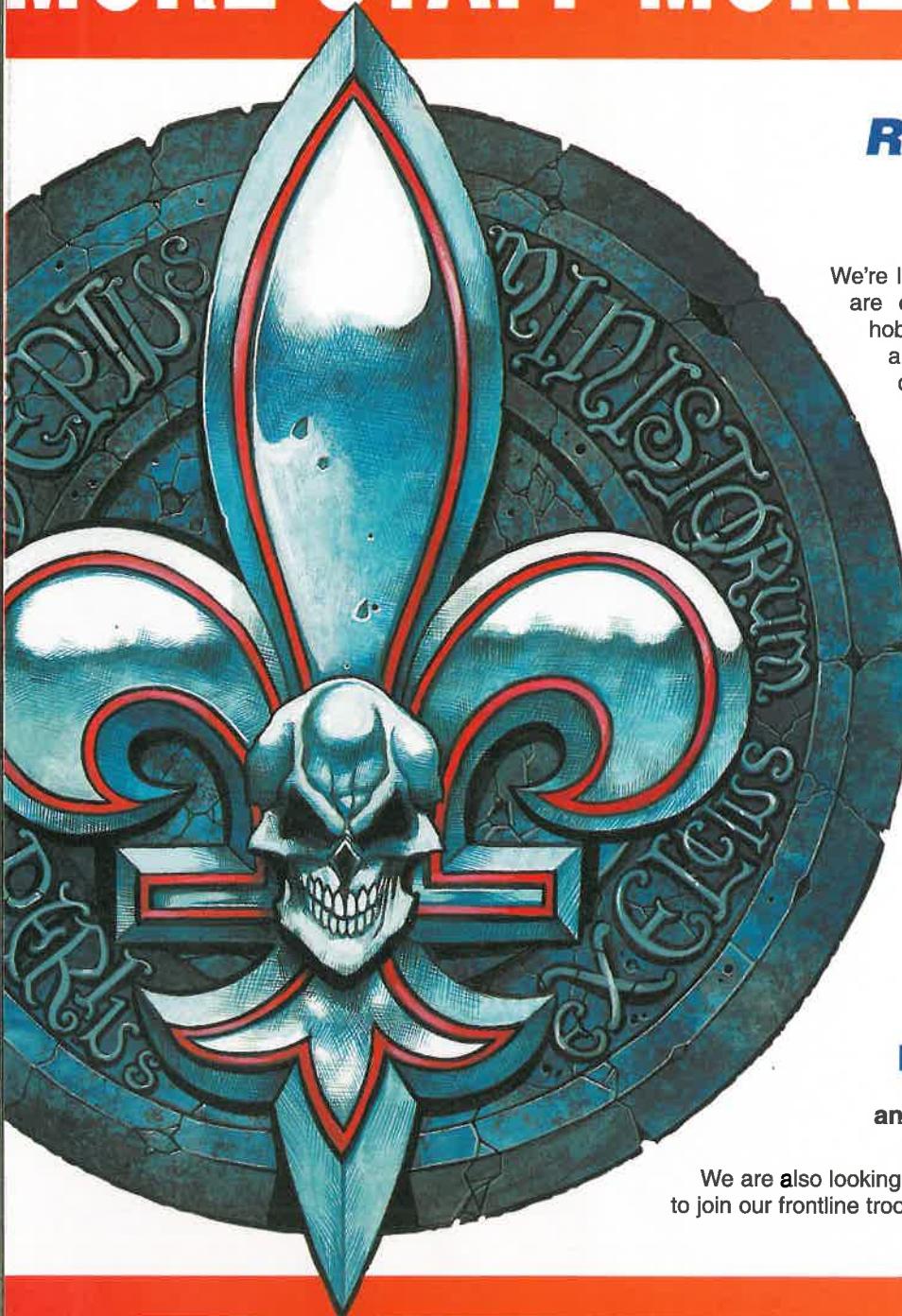
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and ask for an application form.

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RETAIL



RETURN TO THORSKINSON'S ISLAND PART 3

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It's the third month of the summer holiday season so obviously it's been raining pretty solidly for the past fortnight. Fortunately, unlike Wimbledon and the cricket, the Thorskinson's Island campaign remains mercifully unaffected by the weather! True... we have had the odd fire, a plague, and a couple of pirate raids, but you have to accept the odd set-back when you're carving out a new and glorious empire.

SECOND ROUND RESULTS

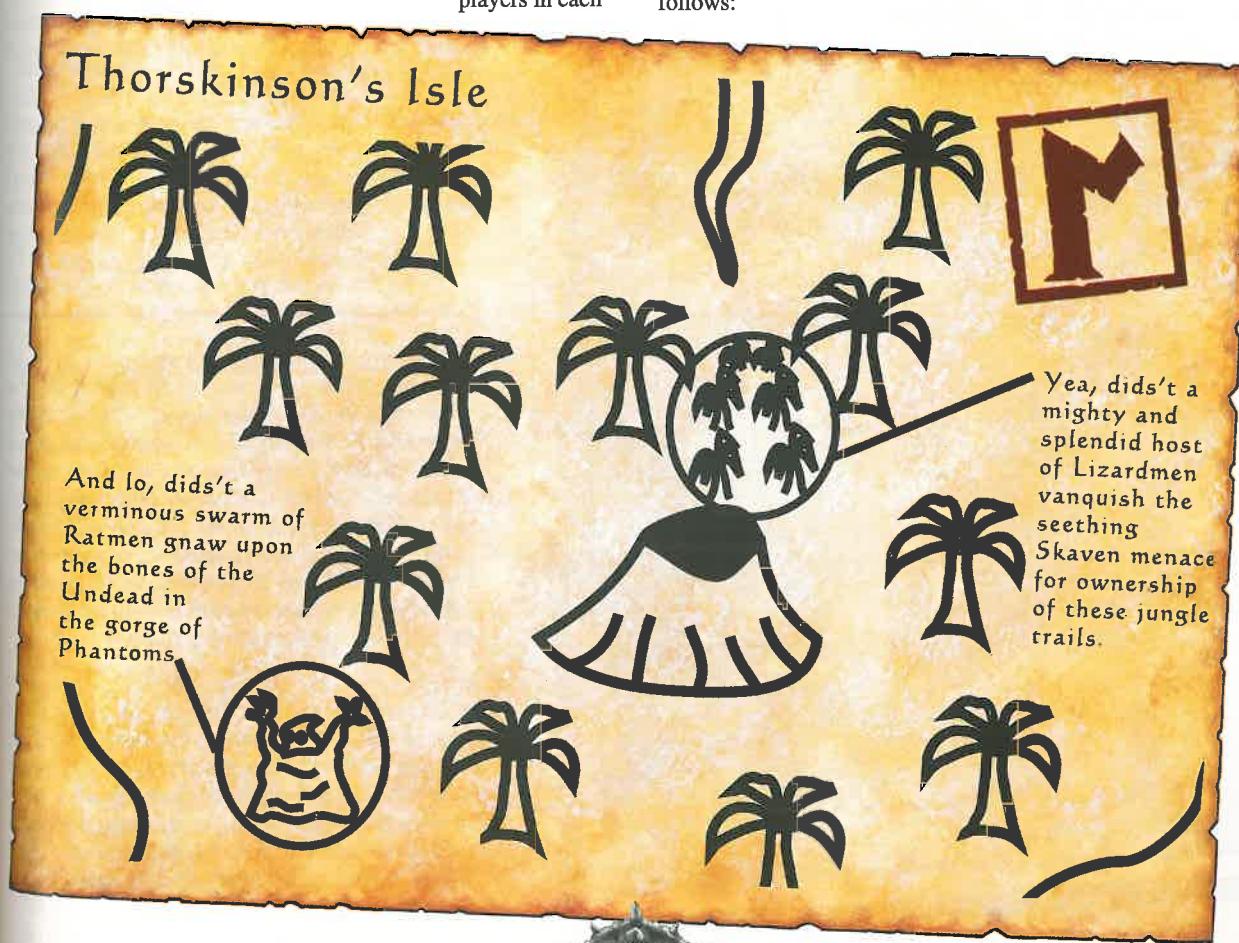
Last month I presented players with a choice of two reports to follow-up, the *Phantom Gorge* and the *Jungle Trail*. We divided into two groups accordingly. The players in each

group fought a number of games over the allotted period, at the end of which the top two players in each group battled it out for possession of the special territory.

Overall scores for the round were worked out in exactly the same way as for the first round. To re-cap this works as follows:



By Rick Priestley



WIN!

Three points for your first win against a player in your group, one point if you beat the same player for a second time, half a point if you beat the same player for a third or subsequent time.

DRAW

One point if you have not beaten or drawn against the same player already this round – otherwise nothing.

LOSE

Nothing – but make a note that you have played anyway as in the event of an even score the player who plays the most games wins.

PLAY OFFS AND TERRITORIES

Two play-offs were needed to finish the second round of our campaign. Players not involved were able to go straight on to round three. In the first group Alessio Cavatore and Andy Kettlewell finished ahead of the pack. In the second group Davide Costa and Richard Baker came out on top. The play-off rules and special territories are described on the next page.

If you are following the campaign yourself then you might find you don't have two obvious pairs for the play-offs. Refer to my earlier notes in White Dwarf 211 and 212 where I describe ways of resolving these situations. Alternatively, get your players to fight a few more games to sort out a proper pecking order!

ROUND THREE

New players who wish to join the campaign can do so now by generating three new territories from the territory chart in White Dwarf 211 or the Warhammer Battles Book. Remember, you cannot generate a Lost Valley as part of your initial territory and you are allowed to re-roll duplicate territories in your initial territory if you wish. Current players who want to start afresh with either the same or a different army can do the same thing – abandoning their existing territories and setting up again from scratch in a different place.

Round three has three options as discussed on this month's Island Chronicle. These are: The Search for the Fabled City of Xhezeutzit, Mysterious Caves, and the Sea Elf Wreck. This round is a bit different to previous rounds because only players who have territories which allow access to the upland plateau can take part in the first group, and players who take part in the first group can also fight in one other group if they wish.



GROUP 1 - Phantom Gorge

The top two players make it through to the **Phantom Gorge**, rumoured to be the abode of soul-sucking monsters, not that this put any of my lot off! Fight a battle to decide who controls the Phantom Gorge. Set up a game across a tabletop with three medium sized hills placed equidistantly across the centre-line. Otherwise there is no other scenery. The short table edges represent the steep sides of the gorge and are impossible to move across. No territory is staked in this game. The player who wins the game takes possession of the Phantom Gorge.

Special Rules. Remember those soul-sucking monsters I warned you about... good! The Phantom Gorge is inhabited by ghostly ethereal horrible things that have an appetite for magical power. They will cheerfully attempt to feed off any wizards on the battlefield and on any magic items carried by either side. It goes like this...

At the start of the game roll a D6x10 (i.e. 10-60). Any magic items carried by either side of a value greater than that rolled are sucked dry of magical power and cannot be used in the game.

At the start of each player's turn he rolls a D6 on behalf of each wizard in his army. On a roll of 4, 5 or 6 their magic level is reduced by 1 and they must discard a spell.

If a side has no wizards, or if all wizards are reduced to a magic level of 0, then roll a single D6 instead. On the roll of a 4+ lose 1 wound from the character model in your army who currently has the most wounds. Dice randomly where several characters have equal wounds. Nothing will save you against this, not armour, magic items, nothing.

The Phantom Gorge – The Phantom Gorge territory is a special route that leads through to the inland plateau of Thorskinson's Island. The player who controls the Gorge adds 3D6 x 10 point to his army value. More importantly, the Gorge will allow you to join the search for the Fabled City of Xhezeuotzit as described in this month's Island Chronicle.

GROUP 2 - Jungle Trail

The top two players make it through to a jungle trail at the foot of the upland plateau that lies at the centre of Thorskinson's Island. The trail leads up into the heart of the island and the treasures that undoubtedly lie there.

Fight a battle to decide who controls the **Jungle Trail to Zapitquic**. Set up a game across the tabletop with 3 + D6 large areas of woodland placed alternately by each player. Leave a clear area down the middle to represent the trail itself. There is no other terrain. The area represents part of the steamy jungle that lies around the central plateau. No territory is staked in this game. The player who wins the game takes possession of the Jungle Trail to Zapitquic.

The Jungle Trail to Zapitquic – The Jungle Trail is a route up to the plateau of Thorskinson's Island. It is worth 2D6 x 10 points towards your army's value. The player who controls the Jungle Trail will be able to take part in the Search for the Fabled City of Xhezeuotzit as described in this month's Island Chronicle.



Alessio Cavatore is a member of our Games Workshop Italian studio, and in a climactic battle for the possession of the Phantom Gorge, his Skaven thrashed Andy Kettlewell's Undead army so severely that they didn't bother calculating victory points for the fight. Alessio's campaign army totals 1,650 points, of which he keeps a certain core force of regiments from game to game, with any changes tending to be made in the characters and magic items departments in order to suit the particular opponent he is facing. His next step in the campaign will be to try and win the Sea Elf Wreck, with this he hopes to field the magic items he needs to take on Davide and Richard in the Search for the Fabled City of Xhezeuotzit. Prepare for a "rat-tack" is Warlord Alessio's message to his enemies!



Davide Costa is also one of our Italian Studio staff members, and in a very hotly contested fight, his Lizardmen just managed to pip Richard Baker's Skaven, 9-8 for the result of the final victory points. Davide won five straight games to get to the Jungle Trail, and his campaign force now totals 1,850 points, and like Alessio, he will only change minor details of his force with each new battle. Davide also plans to go for the Sea Elf Wreck, and the Search for the Fabled City of Xhezeuotzit, where he will once again run into the Skaven. Two armies of Skaven in fact, belonging to Alessio and Richard. Sotek will be pleased Davide assures us!



The Thorskinson's Island Chronicle

Being a report of the rumours and discoveries made upon the island, compiled for the benefit of adventurous lords in their search for wealth, sorcerous devices, and worldly power. Price one shilling.



This month our scouts bring three reports to our attention. The first of which is an option open uniquely to players who already have a route on to the plateau.

Players can choose to follow-up any one report this month, except for players who have already won a route onto the plateau who can fight in two groups this month – report 1 and either 2 or 3. This is a little different to the previous month where players were restricted to a single group.

Players can fight against any rivals in the same group. Record your score as you go along. If you are playing in two groups keep a different score for both groups. Remember to keep track of all the games you play, as the number of games count as a tie breaker in case of an even result.

The round ends with the publication of the next White Dwarf (unless you as Controller want to set your own time frame

which is, of course, entirely up to you).

Report 1 – The search for the fabled city of Xhezeuotzit – If you have the Phantom Gorge, the Jungle Trail to Zapitquic, the Valley of Bones, or any ordinary road or roads with a total value of 100 points or more, then you may take part in

the search for the Fabled City of Xhezeuotzit. Otherwise you may not. If you sign up for this group you can sign up for one other group as well. You will be searching for one of the largest treasure sites on the island, a major objective in the campaign. Fight as many battles against other players in this group as you can because when it comes to deciding who finds the city the number of games you fight will count as an extra score bonus. This represents your searching far and wide throughout the jungle, encountering and fighting other armies before one stumbles across the ruins.

Report 2 – Mysterious Caves – Heavy rains have brought down mudslides, washing tons of mud and rock over the edge of the great upland plateau of Thorskinson's

Island. This has exposed a series of huge cave mouths at the base of the plateau. Anyone can enter and explore these caves if they wish. They are truly enormous, plenty big enough to fight a battle inside!

Special Rules: The cave complex is massive, consisting of a series of broad tunnels and gargantuan caverns. Any battles fought in the mysterious caves are assumed to happen inside the caves themselves. The caves are dimly lit by means of air-shafts, but all missile fire and ranges for magic are reduced to a maximum of 24". Mortars and Stone Throwers (and Goblin Doom Divers!) cannot be used because the roof is too low. Flying troops can be used but cannot fly high for the same reason. Terrain must be restricted to hills, rough ground, and water features, but can include 'woods' of giant mushrooms or similar fungi. The side edges are

impassable (solid rock) but the player's edges are assumed to have tunnel mouths so you can flee or pursue off the table as normal.

Report 3 - Sea Elf wreck

– An Elven treasure ship has been ship-wrecked off Three Stone Point. The cargo is scattered around it. Anyone who wants to investigate the wreck can do so. There are no special rules for the preliminary games – fight other players in the group as you wish. These represent battles fought as you approach the wreck site.

CONTROLLERS' NOTES

These notes are intended as a guide for the Campaign Controller but it does not matter if players read them... they are not secret as such! See White Dwarf 211's notes for general comments regarding the number of players in the campaign, how to tailor the objectives to suit the size





of your own gaming group, special characters, and coping with allies.

Overall Winners

Within each objective group, the player who wins the most games overall is deemed the victor. Points will be awarded in the manner described for the first round results. The effect

this has on the progress of the campaign will be revealed in the next Island Chronicle.

Number of Territories

The total number of territories a player can hold is limited to 12 territories – but the controller can make this more or less as you please. The general rule is that the

more territories you allow the greater the difference between the best and worst armies, and the harder it is for players to join in as the campaign progresses.

Fighting Battles

Players are free to decide for themselves which of the Battle Scenarios from the Warhammer Battles Book to fight. Players usually opt for the straight Pitched Battle in my experience, but that's entirely up to them at this stage.

Elites and Veterans

Remember, all the elite and veteran rules in Warhammer apply so players must keep track of their troops' progress from



battle to battle. This has already thrown up a few notable heroes and dangerous regiments in our campaign – insist that your players give characters original and entertaining names before allowing them bonuses!

Don't Forget!

As controller you are bound by only one rule – whatever you say goes! As such you can change or improvise rules governing the campaign, and may need to make interpretations for the players in some cases.



DARKBEARDSON'S DWARF RAIDERS



Alan Merrett, the Studio Design Manager, is a veteran Warhammer gamer with a venerable Dwarf army (Gorog!!!).

Alan. For the last couple of months I've been playing in the Thorskinson's Island campaign. My army includes many older models as I've been collecting and gaming with it for about 12 years! My starting territories in the campaign were a *Trade Route*, a *Gold Mine* and a really useful *Sacred Grove* (Bok!). This gave me lots of opportunities to use runes but only one war machine! I have therefore come to rely on the Dwarf crossbow as a substitute for the lack of cannons, and use the runes to enhance the fighting power of the General and his faithful regiment of Warriors.

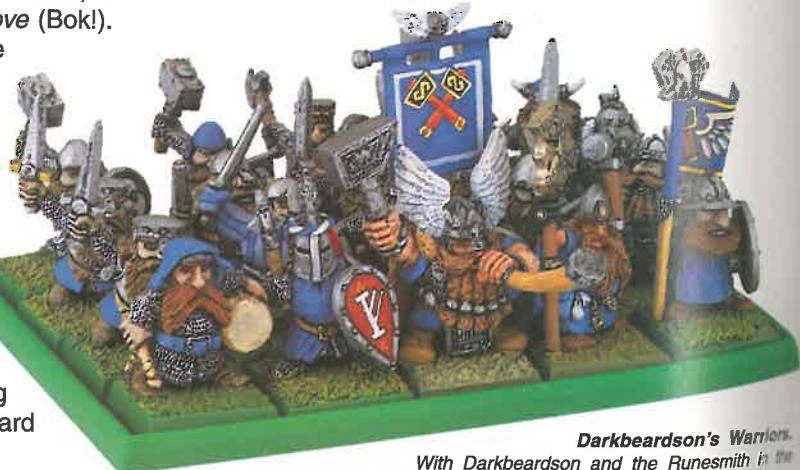
The photo above shows my typical deployment strategy. In essence this is "Find a hill and stand on it!" The cannon and two regiments of crossbows pound away at anything and everything whilst the Warriors and Slayers grind forward and attack the enemy at close quarters.

This works best if;

- (a) The enemy has no flyers to attack the stuff on the hill (love those caves).
- (b) The Slayers can 'pin' the toughest enemy regiment while the Warriors beat up the weaker ones!

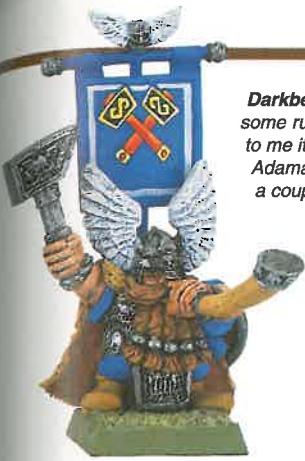
My record in the campaign so far is a bit mixed with 3 wins and 2 defeats (Kruk!) in the 5 games I've played to date. The three victories have given me a couple

of *Villages* and a *Shrine* (well at least it is another rune). It seems that there are not many forests on Thorskinson's Island!



Darkbeardson's Warriors.
With Darkbeardson and the Runesmith in the front rank this regiment can be very destructive. Basic Dwarf Warriors are pretty tough but I like to make them tougher still with a magic runic standard. The Rune of Fear is good against weak Ld troops. The Rune of Courage is expensive but very effective.



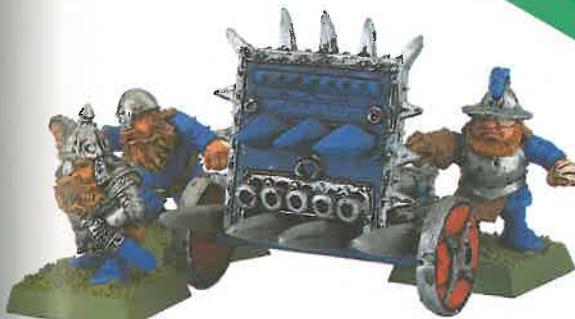


Darkbeardson is the heart of the army. The basic Dwarf General's stat line is quite tough, add some runes and you can easily create a combat monster! With all the magic items available to me it is no problem to tool him up with some very good runes. I favour the Master Rune of Adamant and Rune of Resistance on his armour and Skalf Blackhammer's Master Rune with a couple of Runes of Cutting on his hammer. Darkbeardson always fights in the front rank of the Warriors regiment.

The Runesmith (Rhunbolg Spellbreaker) is in the army for two reasons. The first of these is that he is another very tough warrior. The Runesmith is almost as powerful as a fully fledged Dwarf Hero. At Darkbeardson's side, at the head of the Warriors regiment, he can be an unpleasant surprise for the enemy commander. The second reason to include a Runesmith is the staff liberally carved with Runes of Spellbreaking. I invariably have two of these on the staff and if I can afford it I'll take all three! No Dwarf army should leave home without one.



The Trollsayers. Probably the best loved troops in any Dwarf army. They never run away! However they do need to be used carefully as they are very vulnerable to missile fire and unless you field a big unit they will not last very long. I always try to use a regiment of at least twenty strong. The best tactic is to pick an enemy regiment and go straight for it as quickly as possible. I try to choose either the toughest enemy unit or one which will create a problem for my opponent if it gets stuck fighting the Slayers. If I'm lucky the regiment that the Slayers are fighting can be charged in the flank by Darkbeardson's Warriors.



Dwarf Organ Gun



Dwarf Cannon



A recent game at the Studio. Alan fights a real grudge battle against Paul Robins' Orc and Goblin army.

War Machines. As I've been unable to find any Forests on the Island I'm restricted to only one war machine for any campaign battle. This is obviously very frustrating! For the first few games in the campaign I played safe and chose to field the Dwarf Cannon with its Rune of Forging. In the last couple of games I have experimented a little using the Gyrocopter and the Organ Gun (with Rune of Fortune).

Crossbows. I usually field at least two units of Dwarf crossbows. Deployed on a hill or hills all ranks can fire and they are good enough fighters to be able to fend off most attacks. Because crossbows cannot move and fire, there is a great temptation to pick smaller regiments in order to give yourself more flexibility. However I've found they work best in bigger units of at least twelve models per regiment (Dwarf bowskill is not high so you need to roll lots of dice).



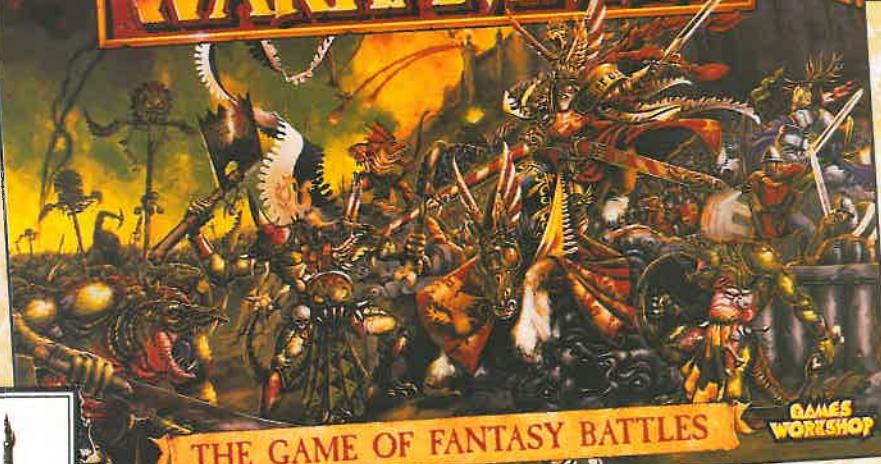
Gyrocopter

WARHAMMER



The Bretonnian army in combat with their arch enemies the Lizardmen. The photograph above features metal miniatures not available in the Warhammer boxed game.

WARHAMMER



THE GAME OF FANTASY BATTLES

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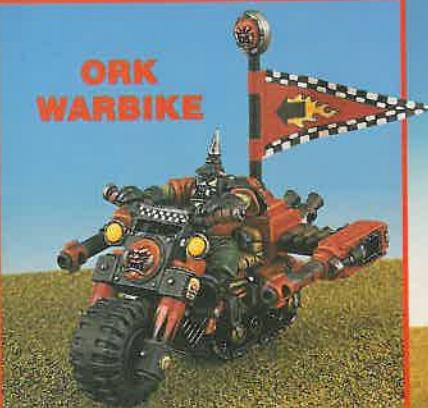
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GRETCHIN



The Orks are the most savage and warlike race in the whole galaxy, their huge, sprawling empire divided amongst thousands of Warlords. Orks live for war and are constantly striving to defeat their neighbours whether they are human, Eldar or even other Orks! This is fortunate for the rest of the galaxy, because if the Orks were ever to unite under one leader it's unlikely that anyone could stand against them for very long!



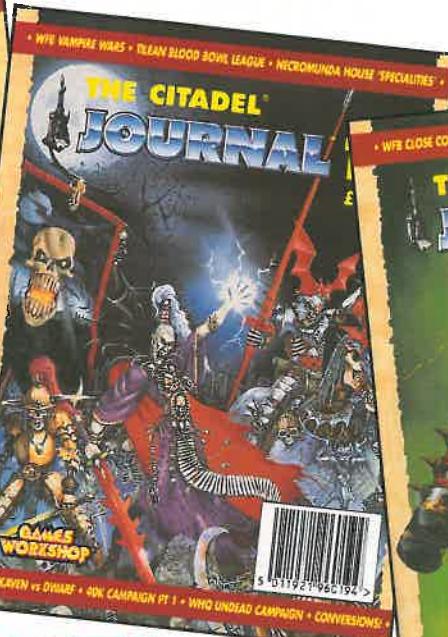
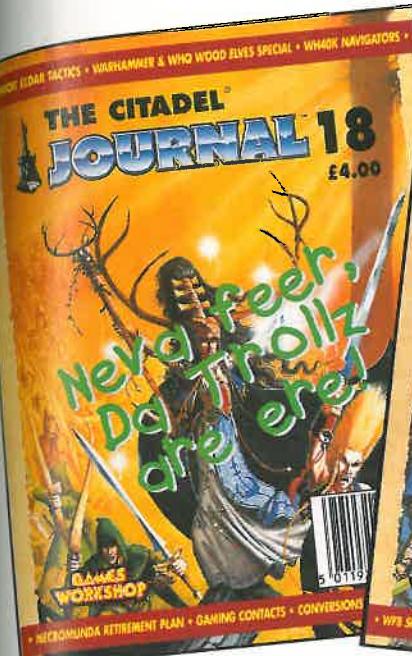
All miniatures are supplied unpainted and require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints. The Ork Dreadnought is a Citadel Miniatures Expert kit which requires a degree of modelling skill to assemble. We do not recommend this kit for young or inexperienced modellers.

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THE CITADEL

JOURNAL



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gamers FOR
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Editor Paul 'Fat Bloke' Sawyer
explains how...*



Every issue includes 'Dok Butcha's Konvershun Klinik' which covers a myriad of stunning conversions.

Wots da Journal?

The Citadel Journal is a bi-monthly 'fanzine' put together by the more adept Trolls in our Mail Order Department. Inside you'll find everything from new gaming ideas, to painted models and pictures of spectacular conversions. The Citadel Journal is written by gamers the world over and shares ground-breaking ideas as well as advice on essential skills like gaming tactics, painting and modelling with Citadel miniatures.

The Citadel Journal is a forum for providing ideas for the games whether serious or light-hearted. If you are an experienced player looking to squeeze that little bit more out of your games, then you'll find plenty of innovative ideas in the Citadel Journal. You'll also find articles about games no longer on general release such as Blood Bowl.

Who writes it then?

Anyone can submit material to the Citadel Journal. The motto of the lads who put the whole thing together is 'written by dedicated gamers for dedicated gamers.'

Don't be silly now

Of course, the articles we print have to be based on the existing games' backgrounds no matter how radical or unusual they might be. We wouldn't like to contradict or spoil the evocative background of the games we all know

and love. In other words you won't find 'Codex Fishmen' for Warhammer 40,000 or Nipponese Baboon-Samurai for Warhammer! Whether you use the new rules and ideas in the Journal is up to you, they are not official additions to the games.

Have I got a surprise for you...

As the Citadel Journal hails from the Mail Order Department, it occasionally gets its claws on some very special miniatures. Some of these will be made available to Journal readers through UK Mail Order. Past examples include the spectacular Thunderhawk Gunship for Warhammer 40,000, the Three Wolf Goblin Chariot for Warhammer, and a veritable plethora of one-off or unique miniatures for your favourite games. Apart from all of this, you can mail order any of the armies from the scenarios and campaigns we feature in the Citadel Journal.

What? There's more?

Regular features include the notorious conversion workshop - 'Dok Butcha's Klinik' hosted by our resident Ork Painboy, plus pages and pages devoted to letters and gaming contacts.

The Letters pages are just that! From our stacks of mail we select the most interesting tactical tips,

observations - about gaming, comments about articles in previous editions or simply what you have been doing in your own campaigns and scenarios.

The Gaming Contacts pages provide an international communications service. From San Francisco to Singapore/ Nottingham to Nice, you can get in touch and arrange games with other gamers in your area. If your club needs an advert to let people know about tournaments or conventions you are organising then get in touch with the Journal.

Teknology...

There is a Citadel Journal Website under construction and we also have our own E-Mail address. Any of you wire heads with Internet access can E-Mail the Journal on fatbloke@games-workshop.co.uk.

More about us...

Of course, I love our games and miniatures and spend every spare moment painting greenskins. I collect the little chaps in Warhammer, Warhammer 40,000 and Epic 40,000.

I'm not alone on the Journal though. I'm ably assisted by Richard Wolfrik Galland (who, despite being a soft Southerner, claims to do all the real work on the Journal!). His greatest claim to fame is that he's related to the Luftwaffe fighter ace Adolf Galland so I'd better not upset him (well, not too much anyway!).



Wolfrik (who insists he does all the real work on the Journal) bears the brunt of yet another of the Fat Bloke's regional gags.

I've got some good ideas, so what do I do next?

1. Decide what sort of article you want to write

For example:

- A scenario for one of our game systems.
- The house rules that you use in your games.
- Ideas for collecting, modelling, converting or painting Citadel miniatures.
- Tips and tactics.
- A review of a tournament/convention you have attended or organised.

2. Get writing!

Of course we prefer to receive complete articles but, if you really don't feel comfortable writing a long piece of work, don't panic! Just send us your ideas and, if we like them, we'll turn them into a Journal article!

3. Check your work

Everything that goes into the Journal is carefully checked (we even go to the trouble of inserting typos!) but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you! It helps to try out your ideas to avoid game imbalance.

4. Tell us about yourself

Along with your submission send us some details about yourself, what you play, your fave army, why you wrote your submission, etc. A photo of yourself would also be good. We are always interested to know about our readers - go on, don't be shy!

5. Send your work to us

The Journal Bunker is located deep in the heart of Troll Country - at our Head Office in Eastwood. Whatever you do, don't send your articles to the White Dwarf - He'll be very angry but trolls are hard so we're not scared!

Send your ideas to:-

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Or, if you're on the Internet,
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Please title any submission:
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6. Win some cool stuff!

The Citadel Journal is read by thousands of GW hobby enthusiasts worldwide, so there is no better way to share your views and ideas with the global gaming community. You could even win some goodies as well! We'll send a free copy of the Journal to the author, also GW vouchers or complimentary miniatures for articles deemed worthy of publication. Last but not least, for the 'Fat Bloke's Favourite', there will be an even better reward! So what are you waiting for?

Obviously, it will be of immense use to the Journal Crew if you send any material on disk (saved as a text file), properly spell checked, grammar checked and clearly written, but obviously, most people can't do this. You should at least attempt to have your work legible though - it's no good if we can't read it!

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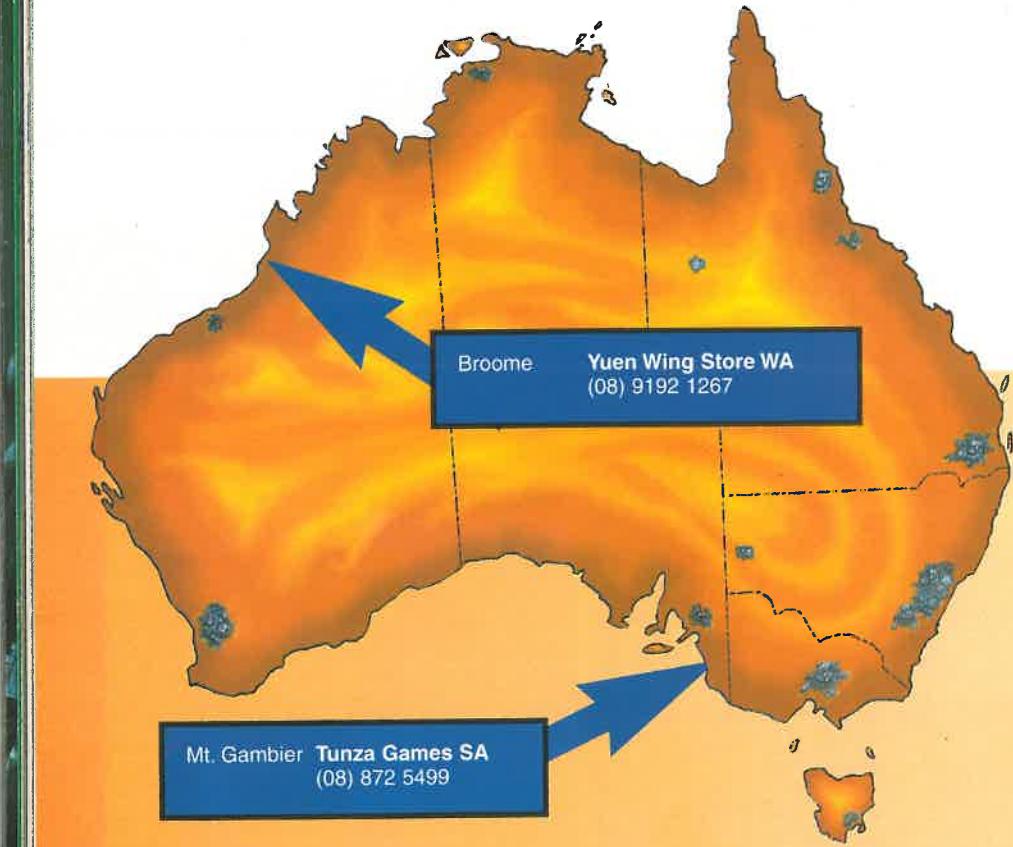
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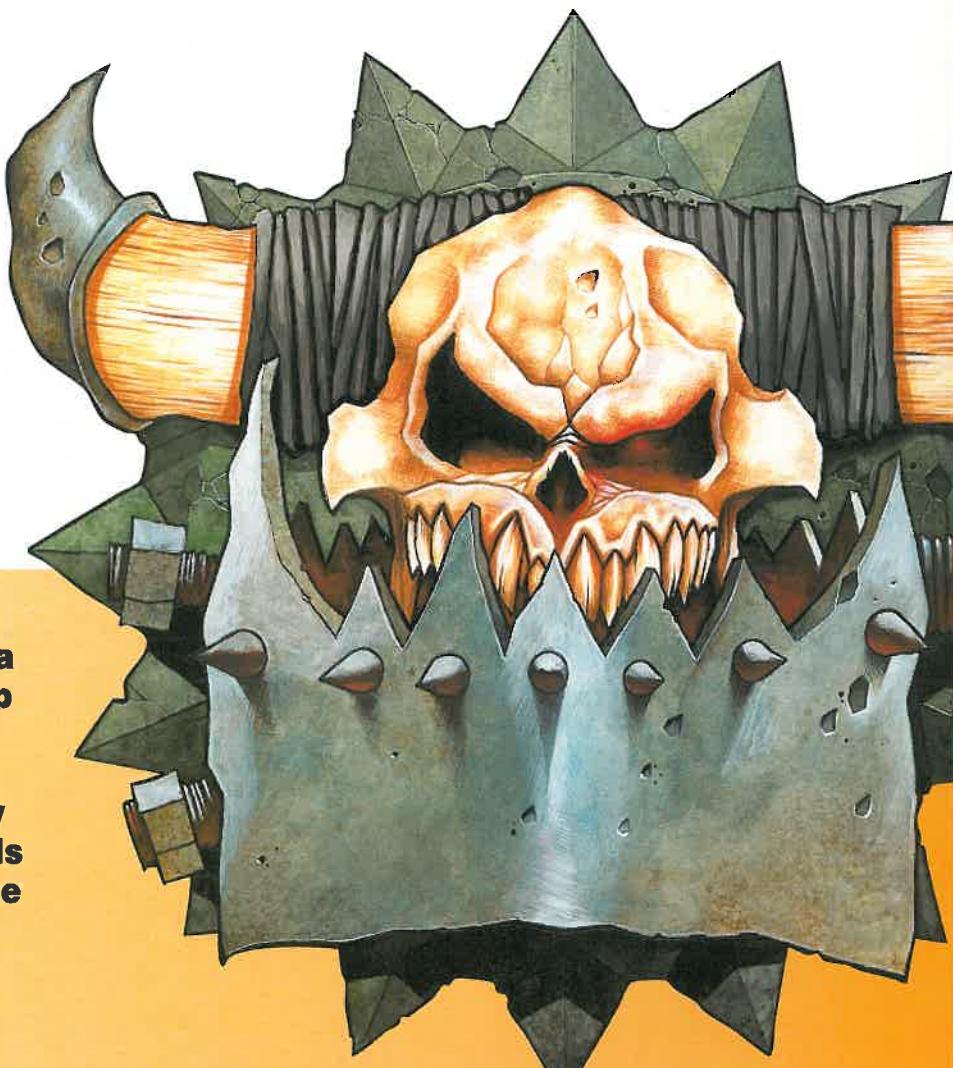
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Sisters of Battle

ARE PUT THROUGH THEIR PACES...

Those of you who read last month's White Dwarf may remember the three scenarios for the Sisters of Battle entitled "Scourge of the Damned". This month we decided to run the scenarios just to see how the Sisters of Battle, played by Andy Kettlewell, would fare against some of the major enemies of humanity, namely Chaos, Eldar, Orks and Mark Brendan!



In White Dwarf 212 we brought you *Scourge of the Damned*, three scenarios for the Sisters of Battle penned by Gav Thorpe. Well this issue we're putting those scenarios to the test in a special three part battle report.

We've gone for three stand-alone scraps against Chaos, Eldar and Orks.

The Sisters of Battle are to be commanded by Andy Kettlewell, whilst Mark Brendan will command each of the opposing forces.

First up is *Defend the Shrine*, in which the Sisters of Battle must (ever so surprisingly) defend one of their holy shrines from an attack by Chaos forces. The second scenario is called *Liberate the Relic*, in which a mysterious Eldar Farseer accompanied by an Eldar army has stolen relics sacred to the Sisters of Battle. They must recover them at all costs. Finally, in *Pierce the Darkness* Orks have invaded Imperial space, and the Sisters of Battle have been sent to break through their perimeter and gather intelligence on their base camp.

The next two pages contain basic army lists for the forces involved and some background stories to set the scene. Now it's time to fight!

Defend the Shrine

Liberate the Relic

Pierce the Darkness

1,500 POINT CHAOS ARMY

- Chaos Terminator Lord
- Icon Bearer with the *Flesh Banner*
- Chaos Marine Aspiring Champion
- Chaos Terminator Aspiring Champion
- Night Lord Chaos Marine squad
- Night Lord Chaos Marine squad with heavy weapons
- Chaos Marine bike squad
- Chaos Dreadnought with Mk1 heavy plasma gun and power scourge



1,300 POINT ELDAR ARMY

- Farseer
- Warlock Champion
- Howling Banshee Exarch
- Dire Avenger Exarch
- Guardians squad
- Dire Avengers squad
- Howling Banshees squad
- Wraithguard squad
- War Walker with lascannon and scatter laser



1,300 POINT ORK ARMY

- Ork Warlord
- Gretchin Battle Standard Bearer
- Painboy
- Mekboy with Shokk Attack gun
- Runtherd
- Blood Axe Kommando Kaptin
- Gretchin squad
- 2 squads of Death Skull Looters with kombi-blastas
- Blood Axe Kommandos squad
- Snotling bases
- Warbike squadron
- Two War buggies
- Dreadnought with lascannon and heavy bolter



750 Point Sisters of Battle Army

- Missionary Mighty Hero
- Two Veteran Battle Sisters Superiors
- Seraphim Veteran Sister Superior
- Battle Sisters squad with heavy bolter
- Battle Sisters squad with multi-melta
- Seraphim squad



1,300 Point Sisters of Battle Army

- Canoness
- Arch Confessor Kyrinov
- Veteran Battle Sister Superior
- Preacher
- Battle Sister squad
- Battle Sister squad with multi-melta
- Battle Sister squad with heavy flamer and meltagun
- Seraphim squad
- Frateris Militia
- Immolator
- Rhino



1,300 Point Sisters of Battle Army

- Canoness
- Banner Bearer
- Seraphim squad
- Battle Sister squad with heavy bolter
- Battle Sister squad with multi-melta
- Battle Sister squad with heavy flamer
- Immolator
- Rhino



02:28hrs Astronomican reports indicate massive warp space disturbance in Gamma quadrant, sub-sector 6, unable to determine source but recommend garrisons in the area step up to full alert.

05:19hrs We have confirmation that a hostile force is responsible. A Night Lord battle fleet, code-named *Proserpine*, are assaulting the newly reclaimed planet, *Coriolanthe*. Rear Admiral *Ganesh* of *Hydraphur* has dispatched the rapid response fleet to assist defenders.

06:22hrs *Coriolanthe Administratum* reports widespread breach of their atmosphere by landing craft. Surface-to-air batteries have eliminated 32% of incoming vessels. Scans indicate that 96.4% of enemy craft making landfall have successfully dispatched Chaos Marines onto the surface of *Coriolanthe*. Two main columns of the Chaos landing elements have been identified, and are closing in on the Shrine of St. *Errigal*. ETA 06:42 hrs.

06:41hrs Missionary *Jerubaal* has arrived at the Shrine of St. *Errigal* with a small force of *Adepta Sororitas*. Visual confirmation of enemy trou... (static)



(Final transmissions received by Comm-Net from *Coriolanthe Orbital Augury Helios*)

FAO Arch-Confessor *Kyrinov*

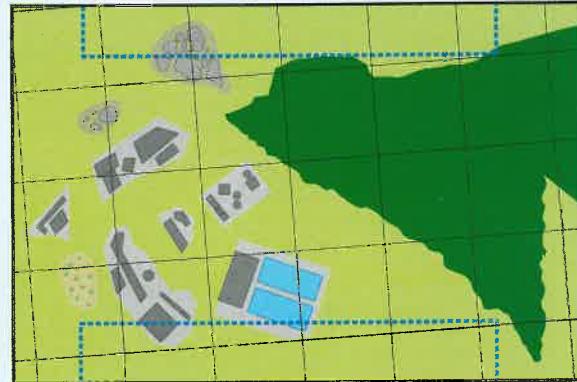
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REF: 810/- A916

Redemptor, we urgently request your presence on *Xerxes IX* regarding a matter of the utmost delicacy. In the past fortnight there have been eighteen separate reports of Eldar ships illegally entering the atmosphere of *Xerxes IX*. They have consistently refused to answer our attempts at communication, we have thus far failed to intercept them with our cruisers, and they have declined our offers of a fight!

However, at 02:17 hrs this morning a Farseer appeared on the planet's surface and led a sizeable force of Guardians and Aspect Warriors, supported by War Walkers, against the Shrine of the Nameless Martyr. The shrine itself was levelled to the ground, and survivors report that the Farseer removed the remains of the Nameless Martyr before destroying the building. Our intelligence confirms that they are approaching an abandoned water treatment plant, where we believe they intend to wait for transport off planet. Needless to say, you can imagine the consequences of our enemies in the Administratum learning of this blunder...

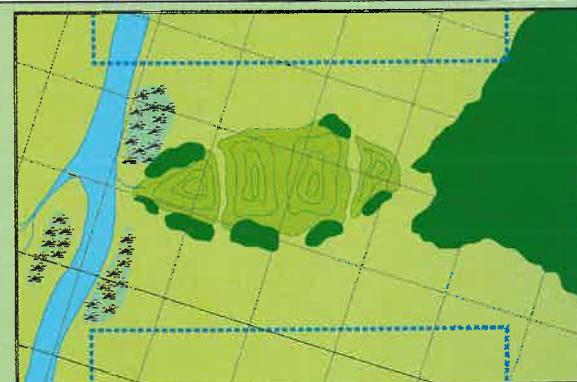
(Top secret communication from Canoness *Aemillia* to Arch-Confessor *Kyrinov*, anonymously leaked to Administrator *Jeg*)



Operation: Pierce the Darkness

MISSION BRIEFING

- Ork Warlord *Og Grughakh* has established a beach head into Imperial Space on *Denkari Minor*. *Denkari Minor* is a tropical Deathworld, so it is advised that your strike element is fully conversant with the data on dangerous indigenous lifeforms likely to be encountered on the planet's surface.
- The dense jungle canopy, coupled with the abundance of animal life, has rendered preliminary scans of enemy movements impossible. Therefore, your mission is intelligence gathering.
- You will be dropped ten klicks north east of *Dracolith Tor*. Make your way to the *Tor* and press southwards from there.
- This is where we expect you to encounter your first resistance, since we believe the Ork base camp to be a short distance south of the *Tor*.
- Break through the Ork perimeter and report back with details of the Ork encampment. Terrain from drop zone to target will be mainly flat marsh land, with some jungle areas.



(Mission briefing to Canoness *Aemillia* from Confessor *Leviticus*)

BATTLE REPORT

Defend the Shrine

In the first of the three battles, a massive Chaos horde (ably commanded by Mark) is attacking an Imperial shrine defended by a handful of Sisters of Battle (under the control of Andy). The forces of Chaos mass to attack on one side of the shrine, sending out a small flanking force of Chaos bikes, while the Sisters wait for their opportunity to launch a dangerous counter attack with the elite Seraphim.

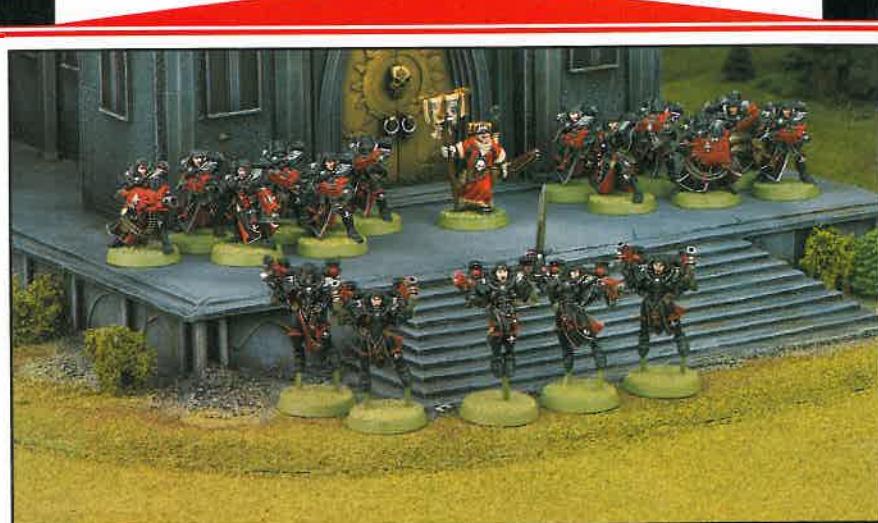




4 *Above: As the battle reaches its conclusion, Chaos Marine bikes attack the shrine from a new direction.*

Sisters of Battle Plan

Andy: Having deployed most of my troops in the shrine, I turned to Gav for some much needed advice. His wise reply was that the best form of defence was offence. With this in mind I choose a squad of Seraphim armed with plasma grenades. With them jumping around the battlefield they could at the very least hold up some of Mark's approaching forces.



Chaos Plan

Mark: I decided to make a concentrated assault from the left flank, which boasted the best cover for the approach. All of my characters possessed Marks of Khorne to make them tough hombres in close combat. As an afterthought I also took a lot of area affect weapons to clear out the shrine.



6 *Above: The remaining Seraphim drop back to shower the attacking Chaos bikes with plasma grenades.*

The Missionary Hero destroyed the Chaos Dreadnought in a hand-to-hand combat taking a heavy hit from the Chaos forces.

Sisters of Battle Debrief

Ho! Ho! Ho! The game ended just in time for my army. One more turn and I'm sure that Mark would have got at least one model into the shrine and won the game. The best point in the battle (for me) was the Missionary's heroic attack against the Chaos Dreadnought. With the *Phial of Dolan* and *Staff of Belief*, he knocked the Dreadnought for six in close combat! Other good deeds were done by the Seraphim who slowed the Chaos attack down by throwing plasma grenades everywhere. Overall it was a good game, but I'm glad it ended when it did!

Chaos Debrief

What can I say? It all ended too quickly for me, and there simply wasn't the time to get any of my troops into the building. The biggest upset in the game occurred when the Missionary Major Hero destroyed the Chaos Dreadnought in close assault.

I reckon Andy's bold use of the Seraphim, armed with plasma grenades contributed more than any other factor to my downfall. They managed to slow down my main push to a virtual standstill, ensuring that I didn't make up the ground that I needed, and also did a bit of damage to my troops on the way.

VICTORY POINTS

SISTERS OF BATTLE: 8

CHAOS: 3

BATTLE REPORT

Liberate the Relic

The second battle sees Andy's Sisters of Battle trying to recover a stolen artefact from Mark's Eldar force. Andy launches a bold flanking attack with a Rhino full of Sisters of Battle to attempt to kill the Farseer who holds the relic, while Arch-Confessor Kyrinov leads a frontal assault to keep the enemy force occupied. Meanwhile, Mark's Eldar struggle to keep their leader out of the oncoming attack.



Right: The Seraphim wait for the opportunity to attack, with the Sisters of Battle squad providing covering fire.



The Rhino swings wide around the Eldar flank, carrying the Canoness, together with a Sisters of Battle squad into striking distance of the Eldar Farseer.

Above: Arch-Confessor Kyrinov advances towards the Eldar behind a screen of Frateris Militia.



The Seraphim leap out from behind their cover to rain a deadly hail of plasma grenades onto their foe.



The War Walker blows the tracks off the Immelator before its pilot is killed by bolter fire.

The Howling Banshees rush around the hill and massacre an attacking Battle Sisters squad. All but the Canoness were killed.



Right: Dire Avengers fire upon the Ecclesiarchy's advance while the Farseer shelters behind the Howling Banshees.

Sisters of Battle Debrief

The relic was there for the taking, but time ran out for the Sisters of Battle. Actually I'm glad the game did end because Mark had lots of Howling Banshees ready to charge which would have crippled my attack and may have won him the game. Apart from not winning, I thought the game went well, and I'm glad I achieved my objective. The destruction of the War Walker was a bit lucky, but a few things went wrong for me as well. I know the Immolator can cause a lot of damage, so I was not impressed when it was immobilised in the first turn as well as the Seraphim being killed by their own plasma grenades.

4

Above: Only a lone Warlock stands between the Sisters of Battle and their relic... until the Howling Banshees leap into the fray!

Sister of Battle Plan

Andy: This was going to be the toughest scenario for the Sororitas so I decided to put all my eggs in one basket and go for an all out attack. I used a Battle Sisters squad, Canoness, Seraphim and a Rhino for my main attack.



Eldar Plan

Mark: I deployed behind a hill on the opposite side of the board from the Sisters of Battle. With the important stuff hidden behind a screen of Guardians and Dire Avengers, I was free to hunt stragglers and flankers with the War Walker.



5

Above: In the closing stages of the battle the Canoness aims her meltagun at the Farseer to deny the Eldar the relic.



Eldar Debrief

With our game set at four turns each there was bound to be some spectacular events such as the Immolator being immobilised on the first turn, immediately followed by the War Walker being destroyed by bolter fire of all things. Apart from that, the plasma grenades of the Seraphim proved that in close proximity, they can be just as lethal to their own troops as the enemy. Two balls of plasma killed not only most of my Guardians, but most of the Seraphim who had thrown them. The game ended with no one in possession of the relic when the Canoness felled the Farseer with her meltagun on the final turn.

VICTORY POINTS

SISTERS OF BATTLE: 7

ELDAR: 7

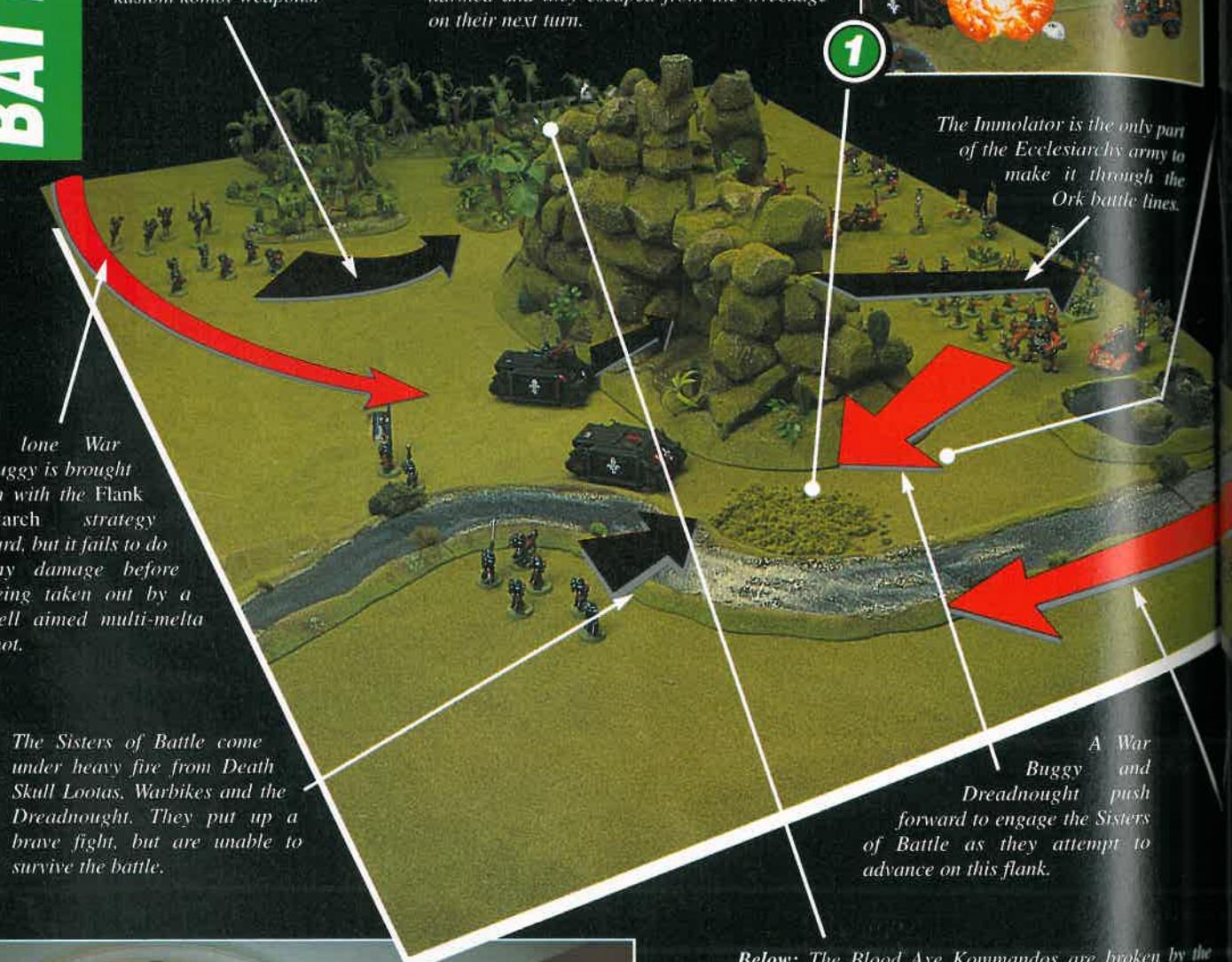
BATTLE REPORT

Pierce the Darkness

In the third and final battle, Andy's Sisters of Battle must break through a heavily defended Ork battle line, while Mark desperately tries to hold them back with his motley assortment of Ork gubbinz. The Orks rush across the battlefield to contain the Sisters, who are content to concentrate on eliminating their opponent rather than breaking through their lines.

Seraphim and Battle Sisters come close to breaking the Ork line, but are repulsed by heavy fire from the Ork kustom kombi-weapons.

Right: The poor old Rhino never even managed to make it off its starting position before being immobilised by the War Buggy. Fortunately none of its passengers were harmed and they escaped from the wreckage on their next turn.

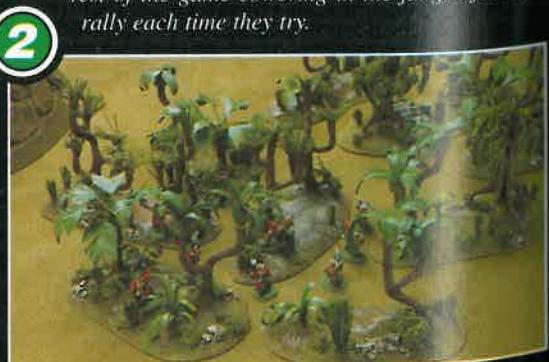


A lone War Buggy is brought on with the Flank March strategy card, but it fails to do any damage before being taken out by a well aimed multi-melta shot.

The Sisters of Battle come under heavy fire from Death Skull Lootas, Warbikes and the Dreadnought. They put up a brave fight, but are unable to survive the battle.



Below: The Blood Axe Kommandos are broken by the Seraphim and the Sisters of Battle. They then spend the rest of the game cowering in the jungle, failing to rally each time they try.





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3

Left: After it manages to immobilise the Rhino, the War Buggy is assaulted and destroyed by the squad who were aboard the vehicle.

Sisters of Battle Plan

Andy: I had supreme confidence starting this game because I play with an Ork army and know all their strengths and weaknesses. I decided to use an all Sisters of Battle army because I wanted as many quality troops as I could get my hands on.



Ork Plan

Mark: Taking offence as the best form of defence, I based the army around a lot of fast attack vehicles to hunt down and intercept attackers, whilst Death Skull Lootas and a Dreadnought were chosen to protect the deployment zone.



4

Above: In the final stages of the battle, Mark plays the Reinforcements Strategy card, and the arrival of five more Warbikes seals the Orks' victory.

Sisters of Battle Debrief

Mmm, I lost! The funny thing is that I enjoyed this battle the most out of the three. I was impressed by the Seraphim when they attacked the Kommandos. I used their special ability to fire two pistols in the same turn and it worked a treat. The Immolator had the potential to do well when it heavy flamed three Warbikes, but I rolled some terrible dice (gem dice to be exact) and they refused to score anything above a 2. The main reasons for my downfall were the kombi weapons, the fact that I forgot about the scenario conditions and the Reinforcements strategy card. Oh well, two out of three is not bad.

Ork Debrief

At last, the accursed Ministerum falls before my might. However the fast attack elements of my army proved to be quite a major disappointment as Buggies and Warbikes whizzed all over the place failing to hit most of their intended targets. Anyway they were all stuffed quite severely, along with the Dreadnought. Not that I was in the least bit concerned (well, perhaps a little), because the covering fire they were receiving from my Death Skull Lootas' combi-blastas had the Sisters dropping like flies, one squad even breaking. Yep I take my hat off to those Death Skull Lootas, they won the day and not even one of them blew up!

VICTORY POINTS

SISTERS OF BATTLE: 10

ORKS: 15

Sisters of Battle

All of the models from the three battle reports have been picked from our army. All of the models we've highlighted on this page are the latest ones to hit the blister racks this month.



Sisters Superior

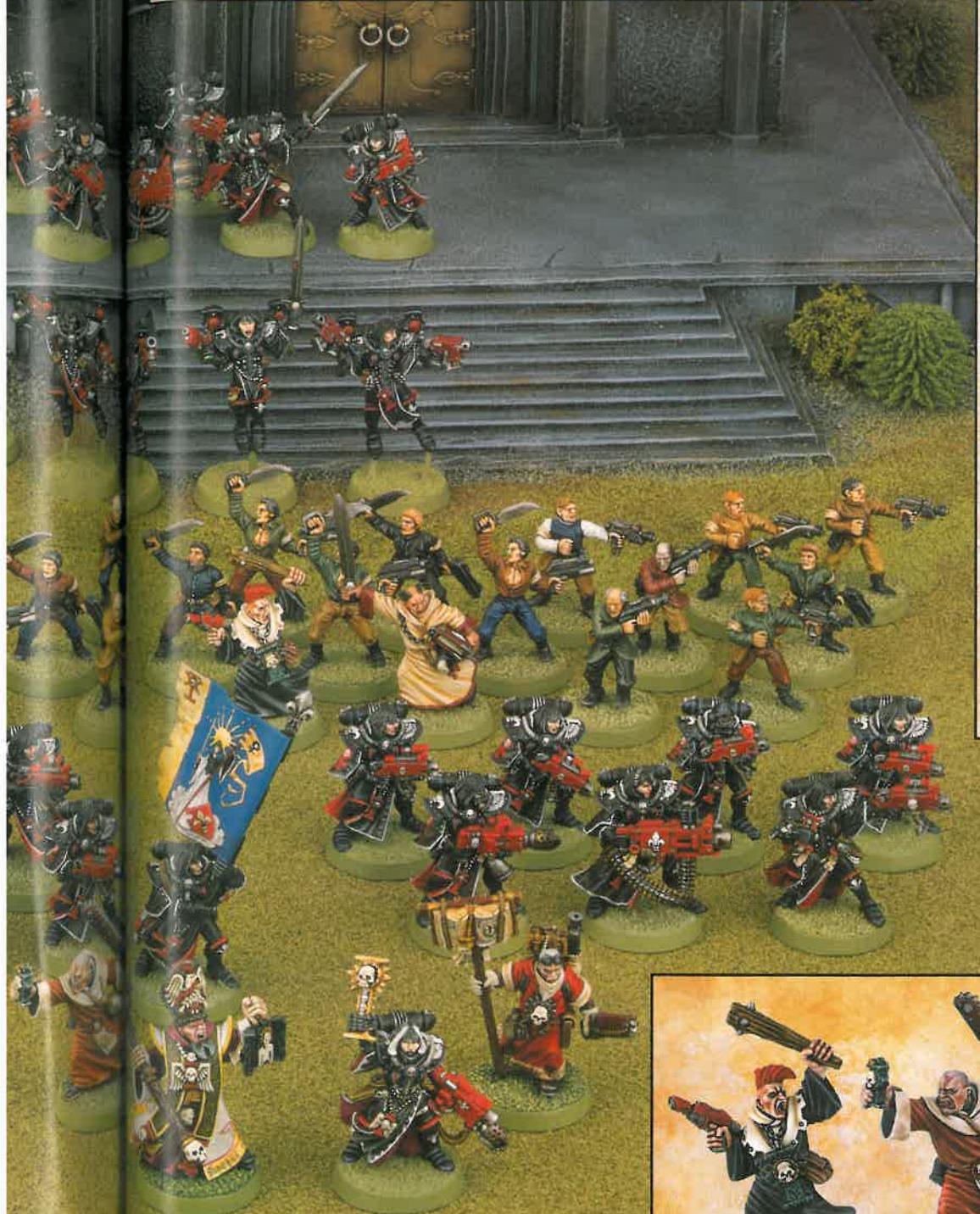
Seraphim with twin hand flammers, flamer and multi-melta



Uriah Jacobus



Battle Standard of the Order of Our Martyred Lady



Imperial Preachers

THE SISTERS IN BATTLE...

In the aftermath of the three battles, Mark, Andy and Gav set about putting their thoughts together on how it all went. Mark spills the beans on what they discussed...

So, we have a draw right across the board. Sometimes games just turn out that way, and at least nobody can moan about being the loser in the end. The other thing which makes this a noteworthy result is that it proves that the Sisters of Battle are quite capable of holding their own in a scrap, although it should be

to the mission objective. In the second battle the plasma grenades were something of a double-edged sword. Andy's intention was to block line of sight to the main group of Ecclesiarchy troops for the Eldar clustered around the hill, but the full destructive capabilities of a plasma grenade were demonstrated horribly

opponent's attention, and they are not likely to rest until they have got it out of their hair. With this in mind there are two courses of action you can take to make the most of such a vehicle's scare factor.

The first of these is to do your utmost to protect it, which can be done by screening it with empty

toughness and armour of the Battle Sisters (they even managed to survive a reaper autocannon volley at one point in the game).

The big thing which is lacking from the Ecclesiarchy army is tank busting capability. With the exception of the multi-melta (and certain psychotic Missionary Major Heroes who knock Dreadnoughts for six in close combat) the Adepta Sororitas do not have anything to deal with heavy armour. This is where allies come in very handy, because if you know you are going to be facing lots of tanks, Dreadnoughts, Carnifexes or whatever, it's always handy to have a Space Marine Devastator squad or Dreadnought, or a couple of Imperial Guard tanks to back you up.

Never underestimate the protection of power armour.

stressed that they do function better as allies, or with allies.

Some interesting tactics, which can be used in general when applied to most armies, have been thrown up by this battle report. In the first two battles Andy equipped his Seraphim with plasma grenades, a choice which proved effective, if erratic. As we know, he used them to great effect in the first battle as a delaying tactic, so although they didn't actually cause that much damage to the Night Lords, their effect on the speed of the Chaos Marine's advance proved catastrophic when it came

here. Not only did the Seraphim wipe out their target unit of Guardians almost to a man, but they also fell to their own weapons!

Another worthwhile issue highlighted in this battle report is how you use your tanks in the game. When we're talking about tank use for the Ecclesiarchy, we are of course referring mainly to the Immolator. In both battles where it made an appearance it was given special priority as a target, and I made very sure that it was out of commission before it got anywhere near my troops. This is because a vehicle like the Immolator is guaranteed to grab an

Rhinos, giving it protective vehicle cards, or making sure you keep up a fast speed on the battlefield. The other way to take advantage of the enemy's fear of the Immolator is to use it as a decoy to hide the real threat to your opponent's army, perhaps an Adepta Sororitas squad with a heavy bolter.

Speaking of infantry, the Adepta Sororitas are exceptionally tough. Never underestimate the protection of power armour, as I found out in the first battle when an inordinate amount of his shots were repelled by the



By Mark "Hordes of Iniquity" Brendan

A VIEW FROM THE DESIGNER



Gav Thorpe

Well, well, well! A win, loss and a draw! You can't ask for a more even result than that, can you? Overall, I'm very pleased with the way the Battle Sisters have conducted themselves, showing that they have the versatility to cope with a wide variety of

provide a brilliant adjunct to the Space Marines or Imperial Guard by providing either better equipped or cheaper options for you to bolster your army.

Well that's the army in general, so what about these three battles? As we found when developing the *Defend The Shrine* scenario, the defenders *must* start the game in hiding. This allows them to get the first shots off, which can mean the difference between victory and

Seraphim's mobility allows them to confound your enemy's plans. By launching an attack (even if you're defending) you can break up the enemy advance and distract your foe from their main purpose.

In *Liberate the Relic* we see that no matter what's happening, you must never give up. Every dice roll counts; each to hit roll or armour saving throw can mean the difference between returning home with a glorious victory or

a 50/50 chance for victory, how close can you get?!? Full credit to Andy for concentrating on what was important. It's easy to get distracted by killing enemy troops when what you should have been doing is focusing on your mission objectives. It is by achieving these that you can win a game, all other things being equal.

Pierce the Darkness, the scenario against the Orks was a tough one, trying to punch through an army whose main strength is numerical superiority! As it turned out, Andy would have done well to keep with his plasma grenades tactic, cutting off some of the vast Ork army and concentrating his force against one part rather than the whole. Oh well, such are the benefits of hindsight!

They have the versatility to cope with a wide variety of different situations.

situations. Bearing in mind that they work best with allies, or as allies to another army of the Imperium, what is it about them that makes them so valuable? Well, Battle Sisters squads have access to heavy flamers, and the only other infantry squad who can take these awesome weapons are the expensive Space Marine Terminators. There are also the Seraphim squads, who excel at short-ranged firefights and, last but by no means least, the dreaded Immolator. Any of these troops

defeat. I've found that flamer weapons are great for the defenders in this case, and the Sisters of Battle certainly have access to plenty of them. The enemy must move towards the shrine, it's no good just killing the defenders, they have to get inside the shrine as well. This means that they have to move into range of your flamer weapons, and as they converge on one point they will probably be forced to bunch up to maximise their firepower. You don't often get such an inviting target! A

shuffling off with an ignominious defeat. In this case it was the Farseer's 4+ Rune Armour save. That was



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GOLDEN DEMON

Golden Demon is drawing nearer, so you had better get painting your entries!
Listed here are the categories for this years event. Happy painting!

1. Best Warhammer 4,000 Miniature

Any single Warhammer 4,000 miniature on a standard round slottabase. Individual models mounted on Bikes and the like should be entered in Category 3.

2. Best Warhammer 4,000 Squad

This category is for Warhammer 4,000 squads chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (eg: Dark Reapers 3-7 models, Snotling Herd 2-10 bases plus a Runtherd, etc). This category includes squads mounted on Bikes, Jetbikes and Warbikes as described in the various Codex lists. All models must be presented on standard gaming bases (slottabases where they're appropriate).

3. Best Warhammer 4,000 Vehicle

This category is open to single Warhammer 4,000 vehicle, Dreadnought or War Walker models. This category includes individual small vehicles like Bikes if appropriate to the model and the army, eg Eldar character on a Jetbike or Space Marine Chaplain on a Bike.

4. Best Warhammer Single Miniature

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

5. Best Warhammer Command Group

Entries for this category consist of four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must include a Standard Bearer, a Musician, and a Champion for a single regiment **plus** an Army General or a Wizard.

6. Best Warhammer Monster or Warhammer 4,000 Creature

This category is open to Warhammer or Warhammer 4,000 monsters on 40mm x 40mm or 50mm x 50mm standard bases. This covers Avatars, Ogres and Tyranids and you may include a ridden monster if you wish eg: Orc Wyvern, Chaos Dwarf Bull Taurus, etc.

7. Best Necromunda Gang

Entries for this category consist of an eight model Necromunda gang (4 models for Spyre teams). All models must be presented on standard round slottabases.

8. Best Epic 4,000 Titan

This category is for a single model of a Titan or Gargant, on its standard base. This includes Warlord Titans (Imperial or Chaos), Imperator Titans, Gargants, Great Gargants, Mega-Gargants, Revenant Titans, Phantom Titans and Tyranid Bio-Titans (Hierophants and Hierodules).

9. Best Epic 4,000 Battleforce

Entries to this category should be made up of an Epic 4,000 force consisting of one or two Detachments of models. There should be no more than **10** vehicles or War Engines and no more than **20** units of infantry or bikes.

10. Battle Scene

Entries for this category consist of a Battle Scene from either Warhammer, Warhammer 4,000 or Epic 4,000. The display must not be larger than 30cm x 30cm and the maximum permitted height is 30cm. The Battle Scene should have at least two miniatures arranged in a combat pose, but otherwise there are no restrictions on the Battle Scene's theme or content.



WD97

The Young Bloods Competition

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single Citadel miniature, either Warhammer or Warhammer 40,000, on its standard gaming slottabase (25mm round base for Warhammer 40,000, 20mm or 25mm square base for Warhammer).

Note that this year you can enter both metal and plastic miniatures in the Young Bloods competition.

The Open Competition

The Open Competition is literally what it says – an open opportunity for you to let your imagination run riot! There are no restrictions on your entry, so it could range from a single miniature to a sweeping diorama. Anyone can enter the Open Competition, including Games Workshop staff, so beware that the competition will be stiff! In fact this year we are even going to let Mike McVey enter to increase the pressure on Dave Andrews who has won both of the previous Open Competitions. As Mike will be entering himself, the Open will this year be judged by a panel of notaries including John Blanche and Rick Priestley. Remember that no matter how wild your entry, they will be looking for well-painted and modelled miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes. You are also allowed to include conversions if you wish, but they too should be consistent with the atmosphere of the game world and spirit of the miniatures.

1997 COMPETITOR'S GUIDELINES

- You can only enter once in each category and all entries to the Golden Demon Awards must be painted Citadel Miniatures.
- All single miniatures must be mounted on the appropriate gaming bases.
- Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.
- Overall, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's different fantasy universes.
- All entries to the 1997 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena, Birmingham, on the 28th of September 1997.
- Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.
- Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, but can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's own risk.
- Entry into any of the competitions gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.

GAMESDAY GOLDEN DEMON 97

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Description of entry

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Category Number

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LOUEN LEONCOEUR
KING OF BRETONNIA



KNIGHTS OF THE REALM



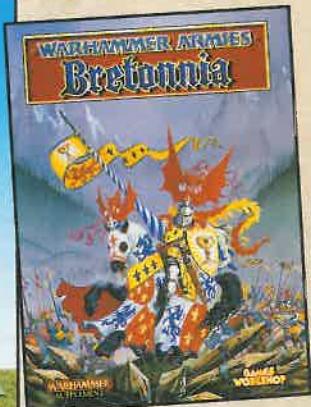
THE GREEN KNIGHT



BOWMEN



GRAIL KNIGHTS



The above Warhammer boxed sets can be incorporated into your games of Warhammer using the rules printed in the *Warhammer Armies: Bretonnia* book. All models supplied unpainted. Louen Leoncoeur 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.

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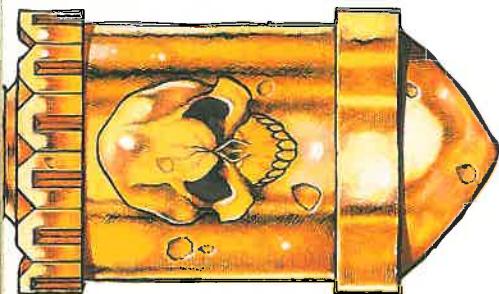
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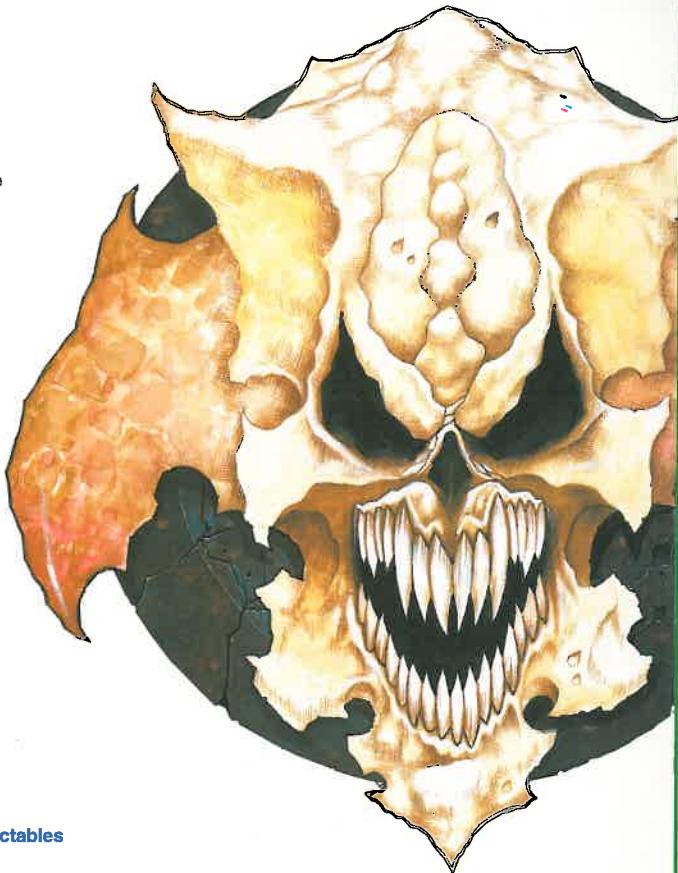
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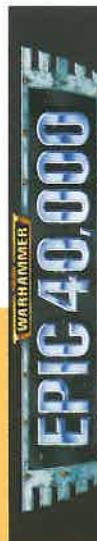
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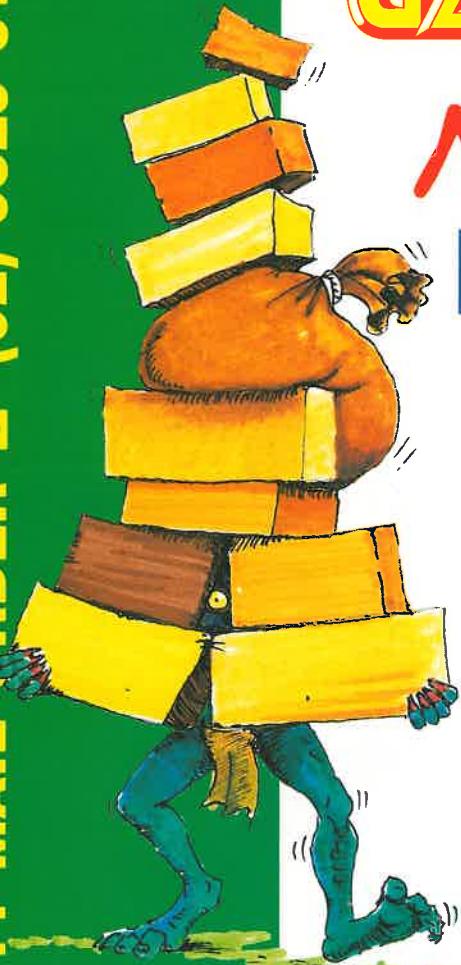
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After the success of The Prophecy of Sotek Roadshow in our Games Workshop Stores over the last few months we've decided to bring this awesome clash of bestial armies to the rest of Australia. We've put together some great deals for the main units that took part in the conflict, including conversion kits for the prophetic Skink Shamans, Xlingchot and Xaanghai. For the criminally insane we've also included a ludicrous deal for the entire 4000 point Lizardman and Skaven armies, risk contemplating it if you dare!

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SHANE'S ARMY



A selection of Shane's vehicles and armour. Note the Dark Angels captain conversion. This impressive model was first seen in the "Wot is Mail Order" article.

Way back in White Dwarf 209, we showed you the various armies and figures that the Trolls in Mail Order had lurking in every corner. Many of these armies had conversions of one sort or another in them. One photograph that seemed to draw a lot of attention was the small shot of a Dark Angels captain which had been converted by Shane. This particular conversion sparked a wave of letters to Shane asking him how he'd done it. Speaking to White Dwarf, he explained that he could no longer remember the exact process he went through to obtain this stunning result but he could remember it had taken him 4 months to complete! On the rest of this page you will find more of Shane's work in the form of his Blood Angels Army, led by his excellent conversion of Captain Tycho. Both conversions, were inspired by John Blanche's artwork which can be seen in the Warhammer 40,000 Codex Angels Of Death.



Above: Shane's brilliant Blood Angels army.

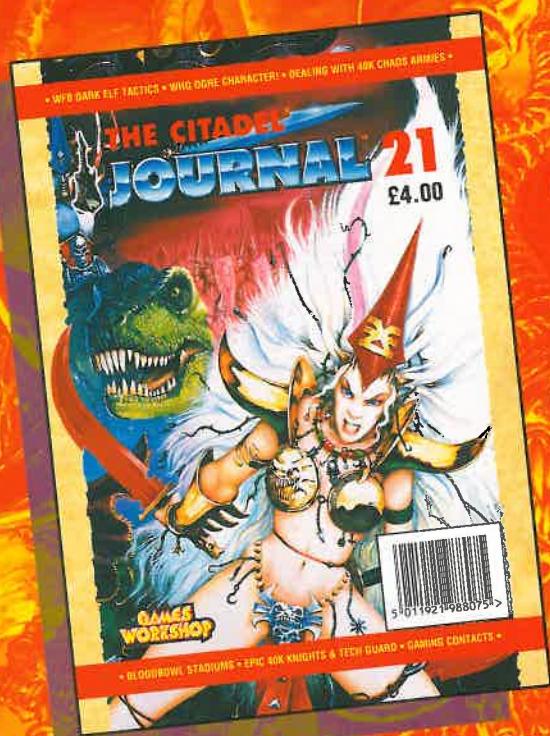


*Shane Hoyle,
picker Troll*



Above: Shane's Blood Angels Captain Tycho conversion.

THE CITADEL JOURNAL™



IN THIS ISSUE...

● ADEPTUS MECHANICUS

Epic 40,000 army featuring Tech Guard and Imperial Knights.

● DARK ELVES

Part 3 of Tuomas Pirinen's Warhammer tactics

● 40K

Part 3 of the Circle of Seven campaign.

● PLUS – Dok Butchas Konvershuns!

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Please mark it as "Journal Submission."

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Reports are in of 6 amazing army deals heading on an intercept course with you!

These deals are for the armies used by Mark Brendan and Andy Kettlewell in this issues battle reports. Full details of these army lists can be found in the battle reports which start on page 81 and pit the new Sisters of Battle against a variety of foes. Now you can recreate these battles in the comfort of your own home. All you need to do is ring Mail Order NOW and talk to the Trollz!

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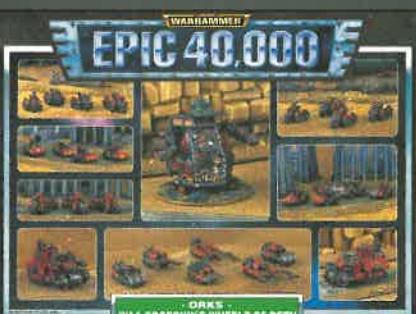
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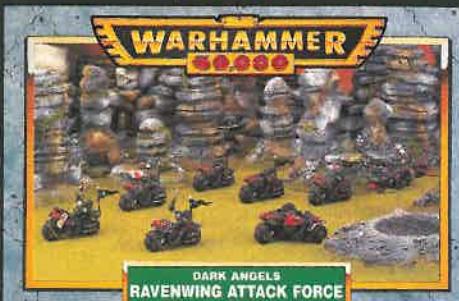
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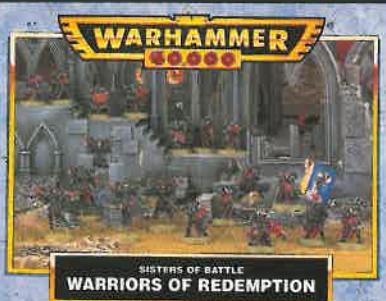
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DEFENDERS OF AVELORN

This army is from the article by Tuomas Pirinen which starts on page 55. Mail Order have put together this special army deal which represents a wide range of the troop types available to a High Elf general. If you haven't already got a High Elf army, then this is a brilliant way to begin your collection.

The Defenders of Avelorn consists of: The Everqueen Alarielle, Yvreine- Champion of the Maiden Guard, 9 Maiden Guard, 15 White Lions of Chrace, 14 High Elf archers, & 7 Silver Helms.

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NEW! MAIDEN GUARD	3 for \$14.95
WHITE LIONS OF CHRACE	3 for \$14.95
WHITE LIONS OF CHRACE CHAMPION	\$11.95
WHITE LIONS OF CHRACE COMMAND GROUP	\$13.95
KORHIL, WHITE LIONS OF CHRACE CAPTAIN	\$17.95
HIGH ELF TRANSFERS	\$13.95
Blister contains 10 High Elf transfer sheets	

LIZARDMEN

SLANN MAGE-PRIEST ON PALANQUIN	\$69.95
Boxed set contains 1 Slann Mage-Priest.	
SKINKS	\$17.95
Boxed set contains 10 plastic miniatures.	
SAURUS WARRIORS	\$17.95
Boxed set contains 8 plastic miniatures.	
SAURUS COMMAND GROUP	\$13.95
SAURUS CHAMPION	\$11.95
LIZARD SWARM	\$11.95
Consists of 5 models on a base.	

UNDEAD

MOUNTED WIGHTS	\$49.95
Boxed set contains 4 mounted Wights	
NEW! ARMOURED SKELETON SPEARMEN	3 for \$14.95
NEW! ARMOURED WIGHT CHAMPION	\$11.95
NEW! ARMOURED SKELETON COMMAND GROUP	\$13.95
MOUNTED WIGHT CHAMPION	\$13.95
MOUNTED WIGHT STANDARD BEARER	\$13.95
MOUNTED WIGHT HORN BLOWER	\$13.95
MOUNTED WIGHT	\$13.95
MOUNTED VAMPIRE LORD	\$19.95
MOUNTED WIGHT LORD	\$17.95
WRAITH CHAMPION	\$11.95
BAT SWARM	\$11.95
Consists of 5 models on a base	

HIGH ELF EVERQUEEN AND MAIDEN GUARD



WOOD ELF

ORION KING IN THE WOODS	\$39.95
Boxed set contains 1 model	
ARIEL MAGE QUEEN OF LOREN	\$39.95
Boxed set contains 1 model	
WAR EAGLE	\$24.95
WOOD ELF ARCHERS	\$17.95
Boxed set contains 8 plastic miniatures	
DRYAD	\$11.95
GLADE GUARD	3 for \$14.95
GLADE GUARD COMMAND GROUP	\$13.95
GLADE GUARD CHAMPION	\$11.95

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WARHAMMER 40,000 BOXED GAME	\$139.95
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NEW! STORM OF VENGEANCE (scenario pack)	\$39.95
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SPACE MARINES	
NEW! RAVENWING ATTACK FORCE	\$210.00
Boxed set contains one Warhammer 40,000 Ravenwing army.	
NEW! SPACE MARINE SCOUTS	\$34.95
Boxed set contains 5 Space Marine Scouts.	
SPACE MARINE WARRIORS	\$17.95
Boxed set contains 6 plastic Space Marine Warriors.	
SPACE MARINE TERMINATORS	\$49.95
Boxed set contains 5 plastic Terminators.	
SPACE MARINE PREDATOR	\$54.95
Boxed set contains 1 Predator tank.	
SPACE MARINE DREADNOUGHT (boxed set)	\$69.95
SISTERS OF BATTLE	
SISTERS OF BATTLE IMMOLATOR	\$54.95
Boxed set contains 1 Immolator tank.	
SISTERS OF BATTLE SERAPHIM	\$49.95
Boxed set contains 5 Battle Sisters with jump packs.	
SISTERS OF BATTLE (boxed set)	\$39.95
Boxed set contains 6 Sisters of Battle.	
NEW! BATTLE SISTERS	3 for \$14.95
NEW! BATTLE SISTER WITH FLAMER	\$11.95
NEW! BATTLE SISTER BANNER BEARER	\$11.95
NEW! BATTLE SISTER WITH MULTI MELTA	\$11.95
NEW! SISTER SUPERIOR	\$11.95
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NEW! SERAPHIM BATTLE SISTER WITH FLAMERS	\$11.95
NEW! SERAPHIM SISTER SUPERIOR	\$11.95
NEW! URIAH JACOBUS PROTECTOR OF THE FAITH	\$17.95
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BATTLE SISTER WITH HEAVY BOLTER	\$11.95
BATTLE SISTER WITH HEAVY FLAMER	\$11.95
BATTLE SISTER WITH MELTA GUN	\$11.95
BATTLE SISTER CANONESS	\$11.95
SISTERS OF BATTLE TRANSFERS AND BANNERS	\$13.95
Blister contains 6 Banners and 2 Transfer sheets.	
IMPERIAL CONFESSOR KYRINOV	\$17.95
IMPERIAL MISSIONARIES	\$11.95

ORKS

SPACE ORK WARRIORS	\$17.95
Boxed set contains 6 plastic Ork warriors	
GRETCHIN	\$17.95
Boxed set contains 8 plastic Gretchin	
ORK DREADNOUGHT (boxed set)	\$69.95
ORK WAR BUGGY (boxed set)	\$34.95
ORK WARBike (boxed set)	\$17.95
NEW! NAZDREG. BAD MOON ORK WARLORD	\$19.95
GRETCHIN	4 for \$14.95
ORK BOYZ	\$13.95
ORK MEKBOYZ	\$11.95

WARHAMMER EPIC 40,000

EPIC 40,000 BOXED GAME	\$119.95
WAA-GRODSNIKS WHEELZ OF DETH	\$150.00
Boxed set contains one Epic Ork army.	
SPACE MARINE BATTLE FORCE	\$150.00
Boxed set contains one Epic Space Marine army.	
GREAT GARGANT (boxed set)	\$44.95
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ORK MOB (boxed set)	\$17.95
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NEW! TYRANID HIERODULE BIO-TITAN (boxed set)	\$34.95
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ORK FLAKWAGON	3 for \$15.95
ORK FIGHTA-BOMMERZ	3 for \$15.95
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ORK WAR BUGGIES	\$12.95
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Boxed set contains 8 Ratskin Renegades.	
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Boxed set contains 8 Scavvy gang fighters.	
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SPACE MARINE SCOUT SERGEANT



SPACE MARINE SCOUT SERGEANT
010108802



SPACE MARINE SCOUTS



SPACE MARINE SCOUT 1
010108801



SPACE MARINE SCOUT 3
010108803



SPACE MARINE SCOUT 4
010108804



SPACE MARINE SCOUT 5
010108805



SPACE MARINE SCOUTS

Designed by Jes Goodwin

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ORKS

NAZDREG, BAD MOON ORK WARLORD



NAZDREG'S BODY
010303001



NAZDREG'S BANNER POLE
010303002



NAZDREG,
BAD MOON ORK WARLORD



NAZDREG'S COMBI WEAPON ARM
010303003



NAZDREG'S POWER CLAW
010303004

A COMPLETE NAZDREG,
BAD MOON ORK WARLORD
CONSISTS OF :

- 1 x NAZDREG'S BODY
- 1 x NAZDREG'S BANNER POLE
- 1 x NAZDREG'S COMBI WEAPON ARM
- 1 x NAZDREG'S POWER CLAW

Designed by Colin Dixon



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SISTERS OF BATTLE™

CANONESS



CANONESS BODY
010800902

A COMPLETE CANONESS
CONSISTS OF:

- 1 x CANONESS BODY
- 1 x CANONESS ICON
- 1 x SISTERS OF BATTLE
BACK PACK



CANONESS ICON
010800903



SISTERS OF BATTLE BACK PACK
010800401



CANONESS

BATTLE SISTER WITH HEAVY FLAMER



BATTLE SISTER WITH
HEAVY FLAMER BODY
010800701



SISTERS OF BATTLE
HEAVY FLAMER
010800702



SISTERS OF BATTLE
HEAVY FLAMER BACK PACK
010800703



BATTLE SISTER WITH
HEAVY FLAMER

BATTLE SISTER WITH HEAVY BOLTER



BATTLE SISTER WITH
HEAVY BOLTER BODY
010800602

A COMPLETE BATTLE SISTER WITH
HEAVY BOLTER CONSISTS OF:

- 1 x BATTLE SISTER WITH
HEAVY BOLTER BODY
- 1 x SISTERS OF BATTLE
HEAVY BOLTER
- 1 x SISTERS OF BATTLE BACK PACK



SISTERS OF BATTLE
HEAVY BOLTER
010800603



SISTERS OF BATTLE
BACK PACK
010800401



BATTLE SISTER WITH
HEAVY BOLTER

BATTLE SISTER WITH MULTI-MELTA



BATTLE SISTER WITH
MULTI-MELTA BODY
010801601

A COMPLETE BATTLE SISTER WITH
MULTI-MELTA CONSISTS OF:

- 1 x BATTLE SISTER WITH
MULTI-MELTA BODY
- 1 x SISTERS OF BATTLE
MULTI-MELTA
- 1 x SISTERS OF BATTLE
MULTI-MELTA BACK PACK



SISTERS OF BATTLE
MULTI-MELTA
010801602



SISTERS OF BATTLE
MULTI-MELTA BACK PACK
010801603



BATTLE SISTER WITH
MULTI-MELTA

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SISTERS OF BATTLE™

SISTER SUPERIORS



SISTER SUPERIOR WITH
POWER SWORD AND BOLTER
010800402



SISTER SUPERIOR
WITH BOLTER
010801703



SISTER SUPERIOR WITH
POWER MAUL AND BOLTER
010801704



SISTERS OF BATTLE
BACKPACK
010800401

A COMPLETE SISTER SUPERIOR
CONSISTS OF:
1 x SISTER SUPERIOR
1 x SISTER OF BATTLE BACKPACK

SISTERS OF BATTLE



SISTER OF BATTLE 1
010800403



SISTER OF BATTLE 2
010800404



SISTER OF BATTLE 3
010800405



SISTER OF BATTLE 4
010800407



SISTER OF BATTLE 5
010801308



SISTER OF BATTLE 6
010801309



SISTER OF BATTLE 7
010801310



SISTER OF BATTLE
WITH FLAMER
010800406



SISTER OF BATTLE
WITH MELTA GUN
010800802



A COMPLETE SISTER OF BATTLE
CONSISTS OF:
1 x SISTER OF BATTLE
1 x SISTER OF BATTLE BACKPACK



SISTERS OF BATTLE
BACKPACK
010800401



SISTER OF BATTLE BANNER BEARER
010801501



Designed by Jes Goodwin

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SISTERS OF BATTLE™

URIAH JACOBUS, PROTECTOR OF THE FAITH



URIAH JACOBUS BODY
010802101



URIAH JACOBUS RIGHT ARM
010802102

A COMPLETE URIAH JACOBUS, PROTECTOR OF THE FAITH CONSISTS OF:

- 1 x URIAH JACOBUS BODY
- 1 x URIAH JACOBUS RIGHT ARM
- 1 x URIAH JACOBUS BACK PACK



URIAH JACOBUS BACK PACK
010802103



URIAH JACOBUS,
PROTECTOR OF THE FAITH

IMPERIAL PREACHERS



IMPERIAL PREACHER 1
010802201



IMPERIAL PREACHER 2
010802202



IMPERIAL PREACHER 3
010802203

FRATERIS MILITIA



FRATERIS MILITIA 1
010802301



FRATERIS MILITIA 2
010802302



FRATERIS MILITIA 3
010802303



FRATERIS MILITIA 4
010802304

Designed by Brian Nelson and Paul Muller

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CITADEL
MINIATURES

SISTERS OF BATTLE™

SISTERS OF BATTLE SERAPHIM



SERAPHIM SISTER SUPERIOR WITH
PLASMA PISTOL AND POWER SWORD
010801003



SERAPHIM WITH
HAND FLAMERS
010801005



SERAPHIM 1
010801002



SERAPHIM 2
010801004



SERAPHIM JUMP PACK
010801001

A COMPLETE SISTERS OF BATTLE SERAPHIM CONSISTS OF:
1 x SISTERS OF BATTLE SERAPHIM
1 x SISTERS OF BATTLE SERAPHIM JUMP PACK



SERAPHIM SQUAD

HIGH ELVES

ALARIELLE, EVERQUEEN OF AVELORN



ALARIELLE,
EVERQUEEN OF AVELORN
021005206



THE EVERQUEEN AND HER MAIDEN GUARD

MAIDEN GUARD COMMAND



MAIDEN GUARD
CHAMPION
021005301



MAIDEN GUARD
HORN BLOWER
021005207



MAIDEN GUARD
STANDARD BEARER
021005208

MAIDEN GUARD



MAIDEN GUARD 1
021005401



MAIDEN GUARD 2
021005402



MAIDEN GUARD 3
021005403



MAIDEN GUARD 4
021005404



MAIDEN GUARD 5
021005405

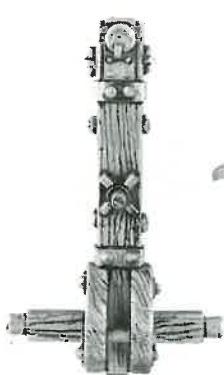
Designed by Gary Morley

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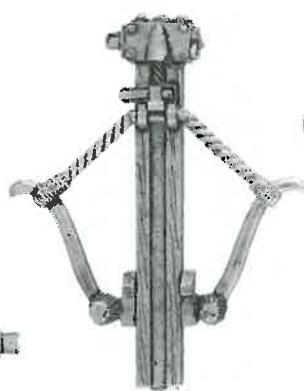


DWARFS

BOLT THROWER



BOLT THROWER CARRIAGE
020504204



BOLT THROWER BOW
020504205



BOLT THROWER CREW 1
020504201



BOLT THROWER HANDLE
020501404



BOLT THROWER FRONT FRAME
020504206



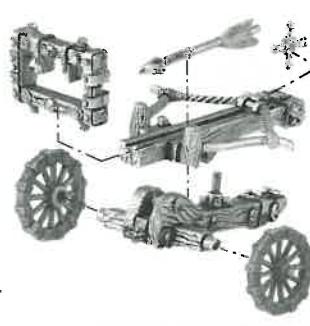
BOLT THROWER CREW 2
020504202



BOLT THROWER CREW 3
020504203



BOLT THROWER BOLT
020504207



A COMPLETED DWARF BOLT THROWER CONSISTS OF:

- 1 x BOLT THROWER CARRIAGE
- 1 x BOLT THROWER BOW
- 1 x BOLT THROWER FRONT FRAME
- 1 x BOLT THROWER BOLT
- 1 x BOLT THROWER CREW 1
- 1 x BOLT THROWER CREW 2
- 1 x BOLT THROWER CREW 3
- 1 x PLASTIC WHEEL SPRUE
- 1 x BOLT THROWER HANDLE



BOLT THROWER

ORGAN GUN



ORGAN GUN CREW 1
020504101



ORGAN GUN CREW 2
020504102



ORGAN GUN CREW 3
020504103



ORGAN GUN CARRIAGE
020504106



ORGAN GUN COUPLING
020504108



ORGAN GUN AXLE
020504107



ORGAN GUN FRONT PANEL
020504105



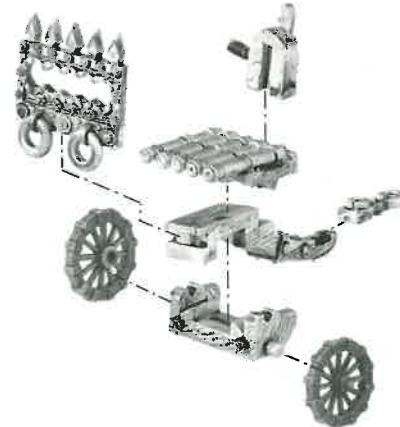
ORGAN GUN LEVER
020504109

A COMPLETED DWARF ORGAN GUN CONSISTS OF:

- 1 x ORGAN GUN CARRIAGE
- 1 x ORGAN GUN GUN BARREL
- 1 x ORGAN GUN FRONT PANEL
- 1 x ORGAN GUN LEVER
- 1 x ORGAN GUN COUPLING
- 1 x ORGAN GUN CREW 1
- 1 x ORGAN GUN CREW 2
- 1 x ORGAN GUN CREW 3
- 1 x PLASTIC WHEEL SPRUE



ORGAN GUN GUN BARRELS
020504104



CITADEL
MINIATURES

Organ Gun and Bolt Thrower Designed by Norman Swales, Crews Designed by Colin Dixon

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CITADEL
MINIATURES

UNDEAD

ARMOURED SKELETON COMMAND



ARMOURED WIGHT
CHAMPION
020703701



ARMOURED SKELETON
DRUMMER
020703802



ARMOURED SKELETON
STANDARD BEARER
020703801



ARMOURED WIGHT
CHAMPION

A COMPLETED ARMoured
WIGHT CHAMPION CONSISTS OF:
1 x ARMoured SKELETON WIGHT
CHAMPION
1 x PLASTIC SHIELD

A COMPLETED ARMoured
SKELETON STANDARD BEARER
CONSISTS OF:
1 x ARMoured SKELETON
STANDARD BEARER
1 x PLASTIC SHIELD

ARMOURED SKELETONS



ARMOURED SKELETON
WITH SPEAR 1
020703601



ARMOURED SKELETON
WITH SPEAR 2
020703602



ARMOURED SKELETON
WITH SPEAR 3
020703603



ARMOURED SKELETON
WITH SPEAR 4
020703604



ARMOURED SKELETON
WITH SPEAR 5
020703605



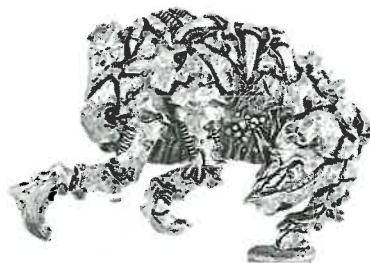
A COMPLETED ARMoured
SKELETON CONSISTS OF:
1 x ARMoured SKELETON
WITH SPEAR
1 x PLASTIC SHIELD

Designed by Aly Morrison

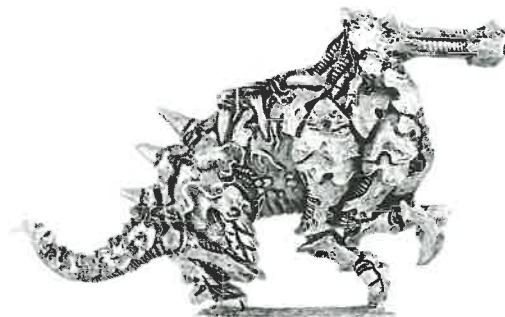
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EPIC® 40,000

TYRANID DOMINATRIX



BODY LEFT SIDE
030600102



BODY RIGHT SIDE
030600101



THRONE BACK
030600105



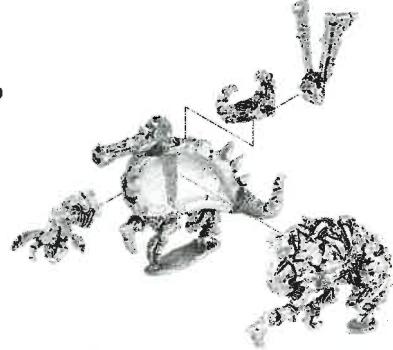
TYRANID DOMINATRIX



HEAD
030600103

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

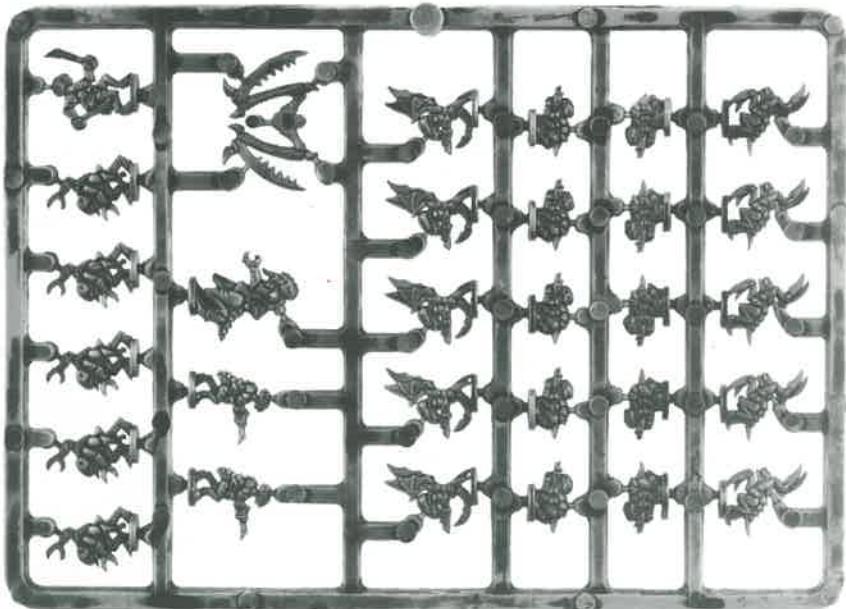


HIVE TYRANT 2
030600202



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 LICTOR, 5 x GENESTEALERS, 10 x TERMAGANTS
- 5 x HORMAGANTS, 5 x GARGOYLES

EPIC 40,000

TYRANID ASSAULT SPAWN, TRYGON



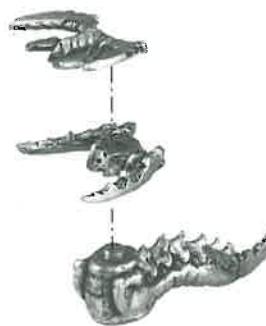
TRYGON BODY
030601102



TRYGON CLAWS
030601103



TRYGON HEAD
030601101



A COMPLETED TYRANID
ASSAULT SPAWN, TRYGON CONSISTS OF:

- 1 x TRYGON BODY
- 1 x TRYGON CLAWS
- 1 x TRYGON HEAD

TRYGONS

TYRANID BIOVORES



BIOVORE 1
030600601



BIOVORE 2
030600602



BIOVORE 3
030600603



BIOVORES

TYRANID EXOCRINES



EXOCRINE 1
030600901



EXOCRINE 2
030600902



EXOCRINE 3
030600903



EXOCRINES



EPIC® 40,000

TYRANID CARNIFEX



CARNIFEX HEAD 1
030600801



CARNIFEX HEAD 2
030600802



CARNIFEX HEAD 3
030600805



CARNIFEX HEAD 4
030600806



CARNIFEX LEGS 1
030600803



CARNIFEX LEGS 2
030600804

A COMPLETED TYRANID CARNIFEX CONSISTS OF:
1 x CARNIFEX HEAD
1 x CARNIFEX LEGS



CARNIFEXES

TYRANID ZOANTHROPE



ZOANTHROPE HEAD 1
030600702



ZOANTHROPE BODY 1
030600701



ZOANTHROPE



ZOANTHROPE HEAD 2
030600704



ZOANTHROPE BODY 2
030600703



ZOANTHROPE HEAD 3
030600705



ZOANTHROPE BODY 3
030600707



ZOANTHROPE HEAD 4
030600706

A COMPLETED TYRANID ZOANTHROPE CONSISTS OF:
1 x ZOANTHROPE HEAD
1 x ZOANTHROPE BODY



Designed by Paul Muller

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EPIC 40,000

TYRANID BIO-TITAN, HIERODULE



HIERODULE FRONT LEGS
030600402

HIERODULE



HIERODULE HEAD 1
030600401



HIERODULE HEAD 2
030600410



HIERODULE RIGHT LEG
030600404



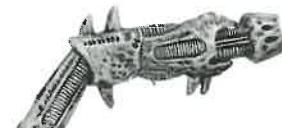
HIERODULE LEFT LEG
030600405



HIERODULE BODY
030600403



HIERODULE LEFT BIO-CANNON 1
030600307



HIERODULE RIGHT BIO-CANNON
030600412



HIERODULE LEFT BIO-CANNON 2
030600308



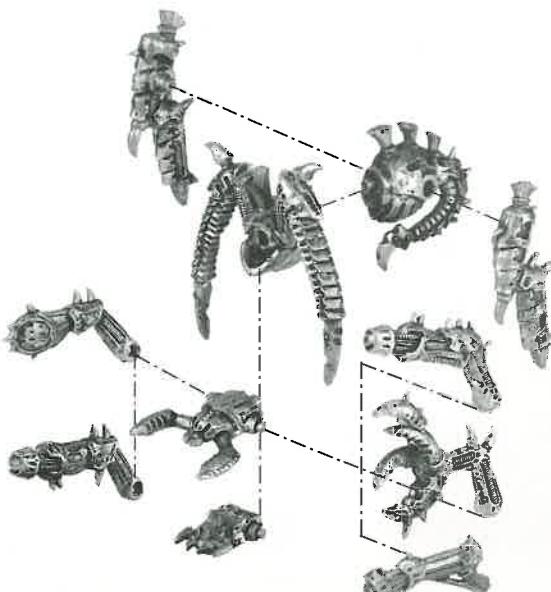
HIERODULE RIGHT CLUSTER SPINE
030600406



HIERODULE LEFT RAZOR CLAW
030600311

A COMPLETED TYRANID BIO-TITAN HIERODULE CONSISTS OF:

- 1 x HIERODULE BODY
- 1 x HIERODULE HEAD
- 1 x HIERODULE FRONT LEGS
- 1 x HIERODULE RIGHT LEG
- 1 x HIERODULE LEFT LEG
- 1 x HIERODULE RIGHT WEAPON
- 1 x HIERODULE LEFT WEAPON



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EPIC® 40,000

TYRANID BIO-TITAN,
HIEROPHANT



HIEROPHANT



HIEROPHANT FRONT LEGS
030600303



HIEROPHANT HEAD 1
030600310



HIEROPHANT HEAD 2
030600301



HIEROPHANT RIPPER TENTACLES
030600310



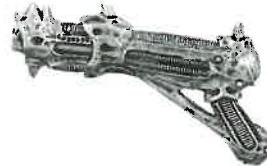
HIEROPHANT BODY
030600304



HIEROPHANT LEFT LEG
030600306



HIEROPHANT RIGHT LEG
030600305



HIEROPHANT LEFT BIO-CANNON 1
030600307

A COMPLETED TYRANID BIO-TITAN
HIEROPHANT CONSISTS OF:

- 1 x HIEROPHANT BODY
- 1 x HIEROPHANT HEAD
- 1 x HIEROPHANT FRONT LEGS
- 1 x HIEROPHANT RIGHT LEG
- 1 x HIEROPHANT LEFT LEG
- 1 x HIEROPHANT RIGHT WEAPON
- 1 x HIEROPHANT LEFT WEAPON
- 3 x HIEROPHANT RIPPER TENTACLES



HIEROPHANT LEFT BIO-CANNON 2
030600308



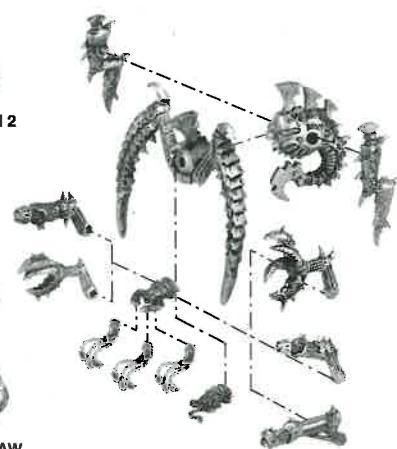
HIEROPHANT RIGHT BIO-CANNON
030600312



HIEROPHANT RIGHT RAZOR CLAW
030600309



HIEROPHANT LEFT RAZOR CLAW
030600311



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EPIC 40,000

TYRANID ASSAULT SPAWN, HARUSPEX



HARUSPEX BODY 1
030601301



HARUSPEX JAW 1
030601304



HARUSPEX LEFT ARM 1
030601302



HARUSPEX RIGHT ARM 1
030601303



HARUSPEX BODY 2
030601305



HARUSPEX JAW 2
030601307



HARUSPEX LEFT ARM 2
030601309



HARUSPEX RIGHT ARM 2
030601311



HARUSPEX BODY 3
030601306



HARUSPEX JAW 3
030601308



HARUSPEX LEFT ARM 3
030601310



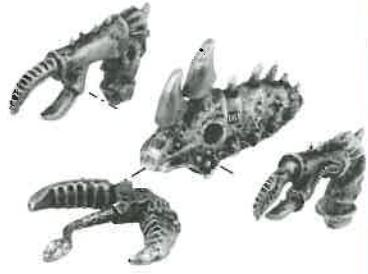
HARUSPEX RIGHT ARM 3
030601312



HARUSPEXES

A COMPLETED TYRANID HARUSPEX CONSISTS OF:

- 1 x HARUSPEX BODY
- 1 x HARUSPEX JAW
- 1 x HARUSPEX RIGHT ARM
- 1 x HARUSPEX LEFT ARM



TYRANID ASSAULT SPAWN, MALEFACTOR



MALEFACTOR BODY 1
030601201



MALEFACTOR BODY 2
030601204



MALEFACTOR BODY 3
030601207



MALEFACTOR LEFT ARM 1
030601202



MALEFACTOR LEFT ARM 2
030601205



MALEFACTOR LEFT ARM 3
030601208

A COMPLETED TYRANID MALEFACTOR CONSISTS OF:

- 1 x MALEFACTOR BODY
- 1 x MALEFACTOR RIGHT ARM
- 1 x MALEFACTOR LEFT ARM



MALEFACTOR RIGHT ARM 1
030601203



MALEFACTOR RIGHT ARM 2
030601206



MALEFACTOR RIGHT ARM 3
030601209



MALEFACTORS

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EPIC 40,000

TYRANID HARRIDAN



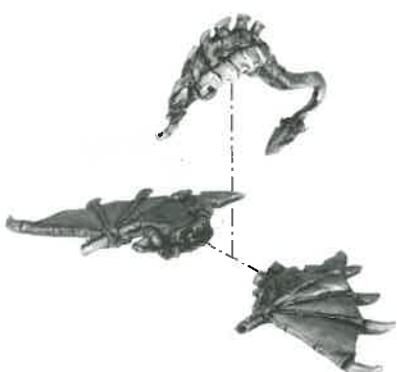
HARRIDAN BODY
030600501



HARRIDAN LEFT WING
030600502



HARRIDAN RIGHT WING
030600503



A COMPLETED TYRANID HARRIDAN CONSISTS OF:

- 1 x HARRIDAN BODY
- 1 x HARRIDAN LEFT WING
- 1 x HARRIDAN RIGHT WING



HARRIDAN

TYRANID DACTYLIS



DACTYLIS BODY 1
030601001



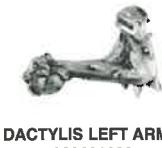
DACTYLIS BODY 2
030601004



DACTYLIS BODY 3
030601005



DACTYLIS RIGHT ARM 1
030601002



DACTYLIS LEFT ARM 1
030601003

A COMPLETED TYRANID DACTYLIS CONSISTS OF:

- 1 x DACTYLIS BODY
- 1 x DACTYLIS RIGHT ARM
- 1 x DACTYLIS LEFT ARM



DACTYLIS RIGHT ARM 2
030601006



DACTYLIS LEFT ARM 2
030601007



DACTYLIS



DACTYLIS RIGHT ARM 3
030601009



DACTYLIS LEFT ARM 3
030601008



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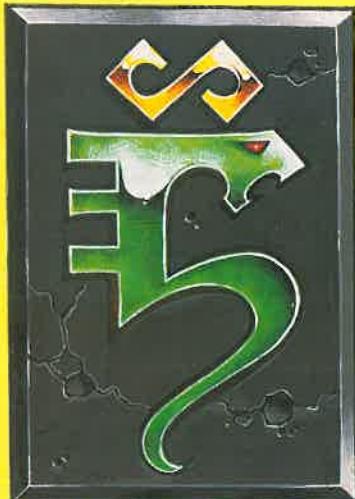
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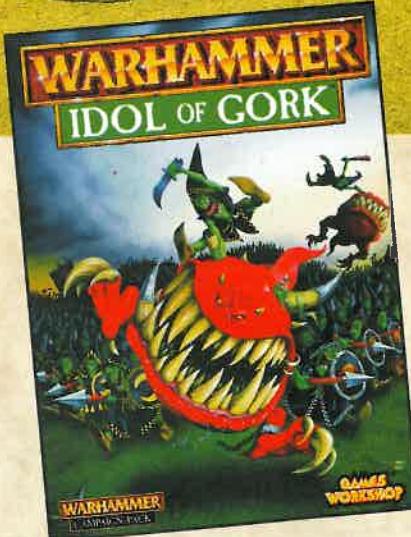
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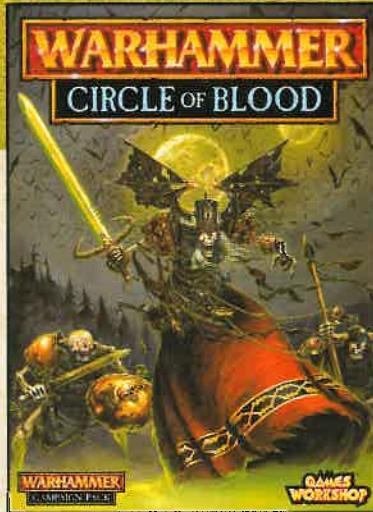
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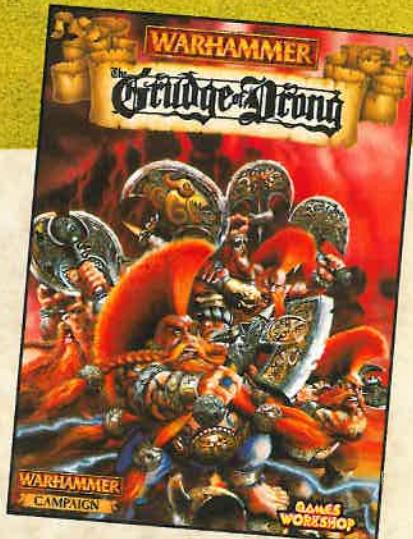
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