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IMPERIAL TITANS AND ORK GARGANTS BATTLE AMIDST A RUINED CITY



ELDAR WARRIORS IN COMBAT WITH BLOOD ANGELS SPACE MARINES

CONTENTS

COVER: ORK WARLORD — Mark Gibbons

INSIDE FRONT:

Epic Titans in combat amongst the ruins of a city, and Eldar clash with Blood Angels Space Marine.

GW AND CITADEL NEWS

All the latest news from Games Workshop and Citadel Miniatures.

2

ORK FIELD ARTILLERY — Jervis Johnson

In a special preview of the latest **Warhammer 40,000** Codex, Jervis takes a look at two of the devastating new Ork support weapons: the Splatta Kannon and the Shokk Attack Gun.

5

SNAKEBITE BOARBOYZ — Jervis Johnson and Lindsey D le Doux Paton

With the release of the new Snakebite Boarboyz models imminent, Jervis provides all the background and rules for using these deadly Orks in your **Warhammer 40,000** battles.

12

'EAVY METAL — Studio 'Eavy Metal Team

Eldar Dreadnought and Wraithguard.

15

SPACE MARINE QUESTIONS AND ANSWERS 2 — Mark Watts

Mark answers some common questions asked about the Imperium, Orks and more in **Space Marine**.

19

SLAANESH FLEET — Andy Jones

In this **Man O' War** article, Andy Jones gives us the complete rules for one of the most terrifying fleets to sail the seas of the Old World.

26

'EAVY METAL — Studio 'Eavy Metal Team

Slaanesh fleet.

The Chaos Dwarf fleet.

Chaos Beastmen.

27

31

34

WAR MACHINES — Rick Priestley

This month, Rick continues his series of **Warhammer** articles with a look at the tactics and rules for using war machines.

35

'EAVY METAL — Studio 'Eavy Metal Team

Ghoulz.

39

'ERE WE GO, 'ERE WE GO, 'ERE WE GO — Carl Brown

Coach Carl Brown discusses Orc **Blood Bowl** teams and the tactics which have made them so successful in the league.

43

TALISMAN — Jervis Johnson

Jervis takes a look at the new edition of **Talisman** released this month.

50

DAWN RAID — Jervis Johnson and Jake Thornton

In this bloody **Warhammer 40,000** battle, Warlord Ghazghkull Thraka leads his Ork horde in a vicious assault on an Ultramarines position.

56

ADVERTISEMENTS

Games Workshop Retail Stores.....	16	Razorback.....	49
What Is The Games Workshop Hobby?	17	Ork Dreadnought.....	55
Nagash.....	18	Mail Order.....	72
Orkland Raiders.....	23	White Dwarf Subscription.....	73
Chapter Approved.....	24	Space Marine Blood Angels Army.....	74
Independent Retailers.....	32	Citadel Miniatures Catalog.....	75
Warhammer Armies - Chaos.....	41	Codex - Ork.....	Inside Bk.
Blood Bowl Skavenblight Scramblers.....	42		

NEW RELEASES FOR AUGUST

Products listed on these pages are planned for release during the month of August. Each month Games Workshop has new products released on two shipping dates, usually the 2nd and 4th weeks of the month. The new releases will be available at Games Workshop stores, shops participating in the Chapter Approved retailer program and most stores included in our Independent Retailer listing. For convenience there is a complete bi-monthly listing of Independent Retailers in every issue of White Dwarf. If you have any problems obtaining any of these items, Games Workshop has an efficient Mail Order Service that can help you.



SPACE ORKS

Waaagh! This month's release of the latest volume in the Warhammer 40,000 army book supplements - **Codex Space Orks** means that no galaxy will be safe from the rampaging hordes of howling green-skins. With a detailed background on all the Ork clans, new wargear and equipment, a complete army list, and more, this Codex is a must for any Warlord with his eye on conquest.



SPLATTA KANNON

Ork Mekboyz have created a devastating new piece of field artillery - the **Splatta Kannon**. Check out the full rules and 'Heavy Metal' section for this awesome new Kannon elsewhere in this issue of White Dwarf.



AT GEN CON

Gen Con 1994 will be August 18-21 at the MECCA Convention Center in downtown Milwaukee, WI. Games Workshop will be there so if you're planning on attending make sure you stop by and visit the Games Workshop Trade Stand and check out all the latest in Games Workshop games and great Citadel Miniatures. Gamers will also be able to find plenty of Games Workshop games in the gaming hall being run by members of the Outriders program.



Codex Space Orks

SLAKEBITES

Reluctant to accept any advanced technology, Orks of the Snakebite Clan prefer to stick to true, tried, and traditional Orky customs. New Snakebites, Snakebites Nobz, and a Snakebite Runtherd are available to fill out and lead your Ork tribe.

BOAR BOYZ

Orks of the Snakebites Clan have a tremendous amount of respect for boars, after all they are one of the few beasts that can match the Orks for simple-minded ferocity and a horrible stench. The **Ssnakebite Boar Boyz** boxed set is perfect for building up units which can be led by the new Cyboar riding **Boar Boyz Nobz**. Look for a Jervis Johnson article on the new Boar Boyz in this issue of White Dwarf.

SPACE MARINE ARMY

A complete Blood Angel Space Marine Army has been jam-packed into one massive box! This box contains a complete army of Citadel Miniatures, as well as banners and transfers, and the mighty Blood Angels Dreadnought.

THIS MONTH'S WARHAMMER 40,000 RELEASES

0156	Codex Orks (Army Book)	\$19.99
0434	Ssnakebite Boar Boyz (Boxed set of four models)	\$22.99
0526	Sp. Marine Blood Angel Army (Boxed army)	\$175.00
9065	Ssnakebite Ork Boyz (2 models per blister)	\$5.99
9064	Ssnakebite Ork Nobz (2 models per blister)	\$6.99
9095	Eldar Wraithguard (1 model per blister)	\$6.99
9096	Ssnakebite Boar Boyz Nobz (1 mounted model per blister)	\$6.99
9099	Space Ork Splatta Gun (Artillery gun and 2 crew per blister)	\$11.99

ELDAR WRAITHGUARD

The Eldar army becomes even more dangerous with the release of the Wraithguard. The Eldar Wraithguard are robotic devices animated by the spirit stones of ancient Eldar warriors from each Craftworld's infinity circuit. Wraithguard are armed with a Wraithcannon, a unique and deadly weapon with the potential to destroy any target regardless of any armor saves or the number of wounds the target has. Complete rules for these awesome warrior machines can be found in the **Eldar Codex** (0155).



The Warhammer logo, featuring the word "WARHAMMER" in a stylized, metallic, and jagged font. The letters are yellow with black outlines and are set against a background of horizontal stripes in red, orange, and yellow.

CHAOS HORDES

Mortals Despair, for doom is come upon you! From out of the Chaos Wastes comes the much anticipated release of **Warhammer Armies - Chaos**. This release was just too huge to cram into the standard format, and so it had to be a boxed set. Absolutely packed with new spells, Chaos gifts - horrific mutations that confer even greater powers to your Chaos troops, Chaos Rewards, and a full sized armies book.



Warhammer Armies - Chaos

BEASTMEN

The first wave of new Chaos troops released will be a boxed set of plastic Beastmen. Mutated by Chaos to a half-man and half-beast form, Beastmen are tough and ferocious fighters. Micheal Perry has sculpted some great new pewter Beastmen Command which will be available this month to lead your troops to battle.

SKAVEN JEZZAIL TEAM

One of the most fiendish inventions of Clan Skryre, the Skaven Jezzail fires special warstone missile which blasts through even the toughest armor. A brilliant and imposing new Jezzail team, sculpted by Colin Dixon, is available this month to add a devastating punch to your Skaven forces.

THIS MONTH'S
WARHAMMER RELEASES

4436	Warhammer Armies - Chaos (Based set and Army book)	\$29.99
0523	Nagash (Based set of one model)	\$17.50
0817	Imperial War Altar (Based set of one war machine)	\$29.99
0782	Breastman Unit (Based set of ten plastic models)	\$9.99
9097	Skaven Jezzai Team (Two models per blister)	\$6.99
9100	Breastman Command (Two models per blister)	\$5.99

NAGASHI

With his release in August the greatest Necromancer the Old World has ever known is once again free to menace the living. The **Nagash** model, sculpted by Gary Morley, is colossal! This miniature will put terror and instant respect into your opponent - and rightfully so, for this is the Supreme Lord of the Undead. Full rules for Nagash, the founding father of the living dead, can be found in (0134) **Warhammer Armies - Undead**.

THIS MONTH'S BLOOD BOWL RELEASES

0285	Skavenblight Scramblers	\$29.99
	(Boxed team of 12 models)	
9096	Ripper Bolgrut	\$9.99
	(One Troll star player per blister)	
9101	Vargg Ghoul-Chewer	\$3.99
	(One Orc star player per blister)	

BLOOD BOWL

STAR PLAYERS

Is your Blood Bowl team mired in mediocrity? Released this month are two great and spikey new models with enough skills to bust your team out of the pack and send them rocketing straight to the top of the league!

If you have an Orc, Goblin, or Chaos team and you are looking to crush, pummel, and flatten your opponent, look no further than Troll Blocker **'Ripper' Bolgrot**. No less formidable is the multi-talented Orc Blitzzer, **Varag Ghoult-Chewer**, who will play on Orc or Goblin teams. Full rules and star player cards for both new models can be found in (0280) **Death Zone**.



Varing Glow-Chewer

Skaven teams may not be the most heavily armored of Blood Bowl teams, but they more than compensate by relying on their speed, cunning, and any mutations they might be lucky enough to attain. It only takes one small gap in the line for the lightning quick Gutter Runners to scamper through for another touchdown. The most famous of all Skaven teams, the **Skavenblight Scramblers**, are released this month and are featured on page 42 of this issue.

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MAN O' WAR

CHAOS DWARFS

There are few sights more ominous and foreboding than the Chaos Dwarf fleet lumbering out of harbor at Zharr-Naggrund and sailing forward to menace the seas of the Old World. Full rules for all of the Chaos Dwarf ships can be found in (0142) **Plague Fleet**.

BATTLE FLEET

The Chaos Dwarf Battle Fleet boxed set is loaded with a **Thunderfire Battlebarge**, three **Hull Destroyers**, and a **Great Taurus**. This great new boxed set packs plenty of firepower for Chaos Dwarf Admirals. The immense Thunderfire Battlebarge can cause catastrophic damage with salvos of its immense twenty foot rockets, while the Hull Destroyers combine incredible speed and a mighty steam-driven ram

capable of crushing the hull of an opponent's ship. For devastating firepower the Battle Fleet box also contains a dreaded **Great Taurus**.



WAR FLEET

The Chaos Dwarf War Fleet boxed set contains a **Great Leveller Battlebarge**, three **Thunder Rollers**, and a **Great Taurus**. No right-thinking Chaos Dwarf Admiral would sail to battle without the massive siege mortar of the Great Leveller or the huge iron spikes of the Thunder Roller. This box also contains a mighty **Great Taurus** to swoop down and attack your foes from above.

THIS MONTH'S MAN O' WAR RELEASES

- | | | |
|-------------|------------------------------------|----------------|
| 0385 | Chaos Dwarf Battle Fleet | \$16.99 |
| | (Boxed set of 4 ships and 1 flyer) | |
| 0386 | Chaos Dwarf War Fleet | \$16.99 |
| | (Boxed set of 4 ships and 1 flyer) | |



GAMES WORKSHOP®

STAFF RECRUITMENT

Games Workshop is a rapidly growing company, and in order to keep pace with our expansion we need to recruit additional dynamic individuals to work in our Customer Support Division.

The Job

Across the United States and Canada, there are increasing numbers of new Independent Retailers that carry Games Workshop products. As these stores expand and develop, we want to provide them and their customers with more information about upcoming products, gaming leagues, and many other aspects of the Games Workshop Hobby. We are looking for enthusiastic people to help support these Independent Retailers by providing information, promotional material, and assistance with in-store events. Ideally our new employees will also help in building new and exciting support programs such as Chapter Approved.

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We are looking for hard working, professionally minded individuals to act as Games Workshop liaisons to North American Retailers. Previous retail experience, as well as a thorough knowledge of the Games Workshop and Citadel Miniature products are a must. Previous sales experience, phone experience, or computer knowledge would give you a definite edge.

Applications

If you think you have what it takes to fill a position with Games Workshop, then you need to send a full resume to the address below. We are looking to see prior work experience and a brief explanation of your Games Workshop and Citadel Miniatures product knowledge. In addition we would like a cover letter explaining why you wish to work for Games Workshop.



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WARHAMMER

40,000

ORK FIELD ARTILLERY

by Jervis Johnson

From the bizarre Splatta Kannon to the downright odd Shokk Attack Gun, this article explains the background and history of these strange weapons along with complete rules for using them in your games of Warhammer 40,000.

ORK FIELD ARTILLERY

The Orks use a wide variety of strange and uniquely 'Orky' artillery pieces. However, the vast majority of Orks are neither inventive nor intelligent enough to build or maintain these advanced weapons, and so these highly technical demands are met by a special group of Orks called Mekaniaks. Although it may seem very strange to humans, Ork Mekaniaks possess an

intuitive understanding of complex technical matters. For example, a Mekaniak knows how to create engines and generators even though he has never been taught to do so. If asked where his knowledge comes from he might say that engineering and mechanics were in his blood. If the Imperium's scientists are correct then this would be almost literally true! If appears that bound up within an Ork's genetic structure are artificial DNA strands which carry knowledge. Possibly these DNA strands were implanted into the Ork metabolism by the Brain Boyz to enable the Orks to survive without their masters. As an Ork matures any latent knowledge inherent in his genetic structure starts to make itself felt, and he assumes a role in society to which he is best suited.

Ork Mekaniaks make a wide variety of exotic field artillery pieces, ranging from the bizarre Splatta Kannon to the downright odd Shokk Attack Gun. Most Ork field artillery is crewed by Gretchin. Orks would never stoop to this sort of menial task themselves, and would sooner be right at the front where the action is. The only exception is the Shokk Attack Gun, which is so complicated to use that only the Mekaniak that invented it can get it to work! The weapons are used to support Ork attacks by providing covering fire or disrupting enemy defences. When the Orks are on the move they hitch any field artillery pieces to the back of their vehicles and tow them along behind.

ATTACKING FIELD ARTILLERY

If the artillery piece ever comes under enemy fire the weapon is considered to be a separate target from the crew. At short range an enemy may select one of the crew or the weapon itself as the target. At long range any shots are randomised between the weapon and any crew members.

Hits on the crew are resolved using the normal shooting rules. If the crew is ever reduced to half strength or less then the weapon can only be fired on a D6 roll of 4, 5 or 6, and if all the crew are slain the weapon may not be fired at all. If the weapon is hit it is considered to have an armour value of 10 as if it were a vehicle. If the armour is penetrated then the weapon is destroyed and the crew slain or injured in the resulting explosion.



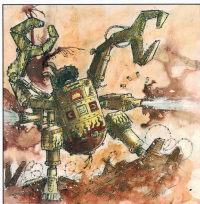
MOVING FIELD ARTILLERY

The crew can move the field artillery piece up to 2" per turn by pushing and pulling it along, but the weapon may not be moved and fired during the same turn. Normally, however, field artillery is towed around the battlefield by an Ork vehicle, while the Gretchin crew ride along in the vehicle or hang onto the weapon itself. Obviously this doesn't apply to the Shokk Attack Gun, which can be carried inside a vehicle but may not be towed along behind it – or at least not with out the Mekaniak operator getting VERY upset!



All Ork vehicles can tow Ork field artillery pieces, including Nobz bikes and Wartraks. The artillery piece can be coupled to a vehicle provided both are stationary and within 1" of each other at the end of the movement phase. At least one of the weapon's crew must be present to hitch the weapon to the vehicle. Once the weapon is hitched to the vehicle it and its crew must move around with the vehicle.

If the vehicle is attacked there is a chance that the field artillery piece will be hit instead of the vehicle. At short range the attacker can choose to either target the field artillery piece or



the vehicle. At long range any hits are randomised between the weapon or the vehicle. If the weapon is hit it is destroyed if the attack beats its armour value of 10, as described above. The destruction of a towed weapon has no effect on the vehicle that is towing it.

The weapon can be unhitched and set up within 1" of a towing vehicle by simply reversing the procedure described above (ie, the vehicle must be stationary at the end of the movement phase and at least one crewman must be available to unhitch the weapon).

However, this safe, predictable, but rather slow method of unlimbering a weapon is generally scorned by Orks, who far prefer to unhitch their field artillery without stopping the moving vehicle first! To use this alternative method, at any point during the vehicle's movement a crewman leans over the rear and gives the coupling an almighty whack! The coupling flies out and the weapon bounces D6" in a random direction and comes to a halt facing in a random direction.

If the weapon collides with anything work out collision damage as detailed in the vehicle rules. Ork field artillery has the same ram values as a bike (ie, S5, -2 save modifier, D4 damage). After the weapon has been released any crew must jump out of the vehicle, sustaining an automatic hit with a Strength equal to the vehicle's speed minus 10.

ARTILLERY COSTS

An Ork army may spend up to 50% of its total points on field artillery and other support equipment or allies.

SPLATTA KANNON: The Ork army must contain at least one Mekaniak and one Runtherd in order to have any Splatka Kannons. Each costs 60 points which includes the cost of its crew of 2 unarmed Gretchins.

SHOKK ATTACK GUN: The Shokk Attack Gun costs 25 points but may only be bought for a Mekaniak. In addition, you must also buy the "ammo" at 5 points per base of Snotlings, and a Runtherd to keep the Snotlings under control.



NAKEBITES



NAKEBITE MOB



NAKEBITE NOB



NAKEBITE RUNTHERD



NAKEBITE NOB



Snakebite back-banners depict a beast totem, usually something ferocious such as a snake or boar. All the Orks in a mob have the same totem but each of their banners displays it in a different way. This means that every Snakebite has a unique banner.



SPLATTA KANNON

The Splatta Kannon is an ingenious artillery piece that fires a special splatta shell, named after the irregular way that it travels across the battlefield. The shell consists of a several linked rockets attached to a length of chain at the end of which is a large metal ball. The initial shot only fires the first rocket, and the remaining rockets are fired one after the other by the timed fuse.

Once the rocket shell is fired the ball and chain becomes a whirling menace to anything in its path. When the shell hits the ground the metal ball is catapulted in a new direction by the next rocket to fire, pulling the shell into the air once more and sending the whirling ball and chain in a new direction. Because of the haphazard way in which the shell strikes the ground the splatta shell proceeds across the battlefield like a firecracker, jumping this way and that, scattering troops in its erratic path.

The Splatta Kannon is fired in the Ork shooting phase along with other ranged weapons. Pivot the gun on the spot so that it is pointing in the direction you wish to shoot. To fire the gun, first roll the Artillery dice (marked 2, 4, 6, 8, 10 and misfire). If you roll a misfire then something has gone wrong – roll a D6 and consult the Misfire Table below. If you roll a number on the Artillery dice then add 20 to the score on the dice to find the distance in inches that the splatta shell travels before it strikes the ground. For example, if you rolled a 2 on the Artillery dice then the shell would go $2+20=22"$ before it hit the ground.

The shell travels directly forward the distance indicated or until it strikes a model or obstacle, whichever comes first. A target in the splatta shell's path is automatically hit and sustains a S6 hit with a -2 saving throw modifier, which will inflict D4 wounds.

Obstacles are defined as anything that would provide a model with hard cover – a wall, large rock or tree trunk, for example. Soft cover or small obstacles that would not provide cover will not stop the splatta kannon shell. If a model is standing directly behind an obstacle that is hit by the shell, then both the model and the obstacle are hit before the shell bounces off again.

Once the splatta shell has hit a target or struck the ground it crazily changes direction. Roll the Scatter dice to determine the new direction that the shell bounces off in, and roll the Artillery dice again to determine the distance in inches that it will travel before striking the ground again. Note that nothing is added to the dice roll on the second and any subsequent bounces. Resolve any hits as before. Once the splatta shell has struck the ground or hit a target then it changes direction again.

The shell continues to bounce across the table in this way until it either leaves a table edge or a misfire is rolled on the Artillery dice. If you roll a misfire on the Artillery dice then the rocket has run out of fuel and the splatta shell comes to rest. Note that you only roll on the Misfire Table if you roll a

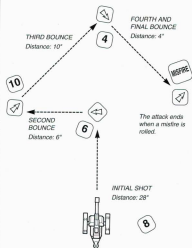
misfire on the dice roll for the first shot – rolling a misfire on any subsequent bounce has no other effect than to end the shell's movement.

SPLATTA KANNON MISFIRE TABLE

1-2 DESTROYED! The Splatta Kannon explodes with a mighty crack. Shards of metal fly in all directions leaving a hole in the ground and a cloud of black smoke. The Splatta Kannon is destroyed and its crew slain or injured. Remove the gun and its crew.

3-6 MAY NOT SHOOT. A minor fault prevents the Splatta Kannon shooting this turn. Perhaps the fuse is not set properly or maybe the crew mishandle the loading procedure. The Splatta Kannon is unharmed and may shoot as normal next turn.

SPLATTA KANNON DIAGRAM



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special rules	-	-	-	6	D4	-2	D4+D6+6	Move or fire. See above

Snakebites



The Snakebite Runtherds train-up Gretchin to operate the devastating Splatta Kannon, sometimes trading their best Gretchin for new and deadly machines from the Mekboyz. Orks are far too impatient to operate field artillery themselves, and are keen to be on the front-line where the real action is rather than skulking at the back with the runtz.



SPLATTA KANNON AND GRETCHIN CREW



Deathskulls



The Deathskull clan are experts at patching together bits of battlefield loot to create something usable. The mobs are a motley sight with the Boyz dressed in all manner of looted clobber. Each mob has two distinctive characteristics: one is the backplate motif rendered white on blue and the other is the blue face-paint design.



DEATHSKULLS ORK BOYZ

DEATHSKULLS PAINBOY AND GRETCHIN ASSISTANTS

SHOKK ATTACK GUN

The Shokk Attack Gun must be one of the most bizarre weapons the Mekboyz have ever invented. It projects a force field tunnel through a small portion of the warp: the entrance to this tunnel opens up in front of the gun and the exit point is created wherever the operator directs his aim. Both the entrance and the exit look like small spinning black holes in the air. The two holes are connected by a tunnel through warp space, and it is possible for living creatures to travel down the tunnel from the entrance hole and leave it at the exit point.

Unfortunately it is not unknown for the field to fail resulting in an unpleasant death for those inside the tunnel as it implodes. Even if the field does maintain its integrity the journey through the tunnel is extremely frightening, for the travellers are surrounded on all sides by the horrific daemonic creatures that live in the warp. Orks are not exactly afraid of daemonic creatures (at least they wouldn't admit it) but find them disgusting, repellent and definitely un-Orky in the nastiest possible way.

No Ork in his right mind would go into a Shokk Attack Gun tunnel, and even Madboyz instinctively avoid them. Gretchin, being brighter and more interested in their personal safety than Orks, are even less likely to entertain the notion. This just leaves Snotlings, who have only an animal level of intelligence and aren't frightened of anything until they are exposed to it – by which time it is far too late.

By the time that the Snotlings reach the tunnel's exit hole they are so frenzied with terror by what they have seen on their journey that they shoot out like a pack of frightened wild cats, scratching, biting and clawing at everything around them. Because of an extraordinary (and quite fortuitous) condensing effect the Snotlings will appear inside vehicles, support weapons, buildings, Dreadnoughts and Terminator suits, rather than around them, causing the maximum surprise to those affected. In the case of other troops the Snotlings just drop out of the sky and attack the nearest enemy, clawing and howling for all they are worth.

IN BATTLE

The Shokk Attack Gun is carried by a Mekboy model accompanied by a Runtherd and a herd of Snotlings consisting of several bases of Snotling models. The Mekboy, Runtherd and Snotling herd are all bought separately from the appropriate sections of the Ork army list, but are formed into a single special unit at the start of the battle. The normal unit coherency rules apply to the Shokk Attack Gun unit during the game.

Although the Snotlings are treated as part of the Shokk Attack Gun unit, they are not worth any victory points to the opposing player if they are eliminated. Victory points are earned as normal for killing the Mekaniak or Runtherd.

The Shokk Attack Gun can only be fired if the operator remains stationary during the turn (the Runtherd and Snotlings are allowed to move, however). In order to fire the Shokk Attack Gun the Runtherd must send one or more Snotling bases down the tunnel. Simply remove the Snotlings that are sent down the tunnel from the table and put them to one side for the moment. There is no limit to the number of Snotling bases that can enter the tunnel in a single turn, and the entire herd can leap inside if desired.

Next, the player must indicate the point where he wants the Snotlings to appear. Shokk Attack Guns have unlimited tabletop range, but the aiming point must be visible to the operator and lie within the normal 90° fire arc. Place the 2" blast template on the aiming point and roll the Scatter dice and the Artillery dice. The Scatter dice is the dice marked with arrows on four sides and the word HIT on two sides. If you roll a HIT the exit point is on target, so leave the template in place. If you roll an arrow the template veers in the direction shown on the arrow.

The Artillery dice is marked 2, 4, 6, 8, 10 and misfire. If you roll a misfire something has gone wrong – roll a D6 and consult the Misfire Table below. A misfire roll automatically cancels out the whole shot regardless of the Scatter dice result. If you roll a number then this is the distance in inches the aiming point veers off target as shown by the arrow on the Scatter dice. If you roll a HIT on the Scatter dice ignore the number: it simply indicates that the shot has not misfired.

Once the point where the Snotlings will arrive has been determined, they shoot out of the tunnel onto the target. Any model that is touched by the template will be attacked by the Snotlings. The effect of the demented Snotlings suddenly dropping onto their target is represented by the Shokk Attack Gun charts below. Refer to the appropriate chart for the target and roll once on the table for each Snotling base sent into the tunnel to determine the effect of the attack. For example, if three Snotling bases were used for the attack then three rolls would be made for each model affected by the attack.

Note that you do not make separate rolls for exposed models on vehicles or in bunkers, as the effect of the shokk attack on these models is included on the vehicle and bunker charts themselves. However, models standing on top of a bunker, rather than inside it, and who are covered by the 2" burst template will be affected individually by the attack.

Snotlings rarely survive their frantic, panic-stricken dash through the warp, and the few moments of hysterical mayhem that follow. Therefore, after the Shokk Attack Gun attack has been resolved, the Snotling bases sent through the tunnel are removed from play as casualties, no matter what the results of the attack. This happens even if the Shokk Attack Gun failed to hit any targets at all – the terrified Snotlings huddle into a compact gibbering mass and will take no further part in the battle while they recover from their nightmare ordeal.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special rules	-	-	-	-	-	-	-	Move or fire. See above

SHOKK ATTACK GUN MISFIRE TABLE (D6)

- 1-2 DESTROYED.** The Shokk Attack Gun starts belching smoke and then explodes. All the Snottlings sent into the tunnel are lost, and the Mekboy operating the gun is also slain.
- 3-6 MAY NOT SHOOT.** A minor fault prevents the Shokk Attack Gun shooting this turn. Unfortunately the Snottlings sent into the warp this turn are lost. The Shokk Attack Gun is unharmed and may shoot as normal next turn.



DREADNOUGHT, ROBOT, WRAITHGUARD AND TERMINATOR SHOKK ATTACK GUN CHART (D6)

- 1** The leg of the armoured suit is jammed with squirming Snottlings, reducing movement to half normal rate.
- 2** One randomly selected weapon is now infested with Snottlings and renders completely useless.
- 3-5** Snottlings materialise inside the body of the unfortunate occupant of the suit... a horrible way to die. The model halts, standing ominously upright and silent, and does nothing for the remainder of the game.
- 6** The occupant is rapidly shredded to tatters by the invading Snottlings who are trapped inside the suit. The model is counted as being destroyed for the purposes of Panic tests and victory points, but as the Snottlings struggle and squirm inside the suit they kick its controls, causing it to go out of control. The model moves at half its maximum speed in a random direction and fires directly ahead each turn until it is either destroyed, collides with something it cannot cross or leaves the table altogether.

FOOT TROOPS SHOKK ATTACK GUN CHART (D6)

- 1** No Snottlings land on or near the model and the attack has no effect.
- 2-5** The model is covered with frenzied Snottlings, clawing and biting for all they are worth. Any model other than an Ork or Gretchin takes 1 wound, normal armour saving throws apply.
- 6** Snottlings materialise inside the body of the victim... a horrible way to die. The model is killed no matter how many wounds it has, and with no saving throws allowed.

VEHICLE SHOKK ATTACK GUN CHART (D6)

- 1** The steering is jammed with hysterical Snottlings grabbing the wheel and preventing it being turned. If stationary when hit the vehicle remains halted for the rest of the game. If moving then it will move out of control for the remainder of the game, or until it hits terrain it cannot cross, collides with another vehicle, or leaves the table. Once halted the vehicle cannot move for the remainder of the game.
- 2** Snottlings are stuffed into the ammo feed or power supply of one randomly determined weapon. Every time the weapon fires from now on roll a D6. On a roll of 1, 2, or 3 the weapon explodes, causing one randomly located hit on the vehicle. Because the weapon explodes inside the vehicle there is no need to roll for armour penetration: simply roll for damage on the area affected. If the vehicle does not have any weapons then re-roll this result.
- 3-4** Frenzied Snottlings attack the crew, clawing and biting everyone in sight. Each crew member must make his basic saving throw or suffer 1 wound.
- 5** The vehicle's power supply is suddenly interrupted by the antics of frantic Snottlings and the vehicle immediately bursts into flames. The vehicle will explode at the end of any turn (friendly or enemy) on a D6 score of 6, causing a hit with strength, saving throw modifier and damage equivalent to the vehicle's run value on all models within D6". Until the vehicle explodes it may carry on moving and firing as normal.
- 6** A wretched little Snottling, gibbering in abject terror, wraps himself around the driver's head and clings to him as tightly as he can. The vehicle immediately lurches forward D10" and overturns. The crew are either killed in the crash or ripped apart by frenzied Snottlings as they lie stunned. The vehicle is useless for the rest of the game.

SUPPORT WEAPON SHOKK ATTACK GUN CHART (D6)

- 1-3** Snottlings are stuffed into the ammo feed or power supply of the support weapon. Every time the weapon fires from now on roll a D6. On a roll of 1, 2, or 3 the weapon explodes, wiping out the crew.
- 4-6** Snottlings are stuffed into the ammo feed or power supply of the support weapon and it explodes immediately. The support weapon is destroyed and the crew either slain or injured. Remove the support weapon model and all the crew from the table immediately.

BUNKER SHOKK ATTACK GUN CHART (D6)

- 1** One model in the bunker is overwhelmed and killed by a horde of Snottlings, with no armour save allowed.
- 2-5** Frenzied Snottlings attack all the models in the bunker. Each model must make his basic saving throw or suffer 1 wound.
- 6** A Snottling materialises inside an ammo box stored in the bunker, causing a huge explosion. All the models in the bunker are killed, with no armour save allowed.

WARHAMMER

40,000

SLAKEBITE BOARBOYZ

by Jervis Johnson and Lindsey D le Doux Paton

Unlike other Orks, Snakebites often ride into battle on the backs of ferocious warboars. In this article, Jervis describes the full rules for using these devastating cavalry in your Warhammer 40,000 battles.

Snakebites use technology only reluctantly and always feel more comfortable with simple machinery and well established Ork values. They preserve some practices which other Orks have long since abandoned, and shun certain aspects of recently developed technology. Probably the best example of this is their preference for riding into battle mounted on the back of a ferocious warboar!

The Snakebites have a long tradition of boar riding and make by far the best Boarboyz, and their breeding stocks are famous for their immense size and vicious behaviour. For as long as any Ork can remember the warboar has been a favoured mount of the warrior Ork. It is a fierce and stubborn beast, with sharp

tusks, a thick skull, and the odour of a dung-heap. Although some Orks, notably the Evil Sunz, shun warboars in favour of bikes, buggies and other mechanical contraptions, many Orks prefer the good old warboar with its familiar smell and unpredictable violent temper.

The best boars are selected by the Meks and Painboyz and turned into a strange amalgam of animal and machine known as a cyboar. Basic 'improvements' to the boar usually involve its tusks being replaced by stainless steel ones, the fitment of a combined riding saddle and body carapace, and the back legs being replaced by wheels or a roller. However the single most important addition is a cunning device triggered by a large red

The Gretchin clustered worriedly outside the steel pen. Loud snorting noises came from inside, and there was the occasional thud as something large and bulky smashed against the wall. A stream of stinking yellow liquid leaked from the bottom of the gate and trickled across the floor into the brightly lit room beyond.

'Oh get on with it, yer cowardly Grots!' shouted a loud voice from the other side of the open door. 'Gutrog's waitin' an' me blow torch is gettin' cold!'

The Gretchin, galvanised into action, grabbed the smallest one of their number and hoisted him up and over the wall of the pen. There was brief, deadly silence. You could have heard a Snottling drop. Suddenly there was an eruption of sound and fury and the Gretchin watched awestruck as the battered body of their former colleague flew out of the pen to land in a pathetic bloody huddle on the floor.

The democratic selection process was repeated, and the next smallest Gretchin found himself helped into the pen. Again, there was a brief, ominous silence, this time followed by a high-pitched squeal of fear, some truly impressive gobbling noises and a rather liquid burst of floundering.

The third volunteer at least put up a decent struggle but he too was boosted over the wall. The floor shook with a great pounding of hooves then some soft squelchy noises.

The remaining two Gretchin wiped the spray of green blood off their faces and eyed each other with undisguised malicious intent.

They were saved from their dilemma by the approach of a huge Ork Painboyz carrying an enormous hammer in one hand and a squirming Snottling in the other.

'See I'm going ter 'ave ter do this myself', he said, and pointed meaningfully to the enclosure. The two Gretchin dutifully scurried over to the side of the pen and bent down. The Ork stuffed the hammer in his belt, the Snottling in his teeth, stepped on their backs, and hauled himself over the wall.

The Gretchin pulled themselves off the ground and waited expectantly by the gate. They heard: 'Ere boy, din-dins!' - gobblegobblegobWHACK!, and the thud of a large body falling heavily to the floor.

They quickly raised the iron bars that held the gate closed.

The Painboyz proudly stratted out of the pen twirling the massive hammer round his thumb. He turned to face one of the Gretchin, absent-mindedly catching the other on the chin with the whirling hammer. It fell unconscious to the floor.

'Nufflak to it', he said sagely. 'Bring 'im into the serjary an' strap 'im on da table.'

The Gretchin peered cautiously round the gate of the pen to where an enormous boar lay unconscious on its side, a Snottling arm dangling out of its mouth. It wore a surprised expression on its porcine face.

Snakebites



Snakebite Nob on Cyboar



Snakebite Boarboy



Snakebite Boarboy



Nobz Banners



Examples of Boyz Banners



Snakebite Boarboy



Snakebite Nob on Cyboar

button fitted into the cyboar's saddle, which injects a controlled amount of chemicals into the creature's system to produce a temporary burst of extra speed and ferocity. On many cyboars this is the only improvement that is taken, which makes them almost indistinguishable from a normal warboar until they suddenly starting foaming at the mouth and then hurtle across the battlefield at an incredible speed!

SPECIAL RULES

Except where otherwise noted the following special rules apply to both warboars and cyboars.

Cavalry. Boarboyz are cavalry as described in the Warhammer 40,000 rulebook. The rider and boar are treated as a single model.

Save. Ordinarily cavalry have a +1 saving bonus to take account of the mount. However, a warboar or cyboar is such a stubborn brute that injuries just make it madder! To represent this, an Ork Boarboy has a +2 saving bonus for his mount.

Leadership. Warboars and cyboars are far harder to control than horses and the rider spends much of his time keeping his unwilling mount subdued. This means that a unit of Boarboyz always suffers a -1 Leadership penalty. Any tests made against their Leadership incur this penalty.

Charge Bonus. A charging warboar or cyboar is a bad-tempered mound of bloody-minded muscle and bone with pointy tusks, sharp teeth and thundering hooves. The impact of this slaving beast is especially dangerous. When the Boarboy charges he receives a +2 combat result modifier instead of the normal +1.

Cyboar Chemical Injection. Cyboars are equipped with a cunning device that injects a controlled amount of chemicals into the creature's system to produce a temporary burst of extra speed and ferocity. Cyboar riders can use this mixture once per game. The player may declare that the rider is hitting the large red button that injects the chemicals at any time, including during the opponent's turn if desired. Movement is immediately increased by D6+4 inches and attacks by D4 for the remainder of the turn. The movement bonus is not doubled if the Boarboy is charging or running.



Warboars. Any Snakebite character, or all of the models in a Snakebite Boar or Nobz mob, may be mounted on warboars at a cost of +6 points per model.

Cyboars. Any Snakebite character, or all of the models in a Snakebite Boar or Nobz mob, may be mounted on cyboars rather than normal warboars at a cost of +15 points per model.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7
Warboar	7	4	0	3	4	1	3	1	3
Cyboar	10	4	0	4	4	1	4	2	3

Thick clouds of grey and sulphur yellow smoke hang in clumps over the battlefield. Over the hill, dead white explosions blossomed up into the foul air, and screaming red and orange missiles arced through the sky. The ground juddered and shook with the endless barrage of heavy weapons and the tread of Titans.

Gatrog's Cyboar twitched its tail impatiently and tried to bite his leg. He kicked it hard on the middle of its fleshy snout and the animal gave a snarl of annoyance.

His last Cyboar, Edbiter, had been blasted to pieces underneath him a few days ago, and this animal was its replacement, as yet unused in battle. Not that it would be any less ferocious, but there was still the matter of establishing that delicate link of communication between rider and mount. That element of mutual trust and understanding... Recognising exactly which of them was boss. He smashed it on the head with his bolter just for good measure and returned his attention to his unit.

Looking down on the surging mass of Cyboars and their riders he could see that the animals were barely under control - backing, foaming at the mouth, pawing the ground. Better make this quick, he thought.

'Right then lads, listen up!' What with the shouts of the riders and the snorting and squealing of the Cyboars he could barely make himself heard.

He shifted his voice up several notches in volume. 'We're goin' to ride over dat ridge an' we're goin' to slaughter humies. We're mean, we're tough, we're...'

Gatrog broke off his briefing as a stray shell whizzed past his ear and exploded in a squig supply tent. He expertly snatched a couple of the squigs out the air as they flew by and tucked them down his trousers for later. The loud noise did little to improve the panicky mood of the Cyboars and several vented the contents of their bowels in hot brown spurts. As they were all milling around in a closely packed group the results of this did little to improve anyone's temper.

Gatrog's own Cyboar took advantage of this distraction to sidle up to its nearest compatriot and bite its rump. He jabbed the end of his bolter into one of its piggy ears and gave a savage twist. Sensing the imminence of total chaos he shouted out his last instructions.

'When I give the command, we're going to charge ...'

All the Orks caught of this was the word charge. They automatically slammed down the red plungers on the saddles and hung on for dear life. The noxious chemicals tore through the Cyboars' bloodstream with all the impact of pure nitrous oxide. Their eyes bulged, green foam ran from their jaws, and the whole unit catapulted over the ridge with a scream of tortured metal and a pounding of hooves.

When the clouds of dust and exhaust fumes died down all that could be seen of their passing were trampled puddles of oil and pig dung, and the two-dimensional remains of an unlucky Gretchen.

◇◇ ELDAR DREADNOUGHT ◇◇



WRAITHGUARD



WRAITHGUARD



WARLOCK WITH SINGING SPEAR



ELDAR DREADNOUGHT



POWER FIST WITH SHURIKEN CATAPULT



POWER FIST WITH FLAMER



WARLOCK WITH WITCH BLADE



HEAVY PLASMA GUN

이슈키비치노브

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Miniature designed by Gary Mortley



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SPACE MARINE®

QUESTIONS AND ANSWERS 2

By Mark Watts

How can your Titans survive the fire of the deadly Squat Cyclops? Do you have to place barrage templates directly over enemy models? Exactly how does an Ork Dragster's Deflektor shield work? These are just a few of the areas explored by Mark in this follow-up to his recent articles in White Dwarf.

THE IMPERIUM

Can Thunderhawk Gunships enter the board from any table edge?

No. They must always measure their first move on the board from the Space Marine player's baseline.

Can Thunderhawk Gunships land on their first turn on the board?

Yes, but once they have landed and disembarked any infantry they were transporting they can't take off again until the following turn's movement phase.

Can Thunderhawk Gunships fly at either high or low altitude?

Neither. They fly at what could be called a medium range and so don't receive any of the normal modifiers associated with either high or low altitude. Remember, however, that because of their speed they can only be shot at by units on first fire orders.

Can a Basilisk with first fire orders fire barrages at an enemy model that charged it?

No, barrage weapons cannot be used against opponents in close combat. This rule also applies to other artillery pieces and barrage weapons whichever army they belong to.



A Squat army assaults an Ork town.

ORKS

Is there any situation in which an Ork player can take more than one of each clan card?

Yes. Although it's unlikely to happen very often (most players can always find enough support and Special cards to use any surplus points on) it is possible in very large games to use all the clan cards. When this occurs the Ork player can buy one additional card from each clan until another new set of six is assembled. These new clans are simply added to the original clans of the same type to form larger mobs. This process can be repeated indefinitely so long as the points are available.



If you buy additional sets of six clan cards are you then entitled to more than one Warlord special card?

No. Although an Ork army can contain many Nobz and several Warbosses there can only ever be one Warlord. This follows the Ork tradition that "might is right", and that it is only the strongest and most cunning of Orks who rise through the command structure to take charge of the entire army. This rule also applies to the Ghazghkull Thraka Special Card which is included in an army instead of, not as well as, the Ork Warlord. You may not include both!

Some of the Mekboy repair cards refer to a squadron. How many vehicles does this apply to and are bikes and war buggies included?

Within the Space Marine rules a squadron is considered to consist of up to five vehicles. This means that a Mekboy card specifying a squadron cannot be given to Battleguards belonging to an Evil Sunz clan because there are in effect six vehicles, five for the Boyz and one for the Nobz. You could however give the card to a Battleguard support card so long as it doesn't become part of a larger mob already containing Battleguards. This is in order to simplify things and prevent confusion during the game as you try and work out which vehicles did or didn't have the Xtra-spiky Bitz Repair card half way through a close combat phase.

Bikes are not treated as squadrons although war buggies are. This means the only Mekboy repair card that can be played on a bike mob is the Squig Fuel Injector.

Does the Weirdboy Battletower have power built up at the start of the game or do you have to wait until turn two?

The answer to this question is that the psychic power is drawn from the surrounding Orks in the end phase of turn one and released in the combat phase of turn two. As the Battletower isn't counted as a command unit, exactly when the power is released depends on whether the Battletower is given first fire or advance orders in turn two. If it is given a charge order it

can't fire that turn and the accumulated energy is flared off, sending a bright sheet of power into the sky.

This leads into the second question asked by a lot of Ork players...

Once you've bought the Renegade Mekboyz Special card can you split them up or do they have to remain together?

Mekboy vehicles bought in this way must remain together as a single mob obeying the normal formation rules – ie staying within 6cm of at least one other vehicle – and are given order counters subject to the normal Ork command rule.

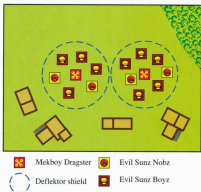
How do you stop the Weirdboy Battletower being destroyed before you get a chance to use it?

As with any weapon which is potentially lethal to your enemy, he will go to great lengths to destroy it before it can do him much harm. After all, if the Weirdboy Battletower can draw off enough points of psychic energy it is quite capable of vaporising even a mighty Warlord Titan. One way to protect your Battletower is to surround it with a bodyguard of troops such as a Stormboyz Korps or a mob of Nobz warbikes to fend off close combat attacks. The best method is simply to keep it out of the enemy's line of sight until it fires.

Further defences can include deploying it within the relative safety of a Mekboy Dragster's Deflektor shield or Kustomising it with some Mekboy repair cards in order to toughen it up. Despite most defensive measures, at the end of the day if your opponent wants to destroy it badly enough he probably will. What you have to remember is that while he's concentrating his efforts on this single vehicle the rest of your army will be reaping the rewards from his reduced fire.

Can you combine or overlap more than one Mekboy Dragster's Deflektor shield?

No. However, there is nothing to stop you placing two Dragsters near each other in order to protect as many models as possible while still keeping within the chain of command rules. This has been used to great effect in the following example.



An Evil Sunz clan with its two Mekboy Dragster support cards has deployed in such a way as to maximise the protection given by the Deflektor shields. Wisely, the Boyz stands have

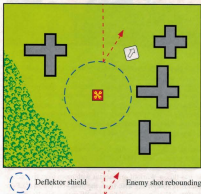
been split between the two Dragsters to reduce casualties from enemy fire should any shots penetrate the shields or either Dragster be destroyed. Also to this end the Nobz command unit has divided itself between the two Dragsters, while keeping within the chain of command, so that at least half the Nobz will survive if one Dragster is destroyed.

Can any weapon penetrate the Deflektor shield and shoot directly at the Dragster?

Yes. The Imperial Mole Mortar and the Eldar Vibro-cannon and Tremor cannons are all able to bypass the shield. The Mole Mortar uses a tunnelling torpedo which explodes underneath the vehicle while the Eldar weapons create shock waves in the ground that literally shake the target to pieces. The warp missile is also quite effective as it materialises inside the shield automatically destroying the target if it hits on a roll of 3+. The vortex missile carried by some Titans is less accurate with its random deviation, but equally destructive – annihilating anything under its template. Even the Orks themselves are capable of penetrating the Dragster's shield with groups of deranged Snotlings fired by inaccurate Mekboy Shokk Attack guns.

Where does the reflection of incoming shots at the Mekboy Dragster occur?

The reflection of any shots that fail to penetrate the Deflektor shield occurs at the edge of the shield template. In the diagram below the Dragster is being shot at by a Shadow Sword's volcano cannon. The shot travels 80cm before striking the shield and being deflected. At this point the scatter dice is thrown and the shot continues up to its maximum range in the direction shown by the arrow. With a range of 100cm, this volcano cannon shot will travel a further 20cm after its deflection. Should it hit anything else on this rebound, damage would be worked out as normal.



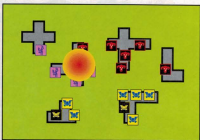
Can Wave Serpents or Silver Towers with their impenetrable shields move through, or push back, a Dragster Deflektor shield?

No. When two such vehicles' shields come into contact they remain locked together with neither side able to pass through the other. This situation will remain until one side moves away or shuts down their shield.

BARRAGES

If troop stands within a building are covered by a barrage template are the men themselves hit or just the building?

Both. A barrage template that even partly covers a building rolls to hit it as normal – discounting cover modifiers. If the building fails its saving throw and is destroyed, then any stands within it are killed regardless of their own saving throws.



- Imperial Guard Company Command
- Imperial Guard Support Detachment
- Chaos Beastman
- Daemonettes of Slaanesh

In this example a barrage from an Imperial Guard Basilisk battery is covering the building. Two Daemonettes and a Chaos Beastman stand are deployed inside.

The building takes a hit and must make a saving throw of 6+ on two dice in order to avoid destruction (the standard 4+ modified by the -2 of the Basilisk). It succeeds and now to hit rolls are made for the stands under the template. The Imperial player needs to roll a 6 to hit each one (the normal 4+ being modified by -2 for the cover of the building) and manages to get one of the Daemonettes. The Basilisk modifies a target's save by -2 and so the Chaos player needs a 6 to save which he fails to get. The barrage kills one stand of Daemonettes.

When firing a barrage weapon do you have to centre the template over a model?

No. Barrage templates can be aimed at any point between or on model, preferably covering as many as possible in order to cause the maximum amount of damage.

Can you overlap barrage templates fired from the same weapon?

No. Multiple barrage weapons like the Behemoth cannon, Barrage missile and the Colossus' plasma missiles cannot be overlapped. The barrage templates are placed in a row of any shape and length so long as each template touches the edge of the one before it and does not overlap any other template.

Can you fire a barrage template placing it in such a way that it covers an enemy stand already engaged in close combat?

No. The basic game rule that you can never fire into close combat still applies. Although in game terms the models are placed in base to base contact you have to imagine that in reality both sides would be intermixed as they struggle in close combat moving it impossible to single out the enemy for purposes of firing.



SQUATS

Can an Overlord Armoured Airship be pinned in close combat?

No. Although both Doomwings and Firelords can attack one in close combat at either low or high level, nothing is capable of pinning an Overlord Airship as it can simply drift over, under and around its opponent when it moves. The same rule is equally true for the Doomwings and Firelord, although in their case it's because they're simply too fast to pin.



Although not strictly a question, we've had a few letters from players who find it hard to believe the Squat Cyclops' Hellfury Cannon can destroy a Titan so easily.

At first glance it is always easy to dismiss this as some sort of unfair Doomsday weapon designed to kill off all your Titans.

The reality of the situation is quite different. If you look at the firing procedure closely you begin to realise just how hard it is to hit your Titan in the first place. Because the Hellfury cannon only fires in a straight line from the direction it's facing, any opponent who moves second during that turn can simply step out of the way. Even if you can't get out of the way completely you can still use buildings and woods as cover for your Titans as I explained in White Dwarf 173.

Secondly, it still has a one in six chance of missing you, a factor greatly increased by Eldar Titans with their holofields providing an additional saving throw the faster they move. As well as this, a Warlord or Gargant with more than five active shields is completely safe from the destructive power of the Hellfury Cannon as the beam will automatically fail an overload roll and shutdown.

Finally, as any Ork player will know, Gargants are excellent at absorbing damage and even a result of 6 on any one location will only result in the destruction of that section and start a few fires. So now that your fears have largely been set to rest, you can concentrate on the task of destroying the Cyclops before it even gets a chance to fire.

BLOOD BOWL



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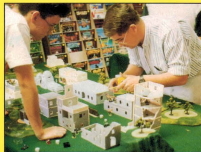
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PLAGUE FLEET

SLAANESH HELLSHIP

Slaanesh Hellships are graceful, sinuous ships painted in intricate patterns and radiant colours. Their vast silk sails glisten and glimmer as they softly shift with the wind, and a halo of pale pastel light glows around them.

The superstructure of a Hellship resembles a great domed palace, illuminated from within by a gentle glow. Beams of colour radiate from its core, stabbing out across the waves from arched portals draped in heavy silks. Ships touched by the shafts of light are bathed in a glowing corona that is bewitching to look upon.

Closer to the Hellship, plumes of brightly coloured incense billow from an aperture at the peak of the dome, and slide down the sides of the vessel in heady, rolling clouds that settle on the surface of the water.

Thus masked from sight, only the entrancing strains of bizarre melodies and the ecstatic screams of the crew reveal the Hellship's presence, the noise beckoning insidiously to the crews of ships that venture too near.



MOVEMENT

A Slaanesh Hellship is a sailing ship, and all of the rules governing sailing ships apply. It has a standard movement rate of 9" whether the wind is coming from abeam or astern.

RADIANCE OF SLAANESH

The Radiance of Slaanesh is a beam of purple light that may be targeted at one ship per turn. It has a range of 9", uses the normal range ruler, and may be fired in any direction. It is used after the ship has moved, just like any other ranged weapon attack.

Roll on the following table for each crew counter on the target vessel to see if it is entranced.

Range	Score needed to Entrance Crew
Close (0-3")	4, 5 or 6
Medium (3-6")	5 or 6
Long (6-9")	6

Any crew counters that become entranced fall upon their crewmates in a delicious killing frenzy. You must fight a boarding action between those crew that have gone over to Slaanesh and those that remain loyal.

The Chaos player rolls a dice and adds +1 to the score for each entranced crew counter. The enemy player rolls a dice and adds +1 to the score for every crew counter that remained loyal. The fight is to the death, and results in either the traitors being killed and the ship remaining with its parent fleet, or the loyal crew dead and the ship becoming part of the Plaguefleet.

Even though control of the ship passes to the Chaos player when all of a ship's loyal crew is killed, the traitors remain in an uncontrollable frenzy. The Chaos player has no control over the crew's actions and the ship is treated like a captured vessel, ie. may not move or fire. However, if the Hellship that made the attack comes within 2", the crew swim over to it and climb onboard – place the crew on the Hellship's template.

If the enemy player attempts to re-capture his ship, the traitors get a +1 to the dice roll as they fight to keep control of the vessel. However, they are too frenzied to operate any cannon the ship might have and may not fire grapeshot at their opponents as they climb aboard.

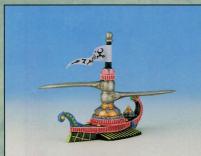
SLAANESH FLEET



HELLSHIP



HELLRAMMER



HELLSLICER



A CHAOS ARMADA CLASHES WITH AN ORC FLEET.

INCENSE OF SLAANESH

Any ship that closes with a Hellship is quickly enveloped by cloying, scented clouds.

As soon as any ship touches a Hellship, roll a dice for each crew counter on it; on a result of 5 or 6, remove one crew counter and place it on the Hellship's template. These men have succumbed to the mind-altering effects of the incense and have gone over to the side of Slaanesh.

MAXIMUM CREW LEVELS

A Hellship may have up to 4 additional crew counters climb aboard during a battle, as long as this doesn't take the total crew onboard above 6. Any extra that attempt to get on are thrown into the water to drown by those that have already made it. These extra crew counters start as Chaos Cultists (see the *Chaos Crews* section of the *Plague Fleet* rulebook), but may increase in skill during the campaign just like other crew counters.

SLAANESH HELLSHIP MAN O' WAR				CREW 2 CHAOS WARRIORS	
4 FORE MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.	5 REAR MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.	6 LEFT REAR MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.			
2 FORECASTLE Save 4, 5 or 6 3 AFTCASTLE Save 4, 5 or 6 Radiance of Slaanesh lost when both locations destroyed.					
4 BOWS Save 4, 5 or 6	5 BURNERS Save 4, 5 or 6 First hit no effect. Second hit destroys incense of Slaanesh.	6 STERN Save 4, 5 or 6	BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.		
NO EFFECT NO EFFECT SINKS					
SAIL: 9"			BATTLE HONOURS: 6		

SLAANESH HELLRAMMER

Slaanesh Hellrammers are lithe, low ships armed with a huge iron spike to pierce their enemies' hulls. Little adorns their uncluttered decks as needless decoration would only slow them down.

Besides the fearsome-looking spike, which dwarfs the massive rams of other vessels, a single cannon battery projects from each Hellrammer's bow, firing on the target as the ship approaches.

MOVEMENT

Under sail, a Hellrammer can move 9" with the wind behind it and 6" with the wind abeam.

Under oars, a Hellrammer can move 6". It can use 3" of this movement allowance to make a single turn of up to 90° on the spot, or use all 6" to make a single 180° turn on the spot. Alternatively, it may make a single move of 3" directly backwards.

RAMMING

A Hellrammer may make a ram attack by moving straight into an enemy vessel from at least 3" away. Unlike a normal ram attack, a Hellrammer's iron spike hits a random low area on the target ship with no saving throw, rather than using the normal ramming damage table.

BOARDING ACTIONS

Whenever a Hellrammer comes into contact with an enemy vessel, the crazed Slaanesh Cultists onboard must fight a boarding action to the death against it.

For their first dice roll in the boarding action, the Chaos Cultists gain an additional +2 bonus because of the fervour of the attack.

The incensed followers of Slaanesh will never give up. Whether the Cultists win, lose or draw, they will keep on attacking until they have either captured the enemy ship or died trying; the defender never has the option of attacking back or breaking off the boarding action.

CREW AND CHAOS REWARDS

A Hellrammer is crewed by Chaos Cultists; see the *Chaos Crews* section of the *Plague Fleet* rulebook for more details. A Hellrammer may only be given Chaos Rewards of Slaanesh. See the *Chaos Rewards* section of the *Plague Fleet* rulebook for more details.

SLAANESH HELLRAMMER SHIP OF THE LINE				
6		CREW 2 CHAOS CULTISTS MAST Save 5 or 6 Mast lost. Cannot move under sail. Any further hits do not cause critical damage.		
2	RAM Save 4, 5 or 6 Ram destroyed. May not ram.	3	BOWS Save 5 or 6 Cannon lost.	4 OAR DECK Save 5 or 6 Oars lost. Cannot move under oars.
5	AFT-CASTLE Save 5 or 6			BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.
NO EFFECT		SINKS		
OARS: 4"(6") SAIL: 6"(9")				
BATTLE HONOURS: 1				

SLAANESH HELLSLICER

Slaanesh Hellslicers are strange ships to behold. They are basically Wargalleys, but have huge scythe blades mounted on the top of strong masts. As a Hellslicer approaches a target, the blades begin to rotate. As they gather speed, the huge knives merge into a deadly, glittering arc, and make an eerie keening sigh as they slice through the air.

MOVEMENT

A Hellslicer can move under oars only.

A Hellslicer can move 6". It can use 3" of this movement allowance to make a single turn of up to 90° on the spot, or use all 6" to make a single 180° turn on the spot. Alternatively, it may make a single move of 3" directly backwards.

COMBAT

The whirling blades of the Hellslicer only attack high locations; if the enemy ship doesn't have any high locations, the blades pass over the top of the ship and have no effect. Sail locations are particularly susceptible to the Hellslicer's attack and therefore have a -1 saving throw.

The blades are a 2 dice attack. If one dice misses, roll once on the following table: if both miss, roll twice.

Roll Result

- 1 The Hellslicer explodes as the blades' gearing ruptures. Any ships within 3" of the Hellslicer take one low area hit at -1 to their saving roll. Place a debris marker where the Hellslicer was.
- 2 The scythe blades grind to a spectacular halt. Place a damage marker on the Scythe Blades location of the Hellslicer's template.
- 3-5 The scythe blades' gearing slips, stopping them momentarily. No damage is done, and the Hellslicer may carry on as usual next turn.
- 6 The scythe blades slam into an unexpected part of the target vessel: roll the attack again, but this time you may try to hit a low location.

SLAANESH HELLSLICER SHIP OF THE LINE			
SCYTHE BLADES Save 4, 5 or 6 First and second hits have no effect. Third hit destroys scythe blades.			
2 BOWS Save 5 or 6	3 OAR DECK Save 4, 5 or 6 Oars lost. Cannot move under oars.	4 AFT-CASTLE Save 4, 5 or 6	
NO EFFECT	SINKS	BELOW WATERLINE Save 5 or 6 First hit has no effect. Second hit sinks ship.	
OARS: 6"		BATTLE HONOURS: 1	

CREW AND CHAOS REWARDS

A Hellslicer is crewed by Chaos Cultists; see the Chaos Crews section of the Plague Fleet rulebook for more details.



A Hellslicer may only be given Chaos Rewards of Slaanesh. See the Chaos Rewards section of the Plague Fleet rulebook for more details.

CHAOS DWARF FLEET



THUNDERFIRE BATTLEBARGE



GREAT LEVELLER BATTLEBARGE



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A CHAOS DWARF FLEET CLASHES WITH A HIGH ELF ARMADA

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CANADIAN RETAILERS

There are now so many Independent Retailers stocking Games Workshop products that we don't have enough room to list them all in one issue. For the first half of our retailer list pick up a copy of White Dwarf #174 which contains the list for the United States from Alaska to Minnesota. In Canada, retailers are listed from Alberta through Ontario. In Mexico, we now have a retailer in San Mateo.

* CHAOS BEASTMEN *



A CHAMPION OF KHORNE LEADS HIS CHAOS BEASTMEN INTO BATTLE



WAR MACHINES

By Rick Priestley

A Warhammer battle can easily be won or lost through the cunning or ill-planned deployment of war machines. In this the second of an informal series of articles, Rick Priestley expounds the doctrine of might is right.

WAR MACHINES

War machines are an important part of a Warhammer army. It is a rare force indeed which takes to the tabletop completely bereft of such vital support. The only army not to have war machines is Chaos though it does have Daemons by way of compensation. My own Orc and Goblin army boasts an array of four Rock Lobbers, whilst White Dwarf Editor and Grand Marshal of the Empire Robin Dews is rarely seen without a train of a dozen assorted cannon. Andy Chambers' well honed Skaven army ventures from its warren only with an accompanying battery of Jezzails and assortment of warfire throwers. Even though our Studio High Elf army has but a paltry one Repeater Bolt Thrower, this solitary device has been known to wreak havoc on the tabletop.

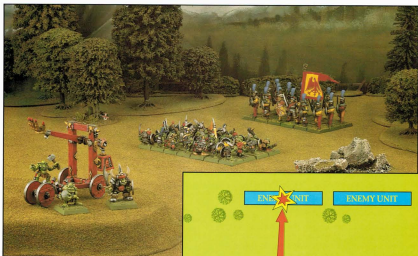
Knowing how to use your war machines is part of understanding your army as a whole. Obviously, different sorts of war machines are used in different ways and each type has its own strengths and weaknesses. For example, stone throwers can be woefully inaccurate, cannons can explode, whilst warfire throwers can explode big time! Nonetheless all three can sometimes win you the battle so it's well worth learning how to use them to your best advantage.

WHAT YOU SEE...

...is what you get. The general rule in Warhammer is - if you can see it you can shoot at it! Needless to say, you have to be within range of your target with whatever weapon you have, but other than this there are no complex or lengthy rules that

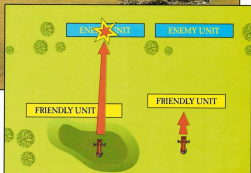


Chaos Dwarf war machines.

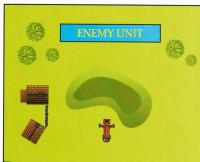


An Orc stone thrower lobbs a few shots over a friendly Goblin unit at the Empire troops beyond.

define where troops can and cannot draw a line of sight to their enemy. If in doubt stoop over the tabletop for a model's eye view of what's going on and you'll see instantly whether one model can draw a bead on another. The comments under 'Who Can Shoot' in the Shooting section of the Warhammer rulebook explain all this and add a few specific rules about scenery. We'll return to some examples of situations where shooting is and isn't permitted later on.



Example 2: The best place to deploy a stone thrower is on top of a hill from where the crew can see over the heads of friendly troops. If you deploy on flat ground then your own units in front will block your vision and prevent you seeing the enemy army.



Example 1: It has been known for unprincipled players to hide their stone throwers behind a hill and attempt to shoot over at an enemy beyond! As the crew can see nothing but a massive hill in front of them they are in fact unable to shoot and serves 'em right for deploying in such a silly position.

STONE THROWERS

The stone thrower is designed to lob its shots over the heads of intervening troops and into the ranks of foes beyond. This is why they are imprecise. Their inaccuracy represents the fact that the crews may not be able to see their target properly. When shooting with a stone thrower you begin by pointing the weapon in the direction you wish to shoot and then you guess the range. The crew do not have to be able to see the exact spot where they are aiming, but it is necessary for them to see that there are enemy in the direction they are shooting. The examples on these pages illustrate how this works.

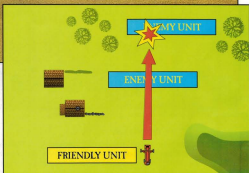
Everyone who uses stone throwers learns how to judge distances reasonably accurately. However, I know some players are not content to rely upon skill and judgement! Such unscrupulous types have been observed to shoot with bows or some such weapon first, thereby enabling them to measure the distance to a target before zeroing in with their stone throwers. An equally sneaky trick is to fire one of a group of several stone throwers, guess and measure the range, and then shoot the remaining weapons at the same target with laser-guided accuracy. The most dubious strategy I have seen is practised by a few shady characters who have memorised the lengths of their forearms and hands, so that they can measure the range



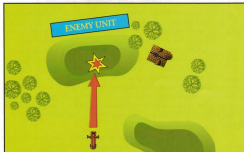
An Orc stone thrower shoots over the Phoenix Guard at a regiment of spearmen led by Teclis.

with bits of their body as they casually lean across the table! Such behaviour may not be literally illegal according to the rules but it is contrary to the principle of the rule, ie, that you *guess* the range. A reasonable player declares all of his stone thrower ranges before measuring. Anyone who does otherwise is worthy of the Sneaky Git Award for Hobgoblin Behaviour (and nobody likes a Sneaky Git).

I like stone throwers and the more the better. The more you have the more likely you are to hit something! Another advantage of using lots of stone throwers is that it makes you less vulnerable to aerial attack. Remember, you can't stand and fire a war machine (except for some Skaven devices).



Example 4: Here the stone thrower is positioned on flat ground facing the enemy, who are attacking in a deep block with one regiment behind the other. Because the stone thrower crew can see the enemy army advancing, they are perfectly entitled to lob shots towards the rear regiment even though they can't (strictly speaking) see the target unit. What the crew can see is a dense mass of troops, and they are choosing to target the back of the army.



Example 3: Here an enemy regiment is lurking behind a hill in a cowardly fashion. As the stone thrower crew cannot see any enemy in that direction they cannot shoot in that direction and are unable to aim at the concealed regiment.

Spreading them about a bit is a good idea as it means a flying enemy won't be able to take out more than one at once. It's also worthwhile investing in a bolt thrower or two which you can position to cover your stone throwers. This means a big flying monster which lands on your stone throwers can be shot at with the bolt throwers.

As my Rock Lobber crews are Orcs or Goblins they always flee if charged from the air. Attempting to fight is suicidal and only leads to the crew fleeing anyway and causing panic tests. As crew flee 2D6" it is a good idea to set up your crew at least 8" from the table edge – if they are too close then the chances are they will disappear off the edge as they flee. Remember that a flying creature which drops down from high can only land on top of the war machine; it is unable to catch a fleeing crew and probably won't be able to damage the machine either. See White Dwarf 167 for my comments on flying monsters.



Empire cannons pound the advancing Orc and Goblin army.

CANNONS

The sight of Empire armies lined up with their cannons is enough to send an honest Orc general green with envy! There isn't much you can do when cannon balls start to bounce through your ranks. As with stone throwers, cannons need to be positioned well for best effect. In fact, deployment is everything with cannons because once the battle starts there is no way you want to start hauling them around. When you fire a cannon guess the range, add the Artillery dice random factor, and then establish the distance the ball bounces before stopping. It is the bounce that is deadly, and you must aim to get the cannon ball bouncing through your target to cause the maximum amount of damage.



The 'if you can see it you can shoot at it' principle is as true of cannons as it is of stone throwers. Your crew have to be able to see that there are enemy in the direction you wish to fire. You can deliberately overshoot a visible enemy unit to plant a shot into the troops behind, but you can't shoot into the wild blue yonder just because you know there's an enemy character lurking about behind a house or wood.

When it comes to range guessing and measuring a reasonable player will, of course, make all his guessing before he begins to wave a tape measure about. See comments above regarding Hobgoblin behaviour. There are some unscrupulous types around and it pains me to think that they have green skin just like good honest Orcs.

BOLT THROWERS

Bolt throwers are straightforward war machines. A bolt thrower throws a bolt, which is nothing but a fancy name for a big arrow. To shoot with a bolt thrower you need to have the target in your sights and that's it. No funny business. Of course, a bolt thrower can punch a hole into the rearward ranks and a lucky hit can make a mess of a steeply ranked up unit. This is the legendary 'kebab' effect – the bane of Goblins and Skaven who like to rank up deep for the maximum leadership bonus. You can also use a bolt thrower to snipe at enemy characters on big monsters, as they are highly visible targets. This is covered under 'Shooting at Characters' in the Heroes and Wizards section of the Warhammer rulebook.

The High Elf Repeater Bolt Thrower is a fine weapon which makes up for the fact that High Elves have neither cannons nor stone throwers and not much else either when it comes to war machines. Players are often tempted into the single shot option (Strength 5 and D4 wounds per hit) but this is usually a waste. Occasionally, once in a blue moon maybe, you'll manage to do some damage to a worthy target, but most of the time your one shot is spent to no effect. A more successful option is to use the multiple shot (four shots at Strength 4) to cut down enemy regiments before they can reach your battlelines. With a range of 48" and High Elven Ballistic Skill, a Repeater Bolt Thrower can inflict devastating casualties on a unit before it gets into combat.

A bolt thrower shoots just like a unit of missile-armed troops. Unlike cannons or stonethrowers, with a bolt thrower you can't deliberately overshoot to reach a target behind the enemy's front lines. On the other hand a character on a monster can often be picked out under the conventional targetting rules. See the Warhammer rulebook under 'Shooting at Characters' in the Heroes and Wizards section.

GHOULS



GHOULS



A UNIT OF GHOULS



HILLS, WOODS, AND SUCH LIKE

The 'Who Can Shoot' rules of the Shooting section in the Warhammer rulebook explains how various types of scenery affect a model's ability to 'see' a target. These guidelines are necessary because it isn't possible to predict exactly what your tabletop scenery looks like. Some players prefer a fairly formal battlefield with well defined areas of woodland, hedges and so on, whilst others favour looser styles of terrain. The most spectacular battlefields of all copy the miniature realism sometimes seen in model railway layouts, with sloping ground, sculptured hills and cliffs, carefully modelled streams which wind across the battlefield, and woodlands complete with undergrowth, fallen trees and other entertaining features.

Anyway – because of this variation we find it necessary to adopt a few simple rules that help to clarify situations where you might reasonably be expected to see (or not see) a target. For example, it is always assumed that woods more than 2" deep are 'solid' and that you can't actually see right through the trees at a target beyond. In the case of our Studio terrain the area of woodland is defined by the base area of the wood – all our woods being mounted onto bases about 6" across. You may prefer to use separate model trees arranged into a shape which defines the area of the wood, it doesn't matter as long as you know.

Because a wood is assumed to be a solid terrain feature it cannot be seen through. This means you can't target an enemy on the other side unless you are positioned on a hill high enough to see over the wood. However, there is nothing to prevent you shooting over a wood with stone throwers or cannons if there is a visible target in front of the wood (ie, there is a visible target in the direction in which you want to shoot as described above).

Where you are shooting over a wood with a cannon it is assumed there is enough elevation on the gun to enable you to lob a shot over the wood, the ball doesn't literally go through it. However, it seems inappropriate that a cannon ball should bounce through a wood where it would obviously be stopped

by trees or undergrowth. For this reason we always agree that a cannon ball which lands in a wood does not bounce, whilst a cannon ball which bounces into a wood will come to a halt after travelling 2". This isn't in the rulebook, but it does seem sensible and it's a convention which I'd recommend to all players.

I'm sometimes asked to clarify the rules concerning cannon shots regarding walls/hedges, buildings and hills in the line of fire. If a cannon ball bounces into a wall it stops – a model sheltering directly behind the wall is hit but the ball bounces no further. It isn't necessary to represent the hole in the wall as this would involve making separate damaged sections of model wall and could prove rather inconvenient. If you want to go to this trouble then by all means do so! If a building is hit by a cannon then the ball stops and inflicts damage on it as normal – see the section on Buildings in the Warhammer rulebook. In the case of hills, players occasionally ask if a cannon ball can bounce uphill. We've never felt it necessary to have a special rule for this and cheerfully allow cannons to bounce uphill. On the other hand you can imagine how this could sometimes seem strange – especially if you're talking about a very steep hill or escarpment. Players can use their discretion on the matter – it would seem entirely appropriate to disallow a cannon bounce up a steep cliff face, for example!

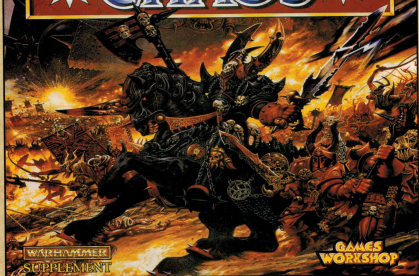
One final word on hills. As everyone knows, a hill is sufficiently tall to enable anything on its summit to overlook woods, buildings and troops below. In practice, everyone's scenery is slightly different: your hills may be higher or lower than those of another player, woods can be made up of trees of various heights and so on. Obviously this is up to you as you can make your hills as tall as you wish and use buildings or woods of whatever height you feel appropriate. At the Studio our hills tend to be a bit low, while we use the larger size trees to make up woods. This looks best in photos, but tends to mean that the hills are too low to overlook anything except ordinary troops. To get round this, we sometimes assume that all the hills are really high enough to overlook woods, buildings, etc – although this is entirely up to the players on the day.



A hill provides an excellent position for bolt throwers and archers.

WARHAMMER

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BLOOD BOWL®

'ERE WE GO, 'ERE WE GO,
'ERE WE GO.

By Carl Brown

Orcs are one of the most powerful Blood Bowl teams. Their combination of brutal strength and solid armour makes them almost unstoppable. In this article, Carl Brown – coach of the famous Deff Skwadd – discusses some of the finer tactical aspects of playing Blood Bowl with a team of greenskins.

Orcs have been playing Blood Bowl since the game was invented, and teams such as the Gouged Eye and Orcland Raiders are amongst the most successful in the league. Orcs play a tough and hard-hitting game based around pounding their opponents into the turf before they stomp downfield to score. Orcs don't tend to throw the ball much which is a good thing really as they are not very adept at catching it. It's not that they can't catch, it's just that when the ball is in the air they tend to forget about it and get stuck into fighting with the nearest opponent instead!

Before we look in detail at creating a winning Orc Blood Bowl team, let's take a minute to consider their strengths and weaknesses. In Blood Bowl, as in war, you should understand your friends and respect your foes – the better you know your team, the more chance you've got of using it to the best of it's ability. Orc teams have two main attributes: toughness and strength. Orcs have the highest armour values in the game, equal to Chaos or Dwarfs, so they are very difficult to hurt. In common with Chaos teams, Orcs are also able to start a season with Strength 4 players, which makes them very very mean.





On the downside, Orcs also have two major disadvantages compared to other teams. First of all, their low Movement Allowance means that they can be easily outrun or outmanoeuvred by other races. Secondly, Orc teams don't have any Catchers which makes the throwing game particularly risky.

So, what does all this tell us? Well, with high armour values you can expect Orcs to stand up to a lot of punishment during a game. Black Orcs (with their Strength of 4) are at an immediate advantage when they make Blocks, as the majority of their opponents will require an assist to be on even terms. The lack of Catchers in the team means that the throwing game should be used as a last resort, and because Orcs don't move very fast they can't be expected to outpace anyone in a flat out sprint for the endzone.

You've probably guessed that this all points to a team built for sustained, stomping, running plays. Which is exactly what Orcs are good at.

CREATING YOUR TEAM

With all these big and aggressive creatures at your disposal, it's relatively easy to create a league team capable of beating the living daylight out of almost anyone they meet. However, although four Black Orcs, four Blitzers, two Throwers, one Lineman, two Re-rolls and a Fan Factor of 5, might sound like the perfect line-up for a one-off game, for a league it's a bit of a risky option. When playing in a league your team carries on for game after game and any injuries or deaths carry over to the next match. This means that if you start the season with

only eleven players, when the casualties start rolling in you'll find yourself starting games with less than a full team. This will make it even harder to win your next game, and more likely that you'll sustain further injuries. Once you get to this state it is very difficult to pull your team back up to scratch.

A far better, and safer, idea is to start off with a team designed to compensate for these early losses.

I've played in Blood Bowl leagues for quite a long time now and I've fallen for starting with a super-strong eleven Orc killing machine on a couple of occasions. Needless to say they didn't stay super-strong for long!

For a longer-term squad, designed to stand good in a fight but also be able to cope with the odd casualty in the initial stages of the season, I recommend the following line-up. The Deff Skwadd started out with two Black Orcs, two Throwers, one Blitz, seven Linemen, one Goblin, three Re-rolls and a Fan Factor 5. This forms a good foundation on which to build a successful team. My first purchase after a few games would be an Apothecary, and after this you can concentrate on strengthening the front-line with more Blitzers and Black Orcs.

Your plans should then involve adding extra bits and pieces like Goblin Secret Weapons, Cheerleaders and Assistant Coaches as well as saving up for a Star Player such as Varag Ghoulchewer or an Ogre or Troll.

TACTICS AND GENERAL GAME PLAN

Once you've picked your team it's time to start thinking about how you're going to use it – Da Plan! Deciding on an overall strategy or game plan is a vital part of becoming a successful Blood Bowl coach. In your first few games it's good enough to just go out, cause mayhem, and try and score as many times as possible. However, you'll soon learn that there are points in each game where you have a definite advantage and times when your opponent can dictate the flow of play.

If you are up against a fast, lightly armoured team such as the Skaven or Elves the game plan is simple. You should try to rip as many of them apart as possible in the early stages of the game so that they can't put up much of a fight later on! If you win the toss, opt to receive the ball and try not to score until the 7th or 8th down. By then, a fair proportion of the opposing team should be in the KO'd or Dead & Injured box and your team will outnumber them for the whole of the second half.

If you lose the toss and your opponent decides to receive, you have two choices. The first is to try and soak up your opponent's attack and capture the ball off him. Once you have the ball, stomp your way down to the endzone and score. The risk with this tactic is that you may succeed in holding up your opponent's attack for the best part of the half, only to see him slip through and score on down 7 or 8. If this happens you haven't really got much chance of equalising before half time.

The second option can be even more of a gamble. This time you deliberately don't put up too much of a fight in order to prevent your opponent from scoring (You do however take every opportunity to beat into pulp any of his players not directly involved in the play!). As you aren't offering any real resistance, your opponent should score by turn two or three and this will leave you with the remainder of the first half in

which to equalise. At the start of the second half it will be your turn to receive, so you should be perfectly set-up to grind your way down the field for a 2-1 victory at full-time.

The big danger with this plan comes if anything should go wrong while you're trying to equalise – such as fumbling the ball or your opponent rolling a Blitz result on the kick-off table. Your opponent may seize the chance to score a second touchdown and leave you trailing 2-0 at half time.

Against slower, tougher teams such as Dwarfs or Chaos your tactics are similar up to a point. If you win the toss – get them before they get you! Have a good old-fashioned brawl in the first half and try to score on the 8th down. In the second half, try to weather the storm as your opponent rips into you and while this is going on try to work someone behind his line to sack the ball carrier (Orc Blitzers are good at this!). If you lose the toss and your opponent receives, try to minimise your casualties by backing off so that the only Block he can make is with his Blitz action. If you do this properly, and are reasonably lucky, you should end the first half at 0-0 and with most of your team intact. In the second half, you get to receive the ball and can batter your way down the pitch once again.

It must be said that games against these kinds of teams can be very bloody. In one memorable match against Andy Chambers' Chaos Doomlords, Andy killed two of my players, crippled one of my Linemen and left my only Thrower with an Agility of 2! Needless to say, I also lost the game.

TACTICS ON DEFENCE

When you come to set up your defence, the main thing to be aware of is that your opponent is going to have the first down and thus hit you before you can hit him (unless you're lucky enough to roll a Blitz result on the kick-off table!).

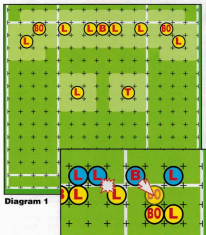


Diagram 1

Diagram 2

You must therefore set-up your team in order to minimise the initial damage. There are two ways of doing this. The first is to set-up five Orcs on the line of scrimmage, two Orcs on each wide zone and two Orcs a bit behind the front line (see Diagram 1).

Putting so many players on the front line creates a large number of tackle zones which prevent your opponent from using assists. This makes your line much harder to break open. The only way your opponent can get assists is by launching his attack against one of your wide zones and then continuing down the line (see Diagram 2).

The way to minimise this danger is to put a Black Orc on each wide zone. As most teams' players have Strengths of 3, they only get to roll one Block dice even when they get an assist from a team mate. This means the Black Orc has a reasonable chance of standing his ground. The danger with this defence is that if just one of your players goes down, it creates a hole through which your opponent can sprint.

The second defence (see Diagram 3) follows a different approach entirely. In this case, the line of scrimmage has the minimum of three players and the rest of the team stand two squares back.



Diagram 3

The reason for standing so far away is to stop your opponent from being able to Block lots of your players on his first move. Why not stand only one square back? Well if you are unlucky enough to roll a Quick Snap on the kick-off table your opponent can move each of his players one square in any direction and into contact with your men before he starts to make his play! By standing two squares back you can stop this from happening.

If your opponent should break through down one of the wide zones, you'll have trouble getting players back to cover the attack, because the only players within reach are positioned in the centre. However, by putting the Black Orcs on the wide zones you'll make it much harder for your opponent to break through here and he'll probably go for a softer spot. If, because you only have three on the Line of Scrimmage, your opponent breaks through there, it's not such a problem as you



The Orcs receive the ball and form "Da Cage" around the Thrower. Meanwhile the Black Orcs and Blitzers make short work of the Humans' front line. The Orcs are ready to roll!

can get players in his way from both wide zones. By keeping a Blitz or two in the middle of the field you'll have a fast reserve and someone who can hunt down the opposing ball carrier.

TACTICS ON OFFENSE

When you're on the offense with Orcs you might think that putting everyone on the front line where they can stick the boot in straight away would be the best policy. On some occasions this can work, especially when you have a lot of Black Orcs and Blitzers.

However, as Orcs have a low agility, it's also important to set up your team in a way that enables you to manoeuvre your players into a protective pocket (or Da Cage as Orcs call it) around the ball carrier with as little dice rolling as possible. Obviously you're going to need a player who can pick up the ball in the first place so you'll need at least one Thrower with his very useful *Sure Hands* skill. One of the worst things that can happen to an Orc team is a deep kick into their endzone. Because they are not very fast, a turn spent running back down the field to retrieve the ball cuts down the time they have to move it upfield. With this in mind, your Throwers should be set up so that they can reach the corners of your own endzone. It's best to place your toughest players on the Line of Scrimmage with the job of clearing a path for the rest of the team to follow down. These players will probably be Black Orcs and Blitzers and a Troll or Ogre, if you have one.

The example play "Da Stomp" shows the first down and general movement of an Orc drive. If the ball lands close to the halfway line, gather it up with a Thrower or Lineman and get it to the centre of the field behind your Black Orcs. Then form a protective cage around the ball carrier with your remaining players. If the ball lands deep in your own half create the cage first then gather the ball and hide it inside. The reason for creating the cage first is that these moves require no dice rolling and can't go wrong. Why not create the cage first

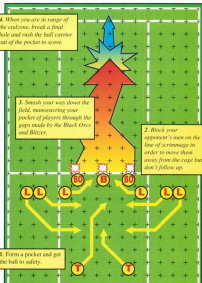
DA STOMP

4. When you are in range of the endzone, break a final hole and rush the ball carrier out of the pocket to score.

1. Smash your way down the field, manoeuvring your pocket of players through the gaps made by the Black Orcs and Blitzers.

2. Block your opponent's men on the line of scrimmage in order to move them away from the cage but don't follow up.

3. Form a pocket and get the ball to safety.



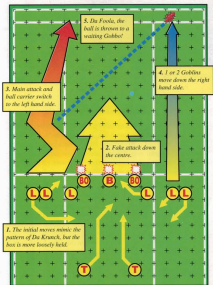
if it lands close to the halfway line? Because as the ball is close to the opposing players, if you fumble it when trying to pick it up, and all of your men are standing 2 or 3 squares away, there is nothing to stop your opponent from running

forward and grabbing it. If the ball is deep in your backfield your opponent can't reach it so if you do fail to pick it up it's not such a problem.

Once the ball is secure in the pocket, Block with your Black Orcs and Blitzers but don't follow up. If all as gone to plan, on your opponent's down he will be faced with menacing wall of Orcs that he is unable to Block except with his lone Blitz action. This means that on your second down, your formation should still be pretty solid and ready to roll (still keeping a cage around the ball) maiming and killing all the way downfield to score.

My second sample play is "Da FooLa". As it's name suggests, the aim is to fool the opposition into defending against one attack, while actually pushing towards a different play.

DA FOOLA



In this case you are initially making your play look like "Da Stomp". On the first down you form your players into a cage around the ball and block with your front line. On the next and subsequent downs you swing the pocket around to the left or right and make a concentrated push down that flank. Simultaneously, you run a couple of players down the opposite side in order to threaten a pass action and spread your opponent's defence. Because Orcs are not renowned for their throwing game, your opponent won't believe you'll attempt the throw and the two players will be only lightly marked. If your running play grinds to a halt, it should be easy to get one of these two into the endzone and throw the ball for a surprise touchdown. Goblins are particularly useful in this role as their "Stunt" and "Dodge" skills enable them to slip through opposing lines and get into position for the catch.

WEAPONS AND MONSTERS

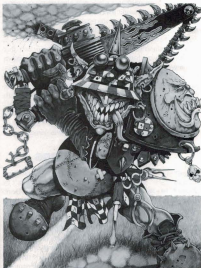
One of the best things about an Orc team is the sheer choice of Star Players. Some of the most dangerous and useful are the Goblins with Secret Weapons and large monsters such as Troils and Ogres. Although your opponent can roll after every touchdown to see if any players using weapons are sent-off, don't worry about this. The fear they cause far outweighs this risk and at one point in the Studio league I had one each of the four weapons available!

Nobbla Blackwart is a must for every Orc and Goblin coach and should be purchased as early as possible in the team's development. When he attacks with his chainsaw he gets a massive +3 on the armour roll so he almost always causes an injury. This makes him excellent at taking out your opponent's top Star Players. If he only stuns them it's good enough because while the player is down you can gather a few boyz around and kick him to death with a foul action!

Fungus the Loon is good for the sheer terror he puts into your opponent. He might not exert a tackle zone but you can guarantee your opponent will keep his best players well away from him. This makes him very useful for opening gaps in lines of defence through which you can send your Blitzers. There is a danger that the fanatic could end up splatting one of your own players but that's the kind of risk you have to take!

Scrappa Sorehead is good when you need a fast touchdown. He normally moves six spaces but can go for three extra squares making a total of nine. Add to this his *Leap* and *Dodge* and you have the fastest and most agile player an Orc and Goblin team will ever get.

Bommer Dribblesnot is most useful against a team that plays the running game such as Orcs, Chaos or Dwarfs. When you





'Da Foo!a' - The Orcs have pushed down the left side, and now lob the ball out of the pack, right into the hands of the waiting Goblin. It's a certain touchdown.

need to break into the pack surrounding the ball you can lob a bomb. Don't throw the bomb into the middle of the group, as it might be caught and thrown back! Aim just for the edge of the pack and if you're lucky it will scatter adjacent to a couple of players and knock them down. This will then open the ball carrier up to be Blitzed.

Trolls and Ogres open up a whole new element to your game. Aside from being immensely strong, they can also throw Goblins. If you use them on the front line you can be sure that they'll knock down any player foolish enough to get in their way and they are in turn very hard to take down. Should you have a Goblin in your team as well as a monster or two, then you have in your hands the capability to score in one down. When you are on offense set up your Goblin and monster next to each other just behind the Line of Scrimmage. When the ball is kicked, retrieve it and hand it off to the Goblin. You then declare a pass action with the monster and aim the Goblin as close to the endzone as possible. If you are lucky (you'll probably need a 6 to be accurate), the Goblin will land safely and then simply run into the endzone to score. It's a risky play, but in a tight spot, close to full time, it can win games.

SPECIAL PLAY CARDS

I'll just say a quick word about special play cards and using them in a game. **Don't forget you've got them, and don't be afraid to use them!** In all the time I've played with the Death Zone rules, the single most frustrating experience I've had is when I've seen a chance to use a card but didn't do so, just in case a more appropriate situation came up later. Inevitably, the opportunity I'm looking for doesn't arise and I end up using the card on something trivial. After this had happened to me more times than I care to recall, I've come to believe that it's better to use a card as soon as you think it's the right moment rather than wait for an opportunity that never comes.

SUMMING UP

No matter how much plotting and planning you do there is one thing that cannot be prepared for, and that is luck. Even with the most fool-proof plan and best team in the world, if the dice aren't rolling your way there is nothing you can do about it. (Except maybe curse, and mutter "We wuz robbed" - a common enough practice among Blood Bowl coaches who are having a bad day.)

There are, however, small things you can do to increase your chances. When you want a job doing, make sure the right player is doing it. It's no good expecting a Black Orc to pick up the ball in an enemy tackle zone, dodge out and then throw a perfect long bomb to your receiver in the endzone, they just don't do that sort of thing. A Thrower on the other hand would have a fighting chance. In the same way, don't expect your Thrower to flatten the opposing team's Star Player. The right man in the right place is the mark of a good coach.

The sequence of moves and dice rolls is also important. Try to make any dice rolls for which you have a skill re-roll first and then proceed to ones that are covered by a team re-roll working from the easiest up. Sometimes this isn't always possible and you have a very difficult roll to make before anything else in the play can happen. On these occasions make sure you prepare for the worst by moving free players into positions from where they can defend should something go horribly wrong when you make your play.

Well that's about it for now...I can't guarantee you'll win all your matches, but these suggestions should go some way to helping you to Block, Foul and smash your way to the top of the league. Even if you don't win every game, make sure you duff-up your opponents and you'll have almost as much fun. Right now, me ladz need their pre-match team-talk, so happy hunting and in the words of Varag: "Stomp 'Em!"

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TALISMAN

By Jervis Johnson

This month sees the release of the completely revised edition of Talisman – the magical quest game. In this special article, Jervis provides the background to his development of this classic game.

TALISMAN

It was over ten years ago that the original version of Talisman, written by Bob Harris, was first released upon an unsuspecting world. At the time, nobody at Games Workshop was quite ready for its run away popularity. Print run after print run sold out, a 2nd edition was released and sold even better than the first – there just seemed to be no end to the demand for the game! Since then, Talisman has remained one of Games Workshops' best selling games, and is now available worldwide in half a dozen different languages. Soon after the release of Talisman we were deluged with letters from players asking for new cards and characters, or suggesting their own ideas for the game. These, along with a number of ideas of our own, resulted in a large number of 'expansion kits' being published for the Talisman game over the years.

The reason for Talisman's enduring and wide ranging success is that it serves as an excellent introduction into the world of fantasy gaming. Talisman is easy to understand and can be played by all of the family, combining many fantasy game themes with the luck and tactics of a traditional board game. In the game each player becomes one of a group of brave adventurers. The Talisman land has been conquered by the evil Dragon King, and it is up to the players to restore order by defeating him and rescuing the Crown of Command. This is considerably more easily said than done, as the land of Talisman is infested with powerful and dangerous monsters. On their quest the players will meet powerful enemies, discover friends and magical objects, and meet strange beings. Finally, when they have gained sufficient power, they can cross the last and most dangerous region to secure the Crown





of Command. Before they can do this they first need to find one of the magical Talismans that will allow them to pass through the deadly Portal of Power unharmed!

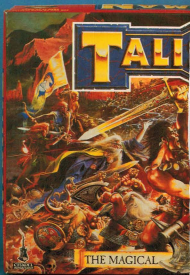
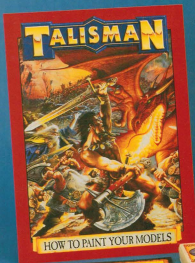
Although Talisman is designed to be a light-hearted and entertaining game, it still provides plenty of opportunities to carry out cunning plans and clever plays that will confound your opponents! This makes it an excellent game for even the most hardened and experienced gamer. Because it can be played by up to six players it is a very good way to pass the time if you have a group of friends round and don't have the time or space to fight out a full-scale game of Warhammer or Warhammer 40,000, or if the tabletop game that you were playing ended sooner than anticipated and you still have a couple of hours of gaming time left!

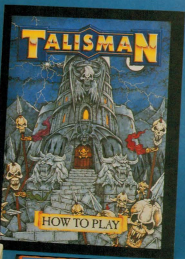
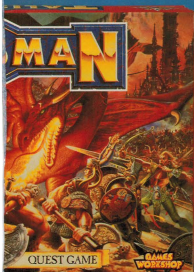
HOW THE GAME IS PLAYED

The rules of Talisman are deceptively simple. At the start of the game each player is dealt a character card. These range from mighty fighters such as the Warrior or Dwarf, to powerful magicians such as Wizard and Sorceress. Each character has their own special strengths and weakness which combine with spells and equipment to create unique characters. The magical land where this quest takes place is represented by the Talisman board. The board is split into three regions (the wizard's tower, the middle region and the outer region) each of which is further divided into a number of different sized spaces. Each character is represented by a plastic playing piece, and may move a number of spaces equal



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This is a Citadel Miniatures Expert kit which requires a degree of modelling skill. We do not recommend this kit for young or inexperienced modelers.

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

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to the roll of a dice each turn. The closer you get to the centre, the more dangerous the spaces become. On most of the spaces you will be instructed to draw one or more Adventure cards, and it is these which provide the heart of the game. The various events, adversaries, magical objects, followers and places that the players encounter on their quest are illustrated on the cards. The possible combinations of cards are almost endless, and ensure that no two games of Talisman will ever be the same. Once you start playing the game you will find that the road to success is fraught with peril; fellow players can steal your hard won treasures, leaving you exposed to the land's thieves, monsters and cut-throats. Victory is never easy, and only the cunning and resourceful gain a chance to battle to ultimate victory.

THE NEW EDITION

It's now been quite a while since the last edition of Talisman was released, so last year we decided to put together a brand new edition that would bring Talisman up to the standard of the rest of the games in the Games Workshop product range. The two most important improvements we wanted to make were including plastic playing pieces and proper playing cards with the game. The last edition of Talisman used card playing pieces to represent each player's character. In the new edition the characters are represented by plastic Citadel miniatures, and this alone vastly improves the game. The last edition of Talisman had cards that had to be punched out by hand, which was time-consuming and meant that the cards weren't all that nice, so this time we've had the cards printed and pre-packed as proper decks of playing cards.



The other major improvement to the appearance of the game is the all-new colour artwork produced for the game-boards and cards by Wayne England. Although we were worried at first



MINOTAUR

that the task of producing more than 200 pieces of unique colour artwork for the new cards would tax even someone of Wayne's prodigious talents, our fears proved completely unfounded, and Wayne has turned in what has to be his best work ever. The standard of artwork on the new cards and playing board really has to be seen to be believed, and it makes the new edition of Talisman easily the most attractive fantasy board game ever produced!

The new edition includes a new rules sheet which is considerably shorter and easier to understand than the original version. The actual mechanics of the game have not changed at all, though we have taken the opportunity to speed up the end game by reducing the number of squares at the centre of the board and saying that the first player to get the crown of command immediately wins the game (in the previous version he had to kill off the other players, which tended to make the game drag on a bit).

Over the next few months we will be releasing three new expansion kits for Talisman. The expansion kits for the original game were released in a somewhat haphazard fashion and, it has to be said, could have done with being playtested a little bit more thoroughly, so this time round we've planned them very carefully. Each expansion adds new board sections, decks of cards and player characters to the game. The first two expansion kits will each contain a pair of 'L' shaped board sections that attach to opposite corners of the main Talisman board, and which add new realms for players to explore. The third and final expansion kit contains an extremely impressive 3-D version of the wizard's tower which is placed in the centre of the main game-board, complete with a full-size plastic model of the Dragon King which lurks menacingly at the top of the tower! When the main game and all three expansion kits are used together they make a truly impressive sight, while the sheer variety of cards, spaces and characters ensure that every single game that is played will be different from the last.



A SELECTION OF CARDS FROM THE NEW TALISMAN



DAWN RAID

By Jervis Johnson and Jake Thornton

Ork and Imperial forces clash in a struggle to the death as Ghazghkull Thraka leads his Ork horde in a raid against the heavily outnumbered Space Marines of the Ultramarines Chapter.

Endless tracts of steaming jungle disappeared into the heat haze, the solid green mass broken only by the winding scars of rivers and streams. The exotic cries of brightly coloured birds rang through the verdant sprawl as they flew from tree to tree. Countless creatures scuttled and scurried through the branches of the tangled canopy. Everything was surrounded by a constant droning mist of insects.

Above this, on a pinnacle of rock, stood the Ultramarines Commander. For hours he had stood, silently scanning the horizon. Finally he spoke: "They are coming," he said. His troopers instantly snapped to attention, reflexively checking their bolters and heavy weapons. They all knew that everything depended on stopping the Ork advance.



With a crash of splintering timber the Dreadnought tore another tree from its path and lumbered off through the jungle once more. The Goff Boyz cheered as it lumbered forward and followed down the trail of smashed undergrowth and despoiled plant-life, pausing only to fire a few bolter shells at the small, furry creatures which scuttled out of their path.

Boarboyz charged up and down the slowly moving line of Orks, barely containing their frustration at being stuck in

the dense jungle. The Orks' mounts grunted and squealed madly as their riders hacked at the overhanging branches. The bikers too added to the uproar, revving their engines irritably, frantic for an open space where they could put their foot down and roar off. Going slowly was completely unnatural for a Speed Freek.

Slowly the advance trudged on with the Orks following the trail blazed by their Dreadnought. They amused themselves shooting at passing creatures and it was fun destroying things, but the Boyz were becoming restless at the lack of proper opponents.

"We didint join da Waangh to shoot no trees," grumbled one.

"Or fight 'and-ter-'and wif da 'skeetos," said another.

Ghazghkull kept them in line, clipping ears and putting in the boot when any of the Boyz grumbled too loudly, but it was clear that they would need some luck soon.

Suddenly, the leading mob broke out of the dappled jungle into the bright sunlight of a clearing. As the Orks stood and blinked in the sudden bright light they saw a small, shallow stream winding through the tangle of green – the perfect road for them to advance down.

With shouts of glee the Speed Freeks gunned the engines of their buggies and bikes and roared off down the stream sending up sheets of spray on either side. This was the life; a fast buggy, bright new red paint job and an open road – even if it was a bit damp.

As the second of the twin suns rose, the Orks saw the Space Marines' position.

"CHARGE" yelled Ghazghkull, and the Boyz broke into a run, their battle-chants echoing through the forest and drowning out the birdsong.

"Ere we go, 'ere we go, 'ere we go."



INTRODUCTION

For the past few weeks the power of the Waaagh has been growing in the Studio as battle after battle was fought to test the new Ork Codex. Games have been won and lost as the rules were refined ready for release. Now with the Codex complete, we decided to take the opportunity to fight with the revised Ork army against one of their oldest adversaries – the Space Marines. The battle that follows shows the awesome strength of the Orks who are one of the most powerful armies in the forty-first millennium.

As with all the games of Warhammer 40,000 we play at the Studio, we used the rules from the Dark Millennium supplement. Jervis used the new army list from the Ork Codex to calculate his army, whilst Jake used the Codex Army Lists from the basic game for the Ultramarines.

We set up this game on one of the Studio's eight foot by four foot gaming tables and kept notes as we played. Because it is

very difficult to take high quality photographs in the middle of the battle, we just took snapshots of each turn. After the battle was over, we used these photographs along with the maps we had made during the game to recreate the battle and set it up with proper lighting and camera equipment.



When we made the map we reduced the eight by four table to a six by four. This mainly involved leaving out the extreme flanks which neither force used during the battle and so the maps shown don't distort what actually happened. The only point to make about this is that we did set up in our deployment zones as it says in the rules, even though the space outside isn't all shown on the map.

ULTRAMARINES INTRODUCTION

(Jake Thornton)



This battle was my first against an Ork army chosen from the new Ork Codex. I've shot up the Orks in a number of previous games and learnt to respect their numbers if not their skills which so often let them down. Jervis has changed all that with the addition of some new troop types and a number of weapons that bypass the Orks' normal inability to hit a barn door at ten paces. Luckily I would be spared the full horror of the revitalised Orks as the 'Easy Metal team' hadn't finished painting up the new Blood Axe Kommandos, Deathskull Lootas and Pulsa Rokkitts yet. Still, it looked like being a very different game.

I decided to take the Ultramarines as they had recently been reinforced with the Razorback. This would give me a chance to blood this new war machine against an old enemy. I decided not to take any other vehicles as I expected that my main problem in fighting the Orks would be the same as usual – killing the Boyz fast enough. Space Marines are excellent troops of the highest quality, unfortunately you never have enough of them and are in constant danger of being overrun. This problem is particularly bad when you are fighting the Orks who have very large armies including a lot of models with Toughness 4. On top of this the Orks usually advance behind a screen of Gretchin who have to be shot away before you can even begin to damage their more important troops.

With any reasonable sized army I like to take one 4th level psyker and another lower level "backup psyker". Unfortunately, the Ultramarines army at the Studio doesn't include any psykers yet, so I borrowed a Chief Librarian from the Blood Angels and took a second level Psyker Champion of the Adeptus Astra Telepathica. Having more than one psyker on your own side has two main advantages. Firstly, if one dies then you still have another left to carry on the fight. Secondly, if you manage to kill all of the opposing psykers then you can still roll 2D6 for the warp flux.



As I didn't know what mission I would be fighting I decided to take one each of the Tactical, Assault and Devastator squads. This would hopefully give me the flexibility to complete my objective regardless of which card I drew. I decided to keep the Tactical and Assault squads as ten-man squads but split the Devastators into two five-man battle squads. This would enable me to split the fire of my heavy weapons whilst leaving my Tactical and Assault squads with enough men to avoid being swamped by the Orks in hand-to-hand combat. With a force of thirty troopers, three characters and a vehicle, all my points were now spent.

When I actually saw Jervis' army I was rather surprised. There was no Warhead and there were lots of vehicles. I would therefore have something of an advantage in the psychic phase but would be hard pressed to deal with all the buggies and bikes before they were in amongst my men.

Having picked our armies, Jervis and I set up the terrain and picked our missions. Jervis got the typically Orky *Dawn Raid* and I drew *The Assassins*. We then rolled for the game length and came up with a short game of only three turns. Normally we play four turn games and this result had both advantages and disadvantages for me. On the plus side, only Jervis' vehicles, Boarboyz and Nobz mob riding in the Battlewagon could actually move far enough to get into my deployment zone and complete his mission. On the minus side, killing Ghazghkull looked almost impossible. It would take at least one turn to actually get anyone to him, his power of the Waaagh would make him undamagable for another, and so out of the three turns I might get a single chance to hit him! Of course, Jervis would also be doing his best to keep Ghazghkull well out of harm's way. In the end I decided that sending my Assault squad or Commander after Ghazghkull was too risky and that I would have a better chance of winning if I concentrated on killing Orks and stopping Jervis from achieving his objective.



We then dived for sides, I won the roll and decided to take the more open deployment zone. Although this left Jervis with the best cover, he would advance out of it almost immediately on his *Dawn Raid* so it wouldn't do him much good. This also left me with lots of clear lanes of fire to shoot up any Orks that did make it into my deployment zone in the last turn.

Jervis set up his Orks first with most of the fast mobs on his left. Facing these I placed my Devastator battle squads on either side of the river down which I expected the main attack to come. My Commander stood behind the more central of these and the Razorback sat squarely in front of the Ork's Battlewagon. The Devastators with my Commander set up hidden in the jungle so that they wouldn't be shot at if the Orks moved first. With them was my Psyker Champion whose devastating *Lightning Arc* could be expected to cause havoc amongst the advancing Ork wave. I intended these troops to stop the main Ork attack with their heavy weapons.

Towards the left of the central open area I placed my Tactical squad on a hill where they would have a good view of the central Ork advance. This squad would fire on the central mass of Ork Boyz and act as a sort of reserve unit. To their left was my Assault squad, ready to attack Jervis' field artillery and Deathskull mob. Between these two squads I placed my Chief Librarian. He had the psychic power *Gate* and from this position he would be able to redeploy either squad to cover the greatest threat.

ULTRAMARINES ARMY

(2000 Points)



SPACE MARINE COMMANDER



Commander equipped with power sword, plasma pistol, blind grenades, melta bombs *Displacer Field*, power armour, *Combat drugs* and *Aegis suit*.

TECHMARINE



Techmarine equipped with bolt pistol and power armour.

ADEPTUS ASTRA TELEPATHICA



Psyker Champion with displacer field, autogun and *Force Rod*.

RAZORBACK



Vehicle with a *Null Shield* and additional auto-launchers loaded with frag grenades.

TACTICAL SQUAD



10 Space Marines equipped with bolters, power armour and krak grenades. The *Veteran Sergeant* carries a chainsword. One model is equipped with a heavy bolter and another carries a melta gun.

ASSAULT SQUAD



10 Space Marines with bolt pistols, power armour, jump packs and various assault weapons. The *Veteran Sergeant* has a power fist.

TWO DEVASTATOR SQUADS



Each containing 5 Space Marines equipped with heavy weapons. They are led by a *Veteran Sergeant*.

LIBRARIAN



Chief Librarian with bolt pistol, power armour, displacer field, frag and blind grenades, melta bombs, *Scanner*, *Force Sword* and *Psychic Hood*.

CHOOSING THE ORK ARMY

(Jervis Johnson)



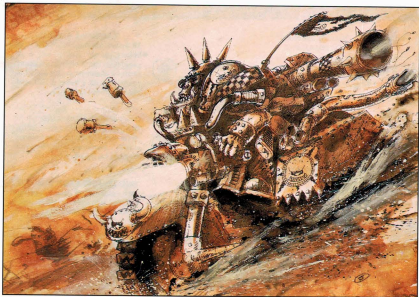
Ork warbands can be immensely effective armies, but they must be chosen with care. While a Space Marine player can do very well by simply using his flexible and highly effective basic troop types, the warriors in an Ork warband are very specialised and need to be used in combination in order to be effective.

There are three basic types of Ork troops. First of all there are da Boyz who comprise of all the big mobs of foot troops who engage the enemy close up, like Nobz mobs, most Boyz mobs, Madboyz, Stormboyz, Gretchin and Ogryns. Next there are da Buggies, which includes all the various different type of Ork wheeled and tracked vehicles like warbikes, buggies, scorchers. Finally there are da Big Gunz, which includes all the Orks' field artillery, Shokk Attack Guns and any other troops with long ranged weapons such as Deathskulls armed with heavy weapons. Dreadnoughts are a special case because they can either be used as part of the Boyz and go and get stuck in, or as part of da Big Gunz, providing long range support. Any Boarboyz in the army fit into the Buggies category because, although they aren't vehicles as such, they are used in the same way.

In order to be effective, an Ork warband normally needs to include all three of these troop types. At a pinch you can get by with two, but you'll find life very difficult with only one. The proportion of each troop type you pick depends very largely on personal preference and the type of tactics you like to use. When I choose an army, I take as many Buggies and Big Gunz as I can, and then I make up the numbers with a horde of cheaper Boyz. Andy Chambers, on the other hand, likes to use lots of well equipped Boyz and relegates the Buggies and Big Gunz to a secondary role.



With regard to exactly which models to pick, there are very few hard and fast rules. The only thing I would always take is a Battle Standard. The re-roll the Battle Standard provides on all Leadership tests made within a 12" radius is extremely useful in an Ork army, which has quite a few units with a Ld of 7, and sometimes even less! The actual army I have chosen is listed opposite and most of the choices I have made are fairly obvious. However you should note the large size of the Gretchin and Goff boyz mobs. Assault troops like these need to be in large mobs, otherwise it will be easy for your opponent to cause 25% casualties in a single turn and force a panic test which (if you fail it) will mean that they take little or no part in the battle. Large mobs can generally soak up a couple of turns of fire without taking any leadership tests, by which time they will hopefully be close enough to the enemy to charge into close combat or start shooting back!



ORK ARMY

(2000 Points)



DA BOYZ

WARBOSS

Ghazghkull Thrakka and Gretchin Battle Standard bearer Makari.



WEIRDBOY

Bad Moon Weirdboy with two Minderz.



RUNTHERD

Zodgrod Wortsnaagga.



SUPER GRETCHIN

20 Super Gretchin equipped with autoguns.



GOFF MOB

14 Boyz and 1 Nob.

SNAKEBITE MOB

6 Boyz led by a Nob in 'Eavy armour.



PAINBOY

Painboy with a Vaccine Squig.



DREADNOUGHT

with a lascannon, missile launcher and 2 power claws.



DA BUGGIES

WARBIKE

Warbike with twin autocannons.



WAR BUGGY

Warbuggy with melta gun.



WARTRAK

Warbike with lascannon.



BIGBOSS

Snakebite Bigboss on cyboar with Kustom Blasta.



BOARBOYZ

6 Snakebite Boarboyz led by a Nob in 'Eavy armour.



BATTLEWAGON

5 Goff Nobz riding a battlewagon.



DA BIG GUNZ

SPLATTA GUN

with 2 Gretchin crew.



BUZZER SQUIGS



SQUIG KATAPULT

with 2 Gretchin crew.



DEATHSKULLS MOB

8 Boyz with heavy weapons led by a Nob.



MEKANIAC

Mekaniac with Shokk Attack Gun.



RUNTHERD

Runtherd with 7 Snottling bases.



DA PLAN

The mission I drew was *Dawn Raid* which meant that I had to get a mob at over half strength or an undamaged vehicle into the Space Marines' deployment area. What's more, I'd only got 3 turns in which to achieve this objective (we decided to roll a dice to see how long the battle was rather than take the standard game length of 4 turns, and the dice roll was a '1' which resulted in a three turn battle).

This made an already difficult task very hard indeed, because with only three turns of movement my foot troopers couldn't possibly reach the Space Marine's deployment area, which was 24" from my deployment area, even if they ran for all three turns! Fortunately I did have the Snakebite Boarboyz, as well as a squadron of light vehicles and the Battlewagon with the Goff Nobz mob in it, all of which had the speed to get across the table in the time that I have available. This pretty much dictated my plan – my fast troops would rush across the table while the rest of the army did their best to support them by drawing enemy fire and blasting away at any Space Marines they could see.

Before I set-up, however, I had to draw my Strategy cards as there was a chance that they would affect the set-up. I drew *Virus Outbreak* and *Craven Cowardice*, both of which were of limited use against a Space Marine army. In fact there was only one model in Jake's army that could be affected by the *Virus* (the Adeptus Psyker who isn't wearing power armour), but that was better than none at all! *Craven Cowardice* could be useful if any Space Marine squads failed a break test, as it

would force them to flee rather than become shaken, but unfortunately Space Marines failing a leadership test is hardly something I can rely on happening. All in all then the Strategy cards I had drawn had very little effect on my game plan or deployment.

My deployment is shown on the accompanying map. As you can see, I massed the Boarboyz, Battlewagon plus Nobz, and vehicle squadron on my left flank. This was so they could roar up the shallow river which had the advantage of being covered on either flank by the trees on the river banks. Hopefully this would cut down the amount of Space Marine fire my vehicles took as they tried to get across the table, while at the same time giving them a fairly clear and straight route to the Space Marines' deployment zone.



Next to my fast troops I placed the Goff Boyz, the Greitchin and the Dreadnought. I deployed the Greitchin in a long skirmish line so that the Space Marines would have to fire at them, rather than the more valuable Ork troops behind them (as you know, the Warhammer 40,000 rules force a model to shoot at the closest available target, which is very handy for the Orks because it allows them to screen valuable troops with cheaper more expendable ones). These troops would run towards the Space Marines for the first couple of turns in an attempt to close with the Space Marines and either engage them in hand to hand combat or shoot from close range. I've learnt through bitter experience not to slow an Ork advance just to get off a few shots at long range, as they will only miss and the Orks will not end up close enough to the enemy to do any serious damage before the game is over. The Dreadnought is included with the Boyz to provide them with a bit of supporting fire and because it is awesome if it gets the chance to enter close combat!

Just behind this horde was my 'command group' consisting of Ghazghkull, Makari, Zodgrod Wortsnaga and a Painboy. Normally I would consider putting one or more of these models in the Battlewagon with the Nobz, but because the Space Marines mission is to assassinate Ghazghkull I want to try to keep him a reasonable distance away from the enemy, and provide a good enough bodyguard for him if he does come under attack.

On my right flank I stationed my most 'shooty' troops: the Shokk Attack Gun, Splatta Kannon, Squig Katapult, Weirdboy and Deathskulls. The fields of fire were pretty good on this flank, and I hoped that these troops would be able to bring down a withering hail of fire on any Space Marines stationed opposite them. It's important to mass Ork firepower in this way as many of the weapons aren't very reliable, and so you need to get as many things shooting at a target as possible in order to do any serious damage. Note that the Squig Katapult was placed out of sight behind a building, as it doesn't require a line of sight in order to attack. I also placed the Snakebite Boyz who are on foot on this flank, to provide a bit of supporting fire and close combat 'muscle' in case the Space Marines decide to try to overrun this position.



DEPLOYMENT





ORK TURN 1

ORK TURN ONE

Possible the single most important addition in the Ork Codex is the new rule that allows the Orks to double their strategy rating when rolling to see who gets the first turn (they use their unmodified strategy rating to see who sets up first). This bumps the Orks strategy rating from 3 to 6, which ensures that more often than not the Orks will move first in a battle. For this all-important dice roll Jake rolled a 3 plus his strategy rating of 5, for a total of 8, while I rolled a 4 plus my doubled strategy rating of 6 which gave me a total of 10 and the first turn. Note that without this modification I'd have got a total of $3+4=7$, so I would have moved second.

Before I moved any of my units, I played my *Virus Outbreak* strategy card against the Adeptus Psyker, who rather satisfyingly keeled over stone-cold dead! This was extremely good news, and meant that I was 1 victory point up without a shot being fired or a model moved!

Obviously inspired by this turn of events the Ork army surged forward. On the left flank the Battlewagon splashed straight up the stream (we had previously decided that it would be a very shallow stream which would have no adverse effect on movement), supported by the vehicle squadron on one side and the Boarboyz on the other. In the centre the Gretchin, Goff Boyz, and Ghazghkull plus his bodyguard ran forward as quickly as they could, while the Dreadnought went forward at a more leisurely pace so that it could fire in the ensuing shooting phase. On the right the Snakebite and Deathskull Boyz went into overwatch so that they could fire at any Space Marines that moved into the open during the Space Marine turn (all of the Space Marines on the right flank were hidden from sight at the start of the battle), while the Weirdboy ran forward to take cover behind the large building directly in front of him.

Because most of the Space Marines were hidden there were only a couple of targets that I could fire at, namely the Razorback and the Devastator Battle Squad on top of the hill by the river. I decided to shoot the Wartrak and the lascannon

on the Dreadnought at the Razorback, while the Shock Attack gun, the Warbike and the Dreadnought's missile launcher fired at the Devastators. This hail of fire killed the Techmarine, reduced the Devastators to a single model armed with a missile launcher and blew off one of the Razorback's tracks, sending it out of control. Unfortunately the surviving Devastator passed the leadership test for his squad suffering more than 25% casualties, otherwise I could have played my *Craven Cowardice* card and forced him to flee.

Meanwhile the Splatta Kannon and Squig Katapult opened up on the hidden

Space Marines (neither of these weapons needs a line of sight in order to fire). The Splatta Kannon failed to cause any damage, but the Katapult landed a Squig pot right on the head of an unlucky Assault Marine who was promptly devoured by the swarm of angry buzzer squigs!

In the Psychic Phase my Weirdboy managed to pass his Waagh test and even gained an extra warp card which gave him just enough power to unleash a *Death Wave* at the Librarian. Unfortunately, it didn't quite reach the target and so failed to inflict any damage. Pussing only to store a force card in his force sword, the Librarian used the *Assail* power to drag the Weirdboy out of cover into the open where he was almost certain to get blown to bits in the Space Marines' shooting phase...

ULTRAMARINES TURN 1

With the Razorback's track shot away it careered out of control and crashed into the edge of a patch of jungle. It was totally immobilised, but luckily its guns were still working. My Devastators had been badly mauled but stood their ground ready to fire on the approaching Orks. In the centre, I moved the Tactical squad to the brow of the hill from where they could see the Deathskulls and field artillery as well as the Gretchin to their right. On my left, the Assault squad's jump packs didn't have the range to go over the buildings and they were forced to advance on foot instead.

Before I was able to fire a shot, Jervis opened fire with his overwatching Snakebites and Deathskulls at my advancing troops. Luckily for me, all of this mass of heavily armed Orks proved to be either out of range or simply inaccurate.

I began my firing with the sole survivor of the Devastators on my extreme right. With the damaged Razorback blocking his line of sight to either the Battlewagon or the bikes, he chose the Dreadnought as his target. True to form, the Space Marine was on target and the krak missile smashed into the Ork machine tearing its lascannon from its mount and leaving a smoking tangle of wires.



An Ultramarines Razorback and Devastator squads clash with advancing Orks.

My second Devastator squad emerged from hiding and opened fire at the Battlewagon. The shot was accurate but instead of tearing the vehicle apart it merely killed one of the Nobz riding it. The heavy bolter fired at the Boarboyz who were beginning their outflanking move hitting them six times and scoring five wounds, but their Nob and one Ork were saved by their armour. One of the troopers guarding the heavy weapons dispatched a Gretchin with his boltgun fire.

One of the Tactical squad killed another Gretchin, but the main target of their fire was the Ork Weirdboy who had been dragged kicking and screaming out of cover by the Librarian's *Assail*. Standing alone in the open, the bewildered Ork was cut to ribbons by the massed fire of the Ultramarines.

Despite being badly damaged, the Razorback's turret was still functional and opened fire at the nearest Ork vehicle. The shot struck the battlewagon but again the lascannon hit one of the passengers leaving the vehicle itself undamaged. The Nobz onboard easily passed their leadership test for the casualty. To complete the shot I rolled for the plasma gun and got two hits. I allocated one to the battlewagon in the hope of

hitting the Nobz again and taking them over 50% casualties. Needless to say I hit the hull this time and bounced off its massively thick armour plating. The last hit I allocated to one of the Boarboyz who was blasted him from his saddle by the super-heated charge.

In the psychic phase I rolled one dice as the only psyker left was my Librarian. Jervis rolled for the *Death Wave* which passed safely through the gap I had made in my ranks. The only power I tried to use was my Librarian's attempt to use *Quickening* on himself which Jervis nullified with a 6!



ULTRAMARINES TURN 1



Ork field artillery and Deathskulls' heavy weapons halt the Ultramarines' attack.

ORK TURN TWO

On the whole I had got off rather lightly during the Space Marine turn, the only exception being the extremely accurate heavy bolter fire on my Boarboyz (Jake rolled a pair of 3's on

his sustained fire dice, the git!). Still it is a testimony to the toughness of the Boarboyz that any of them survived this hail of fire at all. With most of my forces still intact, my most pressing concern was to finish off the Razorback, as I was more than aware of the potential destruction its armament of lascannon and twin plasma guns could inflict. To this end I

decided to charge the Razorback with the Nobz in the battlegwagon. As two of the Nobz were armed with power fists (armour penetration D6+D20+8) I was fairly certain they would be able to deal with even the Razorback's heavily armoured hide.

In my movement phase the battlegwagon moved up beside the Razorback, the Nobz dismounted and charged in to hand-to-hand combat. The remaining Boarboyz rode round the other side of the Razorback, and my vehicle squadron roared up alongside the battlegwagon. In the centre, the Gretchin and Goffs continued their advance with



ORK TURN 2

both Ghazghkull and the Dreadnought in support. On my right, the Deathskulls went into overwatch, nervously scanning the skies for the expected attack by the Space Marine Assault squad. The Snakebite Boyz ran towards the Deathskulls so that they would be close at hand if they needed help. Finally the dead Weirdboy's minderz moved into firing positions beside the building.



On the whole my shooting this turn was very disappointing. Neither the Squig Katapult or the Splatta Kannon managed to hit anything, while the combined fire of the entire vehicle squadron and the Dreadnought only managed to kill a single Devastator (though it was the one armed with the heavy bolter that had killed the Boarboyz!). Ghazghkull attempted a long range shot at the Space Marine Tactical squad but his *kustom blasta* malfunctioned and blew up – fortunately Ghazghkull was not harmed by the explosion. The shooting phase was only redeemed by the Shock Attack gun, which also fired at the Space Marine Tactical squad. The weapon unleashed a deluge of frenzied Snotlings on the surprised Space Marines, killing four of them including the Space Marine armed with the squad's heavy bolter. Sadly the squad passed their panic test for suffering more than 25% casualties in a turn, so my *Craven Cowardice* strategy card remained unused.

In the hand-to-hand phase the Nobz mob tore into the Razorback. The gunner decided to duck back inside the vehicle rather than try to deal with three angry Nobz all by himself, but this was to no avail as the first Nobz to attack the vehicle smashed a hole in the turret with his power fist, detonating the vehicle's ammo and blowing the turret off! With few warp cards being dealt, nothing very much happened in the psychic phase, other than the Space Marine Librarian storing another card in his force sword.



ULTRAMARINES TURN 2

ULTRAMARINES TURN 2

With the Razorback destroyed and my heavy weapons troopers dying in droves, I was forced to take some gambles. Firstly, my Commander would attack the advancing Ork army by himself. He used his *Combat Drugs* to boost his movement and attacks then charged at double rate towards the Wartrak. The rest of my right flank stood still and gave him covering fire.

On my left, I saw a second gamble, one which gave me a chance of attacking Ghazghkull and fulfilling my mission. If I could just get my Librarian far enough forward then he could position a psychic Gate for the Assault squad to attack through. It was risky to charge across the open but if I didn't do it now then I wouldn't have time. There would be only one chance so in true heroic fashion, the Blood Angels' Librarian went for it...

The Deathskulls on overwatch opened fire with everything they had and the Librarian was hit by the heavy plasma gun, heavy bolter and one of their heavy stubbers. We then had a bit of a discussion. What happens when you get multiple hits on a model equipped with a displacer field – do you displace away after every shot or only after the first? We asked Andy Chambers who clarified the rule for us – When a displacer field is hit several times, whether it is in the shooting phase or in hand-to-hand combat, you roll for all of the damage and saves as normal. You only displace away once, after all the hits have been resolved, and only if the displacer actually saved one or more hits. In the end, only a single heavy bolter shell wounded the Librarian but Jervis rolled a 4 for the damage and killed him outright! The Tactical squad behind him were so stunned by this that they completely missed their targets.

On my right, I divided the fire from my few remaining Space Marines amongst the many Ork targets. Bolter fire cut down one more of the Nobz mob, reducing them to less than 50% and leaving them unable to fulfil Jervis' mission. With unflinching accuracy I continued to hit the Ork vehicle crew killing the drivers of both the buggy and the warbike.

The last vehicle in the squadron was the wartrak which was unlucky enough to be attacked by the Ultramarines Commander. Strengthened by the *Combat Drugs* he killed both the crew without any difficulty. All three of the Ork vehicle squadron were now out of control.

As my Librarian was dead there were now no psykers left and so no psychic phase. The final action of the turn was to check that the *Combat Drugs* remained in effect which they did. This was important as it meant that the Ultramarines Commander could reach the Ork battlewagon wherever it went.



ORK TURN 3

ORK TURN THREE

The main problem I faced on my final turn was that the only way I could achieve my objective was by moving my battlegroup into the Space Marines deployment area and then ensuring that it didn't suffer any damage in the final Space Marine turn. There were three models that could damage the battlegroup that I would need to neutralise: the Devastator armed with the lascannon, the Devastator with the missile launcher, and the Space Marine Commander. I decided to use my Snakebite Bigboss on the cyboar to charge the lascannon armed Space Marine, while the Boarboyz charged the missile launcher, and my Dreadnought charged the Space Marine Commander. While I expected to easily deal with the Devastators, I didn't really think I'd be able to beat the Ultramarine Commander. Instead, I hoped that the Dreadnought would survive and keep him locked in hand-to-hand combat so that he wouldn't be able to move in his own turn.

Before I did anything, however, I had Ghazghkull use his Waaagh power. This made him immune to damage for the remainder of the battle, so the Space Marines couldn't possible achieve their own victory conditions by killing him. Next my vehicle squadron had to be moved because all the vehicles in it were out of control! Although both the wartrak and the warbike crashed and burned, the war buggy survived, which denied the Space Marines

the victory point they would have earned if all three vehicles had been destroyed.

With these preliminaries out of the way I was finally able to make my normal moves. The Snakebite Boarboyz and Dreadnought charged as described above, and the battlegroup roared into the Space Marines deployment zone. The Goffs and Gretchin only made a normal move this turn, to give them a chance to fire in the shooting phase. Meanwhile, the Snakebite Boyz and Deathskulls on my right once more went into overwatch, just in case the Space Marine assault squad attempted a desperate aerial assault on the last turn.

Once again the Orks' shooting was a little bit disappointing. The Nobz, Goffs and Gretchin managed to pick off one of the Devastators in the wood by the river, while the Splatta Kannon managed to take out one of the Space Marines from the Assault squad. Both the Shokk Attack Gun and the Squig Katapult missed their targets and the clouds of buzzer squigs already on the board drifted in the wrong direction.

Close combat was much more satisfying and both the Boarboyz and the Snakebite Bigboss on his cyboar were able to easily deal with their opponents, cutting down the two Devastators armed with the missile launcher and lascannon. The Space Marine Commander was another matter, however, and he quickly dispatched the Dreadnought by blasting one of its legs off with a melta bomb. The question was, would he be able to damage the battlegroup in the final turn?



ULTRAMARINES TURN 3



The Ork Dreadnought and Ultramarines Commander locked in hand-to-hand combat.

ULTRAMARINES TURN 3

Victory was in my grasp. Well, maybe, I had to kill a lot of Orks and my Commander had to destroy the battlegroup, but it was just possible with a bit of luck.

My movement was firstly to charge the battlegroup with my Commander. This was my last chance to destroy it and stop Jervis from achieving his primary objective. The rest of my troops only moved to give themselves better firing positions.



Jervis' overwatching troops once again began my shooting phase with the Deathskulls and Snakebites laying down a storm of fire on my Tactical squad. To Jervis' complete frustration he failed to get even the one kill that would take the squad to 50% and I returned fire with my Assault squad. To my dismay, the Space Marines proved to be just as unlucky as the Orks with plasma guns jamming and bolter shells bouncing off Gretchin crew! Giving the left flank up as a bad lot I turned off to the centre.

In front of my Tactical squad was a sea of Gretchin who were too good a target to miss. If I could cause enough damage to make them fail a leadership test then they would be worth a victory point. The entire Tactical squad let fly with a hail of

frag grenades and half the Gretchin mob disappeared amongst the explosions. As the smoke cleared, ten dead bodies lay on the ground but despite these horrific casualties the Gretchin were near Ghazghkull and so passed their leadership test easily.

On the right I saw a chance for an easy victory point and my last two Devastators both fired at the Snakebite Bigboss. Armed with bolt pistols I was expecting a fairly easy kill, but both shots missed completely from 1" range!

Finally we came to the most crucial action of this last turn – the Commander's hand-to-hand assault on the Ork battlegroup. With his attacks still doubled by the *Combat Drugs*, the Commander placed six melta bombs around the wheel of the battlegroup – its weakest point. As he stepped back, massive explosions tore apart the Ork vehicle, throwing its twisted wreckage high into the air. But my joy was short lived as the remains of the battlegroup crashed down on the heads of the Snakebites' Bigboss and my last two Devastators, crushing all three of them beneath its smoking debris!

I had stopped Jervis but at what a cost!

FINAL VICTORY POINTS

ORKS 12 POINTS

ULTRAMARINES 8 POINTS

HOW I WON SUCH A GLORIOUS VICTORY!

As ever, I find I have much less to say after winning a battle than I do after losing one. This is partially because my plan worked, which leaves me little to do other than point out how brilliant it was in the first place! Seriously though, the old adage "if it ain't broke don't fix it" certainly applies here – the plan worked so I wouldn't change it! However, where I did learn some very useful lessons was in basic unit tactics.

First of all, I have to say I was more than pleased with the performance of the Deathskulls. In most of my previous games with them they have blasted away all battle without very much success – not that this is all that surprising, as more often than not they are trying to hit troops in hard cover and need a 6 to hit! This time, intimidated by the Space Marine Assault squad, I put them into overwatch on all three of my turns and it proved a resounding success. Not only did it allow them to pick off the Space Marine Librarian as he tried to get to the rocks, but it also convinced Jake not to launch an aerial attack with the Space Marine Assault squad on his final turn. What this underlined to me was that you can do almost as much (if not more) with the threat of massed firepower as you can achieve by actually using it!

The other troops that impressed me in this battle were the Snakebite Boarboyz and their Bigboss on his cybor. It's been quite a while since I used any Boarboyz, and I'd forgotten quite how effective they can be. Their combination of high speed and fearsome close combat ability makes them excellent assault troops. This goes double for the Bigboss on his cybor! In fact, on the turn he charged he would have been a match for

the Ultramarines' Commander, despite the fact that the Space Marine was pumped up with *Combat Drugs*. With hindsight I would have been better advised to have used him against the Commander rather than 'over-killing' the Devastator Marine he did attack.



However, the main mistake I made was splitting the fire of my field artillery. Rather than concentrating all my weapons on one target, I spread their shots around to hit several different squads. Although firing the Shokk Attack Gun at the Devastators on the hill on the first turn was justified to a certain extent, splitting the fire of the Squig Katapult and Splatta Kannon between the Tactical squad and the Assault squad was certainly an error. In the end, although I managed to inflict some casualties on both units, neither was reduced to half strength or less. If I had concentrated all my fire on the Tactical squad I would probably have caused enough extra casualties to reduce it to half strength and gain another victory point. Who knows, I might have even wiped the squad out, or have had a chance to break it with the *Craven Conscience* card which I was otherwise unable to use during the battle.

The other lesson that I learnt about my field artillery was to fire Squig Katapults at targets that are not likely to get up and move away. During the game I did the complete opposite by shooting at the Assault squad for two turns, with the result that the buzzer squigs were left behind and had no effect on the battle. If I had used the Squig Katapult against the Tactical squad that seemed intent on remaining in place on the hill, then I would have had a better chance of the angry buzzer squigs finding a target, or at least forcing the Space Marines to move when they obviously didn't want to!

All in all, however, I was more than pleased with the way things worked out, and must admit that I had a good feeling about the game right from the start when the *Virus Outbreak* killed off the Adeptus Psyker and my doubled strategy rating gave me the first turn. The psychological effects that events like this can have on the players taking part can have a profound effect on a battle, and in this case they certainly filled me with confidence while rocking Jake back on his heels right from the start of the game. Now if I could only have a battle where my Orks were able to shoot straight throughout the game (rather than just on the first turn as in this case) then I could really pull off a big win!



SHAME AND DEFEAT

Oh the shame of it – defeated by the Orks! All I can say is that the Orks are back with a vengeance. My last outing against them in White Dwarf 171, was a completely different affair with me being the side doing the thrashing. The new Ork Codex makes fighting the Ork army a completely different prospect.

The hero of the Ultramarines was their Commander who almost single-handedly halted the Ork advance. As Jervis says – “real heroes get stuck in” and he certainly did that, taking on bikes, battlewagon and the Ork Dreadnought in hand-to-hand combat and emerging without a scratch. Once again the large amount of equipment I gave him proved a worthwhile investment as the Commander’s *Combat Drugs* and *melts* bombs saved me from complete embarrassment. Characters like this cost lots of points and some players feel that it is too risky to add to this cost by giving them lots of wargear. I disagree and usually ‘tool-up’ my best characters with all sorts of equipment. Characters have access to a lot of wargear that normal troopers do not, so why not use it? This is especially true of extra defences such as *displacer fields* or *Aegis Suits* which protect your expensive investment. On the subject of psychic protection, I always think that having several psykers is a good thing but Jervis managed quite adequately with only one and a second level one at that. I’m not convinced yet but I’ll have to experiment with taking fewer psykers if only because it means I can take more guns!

I am always impressed by the resilience of the Space Marines. When they have their backs to the wall they are able to pull off some incredible feats. Usually, they are badly outnumbered and they have to pick and choose their shots very carefully, using the smallest number of men you can to get each job done – a surgical operation rather than the Ork’s sledgehammer. When things begin to go wrong, whether through your own fault or simple bad luck, then you have the exacting task of struggling to scrape through against the odds. This is when the Space Marines come into their own. With their ability to keep on going despite losses and their high kill ratio (they kill a lot of the enemy for each model they lose) they are the ideal troopers to have when you are in a corner.



One slightly unusual aspect of my use of the Ultramarines was my use of ten man squads. Like most players I normally split Space Marines into five-man combat squads, but against the Orks I prefer keep them in larger units. This is because bigger squads survive longer than little ones and have to take fewer leadership tests. Also, because the large Ork mobs have to fire at the same target your squads are likely to take a lot of damage in a short space of time. Big squads survive longer and deny the enemy victory points for reducing them to 50% strength. If I had fielded my Assault and Tactical squads as five-man combat squads Jervis would have probably got some VPs for the number that he killed. As it was, neither was reduced to 50% and he got nothing for his efforts.



Where I really lost the battle was my sloppy use of the Assault squad. With some armies you have enough troops for it not to matter all that much if you bungle the deployment of a squad or two. Not with the Space Marines. I had recently been using the Eldar and their Swooping Hawks who are similar to Space Marine Assault troops in that they can jump over terrain features, but importantly different in how the rules work. As it was I deployed my Assault Marines as if they were Swooping Hawks and suffered for my mistake for the whole battle.

Despite the fact that I lost I was pleased that I stopped Jervis from getting his primary objective and was unsurprised that I didn't achieve mine. I never thought that there was a great chance of my assassinating Ghazghkull in three turns, and when the Librarian died I was forced to abandon this mission completely, and concentrate instead on keeping Jervis out of my deployment zone.

Looking across the table for a moment, I think that Jervis played very well, demonstrating what you can achieve with the Orks if you understand their strengths. One of his best moves, judged by the amount of trouble it caused me, was to have the Deathskulls and Snakebites on overwatch for much of the battle. This meant that it was suicidal to use the jump packs as it would just place the Assault squad in a better place for the Ork's heavy weapons to shoot at them. I hadn't really thought this through properly and spent the battle without any real plan for the Assault squad. This underlines, again, the benefit of knowing your foe and finding their weak points. The best way of doing this is to play with the army yourself so that you understand it from your own experience – my next project is a Blood Axe and Snakebite army...

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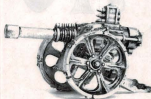


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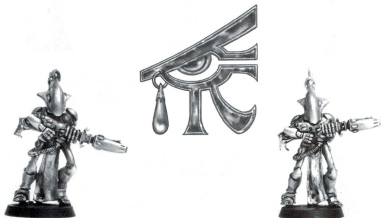
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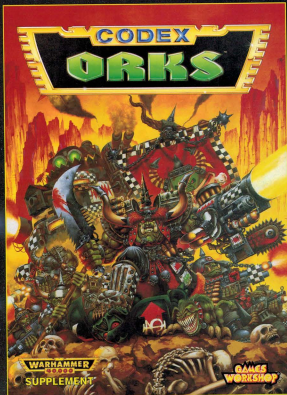


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