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CONTENTS

COVER: DUNGEON OF DOOM – *Geoff Taylor*

GW AND CITADEL NEWS

All the latest news from Games Workshop and Citadel Miniatures.

2

INTO THE MAELSTROM – *Andy Chambers*

Andy considers the history of the **Epic Game System** and explains how the new **Titan Legions** boxed set adds the destructive power of Emperor Class Titans and Ork Mega-Gargants to the **Space Marine** game.

7

WARHAMMER ARMIES PAINTING GUIDE – *Mike McVey*

This month sees the release of the latest volume in the 'Eavy Metal series of books – the Warhammer Armies Painting Guide. Mike explains what the new book is all about and gives us a sneak preview of the Orcs & Goblins section.

17

THE LEMAN RUSS – *Rick Priestley*

The Leman Russ battle tank is the bane of the Imperium's enemies. With the release of the stunning new plastic model kit, Rick provides the background, rules, datafax and four new Vehicle cards that allow you to feature the Leman Russ in your **Warhammer 40,000** games.

25

'EAVY METAL – *Studio 'Eavy Metal Team*

Leman Russ Battle Tank.

28

THE MAILED FIST – *Ian Pickstock*

Ian takes a detailed look at vehicle tactics in **Warhammer 40,000** battles.

31

LORD OF THE DRAGONS – *Rick Priestley*

Prince Imrik, Lord of the Dragons is a exciting new character model for High Elf armies in **Warhammer**. Rick sets out the rules and describes a special new magic item for this warrior.

39

'EAVY METAL – *Studio 'Eavy Metal Team*

Eldar Jet Bikes.

35

Chaos Warriors and Flesh Hounds of Khorne.

40

New Epic war machines.

42

THE TITAN LEGIONS – *Rick Priestley*

Rick delves into the arcane history of the Adeptus Mechanicus and the Dark Age of the Imperium of Man.

43

A GAUNTLET OF FEAR – *Jake Thornton and Gavin Thorpe*

This month's **Warhammer** battle is a bloody clash between an Empire army and an Orc & Goblin horde. The game demonstrates the application of a sound tactical principle in a **Warhammer** game.

52

ADVERTS

Games Day '94 3
Games Day – How to get there.....4
Grand Re-opening – Nottingham13
Games Workshop – Retail Stores 14
Grand Re-opening – Brighton and Bristol..... 16
Grand Re-opening – Liverpool & Beckenham 24

Sun, Squigs and Stormbolters36
Grand Re-opening – Reading51
Citadel Colour Paint Sets & Brushes 71
Games Workshop Mail Order 72
Citadel Miniatures Catalogue 77



5 011921 009930



PRINCE IMRIK

This month sees the release of a magnificent new High Elf character model – **Prince Imrik, Lord of the Dragons**.

This collaboration between the talented Trish Morrison and Jes Goodwin will be a welcome addition to many High Elf armies and at last enables you to field a High Elf General mounted on a Dragon.

Full rules for Prince Imrik are included elsewhere in this issue.

FORCES OF CHAOS

Following hard on the heels of the **Warhammer Armies – Chaos** boxed set come three new releases for Chaos generals this month.

From the talented hands of Aly Morrison come an awesome new group of **Chaos Warriors of Khorne** together with a new **Chaos Warriors Command Group**. These fearsome

THIS MONTH'S WARHAMMER RELEASES

Prince Imrik – Lord of Dragons (Boxed set)	£19.99
Chaos Warriors (Two miniatures per blister)	£4.50
Chaos Warriors Command (One miniature per blister)	£2.50
Flesh Hounds (One miniature per blister)	£2.99

fighters are among the most deadly warriors in **Warhammer**, spreading death and destruction in their lust for blood and skulls for Khorne.

To accompany these warriors of Chaos into battle are three brand new **Flesh Hounds** – the Daemon hounds of Khorne. These miniatures were created by Trish Morrison and all of these latest releases for the forces of Chaos can be seen on the 'Eavy Metal pages elsewhere in this issue.

GRAND RE-OPENINGS

Over the years the hundreds of thousands of gamers who have visited our stores have left their mark, leaving some of them looking like they've been tramped through by a frenzied mob of Boarboyz!

This year, we have decided to refit many of our shops to bring them back up to our high standards and make them even more bright and friendly.

The best bit about all this is that every time we refit one of our stores we'll be holding a Grand Re-opening which means loads of brilliant deals and amazing bargains! Keep your eye on the pages of *White Dwarf* each month for the latest details about your local Grand Re-openings.



BOXTREE BOOKS

Boxtree books are about to release the latest volumes in their Warhammer fiction series.

The first is **Harlequin** by **Ian Watson**. Set in the nightmare world of the 41st Millennium, the story continues the vivid and macabre action of his previous **Warhammer 40,000** novel – **Inquisitor**. **Harlequin** is having its initial release in a hard-backed collectors edition and Ian will be one of the special guests at Games Day '94, where he will be signing individual copies of this exciting new novel.

The second release is the Warhammer novel **Beasts in Velvet**. In this novel Jack Yeovil continues to explore the adventures of the characters from his acclaimed books *Drachenfels* and *Genevieve Undead*.

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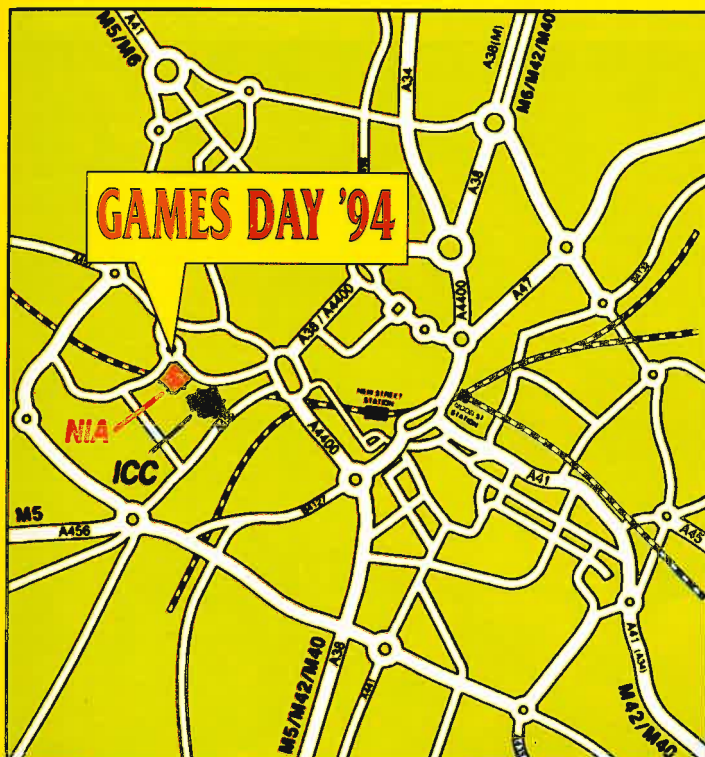
As well as the hundreds of games that will be running all day, all the Games Workshop artists, Citadel Miniatures' sculptors, games designers and personalities will be there to answer your questions, preview future games, or just chat about the hobby. Don't miss out on this exciting event, get your ticket now!



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If you are travelling by car or train, Birmingham is easily accessible from all of the major motorway networks. The Arena itself is only about 15 minutes walk from Birmingham's New Street Station.

The National Indoor Arena itself is right next door to the Birmingham International Conference Centre and the two venues should not be confused.

Please note that there is a large multi-storey car park behind the National Indoor Arena, but there is no free parking on site.

THIS MONTH'S EPIC RELEASES

Titan Legions (Boxed Game)	£34.99
Doom Diver Magna-Kannon (One miniature per blister)	£2.50
Imperial Hydra (Three miniatures per blister)	£4.50
Eldar Nightwing (Three miniatures per blister)	£4.50

TITAN LEGIONS

This month's big release is the long awaited **Titan Legions** boxed game. Everyone at the Games Workshop Studio has been working long and hard to produce this exciting introduction to the Epic game system

Designed by Andy Chambers, Titan Legions includes everything you need to fight out epic conflicts between the



massive armoured fighting machines of the forty-first millennium.

MASSIVE TITANS

As well as a Rulebook, Codex Titanicus a Scenario booklet and hundreds of counters and cards, Titan Legions contains dozens of new plastic miniatures. These models form the core of both an Ork and Imperial force and enable you to fight out the campaign **The Fires of Gehenna** which is included in the game.

The centrepieces of the armies are their colossal Titans – one Imperator class Titan, and not one, but two huge Ork

Mega Gargants to pit against it. Each of these huge fighting machines bristles with a vast array of devastating weapons.

In this issue, Andy Chambers provides an introduction to the new Titan Legions, and Rick Priestley takes a look at the history and background of the Emperor's fabled Titan Legions.

EPIC RELEASES

Also released this month are the first in an improved range of Epic miniatures: **Eldar Nightwings**, **Imperial Hydra** and **Ork Doom Diver Magna-Kannon**.



LEMAN RUSS

The Imperial Guard is reinforced this month with the release of the **Leman Russ Battle Tank**. The Leman Russ bristles with weapons including a lascannon, heavy bolters and a turret-mounted battle cannon. The boxed set also contains a sprue of additional weapons and equipment and a full set

of transfers to allow you to make your Leman Russ unique.

Elsewhere in this issue, we feature special rules for the Leman Russ and advice on vehicle tactics in general.

ELDAR JET BIKE

Also released this month is the Eldar Jetbike boxed set. This sleek war

THIS MONTH'S WARHAMMER 40,000 RELEASES

Leman Russ Battle Tank (Plastic kit)	£14.99
Eldar Jetbike (Plastic kit)	£4.99
Ork Stormboyz (One miniature per blister)	£2.99
Blood Axe Kommandos (Three miniatures per blister)	£4.50

machine strikes terror into its enemies as squads of Jetbikes move swiftly to the attack, their shuriken catapults spitting death.



BILL KING WHERE ARE YOU?

We seem to have lost touch with fiction writer extraordinaire – Bill King. Bill, if you are reading this or if anyone knows where he is...Please give us a call.



THIS MONTH'S BLOOD BOWL RELEASES

Horkon Heartripper (One miniature per blister)	£2.50
Luthor von Drakenborg (One miniature per blister)	£12.99
Goblins (Four miniatures per blister)	£4.50

STAR PLAYERS

This month's Blood Bowl releases consist of two new Star Players – **Count Luthor von Drakenborg**, and **Horkon Heartripper – Dark Elf Assassin**.

GOBLINS

Also available now are four new Goblins designed by Garry Morley. These titchy guys are just the models to give your Orc team an edge in the throwing game.



EPIC® TITAN LEGIONS

INTO THE MAELSTROM

By Andy Chambers

Andy is the man responsible for bringing the devastating power of the Imperator Titan and Ork Mega-Gargant to your gaming table. In this special article he gives a personal view of the development of the Epic Games System.

ANCIENT HISTORY



Long, long ago, before even I sold my soul to the Dark gods of Chaos, a game was born into the world called Adeptus Titanicus. It featured huge bipedal war machines called Titans battling through a war zone of looming city blocks. The game included plastic models of Warlord Titans and was simple enough to have a battle for supremacy involving six people, with each

commanding a Titan of their own. I fought, I won, I liked this game. I became absorbed by the dark and brooding atmosphere of a galactic Imperium wracked by the civil war known as the Horus Heresy. I discovered White Dwarf magazine and

feverishly collected additional rules for new Titans and eventually infantry and vehicles to throw into battle, only to see them crushed underfoot by these gigantic war machines.

I battled weekly, developing and collecting my own Titan Legion – Ordo Canis – guiding it through literally dozens of traps, blitzkriegs and offensives on the eternal battle front. New ace Titan crews rose through the ranks and old ones crashed to their doom.

The Wraithbone Titans and iron-clad Gargants of the Eldar and Ork races arrived to do battle and taught me new ways to hurt. Another game came out exclusively featuring troops and tanks in Epic scale, called Space Marine. This was added to my growing collection, and squads of Space Marines and Land Raiders arrived to support Ordo Canis. Plans were afoot to create another game called Titan Legions, and whispers were heard of a monstrous class of Titan, bigger and more heavily armed than any other. It was called the Emperor Titan.



Eventually, I got to do some freelance work for White Dwarf, writing vehicle stats and army lists for the Epic system. My first piece to be published was about smaller humanoid war machines called Knights. That was all about eighty zillion years ago...

THE REVISED EPIC GAME

A few years later, the Space Marine game was revised and updated. The rules were streamlined so that battles were faster and larger armies could be used. A number of innovative new ideas were added to the game such as the army cards you could use to choose which companies of troops and vehicles to fight with, objective counters to fight over and a victory points system so that you could tell who had won the battle. Although I dearly loved the original Adeptus Titanicus/Space Marine game, I have to admit these new rules blew away the old ones. Battles now became knife-edge contests of tactical skill and daring. The new army cards included information on the morale value and victory points of different formations as well as their organisation into platoons and squadrons making set-up and play so much smoother.

As we worked to produce supplements covering all of the major races, each army developed its own distinctive dynamics. The Space Marines were masters of the lightning fast shock assault. The Eldar feinted and parried enemy attacks with their deadly mobile forces of skimmers. Orks threatened to overwhelm the foe with their ferocity and sheer weight in numbers, the Squats were tenacious and commanded the most awesome firepower imaginable, while the daemonic hordes of Chaos could overrun and tear apart any foe in their hideously mutated path. And every month, as the rules developed, a plethora of new models appeared for every race, each with their own lethal capabilities.



Amidst all this excitement, my one regret was that the emphasis of the Epic game had shifted to troops and tanks rather than Titans. Now Titans appeared in ones and twos to support the little guys, rather than the other way round. It was intended that another supplement called (yes, you've guessed it) Titan Legions would bring the Titans back into their rightful place of dominance. But Warhammer Fantasy Battle and then Warhammer 40,000 demanded attention and Titan Legions slithered ever further back on the schedule...until now!

THE TITAN LEGIONS BOX

This autumn sees the release of the long-awaited Titan Legions. Early in its development we decided that Titan Legions should be no mere supplement to Space Marine, but a complete game in its own right. This has given us (well, me) the opportunity to lavish as much attention on those awesome Titans as they deserve. The game now contains two rulebooks, a mountain of templates and datacards plus a city's worth of full-colour card fold-together buildings and rubble. What's more, some truly amazing plastic miniatures have been created so that the Titan Legions box contains two separate battle groups, one for the Orks and one for the Imperial forces.



The Orks command several squadrons of Bonebreaka tanks and not one, but two monstrous Mega-Gargants – giant mobile fortresses studded with battlecannon and mounting all sorts of weird and destructive weapons on towers and gantries, such as da Big Lobba, a Weirdboy Tower and several Krooz Missuls. You may have come across ordinary Gargants before now and thought that they were pretty big, but rest assured that they are utterly dwarfed by Mega-Gargants.

The Imperial forces include a Household of Knights – towering humanoid fighting machines armed with chainswords and battlecannon, but the heart of the Imperial battleforce is the gigantic Emperor – an Emperor class Titan mounting enough firepower to devastate entire armies. Yes, at last, after all those years an Emperor Titan is available to smash the foes of humanity out of existence!

The Emperor Titan and Mega-Gargant models are both multi-part plastic kits which have exceeded all our expectations. They are designed to push together for convenience but obviously most gamers will want to glue them together to create sturdier models. The detailing of rivets, guns and girder work on the Mega-Gargant, and the gothic arches and columns on the Emperor Titan is exceptionally fine, creating a marvellous impression of scale. The Ork Bonebreaka tanks and Imperial Knights are each moulded as simple three-part models which snap together without glue and provide admirable support to the Emperor Titan and Mega-Gargants. All of these plastic models are of an excellent standard, highly detailed and are indistinguishable from metal miniatures once painted. With such amazing models to work with, the rest of the game became a matter of ensuring that the Emperor Titan and Mega-Gargant were as tough as they deserved to be.

DEVELOPING THE RULES

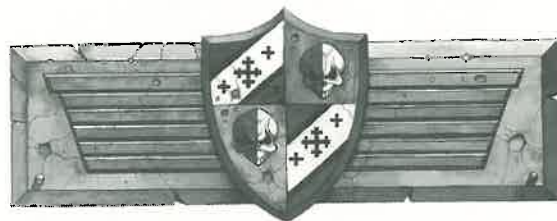
The plan for Titan Legions was that the game should fit in with all the existing Space Marine rules and its previously published supplements; Armies of The Imperium, Renegades and Ork and Squat Warlords. In addition, both Titan Legions and Space Marine had to be able to stand alone, so that either boxed set could be bought separately and be played as a complete game in its own right. Thus the Epic game system was born.

Of course this was just great in theory, but just how do you introduce gigantic new war machines like Emperor class Titans and Mega-Gargants into a set of game rules which covers nothing of comparable size? More to the point, how do you do this without upsetting the game balance of existing forces? Even more to the point, how do you achieve all this and also ensure that you can have an exciting and challenging game with just what's in the box!?

I decided that the Emperor Titan and Mega-Gargant should both work by having a datacard onto which counters were placed to control functions like movement and firing. This is quite different to troops and tanks in Space Marine which use a single order counter placed at the start of the turn to dictate whether they remain stationary and fire, advance and fire or charge forward without shooting at all. Having greater flexibility would make the Emperor Titan and Mega-Gargant entertaining to fight with if you were just using the models in the Titan Legions boxed set, and make them tough opponents in games against more conventional forces. It also seemed natural that such huge machines would have space for troops on board so these were also incorporated onto the datacards, along with ammunition limits for some weapons, shield strength indicators, damage locations, weapon summaries and many other pieces of information.

THE MEGA-GARGANTS

Early playtesting revealed that the Mega-Gargants were overly complex to use. As a result, their datacards were simplified to make the troops onboard act as a Krew, and the Mega-Gargants themselves were made to operate more like normal Epic units, apart from using a slightly more sophisticated set of order counters to control them in combat. This made them more fun to play, but they lacked individual colour and so I decided to introduce the "Shouting Counters". These represent additional orders being bellowed at the Krew by the tough Ork Mega-Gargant Kommander – things like "FULL ZOGGIN' SPEED AHEAD!" and "WAAAGH!". Their use really shows up the finer subtleties of Ork command structures!



To further diversify the Mega-Gargants, I also decided to include a system of drawing the Krew counters for your Mega-Gargants at random. Each of the three types of Krew squad – Nobz, Boyz and Gretchin Riggers – have their own good and bad points. For example: a Krew of mostly Riggers is great for fixing damage and fighting fires it's zog all use in a boarding action! Likewise Nobz are marvellous for defending the Mega-Gargant or attacking any enemy who stray too close, but they won't dirty their hands doing Rigger's work! In this way each Mega-Gargant acquires its own unique personality and specific tactical value, which you can exploit in your overall battle plan.





THE EMPEROR CLASS TITAN

The reason the Mega-Gargants had seemed over complex was that their datacards were almost as large as the one for the Emperor Titan – and the Emperor Titan datacard was so huge we were worried it might not fit in the box! Most of this space, however, is taken up with locations for the special company of infantry carried by the Titan, as well as its mammoth number of void shields and hit locations.

The Emperor Titan works by allocating a random number of plasma counters to powering up different functions, such as the shields, weapons and engines, in order to control how it moves and fights. This gives a very real trade-off between movement, firing and defence which makes it very enjoyable to fight with. I'm happy to say that the Emperor Titan worked just fine from the outset and merely needed some fine tuning to weapons and other areas to make it operate within expectations.

DAMAGE CONTROL

The next problem was to ensure that the Emperor Titans and Mega-Gargants weren't too easy to destroy. Of course both machines have numerous shields which absorb enemy fire before it can strike the fabric of the machine. However, shields can be chipped away with lighter weapons to open up the target for a killer blow with the real super-heavy weaponry. To help solve this I introduced one of the few major changes to the basic Space Marine rules by making energy shields harder to knock down with light weapons. But what about damage once the shields were down?

With the Mega-Gargants this was relatively easy as normal Gargants can only be destroyed by inflicting enough damage

to start fires throughout their superstructure. As the fires rage out of control, the Gargant's ammo eventually blows and takes out the whole machine. By using the same system for Mega-Gargants, but with the addition of Krew squads who could fight fires, Mega-Gargants proved to be exceedingly tough. The Emperor Titan can be destroyed by hits to vital locations such as its legs, command bridge and plasma reactor. To compensate for this vulnerability and to represent the massively thick armour of an Emperor class Titan the Emperor makes its armour saving throws on 2D6 rather than 1D6 like ordinary Titans. This ensures that the Emperor can withstand withering barrages of fire even when its void shields are down.

Now at last, battles between the Emperor Titan and the Mega-Gargants are dynamic conflicts between two very different kinds of machine. The Emperor Titan is able to deal out massive amounts of damage and absorb plenty of punishment, but a single lucky hit to a vulnerable location can bring the giant down with shocking ease. The Mega-Gargants have plenty of short range firepower and between them they can smash down even the Emperor's shields in short order. However, they can also be crippled relatively easily once their power fields collapse, and if the Emperor Titan can outmanoeuvre the Gargants and fight them one at a time, the Orks are doomed.

UPDATING THE EPIC RULES

Naturally, Titan Legions would contain an updated rulebook covering not only the rules for Emperor Titans and Mega-Gargants, but also all the basic rules for tanks and troops from the Space Marine game. I therefore took this opportunity to comb through all the questions we'd received about the Space Marine game system and attempted to resolve as many of them as possible.

This proved easier than I had anticipated. The framework of the Space Marine rules was basically sound and some areas, notably close combat, simply needed a little additional explanation and clarification. Likewise, the summarising of the special rules applying to flyers and the like (which had previously only appeared in individual vehicle descriptions) should help to resolve any difficulties and aid reference. Titan Legions also introduces a separate psychic phase to speed up play, as suggested by numerous Space Marine players.

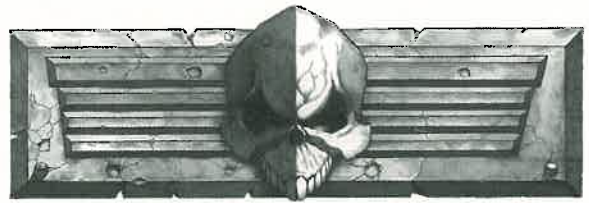
All the updating of the Titan Legions rules was aimed at maintaining the ease of play of the original Space Marine game and making only minor procedural changes to those rules. I hope that the Titan Legions rulebook will serve to teach new recruits the Epic game rules as well as giving hoary old veterans more information to fight with.

FINISHING TOUCHES

My final task was to ensure that Titans and Gargants would be the ultimate battle winners they started out as so long ago. The first step towards this was the introduction of some new army cards which covered Titan Battle Groups. These are similar to Gargant Big Mobs, which is to say they are small units of three Titans or Gargants which operate together on the battlefield. These Titans and Gargants have a cheaper points value to compensate for the fact that they must fight in close proximity and lack the flexibility of individual machines. However, the ferocious firepower of a Gargant Big Mob or a Titan Battle Group makes it a must for any commander.

As we moved onto playing games with Emperor Titans, Battle Groups and the rest, we soon found that the conventional forces could win games on victory points too easily. This is because in Space Marine both armies fight for control of eight objective markers which are worth a number of victory points each. The Titan-heavy forces couldn't spread out to cover all of their objectives and the enemy could place many of the objectives in buildings or other locations the Titans couldn't reach.

It was clear that Battle Groups and Emperor Titans (plus their Ork opponents), would need their own objectives to pursue if they were to have a fighting chance of winning the battle. Enter Titan and Gargant Mission cards! These covered specific objectives for Titans or Gargants like capturing particular locations, demolishing buildings, breaking through the enemy line and so on. With different mission cards being given to each Mega-Gargant, Emperor Titan, Big Mob and Battle Group, the big war machines could fight on even terms against more conventional forces.



I also wanted to ensure that Titan Legions included some rules for Titans and Gargants gaining experience through fighting battles. Stealing unmercifully from the extremely worthy Blood Bowl, I put together a simple advancement table and a selection of mouth watering crew and commander skills plus Titan upgrades for all of the major races. Once more you can feel the pride of Titans fighting their way up to ace status and the agony of them then being blown to smithereens!

Kurgen jumped in spite of himself as the klaxon howled again. He couldn't believe they were still advancing. He stood with a dozen other Techguards gazing out of the arched window-slits of the bastion. Outside the darkness was lit by a flickering maelstrom of fire and explosions. Bolts, beams and tracer fire rose out of the night across his entire field of vision – all of it incoming. Out of morbid interest he flicked his camera-eye to infra red so that he could see the shimmering of the void shields as they absorbed the shots directed at the towering form of the Emperor Titan.



In the space before the klaxon howled a second time, Kurgen saw the shields flare yellow three times – three shields down. Cold sweat ran down his back at the thought of the shields collapsing altogether and letting that storm of enemy fire through.

As the wailing tone of klaxon died, the guardsmen braced themselves and hung on. Kurgen grabbed onto the fluted pillar to the side of the window slit, planted his magnetised boot clamps in position and let his lasrifle dangle in one hand like he'd been taught in basic training back on the forge world. That seemed like a million years ago now, a half-forgotten dream in comparison to the stark reality of the war on Gehenna. His Emperor Titan had waded through entire Ork clans, shattering, killing and smashing them, until their green blood washed the steps of its bastions. But the Orks were fierce, brutal and relentless. They had fought dozens of battles without hesitation and looked set to fight a dozen more.

There was a delay, as half-heard, half-felt engines throbbed, before the floor shifted smoothly forward and the view through the slits tilted down to show cratered earth. The pit of Kurgen's stomach told him he was being moved forward and up then down again. The bastion settled into place sixty metres ahead of its previous

position with a reverberating clang, hydraulics squealing as they pushed its armoured stairways into the ground to anchor it.

Kurgen caught sight of dust clouds and red painted vehicles. A column of Ork buggies and Wartraks was speeding forward through a tumble of shattered walls. He shouted to his comrades over the din of explosions and machinery and they opened fire together. The red pulses of their lasers illuminated the ruins and he grinned as one of the ramshackle vehicles caught fire, skidded into another and wiped out both of them in a fireball of twisted metal. The secondary batteries joined in and the ruins were rent apart by the impacts of shells as the klaxon wailed and the bastion swept forward again.

Now Kurgen could see a vast crater with the intact walls of a monolithic structure rising beyond. Smoke drifted across the scene, obscuring the base of the building. The incoming fire had slackened to almost nothing but the quiet seemed ominous rather than reassuring. Wreckage was littered across the crater like weird metallic foliage. He murmured, half prayed to himself, that this graveyard of machines was not an encouraging sight.

All sound suddenly became muted and distant as his ear protectors cut in automatically. After a breathless pause Kurgen felt his whole body quiver with the concussion as one of the primary weapons cut loose. He prayed to the Machine God that it wasn't the Plasma Annihilator. The Princeps would only unleash those bolts of white hot sunfire against something really massive, perhaps even big enough to threaten the Cassus Belli itself.

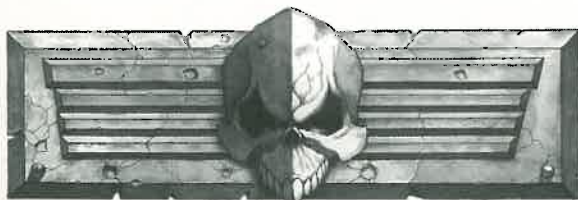
Kurgen glimpsed a detachment of Knights disappearing into the smoke, their bright pennants flying bravely. Nothing else had changed. Suddenly one of the distant city blocks was lit by dozens of gun flashes and an instant later the bastion shuddered as a salvo of fire crashed into the shields outside. Kurgen struggled to keep his footing as he saw what he'd taken for a building advance in a cloud of dust. It's a Mega-Gargant, he thought desperately, as the night flared white in the unmistakable actinic glare of the Plasma Annihilator...



Two massive Emperor – Emperor Class – Titans, stride into battle against a Gargant Big Mob.

THE FUTURE

Titan Legions will herald a whole host of new releases for the already gigantic Epic miniatures range. The Codex Titanicus background book in Titan Legions includes stats for several new vehicles, including a range of anti aircraft weapons for shooting down those pesky skimmers and Thunderhawk gunships (which is, incidentally, being remodelled even as I write). Other newcomers include different types of Knights, the Chimera armoured troop transport and the Eldar Nightwing fighter (which you can see in this issue). Also waiting in the wings are daemon engines for Slaanesh and Nurgle as well as a re-made Lord of Battles for the ranks of the Blood God.



Titans and Gargants will feature strongly in the new releases. More Emperor class Titans are being designed around the plastic Emperor Titan model, using metal parts to replace the weapons and sections of the superstructure from the Emperor. Also on the drawing board is the smaller but no less deadly Warmonger Emperor class Titan. Similarly, you can expect to see new variants of the Mega-Gargant in the near future. The

rather aged Warlord Titan will be replaced by an all new metal version from the talented hands of Dave Andrews. Jes Goodwin has designed a new Eldar Scout Titan and a range of Exodite Dragon Warriors, as well as remaking the Eldar Avatar and War Walker in Epic scale. Norman Swales is also hard at work creating a new range of Adeptus Mechanicus super heavy war machines and Squat Juggernauts. As one gamer recently remarked to me... it's certainly going to be an Epic Christmas!

TYRANIDS

However, dark and voracious forces are gathered at the edge of the galaxy to ensure that all doesn't go well for the humanoid races. The marrow-freezing terror of the Tyranid hive swarms is also poised to sweep into Epic scale and prove the strength of flesh over steel. Despite being driven half mad by the trauma of getting Titan Legions out in time, I am now scheduled to plunge into the visceral ooze of the hive mind and uncover the most dire secrets of Tyranid ground assault forces.

If things go according to plan, an Epic supplement detailing the Tyranid forces should be ready for release by February 1995. A new plastic sprue including Epic scale Genestealers, Tyranid Warriors, Termagants and other unspeakable monsters is already underway. An accompanying range of metal miniatures representing Tyranid bio-war machines is being planned, including monsters as big as Titans and other unspeakable things that walk or crawl or flap across the sky. Of course whether the deadline is met depends on the progress of work here at the Games Workshop Studio and whether the Hive Tyrants suck my brains out before I win free of their chitinous grasp.... Aaaaagh!...sluuuuuurp!

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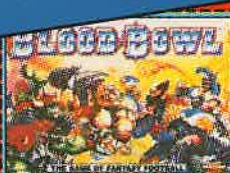


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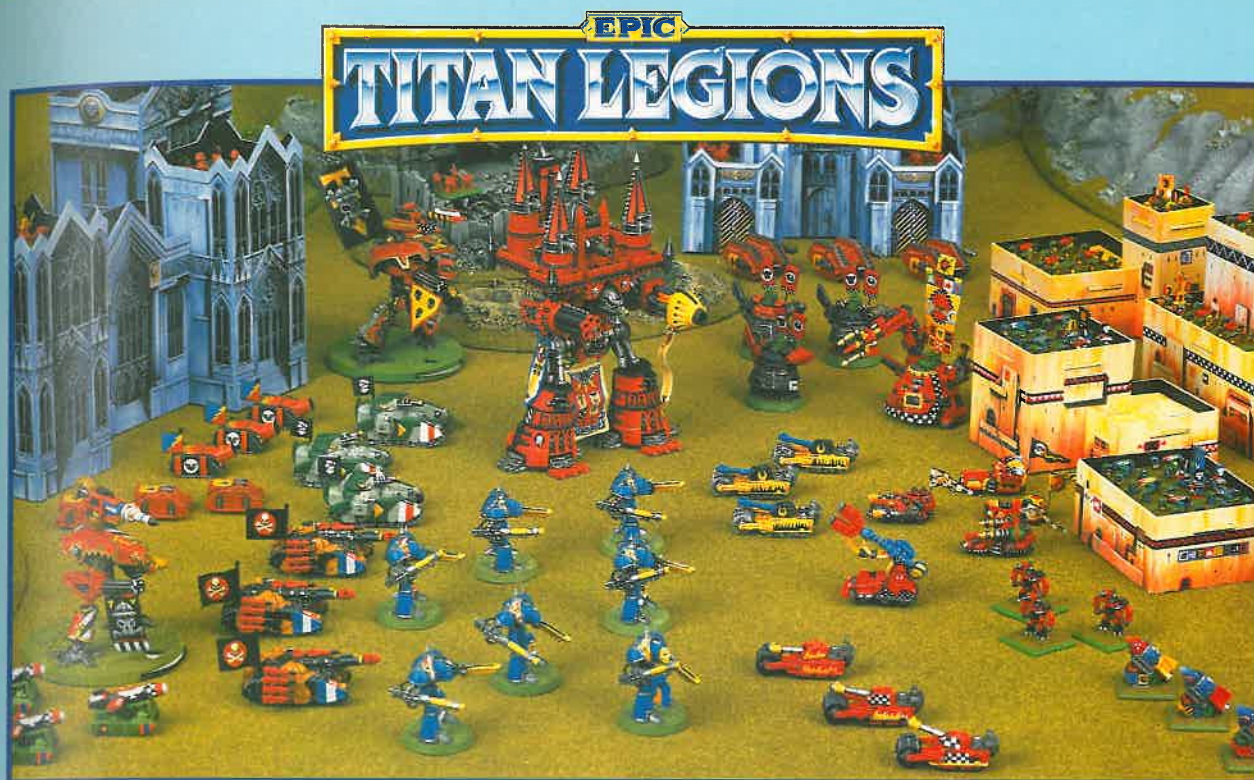
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APOCALYPSE TITANICUS DATES

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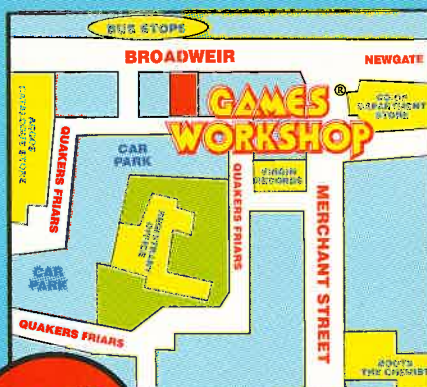
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WARHAMMER ARMIES

PAINTING GUIDE

By Mike McVey

This month sees the release of the latest volume in the 'Eavy Metal series of books – the Warhammer Armies Painting Guide. Mike explains what the new book is all about and gives us a sneak preview of the Orc and Goblin section.

THE 'EAVY METAL SERIES

The Warhammer Armies Painting Guide is the fourth book in the 'Eavy Metal series, and hopefully it will prove to be as popular and useful as the previous volumes. As with the other 'Eavy Metal books, the Warhammer Armies Painting Guide is designed to be used in conjunction with the other volumes, so as little time as possible is spent re-explaining basic techniques and covering old ground.

THE WARHAMMER ARMIES PAINTING GUIDE

As the name suggests, this guide is all about collecting and painting Warhammer Armies. It is designed to be a companion to the army books, but whereas they cover the background and rules for a particular race, the painting guide gets down to the business of putting together and painting a coherent army.

The first part of the guide looks at the general techniques that are associated with painting a large number of models. Although at first this may seem a daunting task, once you've got the hang of the different painting styles required for the various parts of the army, it's simple to do and great fun. The second part of the guide then moves on to look at the different races, and the way in which their armies are modelled and painted. At the end of each section I've included a special miniature of some kind, either a conversion project or a spectacular paint scheme.

On the next few pages, you can see an extract from the Orc and Goblin pages, which should give you a taste of how the book is laid out. Each of the army sections deals with the most unique and characterful models from that particular race, from the basic rank and file troops to the most powerful and spectacular characters and army leaders.



Gorblum's Orc and Goblin Horde prepares for battle.

ORCS AND GOBLINS

Orcs, and their smaller cousins Goblins, are a savage and brutal race, living for little else save warfare and killing. Their crude tribal society is spread far and wide throughout the Old World. Many of their powerful strongholds are situated in the World's Edge Mountains, and from these they launch devastating raids against their enemies. The Empire, Dwarfs and Elves have many times felt the ferocity of Orcs and Goblins on the warpath in the mighty Waaagh!

THE ORC AND GOBLIN ARMY

Orcs and Goblins are one of the most effective and popular armies in Warhammer. Many Generals prefer the vast hordes of screaming greenskins to any other race. One of the reasons for this is the huge choice of troops available to an Orc and Goblin player. There are many different tribes from which you can choose your troops, from the tough and reliable Black Orcs to the wild and fast moving Goblin Wolf Riders. This choice gives the Orc and Goblin General a lot of tactical flexibility, so they can field a specifically tailored army depending on who the enemy is. You could even have

an army comprising entirely of just one tribe, such as Savage Orcs or even Goblin Wolf Riders. More often than not an army will be made up from a mix of several different tribes. This adaptability makes the Orcs and Goblins one of the most formidable of all armies.

Orcs and Goblins are great fun to collect and game with. Many of their troops are mad and unpredictable to say the least. Whirling Goblin Fanatics and crazed Squig Hoppers can totally devastate enemy forces, or equally, on a bad dice roll they can turn on their own units. This element of danger means that commanding an Orc and Goblin army is certainly never dull!



THE GREENSKINS

Though there are many different Orc and Goblin tribes to choose from – including Savage Orcs, Night Goblins and Forest Goblins to name but a few – one thing all of them have in common is the colour of their skin. All Orcs, Goblins and Snotlings have green skin, and even Black Orcs' skin contains a hint of green. This makes them quite distinctive, there's no mistaking an Orc and Goblin army on the battlefield. The shade of green can be varied, for example, I like to paint Orcs in a slightly darker green than Goblins to make them look meaner and tougher.

The opposite is true for Snotlings, I paint these in a far lighter shade of green to make them look softer and more vulnerable. I have included a complete guide to painting Orc and Goblin skin on the next page.

ORC AND GOBLIN UNITS

Because of the individuals' low point costs, Orc and Goblin units are generally quite large. This is especially true of Goblins. To give them any chance at all in hand to hand combat, a unit of Goblins needs to be at least 20-30 strong, and units of 40 are not uncommon. It may

seem like quite a daunting task to tackle such a large number of troops for a single unit, but in reality, it's no more time consuming than painting a smaller unit of High Elves or Empire troops. Remember that Goblins are far smaller than most other races, and they have very little fine detail to paint. For example, Night Goblins are some of the quickest of all miniatures to paint. There is very little else to paint apart from the black robes and green faces and hands. You can also modify the unit painting techniques. When I'm painting Goblins, I usually work on 8-10 miniatures at a time. Once you get going, you can paint huge units of gobbos very quickly.

MONSTERS AND CHARACTERS

As well as large rank and file units, Orc and Goblin armies also have a large choice of monsters and special characters. Trolls in particular add variety and character, and I have included painting details for them later in this section. You can also have Ogres and even Giants as part of your force. The Orc and Goblin army book includes details of some of the most notorious Warlords from history, and many of these are available as special character miniatures. Having one of these characters as your General adds some real colour and excitement to your army.



ORC AND GOBLIN SKIN

There are a couple of different ways you can paint Orc and Goblin skin. The first method is quick and I use it when painting basic rank and file troopers for the units. The second method is a bit more detailed and time consuming, and is used for unit leaders and character models.

RANK AND FILE TROOPS

When you are painting rank and file troopers you need to adopt a method of painting that is quick but effective. I find the best way of doing this is to paint the flesh in four separate stages. The first stage is the base coat, (on the miniature shown below this is Goblin Green). You need to make sure that the base coat is smooth and



even, so you may need to apply a couple of coats of paint. When the base coat is dry, apply a wash of slightly thinned green ink. This will run into the recesses and provide effective shading. When the ink is completely dry, go back over the model with Goblin Green and apply a first highlight to the raised areas, being careful not to obscure the shading. The last step is to add a final highlight. For this I mix Sunburst Yellow into Goblin Green and apply this colour to the most prominent surfaces, paying particular attention to the face. The photograph on the left shows the four stages applied to a Forest Goblin, but the procedure applies to any Orc or Goblin model.

UNIT LEADERS AND CHARACTERS

The technique I use for painting unit leaders and individual characters differs from that shown above in a couple of ways. The main difference is that I start with a dark colour and then apply lighter shades to create the highlights, so there is no base colour, shade and highlight sequence. The finished result is really effective and you can apply as many shades as you want to make the result more subtle.

I apply an initial coat of Dark Angels Green, though you could use any deep green with the same result. When

this coat is dry I paint over the surface with Goblin Green, just leaving the darker colour showing in the recesses to give deep shading and definition.

The next step is to start to highlight the skin. As above I use a mix of Goblin Green and Sunburst Yellow, adding more yellow as the highlights get lighter. For the very top couple of highlights I add Skull White to the highlight mix. Depending on how much time I want to spend I apply between three and eight successively lighter shades for the highlights.



BLACK ORCS

Black Orcs are the meanest and toughest of all the Orc tribes. They take war very seriously and pride themselves as being the best fighters. They are the elite units in an Orc and Goblin army, so it's worth spending a little more time painting them. Their skin is very dark green, almost black in fact, and requires a slightly different approach in order to paint it successfully. It is not possible to use the quick wash and highlight techniques you use for painting other rank and file troops, as the skin is too dark. The method for painting Black Orc skin is similar to that used for painting characters, described on the previous page.

The base coat for the skin is very dark. I use a mix of Dark Angels Green and Chaos Black, sometimes applying a couple of coats to get an even finish. The highlights are built up first using Dark Angels Green and then by adding Sunburst Yellow to this. I keep the highlights small and limit them to the raised areas of the skin, especially the nose, cheek bones, ears and knuckles. This keeps most of the skin dark, but I apply Green Glaze if it starts to look too light.

Black Orcs are even easier to paint than other Orcs. They always dress in black and red, only ever using contrasting colours on small areas of detail. Checks are the only form of decoration Black Orcs use, and these can be applied to areas of armour or clothing. I also paint some parts of the armour red in order to brighten up the otherwise quite dark colour scheme.



Black Orc Warrior



Black Orc Big Boss

MARKINGS AND TATTOOS

Savage Orcs and Forest Goblins are distinctly different from other tribes in that they cover their bodies and faces with warpaint and tattoos. These are divided into two different types, geometric patterns and pictograms, both of which are applied in either blue or red.

Geometric Patterns

These are used mainly by Forest Goblins for the markings on their faces and limbs and take the form of bands or zig-zags of colour, usually round the arms or legs. Savage Orcs also wear this sort of warpaint on their faces, using bold shapes such as chevrons or lightning bolt patterns.



Forest Goblin



Forest Goblin Boss

Pictograms

These are used by Savage Orcs as tattoos on their bodies, and it is usually the case that they will only use one design and repeat this several times on different parts of their bodies. Snakes, bones, skulls and lightning bolts are the most common designs, and are applied boldly to large areas of bare skin. Don't try and make designs too complex or fiddly, or the effect will be lost. Instead, stick to simple and bold designs.



Savage Orc



Savage Orc

BOARS, WOLVES AND SPIDERS

Large parts of many Orc and Goblin armies are made up from mounted warriors, and the Orc Boar Boyz are amongst the hardest hitting and most feared of all cavalry. This page looks at the three different mounts for Orcs and Goblins – Boars, Wolves and Spiders – and shows how you go about painting them.

WAR BOARS

Boars are huge and dangerous creatures, and make ideal mounts for the equally ferocious Orc Boar Boyz. They are quite straightforward to paint, and can simply be washed and drybrushed as described earlier in the guide. However, there are a few things you can do to make them look even better.

As Orcs are quite a bright green colour, it is important to paint the boars in a colour that contrasts with this. I prefer either a reddish-brown or black. You don't have to make the colour constant over the whole boar, in fact the colour scheme will be more effective if you add a little variation. It's best if you base coat, wash and drybrush the entire boar in one colour and then add areas of another colour. For example, if you paint the whole boar in a mid brown, you can then add a darker band that runs right down the length of the animal's back, from the snout to the tail. Or if you are painting a black boar, you could add some lighter colours to the legs or round the snout.

Markings and warpaint look good on boars, and I usually add this round the eyes or on the rump. Bold geometric shapes work best, but simple pictograms such as skulls also look good.



Orc War Boar

GIANT WOLVES

You can use any of a huge variety of different colours to paint wolves, from jet black to almost pure white. The general techniques are the same as for painting boars. The highlighting and shading can be added with drybrushing and washing. The fade-in colour is even more pronounced than on boars. In fact my favourite wolf colour scheme is jet black along the spine, fading through brown to to a creamy white on the underbelly

and legs. For this colour scheme I start by base coating the whole wolf using Bubonic Brown. I shade using Brown and Black Wash on the back, and use Bubonic Brown and Skull White for the highlights on the lower body and legs.



Giant Wolf

GIANT SPIDERS

Giant spiders are hideous creatures with gaping mandibles and bloated bodies. The Forest Goblins catch them and train them to be ridden into battle.

When painting giant spiders I generally pick two strongly contrasting colours and paint them almost entirely in these. The darker colour is used to paint the body and this is faded through to the lighter colour on the face and legs. This gives a far more dramatic appearance than using just one colour.

On the examples shown below I used dark brown faded through to Blood Red on one spider and Chaos Black faded through to Bubonic Brown on the other. I highlighted the black with a touch of brown to make the blending between the two colours look more natural.



Giant Spiders

NIGHT GOBLINS

PAINTING NIGHT GOBLINS

Night Goblins wear long, ragged cloaks and hooded robes which protect them from the sunlight. These are always black. This makes them extremely quick and easy to paint. If I'm painting large units of Night Goblins I break one of the golden rules of miniature painting and undercoat them black rather than white. The face, hands and other areas of exposed skin are then re-undercoated white to make sure that the skin comes out bright.

The black clothing can be decorated with red or yellow borders, or more commonly, a flame pattern running round the base of the robes or the edge of the hood. The symbols of the Night Goblin are a single eye or a moon, and these can be painted onto the clothing or shields.



Night Goblin



Night Goblin Boss

SPECIAL TROOP TYPES

One of the most appealing things about Night Goblins is the huge variety of special troop types that are available to them. From the whirling Ball and Chain Fanatics to the suicidal Doom Divers.

Goblin Fanatics

There is very little difference in the painting of Fanatics from that of normal Night Goblins, but to identify them I like to paint a distinctive pattern on the clothing. On the



Night Goblin Fanatics

examples shown at the bottom of the page, I added a simple flame design round the edge of the hood.

Night Goblin Doom Divers

Doom Divers are particularly deranged Night Goblins who fire themselves from crude catapults into the heart of enemy units in the hope that they will cause large scale devastation. The most distinctive things about Doom Diver models are the bat-like wings that are strapped to their arms. I usually paint these bright red to contrast with the green skin and black clothing. A base coat of Blood Red and Red Wash is highlighted with Blood Red and Sunburst Yellow.



Night Goblin Doom Diver

SQUIG HUNTERS AND HOPPERS

Night Goblins sometimes descend into the deepest tunnels to hunt and capture the dangerous Cave Squigs. These enraged beasts are herded into battle and let loose on the enemy where they wreak terrible damage. The most unhinged of the hunters actually ride Squigs into battle.

Painting Squigs

Squigs are relatively simple to paint, consisting of just a round body, short legs and huge gaping maws. Really there is not much fine detail to contend with. Bright red or orange are the best colours to use as they contrast sharply with the green Goblins. I usually use a fairly thin coat of Blood Red and then highlight this with Blood Angel Orange and Sunburst Yellow. The other main areas that need painting apart from the body are the teeth and claws. I base coat these with Bubonic Brown and use Skull White for the highlights.



Cave Squig

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WARHAMMER

40,000

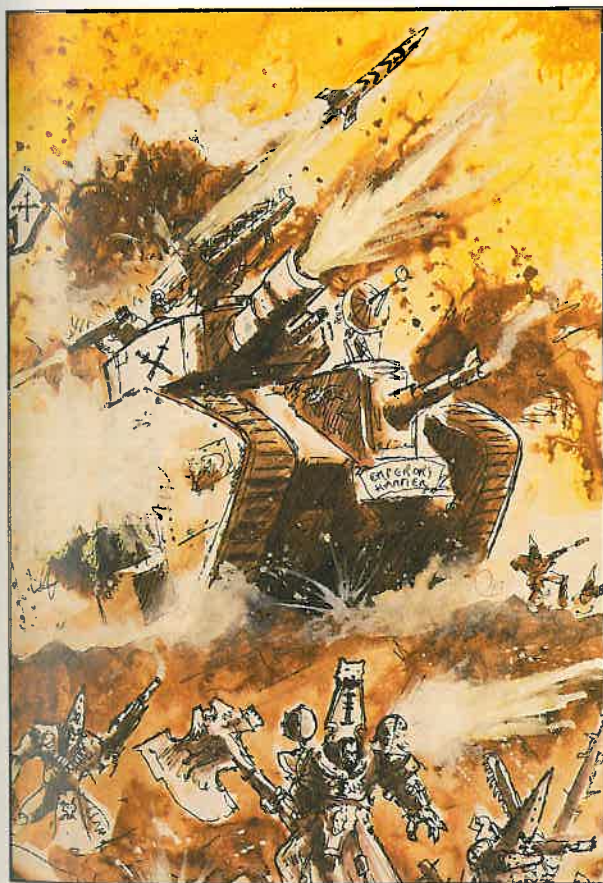
THE LEMAN RUSS

by Rick Priestley

The Leman Russ Battle Tank is the bane of the Imperium's enemies. In a lightning strike it smashes through the enemy line, its massive armoured sides shrugging off attacks as its many weapons cut bloody swathes through the ranks of the foe.

The Leman Russ is the principle fighting tank of the Imperial Guard's armoured formations. It excels both in the close support role and as a powerful spearhead for the attack. Its dual main armament of battle cannon and lascannon gives it the ability to destroy large bodies of troops as well as enabling it to knock out enemy vehicles and defence points. The Leman Russ battle tank is one of many potent weapons in the mighty arsenal of the Imperial Guard.

This month sees the release of the new Leman Russ battle tank kit. This heralds the start of a new range of top quality kits from Games Workshop which will include an Eldar jetbike, a Basilisk assault cannon and a Chimera troop carrier for the Imperial Guard.



All these kits are being designed to the highest standards with separate track sections and highly detailed parts. The original designs have been modelled by our resident kit guru, model maker, terrain architect and Golden Demon winner – Adrian Wild. Adrian is currently working on a few secret projects which I'm not telling you about (not even if you promise to buy me a pint).

DOZENS OF BATTLES

Needless to say, we've been gaming with the Leman Russ ever since the first trial mouldings arrived at the Games Workshop Studio. We've been painting and modelling Leman Russ tanks and fighting them against our Ork and Eldar armies in a variety of scenarios. Like da Boyz say, "it's a hard job but someone has to do it".

The Leman Russ tanks have fought as part of Imperial Guard armies and as allies for Space Marines, where they were especially effective. We had one heart-stopping moment when an over ambitious Blood Axe Kommando with a power axe came within a gnat's whisker of crunching his way through the side of a Leman Russ. On the whole, the Leman Russ tanks performed well, and we learned a few tactical lessons along the way. We also learned a bit about the Imperial Guard, an army we are just starting to work on. We have designed some new Imperial Guard models too. No, I'm not going to tell you about them (you can't bribe me with beer either).

BATTLE STRATEGY

The Imperial Guard is a massive and brutal instrument of war. When it attacks, thousands of men and countless armoured vehicles move relentlessly towards their target. When it occupies a warzone, it forms a huge defensive battleline which can extend for hundreds of miles. The scale of operations and resources is immense. If the swift, piercing attack of the Space Marines can be likened to a surgical incision, then the Imperial Guard is a hammer blow – blunt, crushing and unstoppable.

The Imperial Guard fights in a way which reflects the massive scale of warfare in a major warzone. The army deploys across a long battleline which is usually held by foot troops. The role of these troops is to prevent enemy infiltration. Behind the

lines are the reserve formations, fresh troops which can be flung forward to bolster a failing line or to mount an attack. Reserves are made up of mobile forces such as infantry in armoured troop carriers, and tanks. When the army is ready to attack, these forces are massed ready for the big push. When they are finally unleashed the tanks and troop carriers strike at once, smashing the enemy with their sheer speed and concentration of numbers.



BLITZKRIEG

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

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

NEW RULES

All the rules discussed here are at an early stage of development and they might well change before we finally publish them. Rather than make you wait for the Imperial Guard Codex, we thought it would be a good idea to reveal them right now so that players can use them in conjunction with the Leman Russ tank. Obviously, we'd like to test out the rules and develop them more extensively, so be prepared to pitch in and change things or invent new bits. If you do then why not write in and tell us – we always appreciate helpful comments or interesting ideas about new rules.

RESERVES

When the Imperial Guard army deploys its forces any vehicles, and troops carried in vehicles, may be held in reserve. Reserves are not deployed on the battlefield at the start of the game but are held back until the battle has begun. You do not have to tell your enemy what you have placed in reserve.

At the start of any of your turns you may bring any reserves on to the battlefield. Declare which vehicles you are going to bring on, and place them on your own table edge. These may be moved as normal during the turn when they appear. Vehicles may enter at any speed to represent the lightning fast strike of these massed formations. This is a big advantage because it means you can bring on a tank or troop carrier at fast

speed. Remember that vehicles which deploy normally are restricted to slow speed at most. In effect, you can move a speeding armoured column straight to the attack from a reserve position, arriving at your target sooner than if you had deployed normally!

BARRAGES

After both sides have deployed, but before either side has taken its first turn, the Imperial Guard can bring down a mighty barrage of fire upon its enemy. This is worked out by allowing any battle cannons already deployed on the tabletop to fire once at any targets in the normal manner. In addition, any battle cannons held in reserve may shoot at maximum range against any target that is visible to at least one of your deployed models. This rule enables the Imperial Guard to open up a hole in the enemy's lines which can be exploited very effectively with an armoured thrust from reserves. The barrage also gives the Imperial Guard player a chance to knock out key weapons or characters before the battle gets underway.



ARMY LIST

LEMAN RUSS BATTLE TANK 205 points

The Imperial Guard army may include Leman Russ Battle Tanks. A Leman Russ Battle Tank is crewed by 5 Imperial Guardsmen wearing flak armour (6+ save) and carrying a laspistol. See Leman Russ Battle Tank Datafax for details.

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

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

The battle cannon gunner may be upgraded to a Tank Commander at an additional cost of +10 points. The Tank Commander is a champion character and is therefore allowed one Wargear card.

FRAG DEFENDER: The Frag Defender round is a special kind of auto-launcher ammo. If the Leman Russ is fitted with auto-launchers then they may be upgraded to fire this round at an additional cost of +5 points. Instead of firing three shots in the normal pattern, the Frag Defender is launched straight up to explode in a gigantic airburst above the vehicle, scattering shrapnel and fragments of spinning metal over a wide area. Unlike normal auto-launcher ammo, the Frag Defender rounds may be fired at any point in the game, including the hand-to-hand phase before other models attack. When it is fired, any models touching the vehicle sustain a S4 hit with a -1 save modifier. Models wearing flak armour receive the +1 armour save bonus for being hit by a blast weapon and will therefore save on the D6 roll of a 6. Note that auto-launchers loaded with Frag defender ammo may still only fire twice per battle.

To assemble your data card, first photocopy or cut the card from this page and fold it in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. If you want to make your data card a little more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

LEMAN RUSS BATTLE TANK



VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 5"
COMBAT SPEED: 10"
FAST SPEED: 20"
TYPE: TRACKED

CREW:

1 IMPERIAL GUARD DRIVER AND 4 IMPERIAL GUARD GUNNERS

WEAPONS

Two heavy bolters, one in each side mount, one lascannon mounted in the hull, and one battle cannon mounted in the turret. Each heavy bolter has a targeter and an 180° field of fire to their side of the vehicle. The lascannon is fitted with a targeter and has a 90° field of fire to the front. The battle cannon is fitted with a targeter and has a 360° field of fire. The Leman Russ may be fitted with a set of auto-launchers carrying frag or blind grenades at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE SHORT LONG	TO HIT SHORT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Heavy Bolter	0-20 20-40	- -	5	D4	-2	D6-D4+8	Sustained fire 2D
Battlecannon	0-20 20-72	- -	8	2D6	-3	3D6+8	2" Blast Marker
Lascannon	0-20 20-60	- -	9	2D6	-6	3D6+9	-
Auto-launcher	6 -	- -	As Grenade Type	-	-	-	-
Frag Grenade	- -	- -	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	- -	- -	-	-	-	-	2" Blast Marker

POINTS COST: 205 Points

* Hit the one nearest to the attacker	D6	Location	Armour Front Side/Rear
1	Track*	16	16
2-3	Hull	22	18
4	Heavy Bolter*	17	17
5-6	Turret	25	22

D6 Track Damage Table

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

D6 Hull Damage Table

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

D6 Heavy Bolter Damage Table

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

D6 Turret Damage Table

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

LEMAN RUSS - IMPERIAL BATTLE TANK



A LEMAN RUSS OF THE TWELFTH NECROMUNDA REGIMENT OF THE IMPERIAL GUARD



ARMY BADGE

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

NECRO. XII

REGIMENT NAME

There are literally thousands of different Imperial Guard Regiments raised from thousands of different worlds. Regiment names are typically displayed in this shorthand style: NECRO. XII is the twelfth Necromunda Regiment.



COMPANY AND SQUADRON MARKINGS

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

In this instance, the Company symbol is a five-pointed star. Each Squadron in the Company displays a different coloured version of this symbol – here the 2nd Squadron's colour is blue.

123

TANK NUMBERS

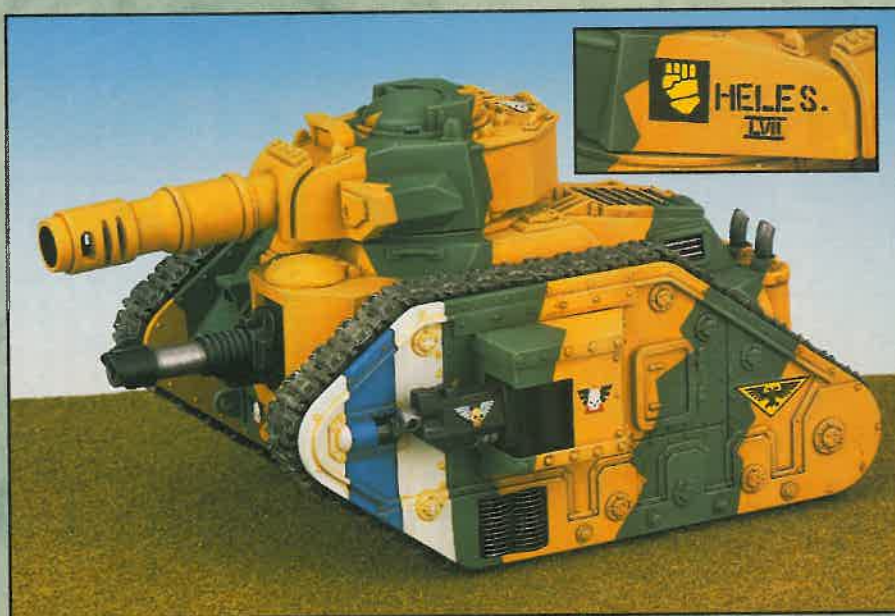
Imperial Guard Tank Squadrons typically comprise three vehicles and this number simply identifies which is which.



CAMOUFLAGE

All Imperial Guard units paint camouflage schemes on their tanks and vehicles. The Commanders and crews adapt standard patterns to suit the local terrain or the shape of their vehicle. Crews sometimes combine two or more camouflage schemes together, or add smaller patches of colour, stripes or other features.

There are many vehicle camouflage patterns of which six of the most effective are shown below. The camouflage schemes are patterns only and the colours may vary from army to army.



A LEMAN RUSS OF THE HELES. LVII REGIMENT OF THE IMPERIAL GUARD



A LEMAN RUSS OF THE TURAN. XX1 REGIMENT SUPPORTS AN ULTRAMARINES ATTACK

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

VEHICLE



VEHICLE

10 Points

ELECTRO-HULL

This card may be taken by any vehicles except those with exposed crew. By running a live electric current through the hull, this vehicle has a very simple defence against hand-to-hand attacks. Any model which attacks this vehicle in hand-to-hand combat must first see if their armour protects them from the shock, by successfully making a basic armour saving roll (field saves have no effect against Electro-hulls). If the model fails, then he will be thrown back 1" and may not attack this turn. If the model successfully makes its basic saving throw then it may attack the vehicle as normal.

VEHICLE



VEHICLE

15 Points

ABLATIVE ARMOUR

The crewman of this vehicle have bolted extra protective plates to it, forming a secondary layer of armour. A vehicle with ablative armour ignores the first hit which successfully penetrates the vehicle's armour. Further hits which penetrate count as normal. Hits from graviton guns and Shokk Attack guns ignore ablative armour. Note that exposed crewmen are not protected by ablative armour and will be effected normally.

VEHICLE



VEHICLE

50 Points

VORTEX DETONATOR

The Vortex Detonator projects a field over a large area which can detect the tiny warp drives within Vortex grenades and cause them to detonate prematurely. If any model within 12" of the vehicle attempts to use a vortex grenade they will be detected by the Vortex Detonator, and the grenade will automatically explode in the model's hand. Place the blast marker over the model as if it had hit itself with the vortex grenade.

VEHICLE



VEHICLE

50 Points

CERAMITE ARMOUR

The armour of this vehicle has been made out of Ceramite. Ceramite is a special compound that retains all the protection of normal armour, but also has incredible heat resisting qualities. Any shots from multi-meltas, melta guns or melta-bombs which hit the vehicle must halve the result rolled for armour penetration. Note that exposed crewmen are not protected by ceramite armour and will be effected normally.

WARHAMMER

40,000

THE MAILED FIST

by Ian Pickstock

With the unstoppable force of a mailed fist the battle tanks punched through the line. In a moment the defences were overrun, the cries of the fallen drowned out by the deafening roar of battle cannon and the deadly chatter of heavy bolters.

INTRODUCTION

Each race in the Warhammer 40,000 universe has a unique selection of vehicles with which to equip its armies. The Orks favour light vehicles to take the battle to their foe – bikes and buggies which roar across the battlefield in mobs, blasting everything that moves. Eldar armies also field bikes but their graceful machines are totally unlike the ramshackle contraptions ridden by the Orks. Deadly too are the Eldar War Walkers and Dreadnoughts which cut down their enemies with

heavy weapons' fire. It is the armies of the Imperium though, who have the greatest choice, able to employ a wide variety of vehicles, from their high speed bike squads to their heavily armed and armoured battle tanks.

My favourite vehicles are the massive battle tanks of the Imperial Guard and the following suggestions apply mostly to these. Having said that, the tactics are often equally valid for bike squads and other light vehicle squadrons. Personally, I always take at least one vehicle in my Warhammer 40,000 armies as I know that they can make the difference between a resounding loss and a crushing victory.



A Leman Russ battle tank confronts a mob of Ork bikes.

THE BATTLEFIELD

When you are playing Warhammer 40,000 with lots of vehicles you have to be a bit more careful than usual about how you place the scenery. Vehicles can only move over certain types of terrain and the layout of the battlefield can be a very important factor in winning or losing. Too open a battlefield will make the vehicles even more dominating a force than usual, but you should always leave them some clear paths so they can actually move about. With this in mind you should try to strike a balance – you shouldn't allow them completely free reign but you do get a better game if the vehicles can move around a bit.

IMPERIAL BATTLE TANKS

Of all the vehicles available, probably the most awesome are the battle tanks of the Imperial Guard and Space Marines. The Leman Russ, Land Raider, Predator and Razorback are seen throughout the galaxy on every battle front, grinding the enemies of the Imperium beneath their steel treads.

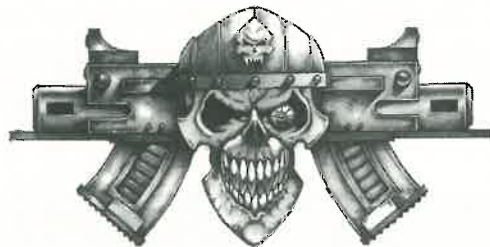
The Space Marines mainly deploy their Predators and Razorbacks as heavy support for troops riding in Rhinos. They cover the advance as the troop carriers approach the enemy lines, disembarking their Space Marines for the final assault.

The Land Raider is heavier than the other Space Marine tanks but can still carry a squad of troops. It is often used to carry Terminators of the Chapter's First Company into battle,



protecting them from enemy tanks as they destroy the enemy foot troops.

The main battle tank of the vast forces of the Imperial Guard is the Leman Russ. This vehicle is one of the toughest armoured fighting vehicles in the galaxy carrying a variety of heavy weapons enabling it to take on both enemy battle tanks and massed troops. Its hull mounted lascannon is a deadly weapon which can destroy enemy Dreadnoughts and heavily armoured targets with pinpoint accuracy. Its sponson mounted heavy bolters unleash a hail of lethal shells which cuts down infantry and light vehicles in swathes. And if any target should escape these weapons then the turret mounted battle cannon is ready to strike...



The Imperial Guard's main strength is in numbers, and this dictum applies not just to their infantry but to the whole army. When picking an Imperial Guard army, I always take two or three of each weapon. The reason behind this is simple. If you have only one Leman Russ then it will be the target for a lethal storm of enemy heavy weapons fire which it may well not survive. If, on the other hand, you have two of these vehicles, your opponent will have to split his fire between them in which case he probably won't destroy either. Alternatively, your opponent can concentrate his fire on one Leman Russ, in which case that particular tank will probably be severely crippled or destroyed. However, the other one will be completely unscathed and it can spend its turn wreaking vengeance on whatever destroyed the first. If you take three of these huge battle tanks, your opponent will probably be so flummoxed and intimidated that he probably won't know what to do!

DEPLOYING YOUR TANKS

Having chosen your battle tanks you now have to decide what you're going to do with them. At this stage you should be thinking about an overall battle plan, and what part your vehicles are going to play in it. Are your vehicle's going to try and outflank your opponent? Will you use them as heavy weapons support for your foot troops? Or are they part of a lightning fast strike force?

Whatever you are doing with your vehicles, you should think very carefully about how you deploy them. If you are fairly sure you are going to get first turn, then you can afford to be quite bold, placing your vehicles out in the open and in a position to advance across the battlefield. If you are not so sure who is going to go first it is best to get down low over the table and get a model's eye view and spy out safe places to deploy your vehicles.

One important point to be wary of is enemy troops with the ability to *Infiltrate*. Especially dangerous are the Ork's Blood Axe Kommandos – power axe wielding maniacs who are

ideally suited to attacking vehicles in hand-to-hand combat where they're most vulnerable. The best way to counter this is to make sure you have a line of sight behind any potential cover so that there is nowhere close for them to deploy.

One thing you must keep clearly in mind during a game is your battle tanks' role. Usually this will be to provide heavy weapon support for your foot troops, and this is a fairly easy job to fulfil, but it needn't be. There are many other possible tasks for your vehicles to undertake including grabbing objectives in *Take and Hold* or rushing forwards on a *Dawn Raid*.

STRENGTHS

Vehicles of all kinds have several advantages over normal troops. Firstly, they are faster. This means that they can advance quickly to take the enemy by surprise, or act as a reserve, redeploying with ease to counter enemy assaults. As well as this they are allowed to fire heavy weapons even when they have moved. This enables you to hunt down enemy tanks with your multi-meltas and lascannon, rather than relying on them to stay where you can see them – something they obviously want to avoid. You get more opportunities to fire with each of your heavy weapons because you don't miss shots when you move or because the enemy has ducked out of sight of your heavy weapons.

Secondly, vehicles are usually better protected than normal troops with thickly armoured plasteel sides. This extra survivability means that you can be bolder with your vehicles than your troops.

Thirdly, vehicles are very good value for their points costs. Compare, for example, the costs of a Long Fangs pack with a Leman Russ. They perform a similar job of providing heavy weapons support for advancing troops but have important differences. The Imperial battle tank costs 205 points and is armed with a battle cannon, lascannon and two heavy bolters. Even the weakest parts of its armour are completely immune to bolter fire. A Long Fangs pack equipped with a lascannon, missile launcher and two heavy bolters costs 277 points. They aren't allowed to carry a battle cannon and their armour only saves them from a bolt gun hit on a 4+.



With all these strong points you might be tempted to assume that your tanks are invincible but this is not the case. The difficulty being the problem of striking a balance between keeping your battle tanks safe and using them to threaten your opponent.

Your opponent isn't going to want you to keep your battle tank as it poses a serious threat to his force. Therefore he will identify any weaknesses in your battle tank and attempt to act upon them. The best way to counteract this is to know your own weaknesses because this allows you to nullify or cover the enemy's attempt to exploit them. A really cunning player might actually count upon the enemy exploiting their weaknesses in order to lure their opponent into a trap...



WEAKNESSES

Of course there is a downside to all this. To use our previous example, although the Leman Russ is faster, better armoured, carries more weapons and costs less points than the Long Fangs pack it has one major drawback. It is a single, big target.

As with all the other choices you make when you choose your army there is a trade-off to be made. If you don't mind having all of your eggs in one basket then the tanks are perfect, if you are less sure of your ability to keep them intact then you may want to opt for the troopers.

This is a problem which many experienced gamers will have faced before – the rate at which expensive pieces of hardware attract fire. Being a prime target, the unlucky vehicle is sometimes destroyed in the first turn as it takes a barrage of fire from every heavy weapon your opponent can bring to bear. Of course, you may deliberately buy something to draw your opponents fire, because while he is shooting at your decoy he can't be shooting your other troops.

Vehicles are also vulnerable if they allow foot troops to get too close. Not only do infantry get to hit your battle tank automatically, they can use weapons like krak grenades and melta bombs to blow you vehicle to smithereens. As well as always hitting, models attacking vehicles receive a special armour penetration bonus to represent the fact that they can choose to target weak points, throwing grenades down exhaust pipes or placing melta bombs on the tracks. Generally, this means that if your opponent gets properly equipped infantry into close combat you can say good-bye to your battle tank.



WHAT CAN I DO?

You can counteract the threat to your vehicles in a number of ways. If your battle tank has a troop carrying capability, you can carry a small infantry squad, which can be deployed when you feel under threat from enemy troops. Vehicles that can't carry troops can always be accompanied by a squad of troops on foot.

This combination of troops and vehicles gives you some new tactical possibilities. You can use the battle tank to lure your opponent's assault squads into attacking it. When the enemy squad approaches your tank, you move your own squad forward in support. This forces your opponent to make a choice: he has to either carry on with the attack, in which case you will fight his squad (leaving your battle tank unmolested), or he can retreat, in which case you can fire on him as he runs.



Another way to combat this threat is to equip your battle tank with one or more Vehicle cards. A selection of these are included in Dark Millennium and four more are printed with this article. You could, for example, equip your vehicle with additional *Storm Bolters* or a *Heavy Flamer* to increase your anti-personnel fire power. The *Heavy Flamer* can be especially useful as it has a large template and you don't need to roll to hit. You can take this tactic a stage further by placing your vehicle on overwatch. This allows you to fire more selectively, instead of having to choose which potential attackers to fire at, you can fire at the actual attackers as they charge in.

Possibly the best way to counteract threats to your vehicles is a pre-emptive strike. Eliminate the threats to your battle tank

before they eliminate you. This requires careful manoeuvring of your battle tank to position it where it can fire on any threats, but where only a limited number of enemy weapons can be brought to bear. This can be done in a number of ways.

The simplest and surest protection is to use the terrain to block lines of sight. If they can't see you then they usually can't fire at you. The main threats which ignore line of sight are psykers who can be protected against by adding a *Null Shield Vehicle* card to your tank. At a mere 35 points this has to be one of the best purchases you can make for your larger vehicles.

Secondly, you could use a squadron of light vehicles, like Rhinos or a bike squad, as a screen for your battle tank. Under the targetting rules, your opponent must fire at the nearest vehicle and careful positioning of this mobile screen should enable you to control what that nearest vehicle is.

Thirdly, and this is probably the most important tip of all, you can equip your battle tank with auto-launchers. These extremely useful weapons allow you to launch a pattern of frag or blind grenades. It is the blind grenades which are of most use here and can allow your battle tank to fire its arsenal of weaponry and then disappear safely behind a screen of smoke and electromagnetic interference. I have saved my tanks on numerous occasions by well-timed use of this tactic.



AND FINALLY

As you may have guessed, I've been using vehicles a lot in my recent games of Warhammer 40,000. I've tried out everything from single Ork bike mobs to squadrons of three of the Imperial Guard's Leman Russ battle tanks.

Before I worked out what I was doing I had a few disasters but I persevered and after a number of games I started to build up a solid idea of how to make vehicles work for me.

Tanks take some practice to use well, but are definitely worth the effort. They are easy to kill if they are poorly used but almost unstoppable if well lead. Whatever happens, don't allow early setbacks to put you off battle tanks – it is easier to be good at killing them than to be good at commanding them. However, you have to be very lucky to destroy a properly deployed tank and they can cause a truly amazing amount of damage to your enemy. Now I feel confident about my ability to command vehicles, I never field an army without them.

Finally, have a go! Although the tactics I have mentioned work well for me they take some practice to get used to and may not entirely suit your style of play. It's best to try using vehicles yourself to see what tactics you come up with that fit in with the rest of your army. Whether it's bikes or battle tanks I think that you'll find that vehicles are one of the most exciting aspects of Warhammer 40,000.

ELDAR JETBIKES



IYANDEN CRAFTWORLD

The Iyanden Craftworld was once the largest of all the Eldar Craftworlds. It fell victim to a vast Tyranid Hive Fleet that all but consumed it. Only a surprise attack by the disgraced Admiral Yriel saved the devastated Eldar Craftworld from complete destruction.



ULTHWÉ CRAFTWORLD



Ulthwé is the most overtly militaristic of all the great Craftworlds. Its people are accustomed to warfare as it is situated perilously near the Eye of Terror. Guardians of Ulthwé stand constantly ready to meet any threat from any quarter and will mercilessly drive their enemies back into the bitter cold of space.



BIEL-TAN CRAFTWORLD

The Eldar of Biel-Tan are renowned for their strong warrior ideals. The Way of the Warrior is always the first life-stage that a citizen of Biel-Tan undertakes and they consider that the best way to die is in battle.



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PRINCE IMRIK LORD OF THE DRAGONS



DETAIL OF DRAGON



DETAIL OF PRINCE IMRIK



PRINCE IMRIK LORD OF THE DRAGONS

WARHAMMER®

LORD OF THE DRAGONS

By Rick Priestley

This month Citadel Miniatures release an exciting new Character model to form the centrepiece of your High Elf army. In this article Rick provides the background and rules to include Prince Imrik, Lord of the Dragons, in your Warhammer battles.

PRINCE IMRIK
LORD OF THE DRAGONS 169 points
 + 60 points Star Lance
 + 450 points Dragon
 + 600 points Great Dragon
 + 750 points Emperor Dragon

Your High Elf army may include Prince Imrik. He may lead the army if you wish, though he does not have to. If you chose to use him to lead the army then he replaces the general described in the army list in Warhammer Armies – High Elves.

In Caledor, the Dragons lie sleeping within the cold volcanoes of the mountains known as the Dragons Spine. They dream of ancient days when they soared through the magic laden air of Ulthuan, spitting fire and destruction upon the enemies of the

Dragon Princes. Today the mountains have cooled and the Dragons have dwindled in power. Few of the creatures can be wakened when the clarion calls of war ring from mountain peak to mountain peak, summoning the scattered folk of Caledor to battle.

Like the Dragons themselves the line of the Dragon Princes is fading. Prince Imrik, Lord of the Dragons is the last descendant of the house of Caledor, the Phoenix King of ancient times. In him is invested all the power and nobility of that great house. The greatest Dragons still stir from slumber to his call and to no other.

Prince Imrik is the greatest High Elf warrior of his age. The people of Ulthuan say that the nobility of Phoenix King Caledor and the battle prowess of Phoenix King Tethlis have been reborn in the Lord of the Dragons. He leads his Dragon to the attack, plunging to the ground with the destructive fury of a lightning bolt. The great scaly beast seizes upon its victims and tears them limb from limb as Prince Imrik pierces the enemy ranks with his devastating *Star Lance*. Few can stand before him and none living can look upon the fire in his eyes or match the strength of his arm.

Profile	M	WS	BS	S	T	W	I	A	Ld
Prince Imrik	5	8	7	4	4	3	10	4	10
Dragon	6	6	0	6	6	7	8	7	7
Great Dragon	6	7	0	7	7	8	7	8	8
Emperor Dragon	6	8	0	8	8	9	6	9	9

WEAPONS/ARMOUR: Prince Imrik carries a sword and shield. He wears heavy armour. He is also armed with the magic *Star Lance*.

RIDES: Prince Imrik may ride a Black, Red, Green, Blue or White Dragon. See the Warhammer Bestiary for the special rules that apply to these creatures.

MAGIC ITEMS: Prince Imrik is an Elf Lord and so may have up to three magic items. When he rides a Dragon one of these is always the *Star Lance*. The remaining items may be chosen from the magic item cards in the normal way.

STAR LANCE

The *Star Lance* confers a +3 Strength bonus when Prince Imrik charges. In addition, on the turn that he charges the *Star Lance* automatically penetrates any armour worn by his target. Even magic armour offers no saving throw against the power of the *Star Lance*.





STANDARD BEARER

CHAOS WARRIORS OF KHORNE

Striding across the battlefields of the Old World, Chaos Warriors strike fear into the hearts of their foes. Towering figures, encased in armour of iron and brass, they are men who hate and have rejected human society and all its sad and pathetic morals.

Chaos Warriors travel a path of blood, horror and death in their efforts to win the approval of their patron god. These Warriors seek only to honour Khorne by reaping a harvest of blood and skulls. Of all these warriors, only the most devoted of the sons of Khorne are selected to become Chaos Champions and bear the mark of Chaos forever. These supreme warriors then forever hunger and thirst for the ultimate reward of immortality or daemonhood.



CHAMPION



DRUMMER



CHAOS WARRIORS



✱ FLESH HOUNDS OF KHORNE ✱

Khorne's Flesh Hounds are huge daemoniac beasts with heavy-jawed heads that are both reptilian and savagely canine. They bound across the battlefield bringing fear and destruction down on all those who would stand against the might of Khorne – god of battle, slaving and biting, ever-hungry for the taste of living flesh. Tirelessly pursuing their foes, not even magic can halt them as each Flesh Hound is protected from enemy spells by a brass Collar of Khorne..



A BLOODTHIRSTER – GREATER DAEMON OF KHORNE – LEADS A CHAOS WARBAND INTO BATTLE.

IMPERIAL GUARD HYDRA BATTERY ELDAR NIGHTWING SQUADRON AND ORK MAGNA CANNON

The Imperial Guard are rightly feared for their ability to field vast quantities of armour and artillery. The Hydra Self-propelled Anti-aircraft gun is designed to blow flying machines and creatures out of the sky before they can do any damage to the Imperial Guard's ground forces.

The Eldar Nightwing is a fast-attack craft which is capable of being used both in deep space and in the atmosphere of a planet. Their anti-gravity motors and high speed jet engines give them the speed and manoeuvrability to be effective ground support weapons as well as the power to shoot down any enemy aircraft.

The Mekboy "Doom Diver" Magna Cannon is able to grasp enemy skimmers and flyers with a powerful magnetic field and send them crashing to the ground.



IMPERIAL GUARD HYDRA SELF-PROPELLED ANTI-AIRCRAFT BATTERY



ORK "DOOM DIVER" MAGNA CANNON



ELDAR NIGHTWING SQUADRON



ELDAR FORCES CLASH WITH TITANS OF LEGIO METALICA

EPIC[®] TITAN LEGIONS

THE TITAN LEGIONS

By Rick Priestley

Over the last few months Rick has been busily researching the arcane history of the Adeptus Mechanicus and the Cult of the Machine God. In this article he illuminates this dark age in the Imperium of Man

THE ADEPTUS MECHANICUS

There are no towers as high as the spires of Mars, no cities greater than the hives of Mars, and no men more devoted to the pursuit of knowledge than the Tech-Priests of Mars.

Mars is the greatest and most populous world in the entirety of the galaxy-spanning Imperium. Sprawling hives climb miles into the Martian sky and their foundations delve deep into the planet's core. Orbital factories circle its globe, their ceaseless industry forming a glowing halo around the red planet.

Above the equator vast space docks float in geo-stationary orbit, for this is the home of the mightiest fleet in the Imperium, the Battlefleet Solar. Untold billions of human souls live on the ancient world. They are the people of the Cult Mechanicus and the devoted servants of its technarcane Machine God.

Mars is the homeworld of the Tech-Priests, the ruling class of the Cult Mechanicus. Throughout the galaxy there are many other worlds that belong to the Tech-Priests, planets whose people also form part of this huge and powerful organisation. These other planets are called Forge Worlds, and though none are as ancient or as powerful as Mars, each has its hives and its factories, its industries and its cavernous temples to the Machine God.

Each Forge World is a colony of the Tech-Priests, controlled by its own Techno-Magi and responsible for its own affairs. However, the ultimate loyalty of all the cult members is to the Cult Mechanicus itself, and to its masters on the planet Mars.

THE BIRTH OF THE CULT MECHANICUS

The Cult of the Machine God began many thousands of years ago, before the birth of the Imperium, during the time known as the Age of Strife. The events that triggered the Age of Strife must forever remain a mystery, but very

likely the increasing turmoil in warp space was one of the most influential factors. Only by means of the ethereal realm of warp space can interstellar space travel take place. Erratic disturbances in warp space, called warp storms, make it almost impossible for spacecraft to travel between star systems. During the Age of Strife, the warp storms became frequent and more intense, spreading throughout the galaxy until space travel became next to impossible. Individual solar systems became isolated and many human colonies hitherto dependent upon interstellar contact were lost. Societies collapsed, anarchy prevailed, and the old civilisation of mankind passed away forever.

During the Age of Strife the Earth could no longer acquire sufficient food or resources to accommodate its people. Without access to the wider galaxy the homeworld could



LEGIO ORDO SINISTER

The Legio Ordo Sinister is an elite special purposes Legion. It comprises only a dozen Emperor class Titans under the command of the renowned Grand Master Ferromort. The purpose of the Legio Ordo Sinister is simple: to inspire terror and obedience in those who are in danger of disobeying the Pax Imperium, to lend the weight of steel to the words of the Adeptus. In this respect the Legio often works in conjunction with the Adeptus Arbites, the Inquisition and the Ecclesiarchy, providing transport and fire support for their ground troops in innumerable short, vicious campaigns.

The carefully planned assaults of Grand Master Ferromort are famous for their precision and flawless execution. Great pains are taken to use them as an example of impersonal and faceless Imperial efficiency. In persuading truculent governors to submit to the Imperial will the Legio Ordo Sinister has destroyed hundreds of supposedly impregnable fortresses and allegedly unassailable palaces. However, this Legion remains an instrument of precision for the Imperium – a well-honed sabre rather than the sledgehammer of planetary bombardment or the scalpel of a Space Marine intercession.

not survive. Untold billions died as a result of war and starvation. The planet soon became a battleground where rival warlords fought over the ruins of a once great civilisation. All of Earth's ancient knowledge was lost and its cities destroyed. The planet became little more than a desert where its people were reduced to the level of brute savages fighting over the scarce land and water that remained.

On Mars the process of disintegration began as it did on Earth, but because of the unique conditions on Mars events were to develop entirely differently. Because of lack of maintenance the planet's atmospheric radiation shields soon disintegrated. Solar radiation poured onto the surface, destroying the fragile ecosystem and wiping out sparse vegetation which had taken millennia to cultivate. Plagues caused by high radiation levels slew most of the population. Of those who survived most became deranged by sickness, many turned into mutant zombies or gibbering cannibals. The destruction of the entire planet seemed likely. However, this was not to be, for a new idea began to spread amongst the people, a religion of survival – the Cult Mechanicus dedicated to the Machine God.

The devotees of the Machine God sought out the now scattered technology needed to rebuild temporary radiation shelters. The cult demanded absolute devotion from its followers, for only by selfless dedication and often personal sacrifice could machines be recovered or the planet saved. Under the direction of their Tech-Priest leaders, the cultists set about restoring order to the world. They built shelters to protect themselves from the radiation storms, and oxygen generators and food processing machines to enable them to live behind the enclosed shielding.

There were few shelters even for the Tech-Priests and none for unbelievers. Marauders and mutant raiders tried to force their way inside the hurriedly constructed buildings. Many of the cultists died defending their shelters and some early shelters were destroyed, but the survivors emerged all the stronger and more determined. The people interpreted their survival in the face of tremendous odds as vindication of the Cult Mechanicus. Their resolve and devotion to the cult became unshakeable.

Whilst rival warlords battled over the remnants of Earth the Tech-Priests rebuilt Mars in the image of their inhuman god. On red sand there rose the first temples of the Machine God and the people came to worship at the High Altar of Technology.

The Tech-Priests scoured the ruins of Mars for surviving machinery which they enshrined within the Temple of All Knowledge. Within the temple's plasteel shell shining pistons held the vaulted roof almost a mile above. The shafts of each piston were so constructed that they moved to raise and lower the roof, altering its acoustic properties to accentuate the hymns of praise sung to the Machine God.

The High Altar within took the form of a vast database containing the whole knowledge of the Tech-Priests. Even today every new discovery is dedicated to this altar. Every temple on Mars and throughout the Forge Worlds is connected to the High Altar by means of a living Transmat link, a psychic Servitor whose mind co-joins all altars of the Cult Mechanicus into one holy machine entity.

LEGIO DESTRUCTOR (The Beasts of Steel)

Legio Destructor is one of the Imperium's largest Titan Legions, comprising over a hundred machines of all classes. This is unsurprising as the Forge World of Legio Destructor lies within a hundred light years of the Wheel of Fire and the edge of the Ork empire of Charadon. Led by their eccentric Grand Master Thaedius Wilson the Legio Destructor have sallied out to stave off numerous Ork Waaaghs! issuing from the Wheel of Fire or the Charadonian empire. Consequently the Legion spends much of its time building up its strength to resist the next avalanche of maniac Ork warriors and war machines.

It is murmured in some areas of the Adeptus Mechanicus that the constant exposure to Ork attacks has made the Legio Destructor increasingly 'Orky' in its outlook and behaviour, particularly in its attitude to combat. The Princesps and crews of Legio Destructor hunger for battle with an unusual exuberance. So far this thirst for battle has been viewed as a useful attribute, particularly against foes other than Orks who find the Legion a highly unsettling opponent. But even the Fabricator General expressed surprise to hear that the Titans of the Legio Destructor are now fitted with amplifiers so the Legion can reply to the Orks' howls with their own battle chant: "Big Death, Big Death, BIG DEATH!"

THE TITAN LEGIONS

When the Tech-Priests built their first temples and restored order to Mars they also laid the basis for the military arm of the Cult Mechanicus, the Titan Legions. They created weapons capable of functioning in the hostile environment of their planet. The vast fighting machines they built were Titans. Since that time the Titan Legions have formed the backbone of the armies of the Cult Mechanicus. Now, as part of the Imperium, they serve the Emperor.

Of all the galaxy's fighting machines none can match the sheer size and power of a Titan. The largest Titans bristle with weaponed turrets and carry potent guns capable of destroying entire formations of enemy troops. Inside the Titan's armoured shell countless crew busy themselves with their duties. Some operate the throbbing engines that propel the machine enabling it to walk over the battlefield. Others direct its potent weapons of destruction, guiding its turrets and aiming its lethal missiles. A Titan is a ponderous battleship of the land. A machine of such a size and complexity that it is accompanied by infantry and tanks so that it can deliver its substantial firepower in the most effective way. Some Titans carry troops into battle, their towering leg sections form mighty bastions from which squads of troops attack the enemy.

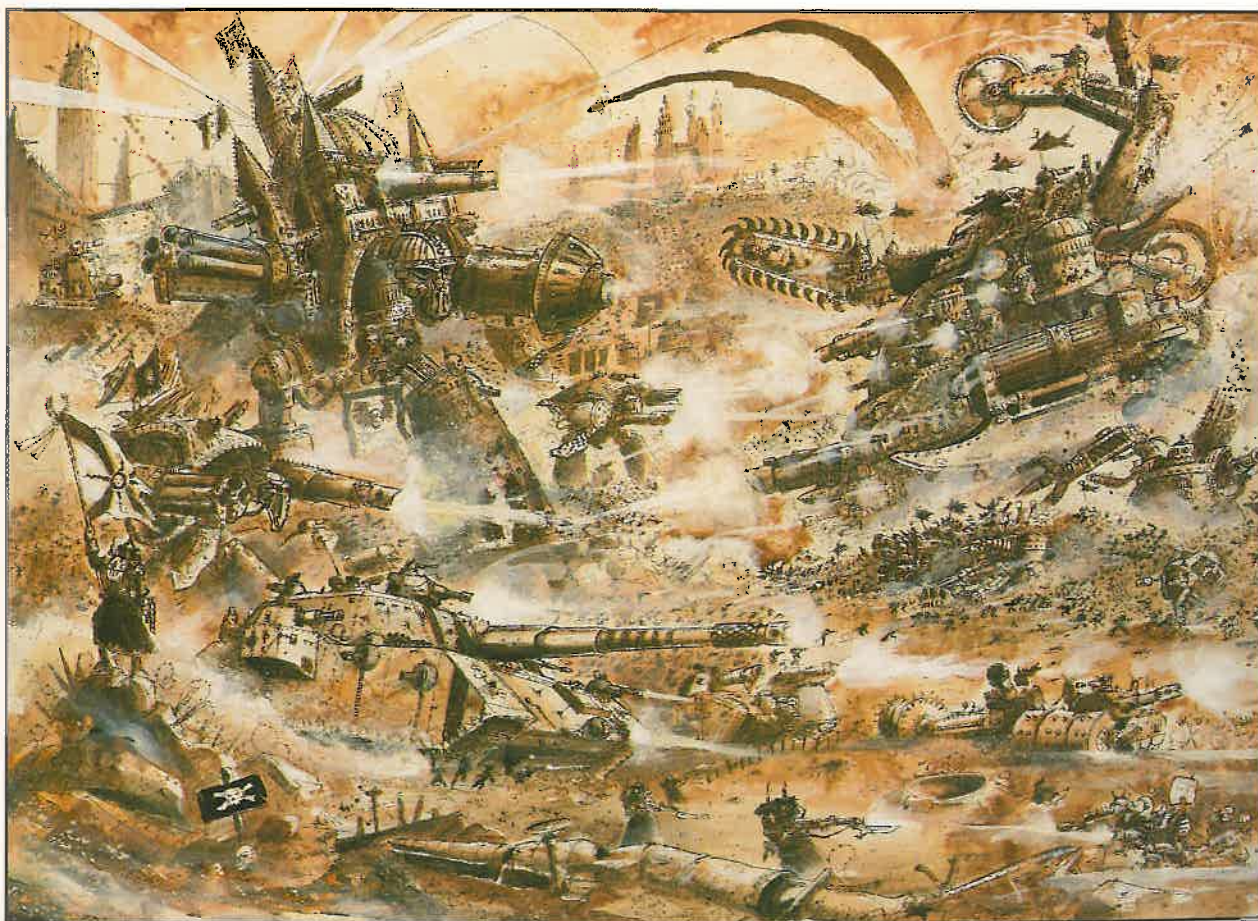
The construction of a Titan takes many years. Centuries of endeavour lie behind a single machine. The largest and oldest Titans of all are held to contain a spark of the

Machine God's divinity. They have a holiness invested in them by virtue of their antiquity and technical complexity. The Tech-Priests deck the Titans with banners proclaiming their divine nature. On the eve of battle they anoint the machines with holy oil and perform the Mass of the Cult Mechanicus before the entire legion. The sacred names of the Titans are chanted amidst readings from the Manual Technicanum. To the Tech-Priests a Titan is more than a fighting machine it is an aspect of the Machine God, a holy and worshipful creation of Technology. To serve aboard a Titan is to serve the Machine God in person. This is the greatest service that a mere mortal can perform.

THE FORGE WORLDS

When the Cult Mechanicus restored order to Mars its leaders looked to Earth and beyond, hoping to find remnants of human knowledge on other worlds. The Tech-Priests were appalled at the destruction on Earth and judged there was nothing worth saving. Instead they turned their attention to the wider galaxy. However, their spacecraft were unable to break through the warp storms that raged throughout the galaxy, isolating the Sol system and many others besides.

The Tech-Priests studied the warp barrier for many centuries, observing the nature of the warp storms and the energy patterns within them. After many lifetimes they



were able to predict when the storms were at their weakest, and made preparations for an expedition beyond the solar system. At last an opportune moment came, the warp storms abated, and a massive fleet set out from Mars. The spacecraft of the Cult Mechanicus carried an entire Titan Legion onboard as well as thousands of Servitors and Tech-Priests to form the seeds of a new colony.

After a few short days the warp storms regained strength once again and all contact was lost with the fleet. The Tech-Priests waited for a sign from their Machine God, and faithfully started to prepare another expedition.

Over the next thousand years many Titan Legions were built and launched into the void. Some were lost or destroyed, but others were successful in their mission. Throughout the galaxy new colonies of the Cult Mechanicus were founded, each a replica of Mars with its temples and hives, its factories and its hierarchy of Tech-Priests. Each new world was protected by its Titan Legion. These new worlds were called Forge Worlds.

Whilst the storms persisted the Tech-Priests of Mars could only guess how many of their space fleets had survived passage through the tumultuous warp. During moments of relative calm broken messages were down-loaded into the High Altar in the Temple of Knowledge, fleeting reports from the Forge Worlds, data from recovered machines, conformation of new discoveries or desperate pleas for help. But there was little the Tech-Priests of Mars could do to aid individual worlds, and it was not until the time of the Great Crusade in the Age of the Imperium that the Forge Worlds were to be finally united with Mars.



Reaver Titan

THE KNIGHT WORLDS

The Tech-Priests' spacefleets found an anarchic galaxy where the ancient confederacy of interdependent human planets no longer existed. They discovered that the Eldar too were facing social degeneration. Many had taken to the worship of the Dark Gods of Chaos, and everywhere the Eldar worlds were falling into ruin. Some Eldar had already chosen to abandon their home worlds and set up new colonies of Exodites untainted by the evil of Chaos. The Tech-Priests also found that wild Ork warbands rampaged throughout the galaxy, looting and destroying, causing unrest everywhere.

LEGIO MORTIS (Deaths Heads - Traitor Legion)

The very name of Legio Mortis has long since become a foul taint to the defenders of humanity, uttered only with fear and loathing. Their infamy stretches back 10,000 years to the time of the Horus Heresy when the daemon-possessed Warmaster Horus sent the new-born Imperium tumbling into bloody civil war.

Legio Mortis had fought for the Warmaster in a hundred campaigns during the great crusade, their loyalty had long since been pledged to him rather than the distant Emperor. When Horus began the heresy by virus-bombing the defenceless world of Istvaan III the Deaths Heads made the landings to scour the corpse-packed hives for the pitifully few survivors. Some say that mutated strains of the virus brought their final corruption, some say the madness inspired by the billions of putrefying corpses turned their faces to Chaos.

Who can say where the truth lies? Certainly when the Legio Mortis landed on Earth to besiege the Emperor's palace they were warped and mutated almost beyond recognition. The adamantium skins of their Titans were pocked and bubbled with foul effluvia, great tentacles of twisted flesh and metal lashed, spiked tails whipped back and forth. Their Titans' heads had been transformed into drooling daemonic visages filled with malice and their engines roared like angry beasts.

Horus granted the Deaths Heads the honour of breaking through the outer walls of the palace and with wreckers, power rams, warp missiles and their own fiendish bravery they did so despite suffering the loss of over thirty Titans in one night.

But despite their efforts the siege failed and Horus was defeated. The remnants of the Legio Mortis fled from Earth and were hunted and pursued, system by system, to the Eye of Terror. There, where the warp and real space overlap, time has flowed strangely for the Deaths Heads. They remain trapped in servitude to the gods of Chaos, fighting a war that ended 10,000 years ago, building their strength and testing the Imperium's defences for the time when they shall return and wreak terrible vengeance on all living things for the defeat of their beloved Warmaster.

The human worlds discovered by the Tech-Priests retained little of their old technology. They had devolved into feudal states ruled by aristocratic nobles who welcomed the Tech-Priests as long awaited saviours. The Tech-Priests settled amongst these feudal empires, or Knight Worlds, choosing planets that were mineral rich where they could rebuild their industries. They established contacts with the Knights, trading with their worlds and investigating the ancient ruins where surviving technology could still sometimes be found. The Knights provided manpower and security against enemies such as marauding Orks and land-hungry Eldar Exodites. In return the Tech-Priests provided technical expertise and help rebuilding their planets.

Over the millennia the Forge Worlds became powerful and the Knight Worlds flourished under their wing. The Tech-Priests and Knights became mutually dependent and each Forge World became the hub of an empire consisting of a Forge World and its surrounding Knight Worlds. The Knights learned much from the Tech-Priests and their societies were gradually transformed into technically sophisticated cultures. Many of the Forge Worlds were successful in maintaining sporadic contact with each other, and the Tech-Priests' obsession with knowledge ensured that discoveries on one world were down-loaded to altars throughout the galaxy.

The most important innovation that the Tech-Priests brought to the Knight Worlds were the fighting machines also called Knights. These machines were one-man versions of a Titan, much smaller and less powerful than a real Titan, but far better suited to the mobile style of warfare prevalent amongst the nobility of the Knight Worlds.

Today these Knights fight alongside the Titans and form a reserve of troops which can be called up into the Titan Legions when required. Each machine is piloted by a noble of the Knight Worlds, a Knight warrior within a Knight machine, for these worlds have maintained their feudal societies over the millennia. Indeed, the acquisition of technology enabled the warrior nobility to strengthen its position of power on their worlds.

THE AGE OF THE IMPERIUM

It is now ten thousand years since the Age of the Imperium began. It was in that distant time that the warp storms finally ended with a single massive storm of unbelievable destructive power. The warp is formed from psychic energies which affect the minds of psychically sensitive mortals. As a result of the final collapse of the storms many humans were killed as a psychic shock wave spread throughout the galaxy.

The Eldar worlds were at the centre of this shock wave, spelling the end of planet-bound Eldar civilisation. Some Eldar escaped by means of massive space arks called Craftworlds. The Eldar Exodites who had already distanced themselves from the hub of their civilisation also survived.



Other Exodites arrived amongst the Knight Worlds looking for worlds to settle, seeking out planets seeded by their ancestors thousands of years previously. Many of these worlds were already settled by the Knights and wars broke out throughout the Knight Worlds as Eldar tried to oust the Knights. The Forge Worlds and Knights managed to repel the Eldar invaders in most cases, but they could not prevent the Exodites settling nearby. Over the following centuries the Exodites and Knights would fight many long and arduous wars.

On Earth the lifting of the warp storms signalled the beginning of an age of rebuilding and resurgence. From the battling warlords of Earth emerged one far-sighted visionary, a man of mysterious origins whose knowledge of past technologies astounded all who spoke to him. History does not recall his name only the title he came to assume in later years – the Emperor. This great leader united the warring people of Earth and prepared the way for the reconquest of the galaxy by his Space Marine Legions.

On Mars the Emperor was recognised as the long-awaited Omnissiah of cult legend. A frenzy of popular uprising swept through the entire Cult Mechanicus as word spread of his coming. When the Emperor arrived on Mars he was hailed as the Machine God Incarnate and the Tech-Priests and Techno-Magi alike came to acknowledge his leadership and marvel at the technical secrets at his command.

Not all amongst the Cult Mechanicus were happy with this turn of events. Many of the senior Magi resented the disturbance in the status quo threatening, as it did, their own power base. A few of these malcontents led a rebellion and seized the Temple of All Knowledge from where they called the faithful to war against the Emperor.

The conflict that followed was short and bloody, and ended in the defeat of the reactionaries and triumph of the Emperor's followers. Mars and Earth were reunited after millennia of separate development.

THE GREAT CRUSADE

With the massive human resources of Earth and the colossal technical power of Mars the Emperor began the re-conquest of the galaxy. This mighty enterprise is known as the Great Crusade and it lasted for two hundred years. The Emperor's forces spread out from the Sol system, searching for surviving human worlds and driving out alien usurpers. Many long forgotten planets were liberated during the Great Crusade and many worlds were settled anew. Gradually the Imperium expanded throughout the galaxy.

Forge Worlds throughout the galaxy were able to establish secure communications with Mars following the end of the warp storms. Many Forge Worlds were able to contact the High Altar of Knowledge, and many technical advances and discoveries were spread as a result. The position of Mars and the Cult Mechanicus as the leader of the Forge Worlds was reaffirmed and spacecraft began to travel between the worlds regularly.

Many Forge Worlds found themselves at war with alien invaders, especially Orks, now that space travel was viable once again. Although the Forge Worlds were able to help each other to some degree, they were everywhere forced onto the defensive. Some Forge Worlds were destroyed and many of the Knight Worlds were devastated. As the Great Crusade advanced it was able to free the Forge Worlds from these attacks. The liberation of the Forge Worlds was a great advantage to the Imperium, because their considerable military might could be added to that of the Great Crusade itself.

As the Emperor's forces pushed further and further into the galaxy, the Forge Worlds were able to supply arms and equipment, weapons, spacecraft and other munitions to the advancing armies. Titan Legions from the Forge Worlds joined the Space Marines to extend the borders of the Imperium still further.

As the Great Crusade reached the edges of the galaxy the Cult Mechanicus founded new Forge Worlds to act as forward supply bases. These new planets soon grew and established their own Titan Legions. Surrounding planets were colonised from the Knight Worlds, replicating the long-established pattern on the other Forge Worlds.

THE HORUS HERESY

As the Great Crusade reached ever outwards, encompassing almost the whole galaxy, a new and unthinkable threat emerged to challenge the re-emergence of humanity. This was the rebellion known to later ages as the Horus Heresy. The revolt was led by Warmaster Horus, the greatest of the Emperor's generals, his most trusted lieutenant, and the most powerful of all the Primarchs. The rebellion began far out on the eastern fringes of the galaxy, and took hold amongst the Space Marine and Titan Legions serving under Horus.

It is unclear how Horus managed to turn his armies against the Emperor, but he was a skilled and persuasive leader who commanded immense personal loyalty amongst his troops. In all probability there were few who even questioned his orders, and later, when the true power behind the revolt was revealed, it was too late. At the very beginning none guessed that behind the Warmaster's plans lay something altogether more sinister. Unknown to anyone, Horus had thrown in his lot with the Dark Gods of Chaos. All who followed him would be as damned as he.

This is not the place to describe at length the fierce battles of the Horus Heresy. The galaxy was torn asunder as Space

LEGIO METALICA (Iron Skulls)

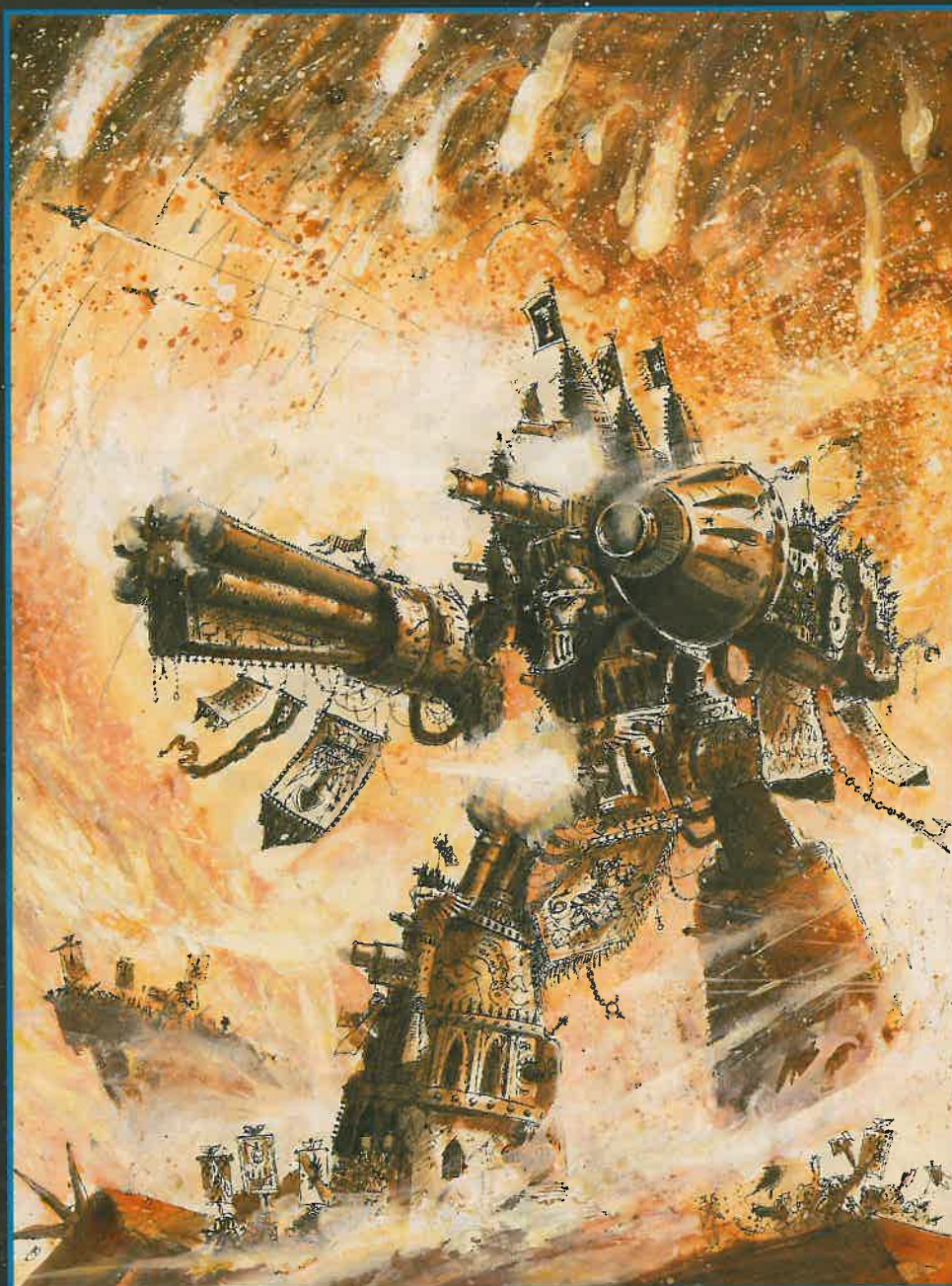


The Legio Metalica is rightly famous for its tragic part in the battle of Armageddon, a hive world which produced weapons and munitions vital to the security of several systems in the sector. Armageddon suffered beneath a foolish and erratic Overlord, Herman von Strab, who refused to believe warnings of invasion by the fiercest Ork Waaagh in centuries, Waaagh Ghazghkull. The Legio Metalica was stationed on Armageddon to protect its vital industry and when Ghazghkull smashed through von Strab's inadequate defences the Overlord commanded the Legion to perform the impossible task of stemming the Orkish tide.

Princeps Senioris Kurt Mannheim held temporary command of the Legion after the death (suspected to be assassination) of its Grand Master. By Imperial law it was his duty to obey the Overlord and von Strab refused to hear Mannheim's advice. Unable to betray his oath of loyalty to the Emperor, Mannheim put on his best dress uniform, said goodbye to his wife and children and climbed into his Titan Steel Hammer to lead his battle groups to certain destruction.

The Legion fought hard and it fought well, Steel Hammer accounted for three Ork Gargants before it was crippled and even then Mannheim took his machine right into the centre of the Ork forces before its reactor melted down. But the Orks outnumbered the Legio Metalica more than three to one and the outcome was inevitable. The Legion was almost completely wiped out and took no further part in the Armageddon campaign.

At the end of the campaign Mannheim was posthumously awarded the Emperor's Star for his bravery and loyalty to the Imperium. The Legion has been rebuilt since its devastation at Armageddon and won acclaim in every campaign it has fought in for its dedication and determination, Mannheim remains a shining example of the dutiful warrior to all.



How like a God He is, that ancient Machine, primal of all His Kind, the Emperor! His mighty Fists, massive like two Towers of Destruction, laden with the Doom of Mankind's bitter Foes. He watches over us now as Battle joins, and in his Shadow we shall advance upon our Enemies and defeat them.



Marines fought Space Marines and Titans battled Titans. Horus' strategy was to move against the Emperor directly, attacking Earth with as much speed and as many troops as he could muster. Earth's defences were weak and reinforcements were weeks behind Horus' fleet. In the final event the war was to be won by the Emperor, but only at the cost of his own life as he battled Horus in personal combat aboard the Warmaster's own battleship. From that day forth the Emperor has lived only as a spirit sustained by psychic energies, his life force inhabiting a corpse held together by stasis fields.

The majority of Horus' forces were scattered following his defeat. The rebel Space Marine and Titan Legions fled into the Eye of Terror, a zone of what is known as Chaos Space. Here the twin dimensions of the warp and reality overlap, and the ethereal realm of Chaos co-exists with the material realm of men. In this vast region of space there are worlds inhabited by daemons and their minions, and it was amongst these worlds that the traitors made their home.

Outside the laws of time and space the Eye of Terror has preserved the remnants of Horus' armies to this day. Space Marine warriors who fought against the Emperor live there still, emerging at points past, present and future to harass the forces of the Imperium. Titans that took part in the Heresy can also be found in the Eye of Terror on worlds ruled by dark and corrupted Tech-Priests whose hellish visions of techno-madness have created societies where men are slaves to daemon-possessed machines which hunger for mortal blood.

THE ASCENDANCY OF THE HIGH LORDS

Following the defeat of Warmaster Horus the Imperium of Mankind was re-established afresh. The organisational basis for the Imperium of the 41st Millennium was laid down in the years following the Emperor's incarceration. At that time Imperial organisations were instated in forms which have endured broadly unchanged for ten thousand years. Institutions created by the Emperor to serve his Great Crusade became the ruling bodies of the sprawling empire. Their chiefs became the most powerful men the galaxy has ever known. These individuals are the High Lords of Terra, a conclave which includes the chief military and administrative officials of the Imperium.

The new ruling body of the Imperium was known as the Adeptus Terra, the Adeptus of Earth, a term which included not only the High Lords but all the organisations under their control. From this time the term Adeptus was formally adopted as the title for all officials of the Imperium. During the Great Crusade and Horus Heresy the Cult Mechanicus had taken part in all the triumphs and failures of the Imperium. Now the Techno-magi prepared to play their role in the rebuilding process too.

To establish their place amongst the new rulers of the Imperium the Cult Mechanicus became the Adeptus Mechanicus, and its cult leaders became High Lords of Terra. Over the following millennia the people of Earth and Mars would march forward together, welded into one mighty Imperium, yet distinctly different societies with their own governments and institutions.

THE ADEPTUS MECHANICUS

It is now the forty-first millennium. The Emperor has endured for ten thousand years, his living spirit continues to guide the fate of mankind though his body is rank with decay. On the world of Mars the Techno-Magi celebrate the rites of the Machine God and his divine manifestation the undying Emperor. Throughout the Imperium there are countless Forge Worlds devoted to the pursuit of knowledge. The Titan Legions and the Tech-Guard armies of the Adeptus Mechanicus protect and expand the territories of the Machine God. In conjunction with the Space Marines and Imperial Guard, they form the fighting armies of the Imperium, the most potent force in the galaxy.

The Forge Worlds and Knight Worlds remain fiercely loyal to their Martian masters. Their industry and their tithes are to the Adeptus Mechanicus and the Techno-Magi of the Cult Mechanicus. Where other human worlds in the Imperium are part of the feudal empire controlled by the Administratum of the Adeptus Terra on Earth, the Adeptus Mechanicus retains direct ownership of its own territories. Thus the Forge Worlds and the Knight Worlds owe no obligations to the Adeptus of Earth. They raise no regiments for the Imperial Guard and they pay no tithes to the treasury. They are not answerable to the Adeptus Terra but to the Adeptus Mechanicus. Only the Inquisition has jurisdiction in their territories, and there are no worlds in the Imperium where those warriors of righteousness may not walk freely.

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THE GAUNTLET OF FEAR

By Jake Thornton and Gavin Thorpe

This month's battle report is a bloody clash of arms between a huge Orc and Goblin army and a mighty force of Empire knights. Following on from last month's Warhammer tactics article, Jake attempts to apply the theory of the oblique line in a real-life situation.

*I*t was dawn... the pale sunlight warmed the frozen air and the thin mist which had shrouded the wide valley seeped back into the stagnant pools and bracken ditches. As the cold air cleared, the orange glow and smoking plumes of a score of watch fires came into view as the two armies readied their weapons and prepared for the coming battle.

To the south, across the crest of a small hill, Empire horsemen blew into their hands and steadied their mounts as the swirls of cold mist drifted past. Once more they were waiting for the word of command: a single order that would send them driving forward towards their foes. How many times had they spurred their horses into a charge and felt the dreadful shock as their dipped lances crashed through sinew and bone? Looking down the line, each one of them wondered how many of their number would not live to see another dawn.



Across the plain the Orcs assembled their army, mustering their numbers to the deafening "Doom-ka-boom, Doom ka-boom" of their war drums. Dozens upon dozens of green-skinned warriors pushed and shoved their way into ragged ranks, easily twice the number of the meagre Empire forces. At the head of the host, astride his most vicious war boar, sat the Orc general Morglum Necksnapper. As he shouted orders to his lieutenants, Goblin wolf riders dashed between the Orc and Goblin regiments, passing orders to commanders who kicked and cuffed their warriors into line and prepared the army for battle. While Morglum impatiently waited for the last of the Goblins to form up their ranks, his ugly face twisted into an even more brutal expression as he smiled at the thought of the bloodshed to come...

Clouds of hot breath misted the air as the Reiksguard knights' warhorses champed their bits and pawed at the frozen ground. The burnished armour of their riders sparkled and glimmered in the weak light of the watery sun which now shone through the heavy clouds on the horizon.

Young Zastrig waited with the rest of the Reiksguard for the sign to advance. It was his first time in battle. He had been unable to eat that morning, but despite the taunts and bawdy jokes of his comrades it felt good to be with these battle-hardened soldiers. He was not frightened really, more apprehensive, not knowing if he would be able to uphold the honour of his family. He had long trained for this day and hoped that he would not let his father down.

He watched the rest of the knights as they made final checks to their battle harness, their armour and their weapons. In imitation, he leant forward in his saddle and petted his own mount, who nuzzled his hand affectionately. In the front rank of the regiment sat the elite of the knights, the cream of the Empire army. To one side was the famous Ludwig Schwarzhelm, the Emperor's Champion, hero of a dozen campaigns, undefeated in countless battles. With Karl Franz at the head of another army in the south, the Emperor's Battle Standard was borne in his stead by this most loyal of his followers. Yes, thought Zastrig, it was good to have this brave knight in the regiment.

Conferring with the experienced Schwarzhelm was another near legendary figure – Reiksmarshall Kurt Helborg, general of the Empire army. Zastrig couldn't hear exactly what they were saying but it seemed they were discussing the plan for the battle. He thought that he overheard the name Old Weirde and mention of his 'Tacticus', but he must surely have been mistaken. What could a tired old man like that teach great warriors such as these?

Suddenly, the Reiksmarshall finished talking to the other knights and turned to face his army. Standing high in his stirrups, he drew his sword and the dazzling blaze of one of the fabled Runefangs cut the morning haze. All along the Empire line spirits rose as the flash was mirrored by another, the Runefang of the Elector Count of Ostland. From the throats of the Empire army a single cry was heard, "For Sigmar and Karl Franz! For victory!"



INTRODUCTION

The Battle of the Plain was fought in Imperial Year 2506, four years after Karl Franz's accession to the Imperial throne. At the time of the battle, Karl Franz himself was leading a large army against an incursion by Orcs from the Black Mountains, who were plundering the lands along the upper Reik to the east of Nuln.

During his absence from the Imperial capital at Altdorf, a new threat to the security of the Empire was reported by the Elector Count of Ostland. A large body of Orcs and Goblins led by Orc Warlord Morglum Necksnapper had emerged from the Middle Mountains and begun to launch raids along the borders of Ostland and Hochland.

A new force was rapidly assembled and sent north to hunt down and destroy this army. After a number of small skirmishes between units of Kislevite cavalry and Goblin wolf riders, the two armies met across a barren plain just south of Wolfenburg in the province of Ostland.

THE BATTLE

With the release of the Warhammer Armies books for the Undead and Chaos, we've been fighting a lot of battles with these two armies. However, after the Old Weirde's Tacticus article in the last issue of White Dwarf, there was a lot of discussion in the Studio about battle tactics in Warhammer and the best ways of winning with some of the different races.

With this in mind, we thought we'd go back to some of the armies that were dealt with in the first few Warhammer Armies books and fight a battle between two old adversaries – the Empire and the Orcs. As it turned out, the battle was a crushing defeat for one side and an interesting vindication of the application of a sound tactical principle, such as the oblique line, to a Warhammer game.

As usual, we fought the battle on one of the Studio's eight by four foot gaming tables keeping notes, taking photographs and making maps as we played. These were then used to recreate the battle using proper lighting and cameras.

THE ORC AND GOBLIN ARMY

By Gavin Thorpe



Although I usually play Warhammer with my own Dwarf army, since coming to work at the studio, I've had to become adept at fighting battles with all of the different races. In my last Warhammer game that was featured in White Dwarf I commanded a victorious Undead army against another Empire force.

When Jake asked me which force I would like to command

in this battle between Orcs & Goblins and the Empire, I immediately picked the Orcs. Although I had only fought with the greenskins three or four times before, I had come up against them in numerous battles and relished the opportunity to select and play with a full army. The sheer range of models and 'special troops' such as the Squig Hoppers and Night Goblin Fanatics make the Orc and Goblin army a joy to fight with. Needless to say, in preparation for the battle, I studied the Warhammer Armies - Orcs and Goblins book very thoroughly. In particular, Rick Priestley's tactics section summed up everything I wanted to know about general strategies and so with all this in mind I went off to the studio miniature cabinets to select my army.

PICKING MY FORCE

Following Rick's advice I started off with a few tough units to form the core of my force. Since a great model of Morglum Necksnapper was now available I decided to take him as my General and give him some Boar Boyz as a bodyguard. Looking over the army list, I settled on a unit of twenty Savage Orc Boar Boyz, as their Magic Tattoos and *frenzy* would make them devastatingly effective when combined with the charge of an irate war boar.



In order to take Morglum Necksnapper as my General, I had to include at least one unit of Black Orcs. This was no problem as these brutal warriors are an essential choice for any Orc general. I therefore opted for all of the models in the cabinet which amounted to a formidable regiment fifteen Orcs strong.

There are two main dangers you have to face when fighting against an Empire army. The first of these is the vast arsenal of cannon and other artillery that can be arrayed against you, and the second is the power of their armoured knights. In order to counter the second of these threats, my thoughts immediately went to Night Goblin Fanatics. These fungus-crazed dervishes can potentially inflict up to six S5 hits on a unit, and most



importantly, their targets may not make an armour saving throw. They would be perfect for obliterating those small but expensive units of Reiksguard, White Wolves and Knights Panther that Jake was sure to bring along. To have Night Goblin Fanatics I needed Night Goblin units to put them in. Once again I took all of the Night Goblins available and split them into two huge units, one of which was armed with short bows for additional annoyance value. I put the maximum of three Fanatics in each unit to make sure once they were out they would cause as much damage as possible.

My army was taking shape and I still had lots of points left to spend, which was quite a novel experience after playing with Dwarf and High Elf armies. As an added protection to my regiments, I decided to include six Squig Hoppers who could form a lethal if unpredictably mobile screen and hopefully prevent my main units from being shot at or charged.

If you can afford it, each Goblin unit should be organised to give it the maximum +3 rank bonus in hand-to-hand combat, equipped with a banner and led by an Orc big boss. I took this principle to the extreme, and to one of my units of Night Goblins, I added Gorfang Rotgut, a second Orc Big Boss, an Orc Battle Standard Bearer and a Night Goblin Shaman Champion! This meant that I wouldn't have to field a single ordinary Goblin in my front rank, and could still claim the maximum rank bonus! To a lesser extent, I also applied the same principle to my Night Goblin Archers, giving them a Night Goblin Shaman and another Orc Big Boss to lead them.

I decided to go for Night Goblin Shamans rather than ordinary Goblin Shamans as they carry potent mushrooms which can enhance their magical powers. However, using them is not without risk. Every Orc and Goblin Shaman must make a Waaagh! test every magic phase to see if they can contain the Waaagh! power surging through them. If they fail this test, the result varies from something as minor as forgetting a spell, to really fatal problems like their head exploding! Eating their specially developed fungus means that the Night Goblins can receive more magic cards, but if they fail their Waaagh! test they are far more likely to get a disastrous result.



THE ORC ARMY



Morglum Necksnapper riding a war boar, armed with the *Heart Seeker* axe. He leads **6 Savage Orc Boar Boyz** carrying *Gork's War Banner*.



Goblin Big Boss riding a giant wolf, wearing light armour and carrying an *Enchanted Shield*. He leads **20 Goblin Wolf Riders** wearing light armour, carrying shields and a banner.



40 Goblins with shield and banner. They are lead by **Gorfang Rotgut** with a *Potion of Strength* and *Tormentor Sword*. The regiment also includes the **Orc Battle Standard Bearer** carrying the *Dread Banner* an **Orc Big Boss** and a **Night Goblin Shaman** with a *Dispel Scroll*.



6 Squig Hoppers.



6 Goblin Fanatics: 3 in each of the **Night Goblin** regiments.



Big Rock Lobber.



Savage Orc Shaman Lord with *Magic War Paint*, **2 Dispel Scrolls** leading **20 Savage Orc Boyz** with shield and banner.



40 Night Goblins with short bows and a banner. They are lead by an **Orc Big Boss** with the *Crown of Command* and *Sword of Bork*. The regiment also includes a **Night Goblin Shaman Champion** with a *Dispel Scroll* and *Relic Sword*.



15 Black Orcs wearing light armour, equipped with extra hand weapons and carrying a banner.



Brotan Thunderbreath the Giant.



1 Goblin Doom Diver.



Having created the core of my army, I was still surprised at how many points I had left to spend and so I went on an Orc and Goblin shopping spree!

To begin with, I further bolstered my magical capabilities by buying a Savage Orc Shaman Lord and a large unit of Savage Orcs to put him in. This had the dual effect of giving him an extra magic card each turn and increasing the Savage Orcs' saving throw by 1 point. For some speed, mobility and a good harassment factor, I then plumped for a large unit of Goblin wolf riders led by another Goblin Big Boss.

To finish off my selection and provide some long-range artillery support, I picked a Big Rock Lobber and a Doom Diver. Hopefully they would be able to threaten any Imperial Great Cannon, Hellblaster Volley Guns or other artillery that Jake might field against me.

Finally, for a bit of entertainment and also for his potentially vast destructive qualities, I purchased a Giant. Although their attacks are somewhat unpredictable, Giants can be very effective against the kind of expensive troops found in an Empire army and I also knew it would scare the pants off Jake!

MAGIC ITEMS

I started using the last of my points to equip my characters and units with magic items. I made one of Morglum's axes a *Heartseeker*, which allowed him to re-roll any missed attacks. This would make sure that when he charged he would inflict as many casualties as possible. His unit of Savage Orcs were given *Gork's War Banner* which, by adding +1 to their Strength, would give their war boars an impressive S6 attack whenever they charged into combat!

An almost essential magic item for any army including Goblins is the *Crown of Command*. This gives the character wearing it a Leadership of 10, which is not modified by combat results when you get to fighting hand-to-hand. This means that a large unit of Goblins can hold up an immensely powerful unit just by its sheer size. The Goblin unit may not win the a round of combat, but it is unlikely to break and flee, forcing the enemy to wipe them out to the last model!

My Shamans were all liberally equipped with *Dispel Magic Scrolls*, and my other characters were given items that people don't see so often in our battle reports. The *Tormentor Sword* which Gorfang Rotgut carried, made victims of his hits subject to the rules for *Stupidity* while his *Potion of Strength* would give him an added boost against those heavily armoured Empire Reiksguard and other mounted knights.

My large unit of Night Goblins carried the *Dread Banner*, making them cause *fear* and ensuring that anybody they beat in combat would be running for the hills (units automatically flee if beaten by a fear-causing unit that outnumbered them, and I had forty Gobbos!). The last few points went on little extras like the Shaman Lord's *Magic War Paint* and the wolf-riding Goblin Big Boss taking an *Enchanted Shield*.



DA PLAN

My plan was straightforward, just like the best plans should be. The wolf riders would zoom around the flank and be annoying, while the rest of the army moved inexorably forward. The Night Goblin units would be set out wide so that their Fanatics would be a threat to any cavalry sweeping round the sides of my army. The Boar Boyz would be of devastating usefulness if I could get them to charge, so I deployed them with this in mind. The rest of the army was to head straight for the enemy shouting Waaagh! in a loud collective voice. Not very subtle, but we's Orcs you know!

I expected the Boar Boyz to be in combat first, and hopefully they would be able to deal with the opposition on the same turn they charged. With a bit of luck they might pursue into another unit and count as charging on the following turn as well! I didn't want to leave the Boar Boyz out on their own, so I would hold them back at the start, so that the rest of my army could move up and support them straight after they'd charged. This would prevent Jake moving other units forward to attack them in the flank or rear.

The Giant was also fast moving and as a single model wasn't restricted by having to change formation or wheel. This meant that I could use him to react to Jake's deployment or attacks, possibly moving him from the centre to one of the flanks should that prove to be the area where Jake's knights were deployed.

Finally, the Savage Orcs' *Frenzy* meant that they would have to charge units within range, and this was fine by me! Their extra attacks should be more than enough to make sure the enemy unit had no-one to fight back with.

This plan would work best if all of my units could fall on the enemy in the space of one or two turns, delivering a hammer blow that would crush the Empire army in a single cataclysmic Waaagh! All I had to do now was to make that timing work.



THE EMPIRE PLAN

By Jake Thornton



Last month, after reading Old Weirde's *Tacticus* in *White Dwarf*, I thought it would be fun to try out his *oblique line* tactic in a real Warhammer battle. With this in mind I challenged Gavin Thorpe – one of the Citadel Journal staff – to a game of Warhammer. He readily accepted and we decided to play the game using the studio Orc & Goblin and Empire armies.

Before we started, I gave Gavin the choice of which force to fight with and as he'd not fought many battles with their army, Gavin picked the Orcs. This pleased me no end, as it left me with the perfect army to try out the *oblique line*, or at least my version of it.

The main difficulty in employing Old Weirde's advice on the battlefield is the variation of movement rates of the different troop types and the problems in keeping them in the right positions. This is particularly awkward when you are using a mixture of cavalry and foot troops, or when you are faced by a fast enemy. Before the game, I experimented with this tactic, trying various methods of maintaining the oblique line and came up with the following plan.

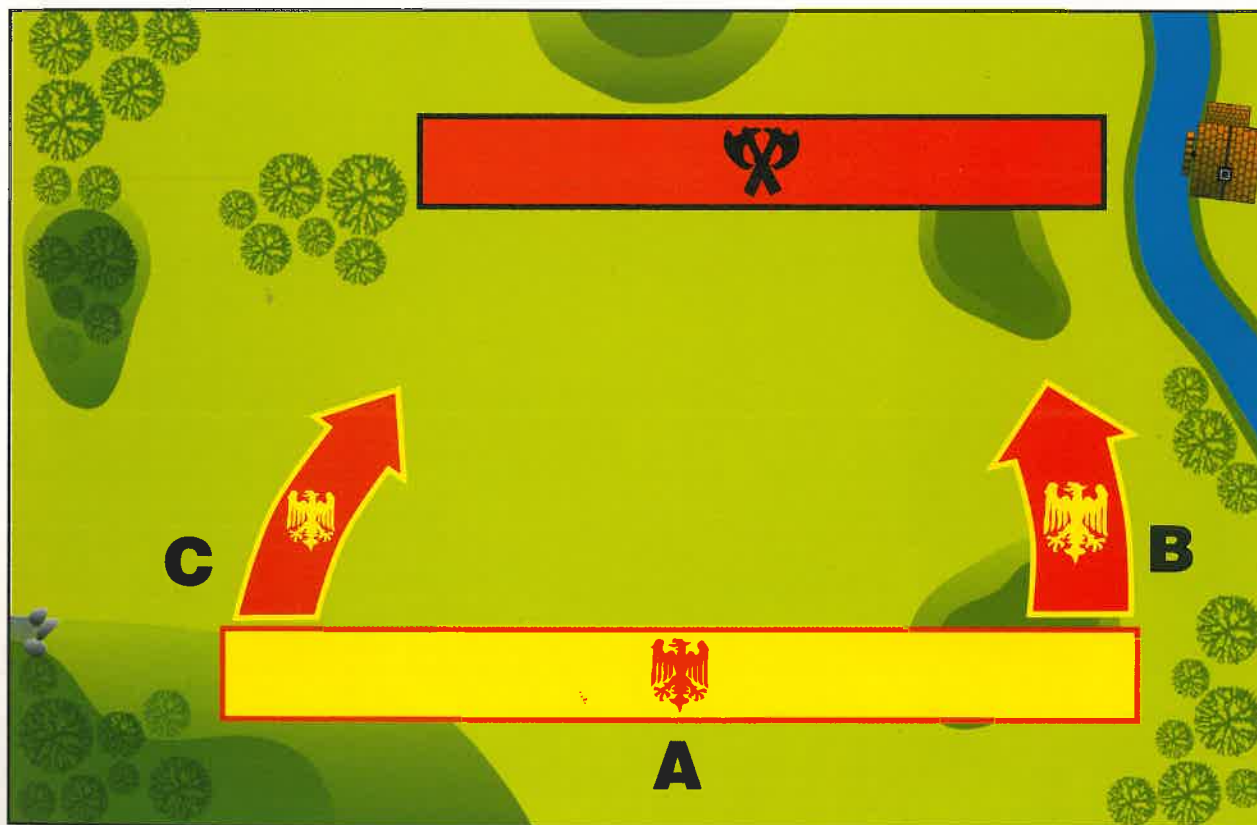
My answer was speed! Obviously if you are lucky enough to get the first turn then you have a big advantage and can attack before your opponent is able to move any of his troops. Even if you don't go first, if you make a bold attack with your fastest

troops on one end of the line. If you have knights or chariots then these form an ideal strike force and should be massed together to form a single unstoppable force. As with the normal oblique line, these regiments should hit the end of the enemy line with overwhelming ferocity and continue to attack down the line outnumbering each of the enemy regiments in turn as they attack them from several sides at once.



According to my plan, the Empire army would be split into three groups as shown on the map below. The first would be the base of missile troops (A) from which the second group, mainly knights (B), would emerge to smash the Orcs. At the other end of the line the third, smallest group (C) would protect the flank, stalling any enemy attacks there and threatening to charge the exposed flanks of any Orc regiments which advanced towards the centre of my line.

The main battleline would comprise the bulk of my army and would only need to move slowly or not at all. For this job the ideal units are either troops armed with missile weapons or war machines. During the battle, these forces would have two main functions. The first of these would be to 'soften up' the enemy regiments by hurling a continuous stream of arrows, crossbow bolts and cannon shots at them in an attempt to reduce their numbers and hopefully force them to take a panic test.



THE EMPIRE PLAN.



THE EMPIRE ARMY



9 Reiksguard Knights including a standard bearer. They are lead by the army General, **Reiksmarshall Kurt Helborg** who carries a *Runefang* and *Enchanted Shield*. He wears the *Armour of Endurance* and rides a barded warhorse.

Also in the regiment are a Reiksguard **Champion** and the army Battle Standard Bearer, **Ludwig Schwarzhelm**. He rides a barded warhorse and is armed with the *Sword of Justice*.



Grand Theogonist Volkmar the Grim equipped with the *Staff of Command*, *Jade Griffon* and the *Horn of Sigismund*. He rides the War Altar of Sigmar into battle.



7 Kislev Winged Lancers including a standard bearer, lead by a **Champion**.



6 Kislev Horse Archers.



6 Kislev Horse Archers.



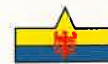
6 Kislev Horse Archers.



8 Crossbowmen.



8 Crossbowmen.



8 Crossbowmen.



5 Knights Panther including a regimental standard and led by a **Champion**.



Hero riding a **Pegasus**, wearing heavy armour and armed with a lance.



Supreme Patriarch of the Colleges of Magic.



Elector Count of Ostland armed with a *Runefang* and the *Dragon Bow*.



2 Empire Great Cannons.



The second task of the missile troops is to act as a 'decoy' in order to distract attention away from the main attack. In theory, an oblique line attack is very difficult to counter and must be stopped early before the envelopment begins. With the bulk of the Empire army standing in front of them firing into their ranks, the temptation for Gavin would be to deal with these bothersome missile troops first. If Gavin tried this he would be doomed for certain and by the time he realised what was happening it would be too late!

CHOOSING THE ARMY

With a very clear plan in mind, the selection of my army was a much simpler task than usual, as I was really just looking for the right tools for the job. Fortunately, the Studio Empire army is one of the largest collections of models we have and there were almost no limits on my choice of units.

I began with the first unit which would form my central battleline. I wanted as many of the S4 crossbows as I could take to counter the high Toughness of the Orcs. Troops with bows or longbows would have been more manoeuvrable, but my plan didn't require mobility. We had twenty four Crossbowmen in our Empire army and so I took them all and divided them into three equal sized regiments. As they cannot move and fire in the same turn I wanted to be able to spread them out along my line so that they would be able to shoot at every section of the advancing Orc horde.

To protect the Crossbowmen and generally harass and annoy the Orcs, I decided to take several small regiments of Kislev Horse Archers. They would be able to respond quickly to any unforeseen Orc threats or just pepper the Orc line, whichever was necessary. Either way their bowfire would help support the rest of my troops.

Another potential use I had in mind for the Kislev Horse Archers was to draw out the inevitable Night Goblin Fanatics. These frenzied Goblins hide amongst normal Night Goblin regiments and are possibly the most feared of the many types of Orc and Goblin troops. Not only are they deadly to anything unlucky enough to be in their path but their victims also receive no armour save! This makes Fanatics the ideal weapons to use against my knights and so I had to protect them as much as I could. It would be disastrous to lose the pride of the Empire's warriors to these Goblin maniacs!

The main attack would be led by the General of the Empire army, Reiksmarshal Kurt Helborg at the head of the Reiksguard Knights. With him was Ludwig Schwarzhelm, the Emperor's Champion and Battle Standard Bearer. This was quite a large regiment with a Champion and nine other knights and including a regimental standard bearer. This regiment cost about a quarter of my army's total points but would bear the brunt of the fighting and would be the cutting edge of the army. If I had cut corners with this regiment then it would only have weakened the whole attack.

The other two regiments in the assault were the Grand Theogonist Volkmar riding the War Altar, and a regiment of Knights Panther. Like a chariot, the War Altar does D6 S7 hits when it charges into combat and this is in addition to two attacks from the warhorses and three from the Grand Theogonist himself. This is a fearsome assault to have to face and is made even more dangerous by the *Horn of Sigismund* which can be blown during the attack and forces the regiment being charged to take a *Terror* test.

I had decided that the Reiksguard and the Grand Theogonist would lead the attack from the right, followed by the Knights Panther who would hold back to protect the flanks and charge any Orc regiments which tried to reinforce the target of my main assault. This Knights Panther regiment was quite small because it was mainly a threat rather than a fighting unit. If it did charge into combat then it would probably not have to face an Orc regiment on its own.



The last group was made up of two regiments of Kislev cavalry. The first was another Horse Archers regiment which was the same as the other two on the main battleline. The main strength of this group was provided by the Winged Lancers. This regiment was led by a Champion and included a standard bearer to give them an edge in hand-to-hand combat.

These troops were to protect the left flank of the main battleline by advancing to attack any Orc or Goblin units facing them. This would hopefully delay any attacks on the missile troops until the Orc army was already reeling under the blows from my main attack.

I had an army and I had a plan, now fate would decide the day.





ORC TURN 1

ORC TURN 1

Gavin: With a pounding of drums and a blare of battle horns the Orc army began its advance. The bane of an Orc and Goblin army is often the effects of the Animosity rule, but none of my regiments failed their tests and everything went smoothly. Well nearly everything...

First of all, I moved the Goblin Squig Hoppers so that I could avoid advancing into them with the rest of my troops. Four of them bounded towards the enemy lines, but the other two went wild, one rolling double 6 and bouncing straight off the board! The second uncontrolled Squig Hopper leapt sideways into the Night Goblin Archers, killing one of the luckless bowmen before bouncing again and landing just in front of their regiment. The damage wasn't bad, but the awkward positioning had blocked the Archers' movement for the rest of the turn.

Having seen the bulk of Jake's knights deployed on my left, I began to move my Giant across to engage them while the rest of the army marched forwards, closing the distance for a charge in turn two or three.

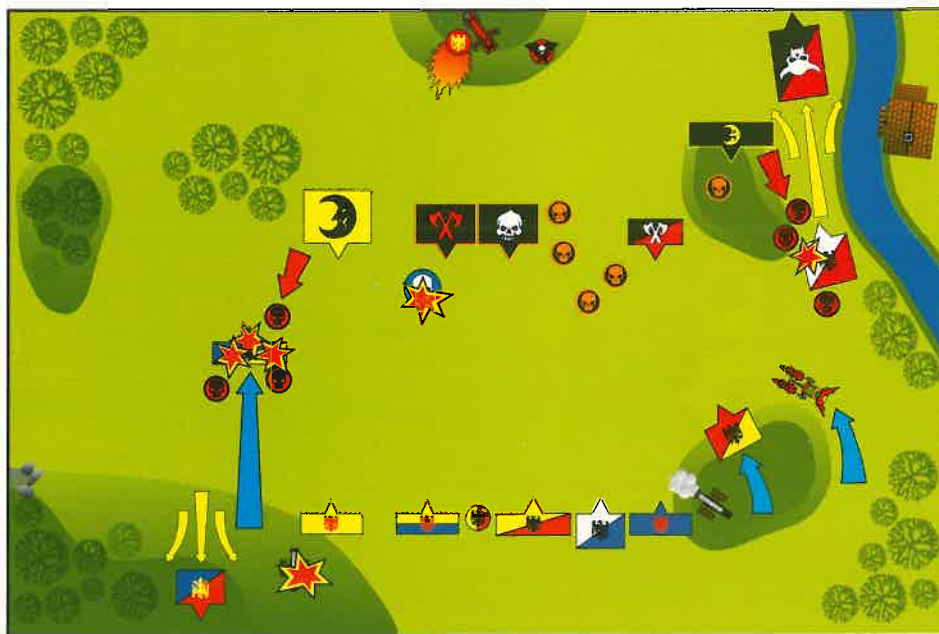
Stuck behind the vaulting Squig Hopper, the Night Goblin Archers couldn't move over the crest of the hill, which meant that the only shooting was from my two war machines. Taking careful aim, I launched a Doom Diver who scored a direct hit on the War Altar! With a Strength of 10 the attack easily damaged the Altar and as Jake began to

the Grand Theogonist rolled for his extra power cards drawn from the War Altar.



I began the spellcasting with my Savage Orc Shaman Lord who cast 'Eadbutt at the Supreme Patriarch. The Empire Wizard used a *Destroy Spell* scroll to fend off the attack, but our dice rolls tied and the Shaman kept his spell.

As the Supreme Patriarch recovered from his exertions, the Grand Theogonist Volkmar struck back at the Orcs. With an



EMPIRE TURN 1



The Winged Lancers flee as the Horse Archers are wiped out by Fanatics.

unstoppable surge of *Total Power* he cast the *Bridge of Shadows* to charge the Reiksguard Knights at the wolf riders.

Next, the Night Goblin Shaman skulking in the regiment of Archers attempted to use *Da Krunch* on the Reiksguard which was now in range of this devastating power but his attack was dispelled by the Grand Theogonist.

In his turn, the Supreme Patriarch cast *Scarlet Scimitar* on himself. My attempts to dispel it failed and a brilliant ruby crystal sword appeared in his hands.

Finally, the Grand Theogonist cast *Dark Steed* on himself to enable him to charge into combat. The Night Goblin Shaman tried to dispel it and failed so I decided to use a *Dispel Magic Scroll* to halt the power instead.

EMPIRE TURN 1

Jake: I felt very confident as I began my first turn. Even before I'd started, I had managed to charge the Reiksguard into combat! I anticipated great things of the Empire army.

I sent the Hero on the Pegasus flying high so that he could charge down in turn two. On my left, the Kislevite Horse Archers advanced to draw out the Fanatics from the Night Goblin regiment. As I drew close, the demented Goblins rushed from their ranks and smashed into my horsemen, killing all of the Kislevites in a frenzy of spinning death. Seeing their countrymen cut down, the Kislevite Winged Lancers' nerve failed them and they turned and fled. The left of my battle line was completely disordered, but luckily none of the nearby Orc or Goblin units were fast enough to exploit the exposed flank.

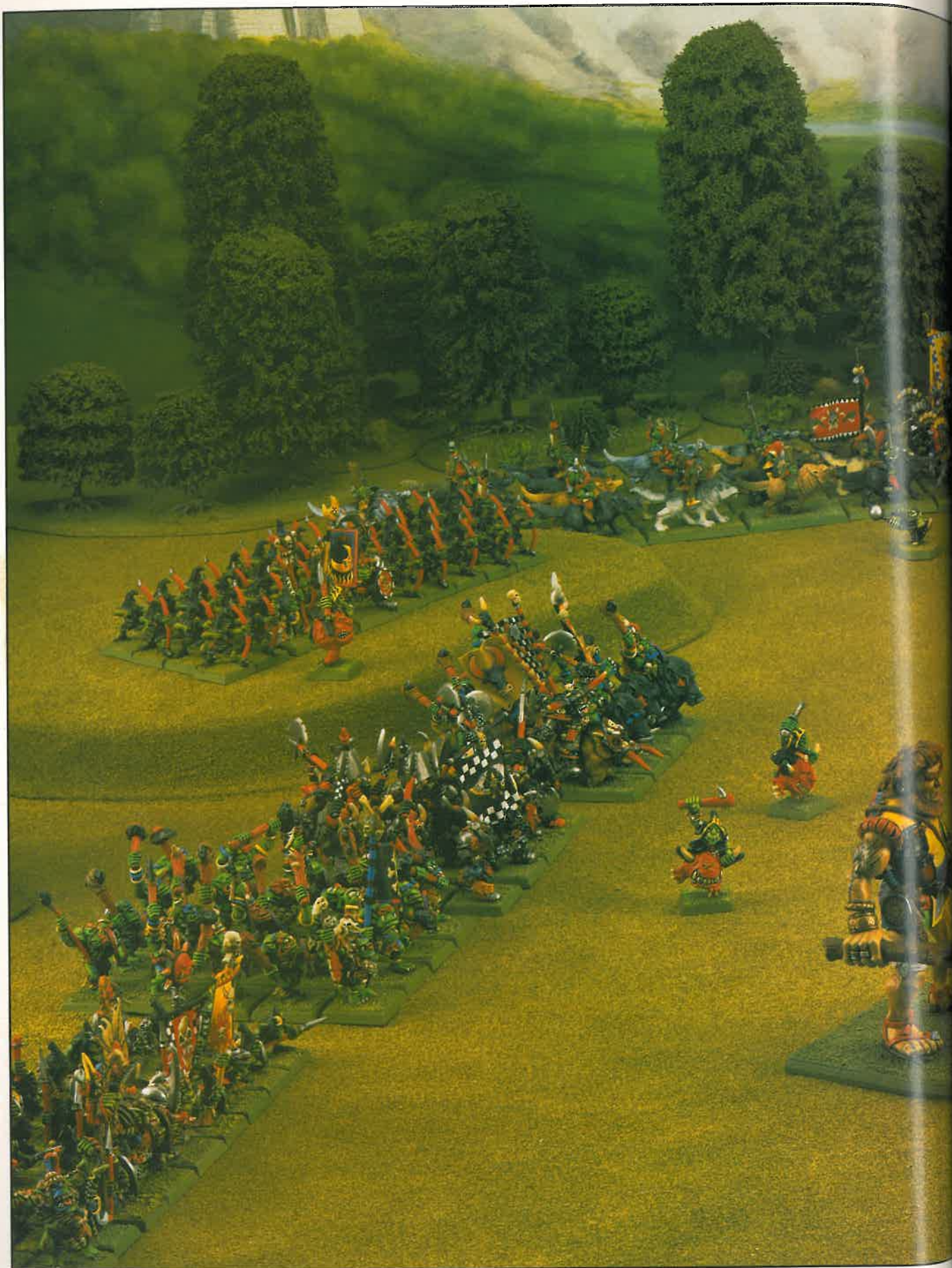
In the shooting phase, both of my cannons chose the Giant as their target. The first rolled a misfire and exploded in a flash destroying the cannon and its crew. The second hit the Giant, but I rolled a 1 and failed to wound him! This was a disastrous start for the Empire's artillery.

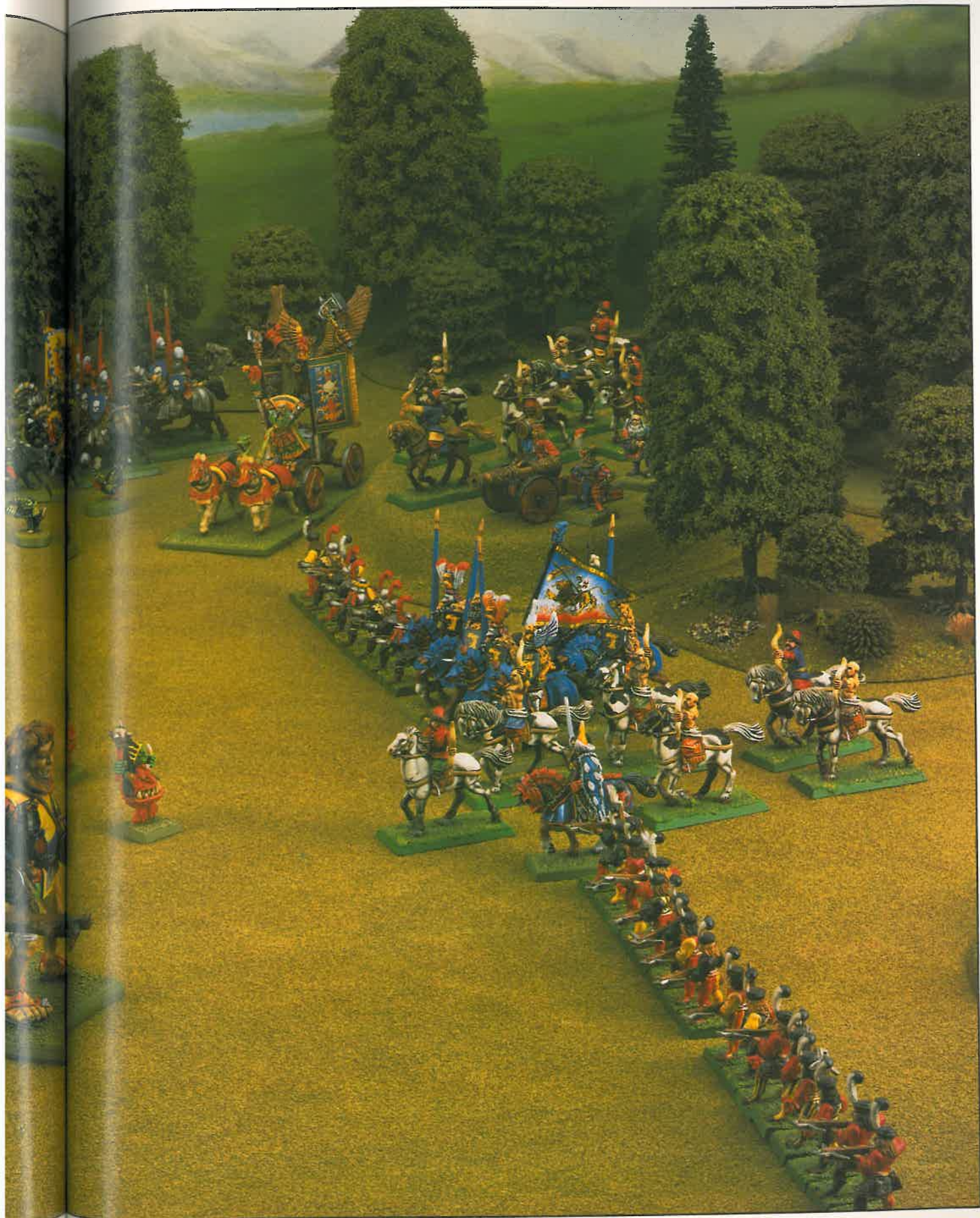


On the right, my second Kislevite regiment shot at the Boar Boyz killing one of the tough Orcs with their arrows. A Crossbow regiment also picked them as their target, but all of their hits bounced off the tough hides of the Orcs' mounts. The last regiment of Kislev Horse Archers fared just as badly, when all of their arrows completely missed the Squig Hoppers.

The last two Crossbow regiments and the Elector Count with his *Dragon Bow* also let fly at the Giant. The Elector Count's shots were all accurate but none of them wounded the huge creature. The two Crossbow regiments each caused 1 wound and the great creature bellowed with rage as the darts penetrated his flesh. Snarling with rage he continued to amble forward towards my line.

In the hand-to-hand combat between the Reiksguard and the wolf riders, the mightiest heroes of the Empire fared embarrassingly poorly, missing most of the Goblins with a string of poor dice rolls. Kurt Hellborg, Ludwig Schwarzhelm,







The Orc flank collapses under the Empire attack.

the Reiksguard Champion and Standard Bearer only managed to kill three Goblins between them! The surviving Goblin Big Boss on the front rank struck back but his blow was deflected by the heavy armour of the knights.

Having lost the combat, the wolf riders fled with the Reiksguard in pursuit. However, as my knights charged forward, they moved close enough to the Night Goblins to bring out the Fanatics! These deadly Goblins span towards the knights, smashing into them, killing two of the Reiksguard and halting their pursuit.

I only rolled a 4 for the winds of magic, but with mushrooms, the War Altar and the Savage Orcs, most of the wizards obtained extra power cards from one source or another to compensate. On Gavin's side, both his Night Goblin Shamans failed their Waaagh tests. With a loud *Fzzzzzzzap!*, bolts of energy rocketed from the Shaman's ears, nose and mouth wasting some of his accumulated Waaagh power. The Shaman Champion became totally confused and in his muddle forgot the spell *'Eadbutt*.

First of all, the Grand Theogonist tried to cast *Dark Steed* again and was stopped once more by Gavin's use of a *Dispel Magic Scroll*.

The Orcs replied by casting *Hand of Gork* on the Boar Boyz. The Supreme Patriarch failed to dispel the power but the Grand Theogonist succeeded.

For my part, the Supreme Patriarch used the *Wings of Fire* to transport himself across the battlefield and into combat with the Orc Rock Lobber crew.

In return, the Orcs used *Drain Magic*, removing the *Scarlet Scimitar* from play which left the Supreme Patriarch much more vulnerable to attack and ending the turn.



ORC TURN 2



EMPIRE TURN 2
THE BRIDGE OF SHADOWS

EMPIRE TURN 2

ORC TURN 2

Gavin: My war machines were under attack and the wolf riders in flight but my main line was intact and still advancing.

At the start of the turn, the Savage Orcs finally succumbed to Animosity and started to squabble among themselves. As well as preventing them from moving, this meant that my Savage Orc Shaman Lord would be unable to use his magic powers.

In the centre, the Squig Hoppers had split up as four of them bounced towards the Kislevites in the centre and the last bounded in the direction of the Reiksguard Knights on my left. All of my Fanatics had now emerged from the Night Goblin units to carve bloody swathes through the Empire ranks. Of the ones that had wiped out the Kislevites, two collided and were killed instantly as their massive ball and chains wrapped around each other. The last span off towards the right side of the table.

At the other end of the battlefield, the Reiksguard were hit by another Fanatic who killed four of them in a deadly demonstration of killing power. As he breathed a sigh of relief, Jake's knights passed their panic test and watched in terror as another Fanatic narrowly missed them, before the last one collapsed and died.

With an unusual show of Goblin courage, the Night Goblin Archers passed their panic test for the nearby fleeing wolf riders who also rallied themselves.

As the Rock Lobber crew was in combat with the Patriarch, I launched another Doom Diver towards the Grand Theogonist Volkmar, but he soared overhead only to land with a pathetic splat in the middle of the battlefield. From the hill, the Night Goblin Archers were unable to find a chink in the armour of the well-protected Reiksguard Knights.

In the hand-to-hand phase, the Patriarch killed one of the Orc crew of the Rock Lobber who failed to hit him in return. The crew failed their break test and fled from the battlefield with the Supreme Patriarch in pursuit. Seeing this outcome, my Doom Diver failed his panic test and he too fled from the table. This left me with no artillery.

The winds of magic blew strong and dealt eleven cards this turn. As if in response to this surge, my Shaman Champion failed his Waaagh test again, but this time rolled a 6 and only had to discard one magic card.

The Orcs begin the phase by using *Da Krunch* on the Reiksguard. The Empire had no *Dispel* cards and the Supreme Patriarch was off the table with their last *Dispel Magic Scroll*. All they could do was watch. Luckily for them, the huge foot missed the knights and caused no damage. With the large number of high power cost spells held in the Orc hand Jake decided to *Drain Magic*.



EMPIRE TURN 2

Jake: I had survived the onslaught of the Fanatics and now was the time to strike the killing blow. The Reiksguard charged at the wolf riders and Night Goblin Archers pinning both regiments in hand-to-hand combat. The wolf riders stood their ground and the Goblins shot at the charging knights but missed them completely. Down from the skies, the Pegasus-riding Hero also charged the Night Goblin Archers and was also missed by their terrified bowfire.

Behind the Knights, the Grand Theogonist declared a charge against the Boar Boyz who, to his great surprise, decided to flee rather than risk being ridden down by the War Altar! This was an unexpected bonus – Morglum Necksnapper broken without me having to roll a dice!

Elsewhere on the battlefield, the Kislev Winged Lancers rallied in time to avoid fleeing from the battlefield altogether and the Supreme Patriarch returned from his pursuit of the Rock Lobber crew. The only other movement was to reposition the Kislev Archers on my right so that they could shoot at the surviving Fanatics still threatening my Reiksguard.



ORC TURN 3

In the shooting phase my remaining cannon fired at the Giant again, this time scoring a direct hit! The Giant couldn't escape the steel ball and was killed instantly! The Kislev Horse Archers again fired at the spinning Fanatics but their only hit failed to wound. The Crossbows also fired at the Fanatics and killed one more of them.

In the centre, the other surviving regiment of Kislev Archers loosed their bows at the Squig Hoppers but missed all of them. The Elector Count fired at the Black Orcs with his *Dragon Bow* felling three with his deadly accurate shots. The other two Crossbow regiments also fired at the Black Orcs killing another five of them and forcing them to take a panic test which they easily passed.



In the hand-to-hand combat phase the charging Empire forces struck first. The Hero on the Pegasus only killed one of the Night Goblin Archers but the Reiksguard cut down four more. The rest of the knights who were fighting the wolf riders killed three of their number. Both of the Goblin regiments broke and were ridden down by their pursuers despite the leader of the Night Goblins wearing the *Crown of Command* and having to roll an 11 to fail! The pursuing Empire troops charged into the already fleeing Boar Boyz forcing them to flee again. The Orc left flank was destroyed.

The winds of magic provided only three cards which left both sides with only a little they could do, despite the Grand Theogonist once again drawing extra cards for the War Altar.

The magic phase started with the Supreme Patriarch who finally used the *Staff of Volans* to guarantee the casting of a

spell. The *Burning Head* roared into the Savage Orcs incinerating one and so terrifying the others that they too broke and fled! With Empire troops in front and to their rear they fled behind the Night Goblins on their right.

With all the Orc and Goblin Shamans either out of power, dead or running for their lives, Gavin passed his turn and I cast again. The Grand Theogonist cast the *Bridge of Shadows* and the regiment of Crossbows on my left who were threatened with being charged moved over the Night Goblins and into the fleeing Savage Orcs, forcing them to flee again!

ORC TURN 3

Gavin: My army had been badly mauled but I still had quite a few regiments left. Even so, the Savage Orcs had taken more than they could stand and fled off the battlefield.

After the rout of the Savage Orcs, I took my compulsory moves for the Squig Hoppers and Fanatics. The Squig Hoppers all bounded towards the Empire line, but fell just short of Jake's regiments. The Fanatic near Volkmar collapsed and died and my last one, at the other end of the battlefield, closed in on the Winged Lancers.

With nothing left of my missile troops and war machines, and with no hand-to-hand combat, we moved into the magic phase.

Once again the winds blew strong and ten cards were dealt this turn, and once again, the Grand Theogonist drew power from the War Altar. The last of my Shamans failed his Waaagh! test, and with a roll of a 1 and caused the heads of two adjacent Goblins and the Orc Battle Standard Bearer to explode, killing them instantly. Things were going from bad to worse...

The Supreme Patriarch cast *Wings of Fire* on himself and charged into combat with the Night Goblins. He then tried to cast *Burning Head* but I dispelled it before it could cause a panic test as it had with my Savage Orcs.

The Grand Theogonist Volkmar then joined in the fray by using the *Dark Steed* to also charge into combat with the Goblins. Despite this double attack, the Night Goblins passed their *Terror* test and stayed in the fight.

EMPIRE TURN 3

Jake: The Orcs were doomed – all I had to do was to finish them off! I manoeuvred my regiments so that they would be able to charge next turn if the last Goblin unit managed to survive the coming round of hand-to-hand combat.

The remaining Cannon had little left to shoot at but chose to fire at the remaining Black Orcs. The shot was on target and ploughed through their already depleted ranks, killing another



The last Goblin regiment is attacked from all sides.

three of them. The Elector Count shot at the Black Orcs too and another two fell dead. The beleaguered Orcs passed their panic test but as they stood their ground yet more missile fire was directed at them and they were all cut down in a hail of crossbow bolts.

The other regiment of Crossbowmen and the centre Kislev Horse Archers regiment singled out the four Squig Hoppers in the centre and they too were destroyed by the massed archery. On the right flank, the last of the Kislev Horse Archer regiments killed the last Squig Hopper.

In the hand-to-hand phase, Volkmar on the War Altar and the Supreme Patriarch struck at the last regiment in Gavin's army. The Night Goblin Shaman and four others including the Big Boss were killed, trampled under the War Altar or cut down by the Empire wizards. None of the Goblins in the fighting rank survived and they lost the combat. In a frenzy of panic they broke and ran only to be ridden down by the Supreme Patriarch.

In the magic phase there were no Orc or Goblin Shamans left so Gavin was only able to use *Dispel* cards. Unfortunately for him he was dealt a complete hand of *Power* cards and could do nothing as the Supreme Patriarch used the *Staff of Volans* to cast *Flamestorm*. The last model of Gavin's army left alive – a lone Goblin Fanatic – was incinerated in a pillar of fire.

The battle was over and the Empire were triumphant.



EMPIRE TURN 3

ORC CONCLUSION

Gavin: By Mork's green belly, what happened? I started with a proud (well, enthusiastic at least) Orc and Goblin army, and what did I finish with? It was a sad day for the greenskins.

All I can say is that Jake's plan was executed perfectly. He followed Old Weirde's advice from White Dwarf 177 and I was totally wiped out! If only I had read the article before the battle! If I'd realised Jake's plan from the start there were a number of ways I could have countered it, such as moving across the Giant and Boar Boyz to meet the incoming Reiksguard unit. Unfortunately for me, I didn't realise what he was doing until the start of the third turn, and by then it was far too late.



Looking at the battle, it is hard to say much, since my troops never got to fight on anything like fair terms. Only my wolf rider Big Boss ever got to make a hand-to-hand attack in the entire battle!

Jake chose an almost perfect army for this type of tactic, with the Crossbowmen never having to move at all they constantly rained down lethal volleys upon my units. The crossbows Strength of 4 countered the Orc's Toughness, which usually saves them from most of the enemy missile fire.

I was disappointed by my Boar Boyz, and with hindsight my choice to flee from the Grand Theogonist was probably wrong. Although the War Altar could have killed them all, it could have equally caused only a single hit and failed to wound. Even if it had, the Boar Boyz still had the save from their protective tattoos which always save if you can roll a 6 regardless of the saving throw modifier of the attack. This meant I could have tied down the Grand Theogonist and his War Altar for another turn, possibly killing him in the process. As it was the Boar Boyz did nothing except provide victory points to the Empire Army.

Throughout the battle I felt that I also doomed myself, by saying things like, 'Watch this come up as a 1' and 'It's going to scatter, I know it is'. These predictions came horribly true, and it was a shame my precognitive powers didn't stretch to Jake's battle plan. Who says that Warhammer is governed only by the cold, hard rules of probability?

This really showed through when my Night Goblin Archers failed their break test against the Reiksguard, despite the Orc Big Boss wearing the *Crown of Command*. This in turn led to the Boar Boyz being ushered off the table when normally I would have expected the Night Goblins to stem the attack and my boar riders to have a good chance of rallying in the next turn.

This also reminds me about positioning your Battle Standard Bearer. In this battle I had placed him over on my right flank,

in retrospect, possibly the worst place for him. If the Night Goblins had been within 12" of the Battle Standard they could have re-rolled their break test, with almost certain success, and I would have given myself at least one extra turn to react to Jake's attack.

The Giant never had a chance. Jake has obviously been severely bludgeoned by them in the past, and he made every effort to kill poor old Brotan Thunderbreath from the start.

Looking through the notes, I was astounded by the magic phases – it seemed that the Empire wizards had a free rein. When my Shaman Lord was not fleeing or suffering from Animosity the winds of magic were paltry 3's and 4's. Once he was out of the picture they soared to 11 at one point! Magic was one of the largest contributors to my downfall. The usual lack of speed of the heavily armoured knights was totally negated by the *Bridge of Shadows* spell, which meant that I never go to charge during the entire battle.

From the promising start made by the Doom Diver right at the beginning of the battle, my artillery rapidly went downhill (and not just due to my guessing). Saying that, they didn't spend all that much time on the table. Usually you can protect artillery from aerial attacks, but magically appearing Wizards is something you can only stop with a good hand of Magic cards or a *Dispel Magic Scroll*, and I had neither at the time.

All in all, it was a totally abysmal performance, with certain circumstances and my bad luck further enhancing Jake's well thought out army and plan. I think I'll stick to the Dwarfs in future...

EMPIRE CONCLUSION

Jake: By Sigmar, that showed the Orcs a thing or two!

My army performed near perfectly and after the initial problems on my left flank, luck was with me and against Gavin. My choice of transportation spells proved to be a useful one, this is one reason why I often take Grey magic.

My knights on the right crushed the enemy as they were intended to do and although they had some nasty moments with the Fanatics they took no other damage. In the case of the Grand Theogonist he was able to break the Boar Boyz without even contacting them as Gavin made what I think was a grave mistake in choosing to flee rather than take his chances receiving the charge.

The centre of my battleline stood still and shot the approaching Orc army to bits exactly as they were supposed to. The Crossbowmen proved to be an excellent investment of points proving not only able to damage the toughest of opponents, like the Giant, but also keeping the attention of the Orcs fixed on the wrong place until it was too late. Gavin failed to respond early enough to my strong attack on the right and by the time he acted he hadn't enough of his army left to stop me.

The left flank was never expected to amount to much and it didn't. The Kislev Winged Lancers were very disappointing, providing only a good laugh for Gavin as they fled. Despite this there were no Orc or Goblin regiments in a position to exploit the gap they left so it wasn't a real problem.

All told, this tactic worked really well. Gavin never knew what hit him as my knights smashed into his line and his army fell to pieces around him. Mind you, next time he'll be prepared and it could all be very different...

CITADEL COLOUR

BRUSHES AND PAINTS



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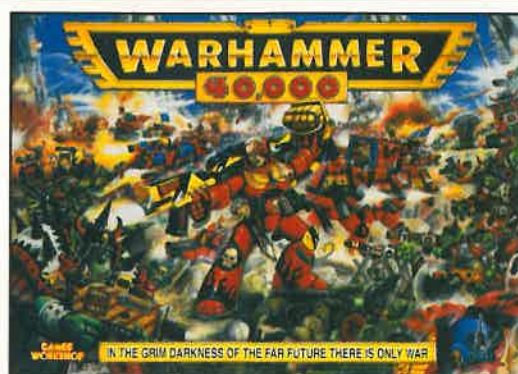
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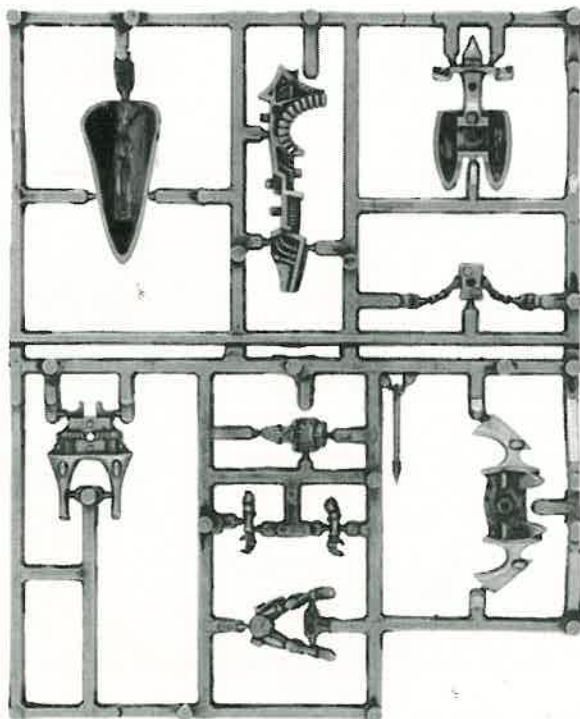
ELDAR JETBIKE



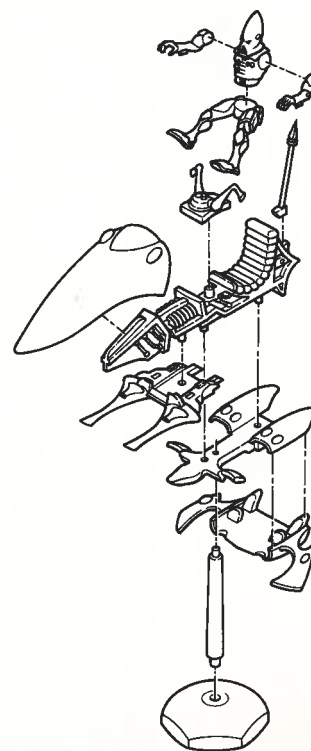
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(SHOWN AT 50%)



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ORKS

STORMBOYZ

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STORMBOY 1
0436/3



STORMBOY 2
0436/4



STORMBOY 3
70809/1



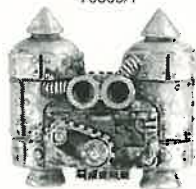
STORMBOY 4
70809/3



STORMBOY 5
70809/2



STORMBOY DRILLBOSS
0436/2



STORMBOY
JUMP PACK
0436/1

A COMPLETE STORMBOY
CONSISTS OF:
1 x STORMBOY
1 x STORMBOY JUMP PACK

EXAMPLES OF COMPLETED ORK STORMBOYZ



BLOODAXE KOMMANDOS



BLOODAXE KOMMANDO 1
70807/2



BLOODAXE KOMMANDO 2
70807/1



BLOODAXE KOMMANDO 4
70807/4



BLOODAXE KOMMANDO 5
70807/5



BLOODAXE KOMMANDO 6
70807/6



BLOODAXE KOMMANDO 3
70807/3

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Designed by Alan Perry

SKAVEN

SKAVEN JEZZAIL



JEZZAIL 1
74469/1



JEZZAIL REST 1
7469/2



JEZZAIL 2
74469/3



JEZZAIL REST 2
7469/4



EXAMPLE OF COMPLETED SKAVEN JEZZAIL TEAM

THE COMPLETED SKAVEN JEZZAIL
TEAM CONSISTS OF:
1 x JEZZAIL
1 x JEZZAIL REST

CLAN SKRYRE POISONED WIND GLOBADIERS



GLOBADIER 1
74458/2



GLOBADIER 2
74458/3



GLOBADIER BACKPACK
74458/4

EXAMPLES OF COMPLETED POISONED WIND GLOBADIERS



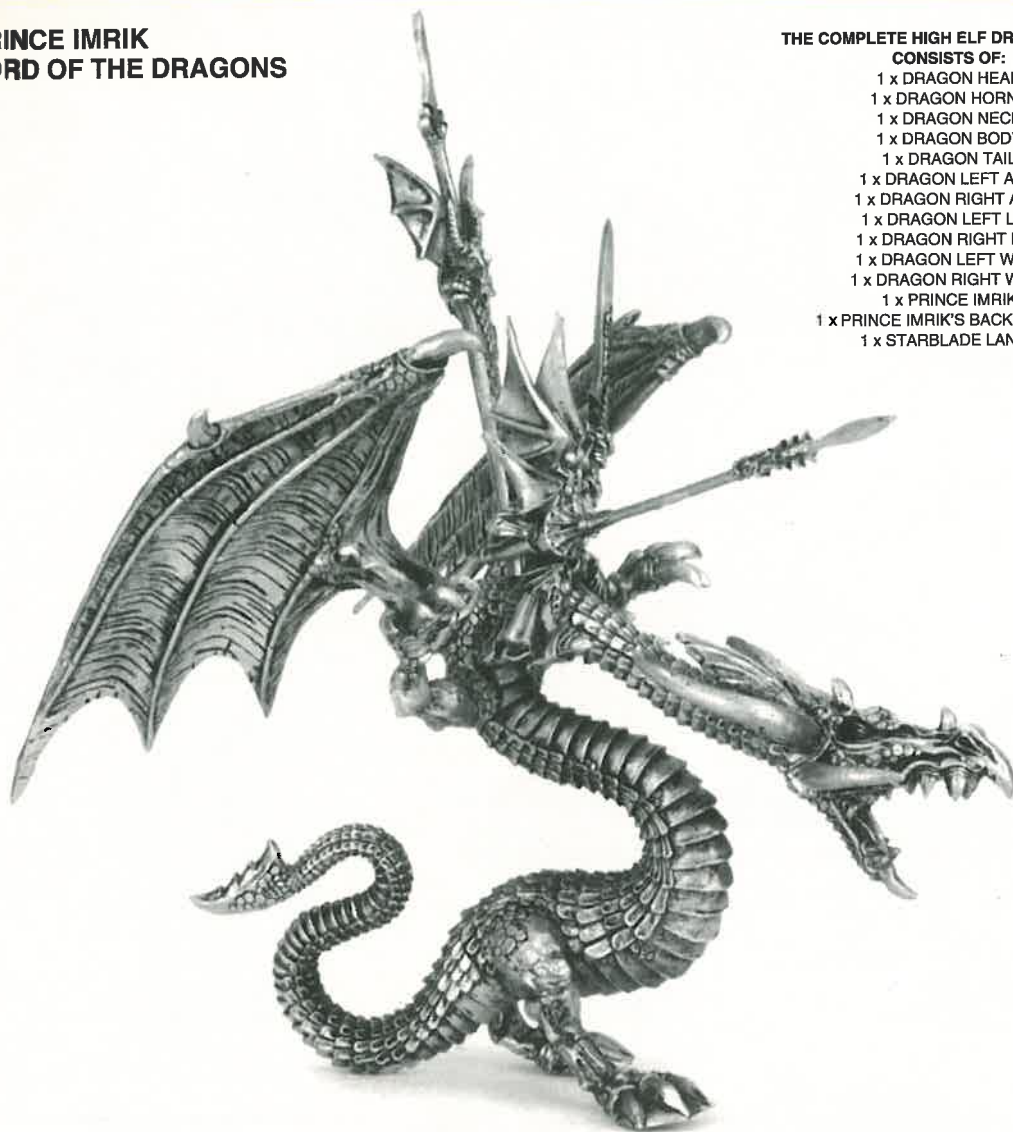
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HIGH ELVES

PRINCE IMRIK LORD OF THE DRAGONS

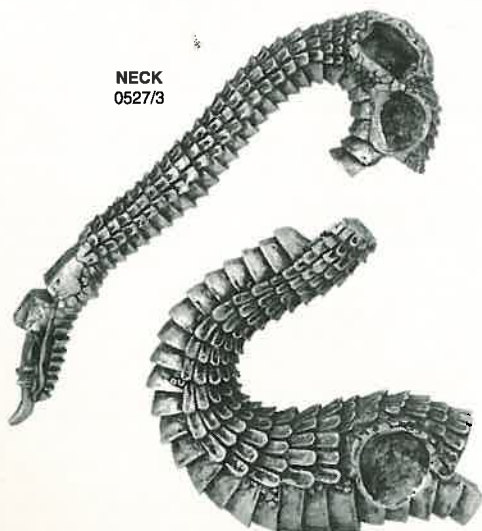


THE COMPLETE HIGH ELF DRAGON RIDER CONSISTS OF:

- 1 x DRAGON HEAD
- 1 x DRAGON HORNS
- 1 x DRAGON NECK
- 1 x DRAGON BODY
- 1 x DRAGON TAIL
- 1 x DRAGON LEFT ARM
- 1 x DRAGON RIGHT ARM
- 1 x DRAGON LEFT LEG
- 1 x DRAGON RIGHT LEG
- 1 x DRAGON LEFT WING
- 1 x DRAGON RIGHT WING
- 1 x PRINCE IMRIK
- 1 x PRINCE IMRIK'S BACK BANNER
- 1 x STARBLADE LANCE

EXAMPLE OF COMPLETED PRINCE IMRIK LORD OF THE DRAGONS

NECK
0527/3



HORNS
0527/2



BODY
0527/4



TAIL
0527/5



HEAD
0527/1



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HIGH ELVES

PRINCE IMRIK LORD OF THE DRAGONS



LEFT LEG
0527/9



RIGHT LEG
0527/8



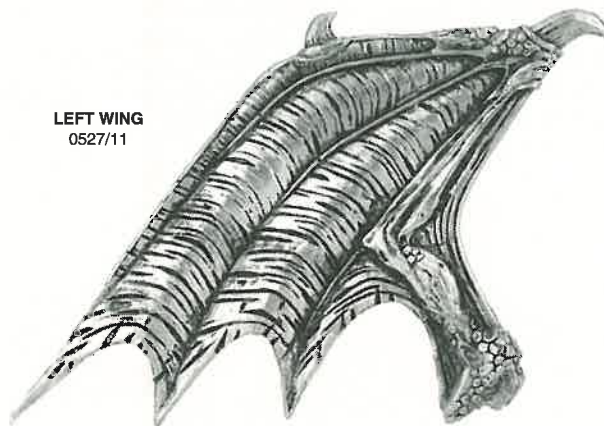
LEFT ARM
0527/7



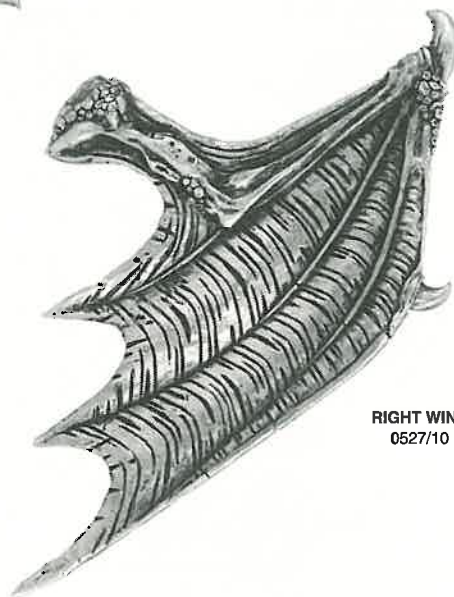
RIGHT ARM
0527/6



PRINCE IMRIK
0527/12



LEFT WING
0527/11



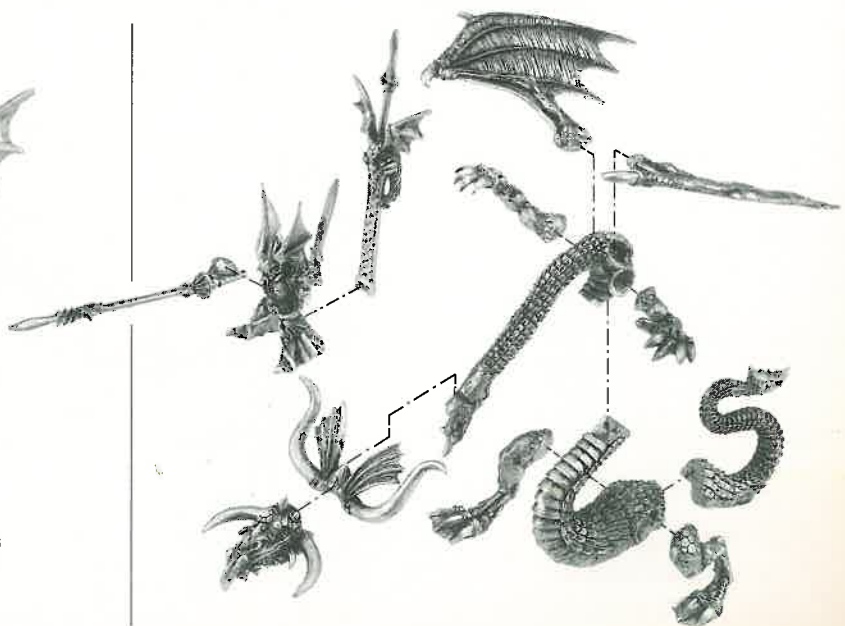
RIGHT WING
0527/10



STARBLADE LANCE
0527/13



PRINCE IMRIK'S
BACK BANNER
0527/14



Designed by Trish Morrison and Jes Goodwin

CHAOS

CHAOS WARRIORS



CHAOS CHAMPION
73005/1



CHAOS DRUMMER
73005/4



CHAOS STANDARD BEARER
73005/2

**THE COMPLETED CHAOS WARRIOR
STANDARD BEARER CONSISTS OF:**
1 x CHAOS STANDARD BEARER BODY
1 x CHAOS STANDARD TOP



CHAOS STANDARD TOP
73005/3



EXAMPLE OF COMPLETED CHAOS STANDARD BEARER



CHAOS WARRIOR 2
73007/3



CHAOS WARRIOR 1
73007/2



CHAOS WARRIOR 3
73007/6

Designed by Aly Morrison

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CHAOS

FLESH HOUNDS OF KHORNE



EXAMPLE OF ASSEMBLED
KHORNE FLESH HOUND 1



EXAMPLE OF ASSEMBLED
KHORNE FLESH HOUND 2



EXAMPLE OF ASSEMBLED
KHORNE FLESH HOUND 3



FLESH HOUND 1 LEFT BODY
73006/10



FLESH HOUND 2 LEFT BODY
73006/1



FLESH HOUND 3 LEFT BODY
73006/6



FLESH HOUND 1 RIGHT BODY
73006/11



FLESH HOUND 2 RIGHT BODY
73006/2



FLESH HOUND 3 RIGHT BODY
73006/7



FLESH HOUND 1 RUFF
73006/14



FLESH HOUND 2 RUFF
73006/5



FLESH HOUND 3 TAIL
73006/9



FLESH HOUND 1 TAIL
73006/13



FLESH HOUND 2 TAIL
73006/4



FLESH HOUND 1 HEAD
73006/12



FLESH HOUND 2 HEAD
73006/3



FLESH HOUND 3 HEAD
73006/8

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EMPIRE

ELECTOR COUNTS



EXAMPLE OF A COMPLETED ELECTOR COUNT



ELECTOR COUNT
OF HOCHLAND
0821/3



ELECTOR COUNT
OF MIDDENHEIM
0821/4



ELECTOR COUNT
OF AVERLAND
0821/2

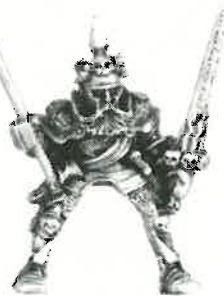


ELECTOR COUNT
OF OSTLAND
0821/1

HEROES OF THE EMPIRE



EXAMPLE OF A COMPLETED HERO OF THE EMPIRE



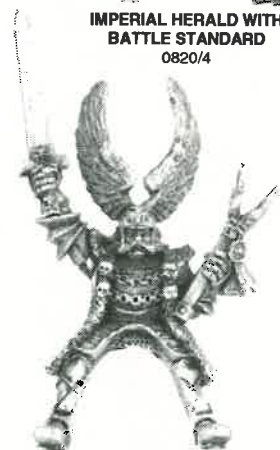
LUDWIG SCHWARZHELM
THE EMPEROR'S CHAMPION
0820/2



IMPERIAL HERALD WITH
BATTLE STANDARD
0820/4



SUPREME PATRIARCH OF THE
COLLEGES OF MAGIC
0820/3



CAPTAIN OF THE
REIKSGUARD KNIGHTS
0820/1

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

Designed by Michael Perry

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EMPIRE

REIKSGUARD KNIGHTS



REIKSGUARD KNIGHT 1
073788/1



REIKSGUARD KNIGHT 2
073788/2



REIKSGUARD
KNIGHT'S LEGS
073788/3

EXAMPLE OF A COMPLETED REIKSGUARD KNIGHT Designed by Michael Perry

KNIGHTS OF THE BLAZING SUN



EXAMPLE OF A COMPLETED KNIGHT OF THE BLAZING SUN



BLAZING SUN KNIGHT 1
073713/1



BLAZING SUN KNIGHT 2
073713/2



KNIGHT OF THE BLAZING SUN
STANDARD BEARER
073713/3



KNIGHT'S LEGS
073764/3



GRAND MASTER OF THE
KNIGHTS OF THE BLAZING SUN
073713/4

THESE MINIATURES ARE SUPPLIED WITH PLASTIC ARMoured HORSES AND THE APPROPRIATE PLASTIC SHIELD AS STANDARD

Designed by Alan Perry

ORCS

BLACK ORC COMMAND



BLACK ORC BOSS
75260/2



BLACK ORC DRUMMER
75260/5



BLACK ORC BANNER BEARER
75260/3



BANNER TOP
75260/4

THE COMPLETE BLACK ORC
BANNER BEARER CONSISTS OF:
1 x BLACK ORC BANNER BEARER
1 x BANNER TOP



BLACK ORC BIG BOSS
75260/1

BLACK ORCS



BLACK ORC WITH AXE 1
75255/4



BLACK ORC WITH AXE 2
75255/5



BLACK ORC WITH AXE 3
75255/6



**BLACK ORC WITH
AXE AND CLEAVER 1**
75255/3



**BLACK ORC WITH
AXE AND CLEAVER 2**
75255/2



**BLACK ORC WITH
AXE AND SWORD**
75255/1

Minatures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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Designed by Alan Perry

EPIC

ELDAR NIGHTWING



NIGHTWING GUN
76435/3



NIGHTWING HULL
76435/1



NIGHTWING TAIL
76435/2



EXAMPLE OF COMPLETED
ELDAR NIGHTWING

THE COMPLETED ELDAR
NIGHTWING CONSISTS OF:
1 x NIGHTWING GUN
1 x NIGHTWING HULL
1 x NIGHTWING TAIL

ORK DOOMDIVER MAGNA KANNON



DOOMDIVER CHASSIS
76200/1



MAGNA KANNON
76200/2



EXAMPLE OF COMPLETED ORK
DOOMDIVER MAGNA KANNON

THE COMPLETED ORK DOOMDIVER
MAGNA KANNON CONSISTS OF:
1 x DOOMDIVER CHASSIS
1 x MAGNA KANNON

IMPERIAL HYDRA



HYDRA CHASSIS
76091/15



HYDRA LEFT GUNS
76005/2



HYDRA RIGHT GUNS
76005/1



EXAMPLE OF COMPLETED
IMPERIAL HYDRA

THE COMPLETED IMPERIAL
HYDRA CONSISTS OF:
1 x HYDRA CHASSIS
1 x HYDRA LEFT GUNS
1 x HYDRA RIGHT GUNS

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CITADEL
MINIATURES

Designed by Dave Andrews

BLOOD BOWL

STAR PLAYERS



FUNGUS THE LOON
73506/1



NOBBLA BLACKWART
73501/1



SCRAPPA SOREHEAD
73502/1



BOMBER DRIBBLESNOT
73507/1



VARAG GHOUL-CHEWER
73509/1



THE MIGHTY ZUG
73505/1



GRIFF OBERWALD
73503/1



GRIM IRONJAW
73512/1



PRINCE MORANIAN
73511/1



**COUNT LUTHOR VON
DRAKENSTEIN**
73514/1



HORKON HEARTRIPPER
73515/1

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Designed by Gary Morley

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Opening Times:

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Saturday	9.30 - 4.00
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A BITTER STRUGGLE BETWEEN THE ORKS AND A FORCE OF ULTRAMARINES