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DWARF**



209

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GAMES WORKSHOP'S MONTHLY HOBBY MAGAZINE

WHITE DWARF

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ARMIES –
HIGH ELVES**

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EPIC® 40,000**

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CHAPTER
MASTERS IN
WARHAMMER®
40,000**

PLUS...

**MAIL ORDER
TROLLS TELL
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YOUR NEW
ARMY FOR
EPIC® 40,000**

**DARK ELF
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BLOOD**

**HOW TO MAKE
MODULAR
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BOARDS**

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A showcase of just some of the dozens of different miniatures available for Empire generals in **Warhammer**, including the new Empire mortar.



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Warwick Kinrade & Gav Thorpe

A tactical breakdown of the fighting forces of the Imperium in **Epic 40,000**, including suggestions on how to bring the different elements of humanity's military might together to create a nigh on unstoppable force!

60 MAGIC AND MISCHIEF

Rick Priestley

Waaagh magic and Orc and Goblin Shamans – what's it all about, eh? Look no further than this article for a full discussion of the magic and mayhem caused by the greenskins in **Warhammer**.

71 MODELLING WORKSHOP

Robin Dews

Robin has created a number of modular terrain pieces for **Epic 40,000**, which fit together to form larger gaming boards in just about any combination you care to place them. He lets us into the secrets of their construction.



78 COILS OF THE SERPENT

Steve Anastasoff & Warwick Kinrade

A **Warhammer** battle report this issue, in which a festering alliance of Clan Pestilens Skaven and the debased followers of the Chaos god Nurgle clash with the Lizardmen.

Lord Skrolk, Plaguelord of Clan Pestilens, has returned to Lustria where he brews a dreadful disease in his secret mountain lair. However, unbeknownst to Skrolk a Lizardman army of considerably greater strength than his own meagre force has his base surrounded.

Deliverance is at hand, in the rather unappealing form of Festasmus the Septile, a grotesque sorcerer of Nurgle. Festasmus enters into an unholy alliance with the Plaguelord and together they summon forth daemons, using Skaven blood to seal the bargain and aid their escape.



Product Code: 60249999209



The logo for White Dwarf magazine, featuring the words "WHITE" and "DWARF" in a stylized, metallic, blue and silver font with a 3D effect. The letters are blocky and have a reflective surface. A small "TM" trademark symbol is visible at the top right of the word "DWARF".

EDITORIAL



Jake Thornton

I don't know where to start this month what with all the great new stuff that's out. Looking around there's (*deep breath*) the first models in a new range of High Elves, their completely revised army book, the balance of the Epic Space Marines and the White Dwarf compilation – *Battles in the Underhive* all coming at once. And that's not all! It's just too much for a body to take.

Still, you have to put a brave face on it, so I've rummaged about and dug out one of the High Elves I'd started converting ages ago. In fact, just before Gary Morley began his awesomely good new models. What with Gary turning his room into a veritable factory for new High Elves, I decided to wait and see what he came up with. Rick and Tuomas also had several different incarnations of the new rules, so I also wanted to see how that went. Well, now they've all finished, and all I can say is "*How many ranks?*" Take a look at Tuomas' article and you'll see what I mean. I think I'll have to get back to that converting...

On other notes, we've yet more shuffling about in the bunker with Ian Pickstock back off to games development and a new chap coming in to make up the numbers. David comes to us from our Manchester store, so a few of you will know him from there.

At the end of last month's Editorial I proudly proclaimed that I had a plan and would vanquish that dastardly Paul Sawyer once and for all. Well the legendary Journal Editor has failed to show three times since then, and I'm beginning to suspect his bravery. But no, surely his Orks are spoiling for a fight. Well, that's what you'd have thought. Maybe he got wise to my cunning plan...



David Owen-Meller

Finally, I have to mention this month's *David Owen-Meller* back cover which shows off some brilliant conversions by Mike McVey of an Arbites squad and their paddy wagon. This is a one-off conversion which Mike originally made for a diorama that never got finished. However, we liked the models so much we pinched them for a photo. Sadly, these aren't models which will ever be released as they're all conversions, but they are

really inspirational. Just imagine what a really cool addition to your Imperial army a little squad of these guys would make, especially if your regular opponent fights with something like a Genestealer Cult army, or a Chaos Cult force. Maybe we'll just have to get Mike to tell us how he made them. I'll see what I can do.



*Look no putty! One of my
simple High Elf
Spearman conversions*

Take

THE PLAGUE GOD HAS THE LAST LAUGH (and so does Steve)



Steve Anastasoff

New recruit to the White Dwarf team Warwick Kinrade has a bad cold. Oh well, that's his problem. Nurgle has been known to visit us all here at White Dwarf (usually when it's just about, but not quite at the end of our deadline) and we simply have to soldier on.

True to form, we kept poor old Warwick shackled to his desk until he'd completed work on this month's battle report, although we all had to steer well clear of his virulent *Stream of Corruption*.

Amusingly enough, it was actually Steve's cold in the first place, so although he lost the battle he was more than happy in the end. Ah yes, revenge is sweet!



*Warwick –
Servant of Nurgle*



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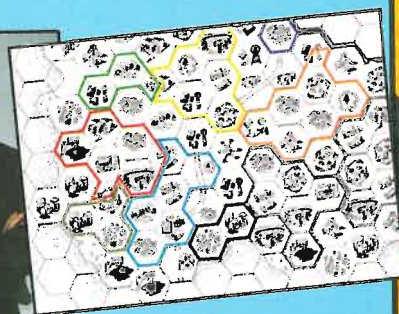
NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS NEWS

"Most of the material in this book takes the form of ideas and suggestions for ways of diversifying the Necromunda game. Much of it has been contributed by enthusiastic players sending their own articles into the Citadel Journal and I would like to give special thanks to them for their contribution. I'm pleased to say that Necromunda has encouraged you, its players, to create your own scenarios, rules and stories more than almost any other game I've worked on. For some reason people seem to really enjoy the concept of running a hardened gang of scum-sucking psychopaths and fighting desperate battles with other lowlife. Funny that..."



LOCAL WAR...

THIS MONTH'S RELEASE



Top row from left to right: Nick Davis, Matt Parkes, Mark Leake, Martin Footitt, Richard Potter, Jakob Nielsen, Alessio Cavatore. **Bottom row from left to right:** Owen Crisp, Master of the Underhive Jonas Ekestam, Luca Bernabei, David Costa.



WD4

We've gone vehicle crazy with the Space Marines this issue! There's the blistering anti-tank capabilities of the Land Raider Command tanks, the firepower of the Predators and Razorbacks, all perfectly complemented by the excellent stalking abilities of the Attack Bikes and Land Speeders.

Of course, you'll need something to take the heat when combat gets up close and personal, for which you could definitely do worse than choose those hulking metal tombs of heroes, the Dreadnoughts. These ancient fighting machines are not only great at close combat, but can also add a weight of fire support to your detachments.

All in all, together with the sprues from the box, you've got just the elements you need to create a selection of versatile and highly effective Space Marine detachments.

Jake

Space Marine Razorback Tanks.....	\$15.95
(Three tanks per blister)	
Space Marine Dreadnoughts	\$15.95
(Four models per blister)	
Space Marine Predator Battle Tanks.....	\$15.95
(Three tanks per blister)	
Space Marine Land Speeders	\$15.95
(Four models per blister)	
Space Marine Attack Bikes.....	\$15.95
(Four models per blister)	
Space Marine Land Raider Command Tanks..	\$15.95
(Two tanks per blister)	



EPIC 40,000 COMPETITION WINNER

As you can see from the picture below, Steve received absolutely sack loads of Valentine's cards this year... well, actually it's all the entries from last month's Epic 40,000 competition! We had more entries for this than any of our other previous competitions. And the winner is...



Andrew Provan from Fife, in Scotland. Congratulations! All the models to make up the 1500 point Epic 40,000 Space Marine army shown above will shortly be turning up on Andrew's doorstep. Keep a look out for more brilliant competitions in future issues of White Dwarf.

The Warhammer logo, featuring the word "WARHAMMER" in a stylized, metallic, yellow-gold font with a red and black background.

THIS MONTH'S RELEASES

- | | |
|--|----------------|
| Warhammer Armies High Elves | \$34.95 |
| (Army book) | |
| High Elf Ellyrian Reavers | \$39.95 |
| (Four mounted figures per box) | |
| High Elf Archers | \$15.95 |
| (Three figures per blister) | |
| Night Goblin Shaman | \$14.95 |
| (One figure per blister) | |
| Empire Mortar | \$29.95 |
| (One metal war machine kit & crew figures) | |
| Dark Elf Cauldron of Blood | \$69.95 |
| (One metal war machine kit & crew figures) | |
| Lizardmen Shields | \$4.50 |
| (Six sprues of assorted plastic shields per blister) | |
| Warhammer Large Monster Bases | \$3.95 |
| (Five 50mm square bases per blister) | |
| Warhammer Small Bases | \$3.95 |
| (Twenty parallel slotted 20mm bases per blister) | |

MAIL ORDER MAY OLD
METAL MADNESS!

During the last week of May, Mail Order has gone completely mad with its old metal miniatures. You can buy any three old metal box sets and get the cheapest one free! You can also buy any three blister packs and get the cheapest one free!

For details on how to take advantage of these great deals and more, check out the ad in this White Dwarf or give the Mail Order Trolls a call on (02) 9829 6111

ACCESSORIES TO THE CRIME

Just a quick word for those of you who are afflicted with the misery of misplaced or broken miniature bases. Despair no longer, for you can once more get these valuable items from your local Games Workshop store. Also available from this month are extra shields to hide your Lizardmen behind.

MEAN & GREEN

A brand new Night Goblin Shaman is coming to join the Waaagh! somewhere near you. This totally spiffing miniature was sculpted by our resident Orc expert, Brian Nelson. If you have a copy of *Idol of Gork*, and which self respecting Warhammer player wouldn't, you'll be able to use this model as Odgit the Goblin Shaman. Look out for an article about Waaagh! magic in this issue.

FOR THE GLORY OF ULTHUAN

High Elf generals will have good cause to celebrate this month too. A new, and much improved *Warhammer Armies High Elves* hits the shops in May, and to compliment the release we are also bringing out new archer miniatures along with the renowned Elyrian Reavers.



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RECONSTITUTED IN BLOOD

We've finally managed to prise the fabled Cauldron of Blood away from the fittings at its bleak tower in Naggaroth. Despite the wailing and lamenting of the rapidly ageing Hag Queens, (which was most terrible to behold, I can tell you), we can bring this infamous war machine to our stores. This is news to cheer the coldest of Dark Elf player's hearts, we're sure.

BLAMMO!

It's by no means a new concept, but in keeping with the times it has never looked so stylish. Stop waffling and get to the point, you say? Well, okay. The new Empire Mortar model is just great and I'm going to rush out immediately and buy it! Not only is it a stirring sight on the battlefield, but it also blows seven shades of Snakebite Leather out of the opposition! Look out for more about the mighty Empire army later in this issue.

Mark



GRAND OPENING MADNESS

As our Retail Crusade advances we continue to open new stores across Australia.

Pictured above are some of the keen gamers who attended the Grand Opening of our Melbourne store. Everyone should check out the photo page in this White Dwarf.

Our Grand Opening in Adelaide was a huge success with massive crowds filling the Citi Centre Arcade.

If you missed out on these events, make sure you're at the Grand Opening of our Ringwood store. See the ad in this White Dwarf for details.

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what you're missing!



WARHAMMER

THE MIGHT OF THE HIGH ELVES

I have been collecting and playing with the High Elves for longer than I can remember, so when I got the chance to get involved in the writing of the new High Elf book I truly jumped at it! In my mind there is no other army that can match the High Elves for their depth of background, and the beauty of the model range is beyond compare. On the battlefield the armies of Ulthuan combine grace and striking power, giving a Warhammer general a good mixture of manoeuvrability, quality melee troops and deadly archers.

An individual High Elf warrior is fast, highly skilled, well motivated and well equipped. This means that collecting a High Elf army is quick: the high points cost of the models means that you don't have to acquire and paint hundreds before you have a reasonable sized force. This makes the High Elves an ideal army as much for the beginner as for the experienced gamer. The new

book covers all the High Elf troop types, special rules and characters. It gives you a painting guide for the High Elves, example armies, a hobby guide for collecting a High Elf army and photos of a host of new miniatures!

And what miniatures they are! The Ellyrian Reavers and Archers that you can see on the following pages are but a taster: new Silver Helms, White Lions, and many, many others will soon be marching to bolster your armies on the battlefield. In creating these miniatures Gary Morley, armed only with his sculpting tools, has performed deeds that rival the achievements of the Phoenix Kings of old!

The book is also filled with splendid new artwork that captures the nobility and the mystic splendour of the High Elves. Many of the new pieces decorate the screens around my desk. They were simply so good that I had to have copies for



By Tuomas Pirinen

With the release of the new Warhammer Armies – High Elves book, Tuomas takes an affectionate look at his favourite army...





Above: High Elf Hero and Mage.

myself! Des Hanley especially deserves a mention: his full-page artwork rivals the very best I have seen.

For me, the creation of the new High Elf book has been one long journey of enjoyment. I had a chance to work with my favourite race in the Warhammer World, and add my own ideas to those of my favourite writers. I could see the models and artwork as they were produced, and hear the encouragement of the eager High Elf generals!

And when I had finally written the last word, played the last game, described the last High Elf rune, when the last piece of artwork was finished, I thought "It is done. Now the sons of Ulthuan are ready for war!"

So come with me, travel to the mystic land of Ulthuan, and hear the tales of the bravery and might of the High Elves...

THE NOBLE RACE

The High Elves are an ancient and noble race. When most of the Warhammer World was struggling with the concept of writing, the Elves had already built great cities and studied the deep lore of arcane sorcery. Be it poetry, writing, music or warfare, the High Elves have few equals.

The High Elves are mighty and determined warriors. When the ancestors of humans still fought each other with clubs and wicker shields, the High Elves had mastered the fiery steeds of Ellyrion and their mailed knights practiced with

lances and longswords. In war the High Elf army is formed around a core of infantry and cavalry, supported by the deadly repeater bolt throwers and mighty Tiranoc chariots.

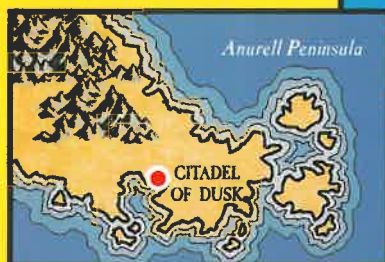
ELVEN WARRIORS

Regiments of spearmen and archers are made up of the citizen soldiery of Ulthuan. Though he may be a craftsman, tradesman or artist in peace time, every Elf becomes a resolute and deadly fighter in time of war.

Over a thousand years ago the Phoenix King Morvael introduced a levy system whereby all Elves received training so that they could be called upon to fight at any time. These levies were organised into bands based within their cities, towns and villages. Morvael accurately predicted the need for a well organised but flexible army to defend Ulthuan in the troubled times that lay ahead. His system has stood the test of time and remains the cornerstone of Elven armies to this very day.

Although the full body of citizen warriors can be mobilised in emergencies, in normal circumstances only a proportion of the population of each settlement serves under arms at any one time. The retinues of the Elven nobility also contribute towards the levy, providing cavalry to support the warriors on foot. These variously sized and disparate units are formed into larger regiments as needed. Many warriors are sent north to guard the passes and the isles, whilst others remain to guard the cities further south. Both spearmen and archers are traditionally garbed in white, often with a coloured border design that proclaims their realm or city of origin. White is the colour of purity and of death, and their robes symbolise their determination to fight to the end if necessary. Elf warriors are generally very well equipped. Spearmen have hauberks of

The Citadel of Dusk guards the western trade route to Cathay. It is a mighty naval base, guarded by a strong garrison of High Elf warriors. The mountains to the north are almost impenetrable, separating the citadel from the continent of Lustria. The citadel overlooks a peninsula named after the great High Elf explorer Anurell.



ULTHUAN AND THE HIGH ELF COLONIES



The Fortress of Dawn is built on the great Island of the Sun, dotted with Elf towns and shipyards. The fortress guards the eastern route to Cathay, and no ship passes it without the leave of its commander.



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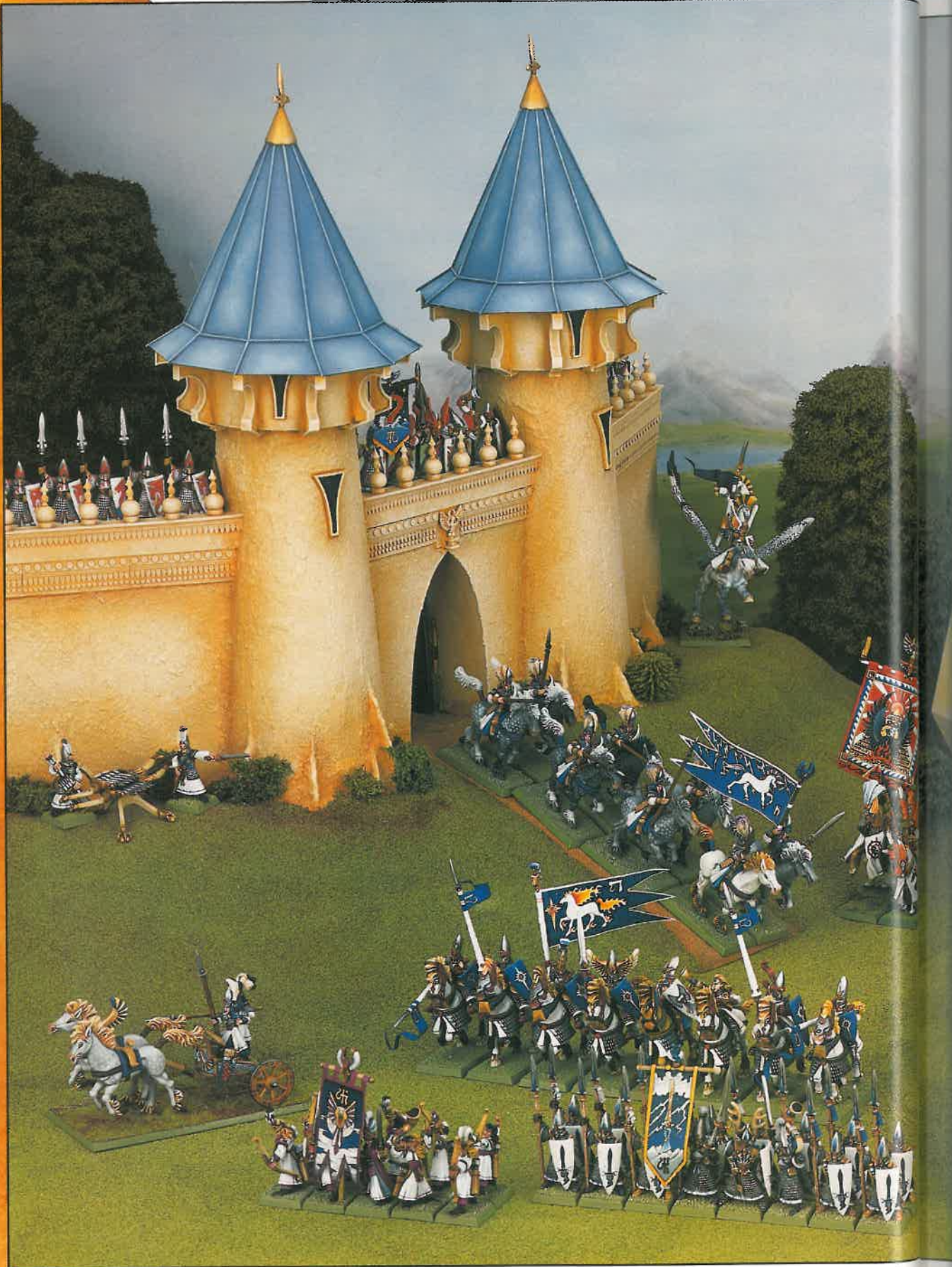
scale armour, distinctive tall helms, and seven foot spears. Archers carry powerful bows constructed of alternating layers of wood which endow them with great power and range.

HIGH ELF CITIZEN LEVY

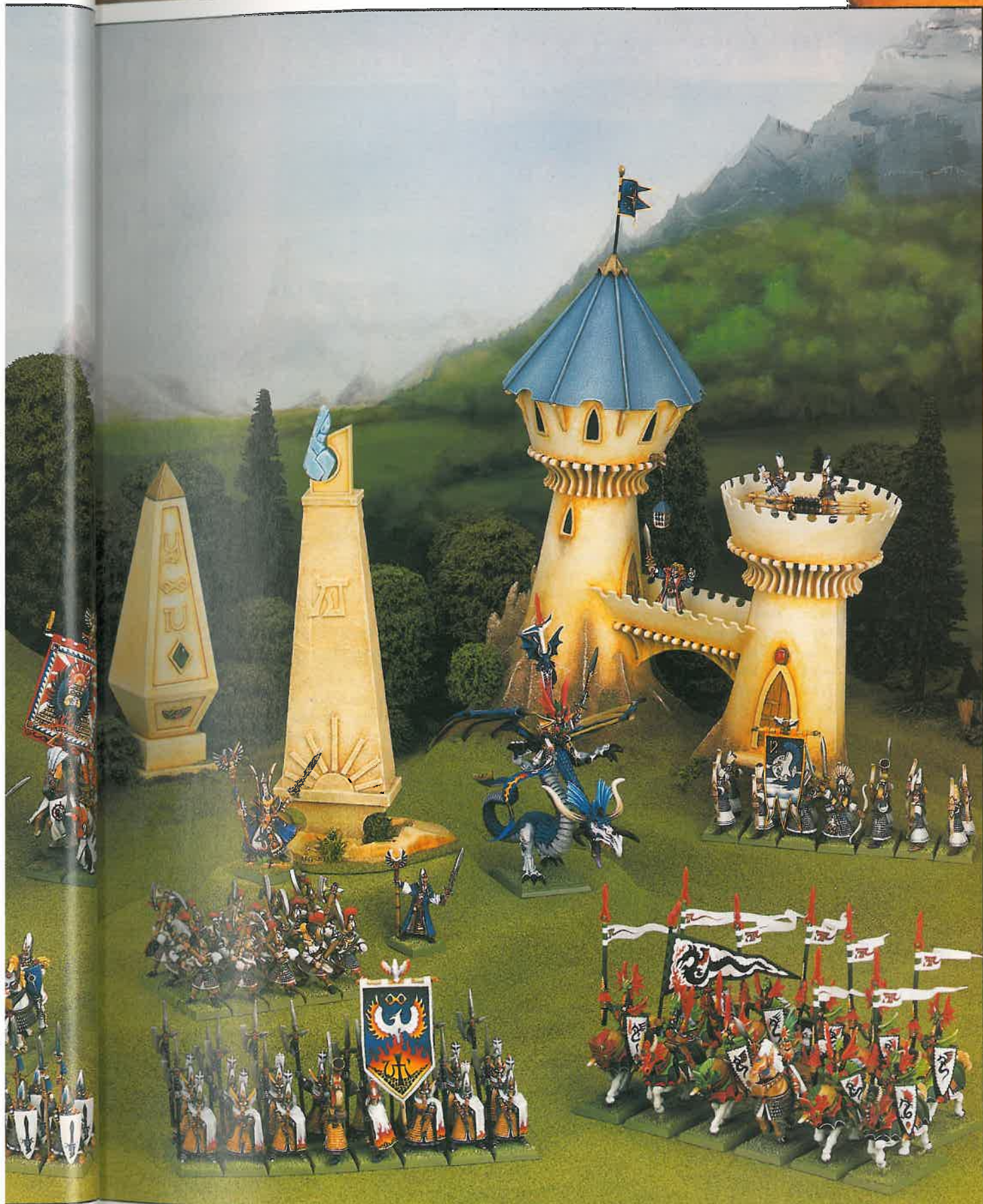
Since the time of the Phoenix King Morvail, all ordinary citizens of Ulthuan have learned how to fight with either spear or bow. So, when it comes to battle the High Elf citizen army has a considerable advantage over the other races. Not only are High Elves naturally self-controlled, but

years of preparation and constant combat readiness have attuned their skills to the perfect fighting formation. Indeed, High Elves react in battle with such speed and agility that they appear to move at their leader's will, fighting with a single mind where other races become indecisive and founder.

To represent the tightly honed combat formations of the High Elves, any High Elf infantry units armed with spears and/or bows are allowed a unique advantage. These units can fight with an extra rank.



This splendid High Elf army contains just a few of the great new models that Gary Morley has designed.



as designed.

Next issue we'll be looking at them in much more detail, so see you then!

HIGH ELF ELLYRIAN REAVERS



Cavalry has been the traditional strength of the High Elf Army, and few regiments have won such renown as the Ellyrian Reavers. They have a long and honourable history in the service of the Phoenix Kings. In the time of Caledor, the Phoenix King called for brave young horsemen to ride the troubled land, for in those days all Ulthuan was in turmoil and the armies of Malekith, the Witch King roamed freely, destroying and slaying at will. Many answered his call, but the greatest in number by far came from Ellyrion, a land renowned for its fine horses and skilled riders. During the long and bitter war that ended in the Sundering these

riders served Caledor well, travelling quickly and secretly across the land, taking messages and soliciting support from amongst the Elven lands, shadowing the enemy's forces, ambushing patrols, and intercepting raiders.

These brave horsemen learned to live deep inside enemy territory, finding their sustenance from the wilds and taking what things they needed from their foe. Like an army of shadows they would strike hard and fast before vanishing once more into the wilderness. Soon the evil armies of Malekith became afraid of leaving their fortified encampments except in large numbers. When not fighting the Ellyrian horsemen would spread the word of Caledor's struggle, fostering rebellion and helping loyal Elves to escape the clutches of Malekith.

Because they operated without support of any kind, living like bandits in the caves and forests, these horsemen became known as Ellyrian Reavers. Stories of their deeds spread amongst Caledor's armies, lending hope to their cause during the dark days of struggle when all seemed lost. After the war was over and the evil kindred driven from Ulthuan, Caledor recognised the part played by the Ellyrian Reavers and heaped the greatest praise and upon these esteemed warriors from the wilderness.

Though the immediate threat to Ulthuan was over, Caledor realised that there would always be a need to patrol its shores, to track enemy raiders and hunt them down or spread news of their approach. He instituted the creation of Reaver bands formed of young Ellyrian nobles, who would live in the wilds for months or even years at a time, watching the coasts for any sign of enemy attack. To this day these Reavers still form Ulthuan's first line of defence and a deadly part of the Phoenix King's armies.



HIGH ELF SPEARMEN

A High Elf infantry unit armed with spears is allowed to fight with one extra rank compared to normal troops. The front ranker kneels, placing his trust in the second ranker to lean over and protect him, whilst the third ranker closes up and arcs his spear over his companions.

So, when stationary, a High Elf spear unit can fight in three ranks rather than two, and when they move the High Elves fight in two ranks rather than one.

This extra rank is only applied to spear-armed units of infantry, and only when fighting in a normal formation of ranks and files. Skirmishers cannot benefit from this ability, nor can spear-armed charioteers or cavalry.

ELVEN SPEARMEN 12 points per model

A High Elf army can include any number of Elven Spearman units.

Profile	M	WS	BS	S	T	W	I	A	Ld
Spearman	5	4	4	3	3	1	6	1	8

Equipment: Spearman wear light armour and carry a shield and spear.

Save: 5+.

Options: Any High Elf Spearman regiments may replace their light armour with heavy armour at a cost of +1 point per model.

One Elven Spearman regiment can have a magic standard. This may be chosen from the appropriate cards in Warhammer Magic and its cost is indicated on the card itself.

SPECIAL RULES

Citizen Levy: Spear-armed High Elves can fight with one extra rank compared to other races – two ranks when they move and three ranks when they stand.



ELLYRIAN REAVERS 25 points per model

A High Elf army can contain any number of units of Ellyrian Reavers mounted on Elven Steeds.

Profile	M	WS	BS	S	T	W	I	A	Ld
Reaver	5	4	4	3	3	1	6	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

Equipment: Light armour and sword.

Save: 5+.

Options: Any units can be equipped with shields at an additional cost of +2 points per model. Any unit can be equipped with bows at an additional cost of +4 points per model, and/or spears at an additional cost of +2 points per model.

SPECIAL RULES

Skirmish

Ellyrian Reavers are masters of mounted hit-and-run warfare, and can skirmish as described on page 95 of the Warhammer rulebook.

Deployment

Ellyrian Reavers pounce suddenly and unexpectedly upon their enemy, often taking advantage of rocky or wooded territory to mask their approach. To represent this they are allowed to make a free march move after both sides have deployed. Note that they cannot use this free move to charge, and may not shoot as they are judged to have marched no matter how far they actually move.

Expert Riders

Ellyrians are virtually born in the saddle and their amazing feats of horsemanship are legendary.

Consequently, when shooting their bows from horseback they do not suffer the usual -1 to hit penalty for shooting whilst moving. Note that this doesn't entitle the Reavers to shoot whilst charging, marching, and so on, but merely removes the usual penalty where it would otherwise apply.

Fire & Flee

Ellyrian Reavers are allowed to choose "fire & flee" as a charge reaction. This allows them to shoot at an enemy who is charging them before fleeing away. This option can only be used if the enemy charge from more than half their own charge move away (as is normal for a "stand & shoot" reaction).

If the Reavers' fire stops the charge, either by killing the entire unit or forcing a Panic test and causing them to flee, then the Reavers remain in place as if they had stood against the charge.

Otherwise, the Reavers must flee from the chargers once they have shot. They flee in the same way as if they had declared a "flee" response, except that they roll one less dice than usual to take into account the time spent shooting. Where they would normally flee 3D6" they now flee only 2D6".

FOR HIGH ELF VETERANS

The new High Elf book must be one of the most eagerly awaited army books ever! I still haven't cleared my desk from all the letters you lot sent in, and I'd like to thank all of you who wrote in for the feedback, support, and ideas. I can promise you, the new High Elf book delivers all you could ask for! Just to give you a few more teasers: the rules for the Tiranoc Chariots (yes, there will be an option for additional crew and steeds), White Lions of Chrace, Swordmasters of Hoeth and many others have been completely revised. Also covered are the rules for Ithilmar, the lustrous metal that is used to forge the armour and weapons of the High Elves.

The new special characters include Belannaer the Loremaster of Hoeth, Korhil the Captain of the White Lions, and Everqueen Alarielle herself, and yes, she can be accompanied by her famed Maiden Guard...

HIGH ELF ARCHERS



Their superlative archery skill means that High Elf infantry armed with bows or longbows can shoot with two ranks of troops, even on level ground when the second rank is normally unable to see past the troops in front of them. The front rank kneels to shoot, allowing individuals immediately behind them to shoot as well.

Dave Perry painted the High Elf Archers that you can see here. White can be a particularly difficult colour to paint well. The main trick is to avoid making it too grey, so make sure you don't shade it too deeply. Highlights can be applied quite roughly – you don't need to worry as much about blending as you would with most other colours.



ELVEN ARCHERS 10 points per model

A High Elf army can include any number of units of Elven Archers.

Profile	M	WS	BS	S	T	W	I	A	Ld
Archer	5	4	4	3	3	1	6	1	8

Equipment: Archers carry a bow and sword or similar hand weapon.

Save: None.

Options: Any Elven Archer regiment may wear light armour at a cost of +2 points per model.

Any Elven Archer regiment may substitute their bows for longbows at an additional cost of +1 point per model.

SPECIAL RULES

Citizen Levy: Bow-armed High Elves can shoot in two ranks, the second rank firing over the rank in front.

GAMES WORKSHOP

THE PROPHECY OF SOTEK

The Skaven hordes have erupted from the lush jungles of Lustria. Having marshalled their forces, the Lizardmen are meeting the rat spawn head on in a bloody conflict. The cries of the dying and the ring of steel on obsidian fills the once tranquil home of the ferocious Lizardmen.

Will you join the ranks of the mighty reptiles or follow the foul Skaven as they spread death and disease through Lustria?



AT THE TIME OF THE THREE HUNDREDTH CYCLE OF THIS WORLD, THE TWO MOONS SHALL UNITE AND SUMMON FORTH THE RODENT GOD AND HIS EVIL SPAWN TO DELIVER PLAGUE AND PESTILENCE UPON THE LAND NAMED LUSTRIA.

Extract from the Prophecy of Sotek.



ROADSHOW DATES

GAMES WORKSHOP
MIRANDA
SUNDAY 4TH MAY

GAMES WORKSHOP
CHATSWOOD
SUNDAY 18TH MAY

GAMES WORKSHOP
CASTLE HILL
SUNDAY 11TH MAY

GAMES WORKSHOP
SYDNEY
SUNDAY 25TH MAY

**THE PROPHECY OF SOTEK
ROADSHOW IS COMING TO A
GAMES WORKSHOP
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**EVERYTHING IS PROVIDED
JUST TURN UP AND HAVE FUN!
SPEAK TO THE STORE STAFF
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**By
Ian Pickstock**

This month Ian experiments with his Space Marine forces by creating his own Chapter Masters and utilising the tactical flexibility of five man squads. (Oh and don't forget the Terminators!)



SPACE MARINE HEROES

ADEPTUS ASTARTES

The Space Marines are, in my opinion, one of the coolest things about Warhammer 40,000. They are great super-human warriors, each one worth ten or even twenty normal soldiers. Each Space Marine undergoes years of training and indoctrination in the arts of warfare and the worship of his Primarch. This is combined with arcane genetic engineering and psycho-conditioning to create the ultimate fighter. A Space Marine can withstand wounds that would kill a normal man, he can stay on his feet fighting for days on end, he can breathe toxic atmospheres and absorb deadly poisons. The list goes on, but suffice to say that Space Marines are the vanguard of the Imperium and often they are all that stands between mankind and the abyss of alien domination and the corruption of Chaos. In short, they are the ultimate good guys!

LOTS OF GAMES

Just recently, the Games Development team of Gav Thorpe, Andy Kettlewell, Andy Chambers and myself have been

playing lots of games with Space Marines. From big campaigns and scenarios to normal games using mission cards, we've played them all. The games varied greatly in size from big clashes to small games with only a squad on each side.

During this period we came to the conclusion that the army lists for the Space Marines were a little inflexible. The problem is that Space Marines cost lots of points each and only come in ten man squads. This makes picking a Space Marine army a bit like trying to solve one of those puzzles on the Krypton Factor (you know where you have half a dozen funny shaped blocks that have to go together to make a square, or a big K).

Well, we had some discussion about a few of the 'house' rules, that we had come up with to overcome these problems. Eventually, after much debate, we decided that there was enough stuff knocking around to make an interesting article about Space Marines, so that you could try out some of these things for yourself.

FORCE LEADER

In the smaller of the games we played, we found that having a Captain leading a single squad of Space Marines not only used up a lot of points, but it was also very out of character. Why was the company Captain devoting all his time to a small part of his force?

Every company of Space Marines also has Chaplains, Librarians, a Company Standard Bearer, not to mention several seasoned Veterans who are all well capable of leading a sizeable force of Space Marines. Rather than rewriting and using up lots of space printing the entire characters section of the Space Marine army list, we can just say that any Space Marine character in your army may lead your Space Marines. Of course, whoever you choose to lead your army will gain the benefits of being the army commander, so any units that are within 12" of him may use his Leadership value when they take Leadership tests. Obviously, if you've got a Space Marine Captain and a Veteran Sergeant in your force, then the Veteran is going to defer to his superior.



THE CHAPTER MASTER

As well as allowing you to choose to have your force led by other characters from the Space Marine command, I thought it would be fun, for bigger games, to include the Chapter Master himself. The Space Marine Codex books have detailed the current Chapter Masters for the Dark Angels, Ultramarines, Blood Angels and Space Wolves, and I know several people have written to us or phoned the Roolz Boyz asking if it's okay to use these characters as the leaders for Chapters that they have invented themselves. I can understand why people want to do this. Commander Dante is a great character, and why shouldn't you choose to include him in your army

just because you decided to paint your Space Marines in the colours of the Flesh Tearers instead of the Blood Angels? However, Commander Dante is the leader of the Blood Angels, so if you decided to invent your own Chapter or paint one of the alternative colour schemes shown in one of the Space Marine Codex books then you should really have a go at creating your own character.

I have included a simple guide to creating your own Chapter Master below. This is basically a Space Marine mighty hero, but you can also pay extra points for a special profile upgrade. Note that you can only apply these to your own Chapter Masters – you shouldn't go giving them to existing special characters. Marneus Calgar is quite hard enough as he is!



1 CHAPTER MASTER

96 points

The Chapter Master is the leader of an entire chapter of Space Marines, one thousand of the finest fighting warriors mankind has ever created.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chapter Master	4	7	7	5	5	3	7	3	10

WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save).

WARGEAR A Chapter Master may have up to four Wargear cards.

The Chapter Master may be given additional equipment from the armour, assault weapons, special weapons and grenades section of the Wargear list in any of the Space Marine Codex books.

STRATEGY The Chapter Master has a strategy rating of 5.

SPECIAL

The Chapter Master will always be the army commander. Any Space Marine units from the same Chapter within 12" of him may use his Leadership value when they take leadership tests.



A Chapter Master will have served the Emperor as a Space Marine for many centuries. In this time he will have developed his own combat specialties. Some Chapter Masters are tactical geniuses, while others excel at hand-to-hand fighting, or develop awesome levels of stamina, able to continue fighting despite grievous wounds. To reflect this you may

upgrade your Chapter Master by choosing **one** of the following characteristic boosts. You should choose abilities that suit the background and fighting style of your Space Marine chapter.

WEAPON MASTER: The Chapter Master is trained in the use of all weapons. He not only knows how to use and maintain them, but also how to get the maximum potential from them.

+1 to both WS and BS 10 points

BATTLE HARDENED: The Chapter Master has endured many injuries in his lifetime and is able to shrug off wounds that would bring down other Space Marines.

+1 Toughness 30 points

MARTIAL PROWESS: The Chapter Master excels at hand-to-hand fighting, he has mastered many forms of close combat and has honed his body to wield a variety of hand-to-hand weapons with devastating results.

+1 to both Attacks and Strength 20 points

RESILIENT: The ability of the Chapter Master to stay on his feet despite the most grievous injuries is second to none. On many occasions the Chapter Master has been seen with armour plates blasted open, smashed limbs and scorched flesh and yet he has still led his Space Marines to victory.

+1 Wound 20 points

STRATEGIST: The Chapter Master's field of expertise lies in the planning and preparation of the upcoming battle. His enemies are left bewildered by his bold strokes of tactical genius as he leads his Space Marines to crushing victory after crushing victory.

+1 Strategy Rating 20 points

SWIFT: The Chapter Master is possessed of almost unnatural reflexes and can move across the battlefield with alarming speed. Such bursts of movement are only possible when wearing power armour, and even that will most likely have been specially modified by the Chapter's best Techmarines. If the Chapter Master is wearing Terminator armour then he will be restricted by its size and bulk and will be unable to use his special abilities.

+1 to both Movement and Initiative 10 points

COMBAT SQUADS

When you play a small game, you are usually left with the simple choice of buying either a Tactical squad, an Assault squad, or a Devastator squad. Not only does this mean you only get to use one of the Space Marine troop types, it does somewhat restrict your tactical options and makes for fairly predictable games. Even with a larger army, you can find yourself picking a force and having 200 or 250 points left over. It can then be very annoying not being able to buy any infantry

(except Scouts) as all Space Marine squads cost at least 300 points.

To solve this I suggest buying Space Marines as five man combat squads rather than complete ten man squads. This measure allows you to include a larger variety of squad types in your army regardless of the size of your force.

This is far easier than you might think, and I've included a rough army list entry below to give you some guidance and get you going. I've also included the sample 500 point Force Belisarius Blood Angels Patrol as an example.

SPACE MARINE COMBAT SQUAD150 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marines	4	4	4	4	4	1	4	1	8
Veterans	4	5	5	4	4	1	5	1	9

SQUAD: 1 Space Marine Sergeant and 4 Space Marines.

WEAPONS: Bolt pistol and frag grenades.

ARMOUR: Power armour (3+ basic save).

You must also choose one of the following designations for your squad.

Tactical: All the members of the squad are equipped with a bolt gun. One model may replace his bolt gun with a weapon from either the special weapons or heavy weapons section of the relevant Space Marine Wargear list.

The entire combat squad may be equipped with krak grenades at a cost of +15 points.

Assault: All the members of the squad are equipped with krak grenades. Any models in the squad may be equipped with weapons chosen from the assault weapons section of the relevant Space Marine Wargear list. One model may be equipped with a weapon chosen from the special weapons section of the relevant Space Marine Wargear list.

The entire combat squad may be equipped with blind grenades at a cost of +10 points.

The entire combat squad may be equipped with melta-bombs at a cost of +25 points.

The entire combat squad may be equipped with jump packs at a cost of +25 points

Devastator: All models are equipped with bolt guns. Up to two models may replace their bolt guns with weapons chosen from the heavy weapons section of the relevant Space Marine Wargear list.

Veteran: All the members of the squad have +1 BS, +1 WS, +1 I, and +1 Ld, at an additional cost of +15 points for the whole squad. All members of the squad are equipped with bolt guns. One model may replace his bolt gun with a weapon from either the special weapons or heavy weapons section of the appropriate Space Marine Wargear list.

The entire combat squad may be equipped with krak grenades at a cost of +15 points.

Sergeants: Space Marine sergeants may be equipped with additional weapons chosen from the assault weapons section of the relevant Space Marine Wargear list.

The Sergeant may be upgraded to a Veteran Sergeant. For more details see the Characters section of the Codex Angels of Death or Codex Ultramarines army lists.



Ultramarines Assault combat squad.



FORCE BELISARIUS 500 POINT BLOOD ANGELS PATROL

**BELISARIUS
CHAPLAIN CHAMPION..... 63 pts**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Belisarius	4	5	5	4	4	1	5	1	9

EQUIPMENT: Belisarius wears power armour (3+ save) and a Rosarius containing a conversion field (4+ unmodifiable save). He is equipped with a bolt pistol, frag grenades and a Crozius Arcanum.

In addition he has the wargear card *Master Crafted Bolt Pistol*

**SQUAD OROSIUS
ASSAULT COMBAT SQUAD..... 214 pts**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Orosius	4	5	5	4	4	1	5	1	9
Space Marine	4	4	4	4	4	1	4	1	8

EQUIPMENT: All five Space Marines armed with bolt pistols, frag and krak grenades, and jump packs. In addition, Orosius is a Veteran Sergeant armed with a power sword. Two of the Space Marines are also armed with power swords and two with chainswords. One Space Marine also has a hand flamer and one has a plasma pistol.

**SQUAD DAVIUS
TACTICAL COMBAT SQUAD..... 167 pts**

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

EQUIPMENT: All five Space Marines are equipped with bolt pistols and frag grenades. In addition, Sergeant Davius is equipped with a bolt gun and a chainsword. One Space Marine is armed with a heavy bolter. Three Space Marines are equipped with bolt guns.

RHINO 55 points
Upgraded with auto-launchers loaded with blind grenades.

GRAND TOTAL..... 499 points



"five man combat squads, rather than complete ten man squads, allow you to include a larger variety of squad types in your army regardless of the size of your force"



White Panthers Tactical combat squad.



Blood Angels Veteran Assault combat squad.



Space Wolves Grey Hunters combat squad.

to include a
e"



Ultramarines Devastators combat squad.



Dark Angels Assault combat squad.

Although Space Marine Terminator squads consist of five models anyway, they should never be overlooked when choosing a Space Marine army.



Ultramarines Terminator squad.

TERMINATOR SQUADS



With the boxed set of plastic Terminators out this month, we couldn't resist showing off some of these fantastic miniatures. But they're not just great models, they're also really good on the battlefield too!



Ultramarines Terminator armed with an assault cannon.



Ultramarines Terminator armed with lightning claws.



Dark Angels Deathwing Terminator armed with a storm bolter and chainfist.



Blood Angels Terminator armed with thunder hammer and storm shield.



Blood Angels Terminator armed with a cyclone missile launcher.

Only the most battle hardened of Space Marine veterans earn the right to join the first company of their chapter and wear the formidable Terminator armour. In battle they are extremely versatile and can be equipped with anything from the deadliest of close combat weapons like thunder hammers and lightning claws, to weapons of long distance destruction such as assault cannons or cyclone missile launchers. These, coupled with the Terminators additional ability to be teleported into combat, rightly make them the most feared of the Emperor's many loyal warriors.



Squad Destructor, Blood Angels Space Marine Terminators.

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The Dark Angels go to war, by John Blanche.

WARHAMMER

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

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

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



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

CAMPAIGN PACKS

GRUDGE OF DRONG

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

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

IDOL OF GORK

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

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



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each campaign
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d get battling!

WARHAMMER

DARK ELVES

The Dark Elf army is among the mightiest in the Warhammer world. Their well armoured rank and file are backed up by a powerful selection of heroes and wizards, and all are supported by the deadly repeater Bolt Thrower and now the new Cauldron of Blood.



By Rick Priestley

Rick takes a look at the evil might of the Dark Elf army together with the new Cauldron of Blood.

The ancestors of the Dark Elves were driven from the Elven homeland of Ulthuan many centuries ago in a bitter civil war. Now they live in the northern regions of Naggaroth, the bleak Land of Chill, biding their time and waiting for a chance to wreak their terrible vengeance.

Dark Elves, or Druchii as they are called in the Elf tongue, are close kin of the High Elves. They look paler, but are otherwise almost identical.

MASTERS OF DARK SORCERY

The High Elves are the greatest wizards in the whole world, and the Dark Elves are also a race touched by magic power. Whereas the High Elves take great care to protect themselves from the more dangerous magical energies, especially daemons, the Dark Elves long ago embraced the Dark Gods of Chaos. The natural magic powers of Elves and the unnatural vitality of Chaos are mated together in the Dark Elves, so that they have become the ultimate masters of dark sorcery.

NEMESIS OF THE ELVES

The greatest enemies of the Dark Elves are the High Elves of Ulthuan. Dark Elf armies set off from the harbour of Har Ganeth in their huge daemon-infested ships, sailing west over the Sea of Grudges to the Old World and south through the Straits of Rhinasha towards Ulthuan. When they reach their



▲ In battle the Dark Elves employ the dreaded repeater bolt thrower to rake enemy units or bring down large creatures.



▲ Witch Elves are the Brides of Khaine, the Lord of Murder, and are the most cruel and savage of all Dark Elves. They fight with frenzied determination and are the most awesome warriors in the whole Dark Elf army.



▲ Cold Ones are ancient green skinned reptiles that live in the dark caves and tunnels underneath Hag Graef. Though stupid they are immensely powerful and can be broken to the saddle and ridden to war.

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THE ELVES

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DARK ELF ARMY

A - Cold One
Knights

B - Beastlord
Rakarath

C - Witch Elves

D - City Guard

E - Harpies

F - Black Guard

G - Repeater Bolt
Throwers

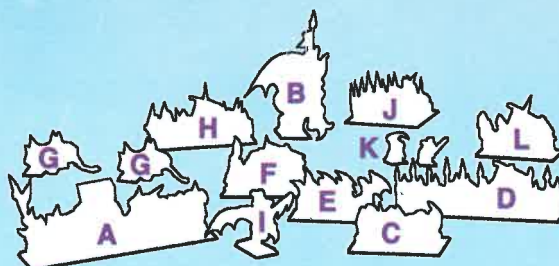
H - Dark Elf Warriors

I - Sorceress riding
Dark Pegasus

J - Spearmen

K - Assassins

L - Executioners



objectives the Dark Elves rampage and destroy as much as they can, often burning and looting whole cities before retiring with their plunder back to the dark lands of Naggaroth. Many of their raids are undertaken for captives: Men, Elves, or other creatures, that they take back to their sorcerous towers for slavery and sacrifice.

Few have ever escaped from slavery at the hands of the Dark Elves, and fewer still speak of their captivity. Such tales as are known tell of the haunted dungeons of the Witch Kings, of living sacrifices to the Chaos Gods, and of souls burned up to fuel the sorcery of Naggaroth.

ARMIES OF THE WITCH KING

Dark Elf armies are mobile and well armed. Many carry the deadly repeater crossbow which shoots a hail of small barbed arrows. Others ride captive beasts, including gigantic scaled reptiles called Cold Ones. These creatures are hunted down and captured in the caves and tunnels beneath Hag Graef where many strange ferocious creatures live. Dark Elf women are just as deadly as their menfolk, and are equally adept warriors, fighting

alongside their men in battle. The wildest of all are the Witch Elves – a warrior sisterhood devoted to the Chaos God Khorne who they call Khaine Lord of Murder. They are the most cruel of all the Dark Elves and the most bloodthirsty. After a battle they search among the fallen warriors and enemy prisoners, choosing victims to sacrifice to Khaine so that they may bathe in cauldrons of blood and renew their dark pact with the Lord of Murder.



THE DARK ELF CAULDRON OF BLOOD

The legends of the Dark Elves tell that the Cauldron was a wedding gift from the god Khaine to his brides the Witch Elves. It is an ancient and potent artefact, heavy with magic and the power of blood sacrifice.

The Cauldron takes the form of a huge pot made of solid brass covered with arcane runes that flicker and glow with a strange magical light. The Cauldron is kept filled with the blood of the Witch Elves' victims, sacrificed in their hundreds. Curiously it never over-fills, and always maintains the same level no matter how many gallons of the unfortunate victims' life-blood is poured into it.

During the long and bloody rites of Khaine the ancient Hag Queens bathe in the Cauldron of Blood to renew their lost beauty, emerging naked and bloody, lithe and strong once more.

The Cauldron is tended by an ancient Hag Queen called the Keeper of the Cauldron, and is accompanied by a bodyguard of Witch Elves. The Cauldron is kept safely within the Temple of Blood in the city of Ghrond, but in times of need it is brought forth and travels with the Witch Elves as they march to war. In battle it drives the Witch Elves to an even greater pitch of frenzy, while its magical properties serve to sustain and protect them.

PAINTING THE CAULDRON

The new Dark Elf Cauldron of Blood model you see here was painted by Mark Leake. Mark admits to being absolutely crazy about Dark Elves and he really enjoyed painting all the details, the skulls, ironwork, and so on that Aly Morrison had sculpted onto the miniature.

After he carefully cleaned the mould lines away from the model, Mark assembled the Cauldron of Blood. However, he didn't glue all of the pieces together before he began painting it. By keeping parts like the Cauldron itself and the Keeper of the Cauldron separate, Mark found it much easier to reach all the nooks and crannies with his brush. He was also able to paint interesting details like the hot coals underneath the Cauldron easily without the Cauldron itself getting in the way.



Mark Leake

Mark: "When I'd finished attaching the banners to the Cauldron of Blood, I decided it would look good with extra streamers. To make them I simply cut out strips of paper, painted them purple and glued them onto the poles. Inside the boxed set you'll find a sheet of sticky-backed colour banners which you can attach to your own finished model.

You could also add streamers yourself as they're really easy to make! Whatever you decide to do, remember to curl banners and streamers so they look like they are blowing in the wind."

Choosing the colour scheme

Mark used a palette of colours that matched the rest of Games Workshop's Dark Elf army. These are black, a selection of purple shades and gold. Mark used Shining Gold, Chaos Black, Bolt Gun Metal and as many different purples as he could mix! This allowed him to create variation in the army without losing its strong purple, gold and black theme.

Mark used a white undercoat on the Witch Elves, but on the Cauldron of Blood itself he decided to use black instead. This made painting the model much quicker because of its predominately dark colour scheme. The only down side to using black from the outset is that you may have to re-undercoat some areas with white paint. This is because black undercoat can make lighter colours appear duller and more dirty than they do over white undercoat.

The Cauldron itself has been painted gold. This contrasts well with the dark ironwork of the cart as well as with the deep red colour of the blood inside the Cauldron.

Mark wanted to paint the blood so that it looked like liquid so he used gloss varnish to make it shine. You'll notice that the Keeper of the Cauldron holds the heart of some sacrificial victim in her hand. He used just the same colours and the varnish to complete that effect.

After the Cauldron itself was complete, Mark painted the Keeper of the Cauldron and the Guardians. These Witch Elves look good with their hair painted pale pink, so that they stand out well from the rest of the model. When finished, all of the pieces were glued into position on the cart and the banners were added to complete the effect.



As with all the other miniatures in the Dark Elf range, Aly Morrison sculpted the Cauldron of Blood...

Aly: Well actually I can't take full credit for it, this was a two man operation. The basic shape of the Cauldron of Blood was in fact built by Norman Swales. Norman makes most of our large vehicles and war engines, building a highly accurate, but undetailed shape onto which other sculptors model any extra bits and bobs. Norman's already worked out how it'll fit together, so we can concentrate on the fiddly bits! In this case I detailed the model with skulls and Dark Elf icons, making sure that it all fitted in with the rest of the Dark Elf range. I especially enjoyed making the Keeper of the Cauldron and the fire which burns underneath the cauldron itself. You'll notice that there are human bones amongst the kindling...



Witch Elf Guardians



Look carefully at these miniatures and you'll see all the tiny icons and details that Mark has painted on. These were inspired by the pictures in the Dark Elf book and are another way of making them fit in with the rest of the army.



Keeper of the Cauldron

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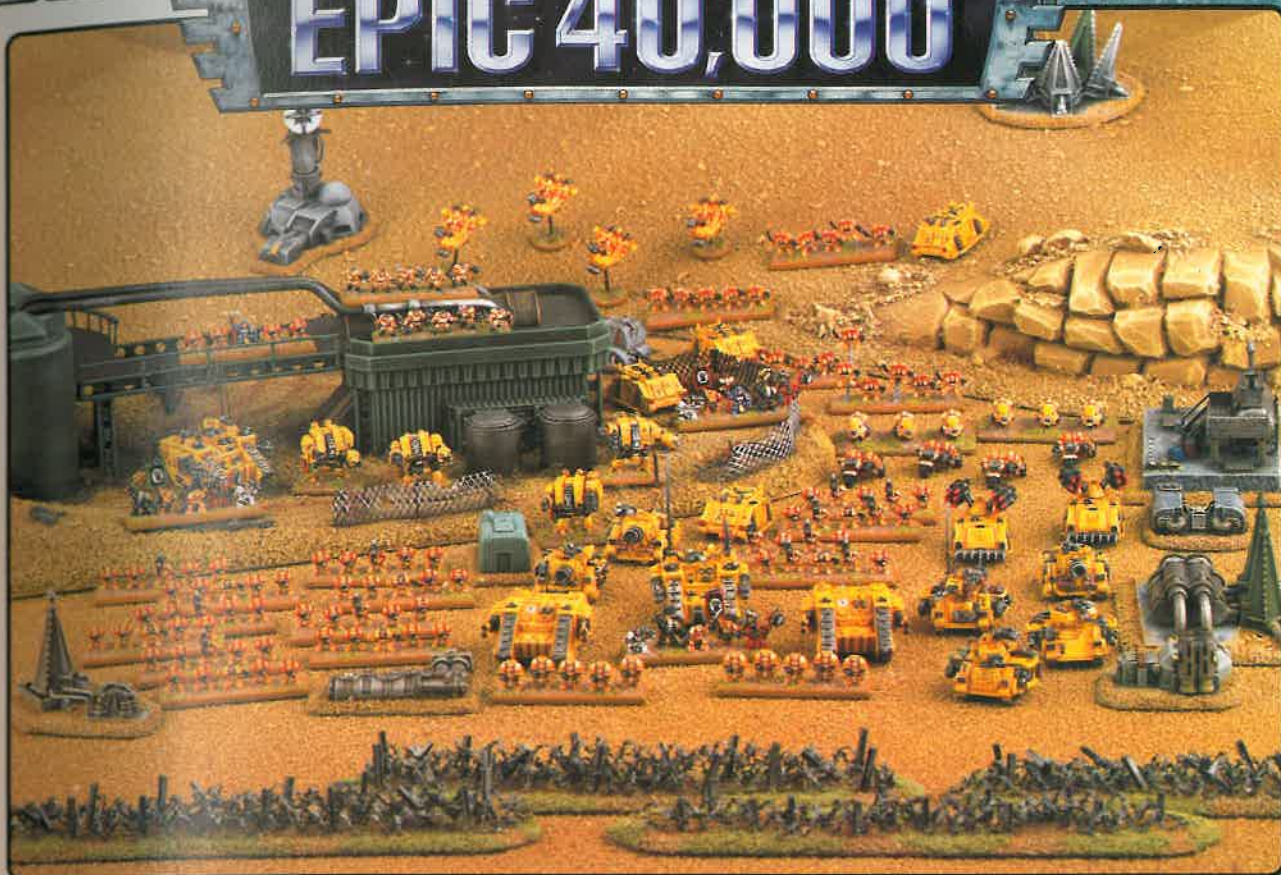
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EPIC 40,000



READY FOR BATTLE

The Epic 40,000 game gives players the opportunity to fight huge sweeping combats across vast battlefields. The player is in overall command of many troops and tanks, and his attacks must be co-ordinated to maximise the strengths of his army and exploit the weaknesses of his opponent. However, before any of this can start, you need an army to fight with.

The refights presented in the Epic 40,000 Battles Book describe an Ork army and a Space Marine force which you can assemble from the models provided in the box. These are a good demonstration of the way an army is organised and it's a good idea to play a few of these battles with the given armies first. This will enable you to get to grips with the rules without any unnecessary complications, and also to learn which of the troop types best suit your style of play. Armed with this information you can then set about choosing your own detachments and armies for use in other battles.

THE ARMY LISTS

The Epic 40,000 army lists are divided into the different detachment types available to each race. For example, the Army of the Imperium can field Space Marine infantry and armour detachments, Imperial Guard infantry, tank and artillery detachments, Imperial Navy air detachments and the war engine detachments of the Imperial Guard and Titan Legions. Within each of the detachments is a wide selection of different troops, available in differing proportions depending upon the detachment type. Choosing an army is no task to be taken lightly, and as your experience with Epic 40,000 grows, so too will your strategy and tactics. In the light of these experiences you will want to change your forces to suit the style of battles you prefer. However, to start with it is probably best to select a wide variety of different tanks and warriors to give you a good introduction to the army.

In this article I'll take you through the process of picking an army. To illustrate these ideas, I'll be picking a Space Marine force, but the principles involved apply to all the different races in Epic 40,000 (with individual variations).

BY GAV THORPE

I actually chose this force for the Space Marine boxed army which will soon be available in our stores. Working from the list of what could be squeezed in to the box, I had to make the most battle worthy force I could, and I'm pretty pleased with the final result. This process is very similar to the way you'd normally put together an army, working out the best force from a restricted selection of models. Throughout this article I've treated the army as my own, though we've used the brilliantly painted Studio army to illustrate my choices.



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WHAT'S AVAILABLE?

First of all, I compiled a list of the miniatures the 'Eavy Metal team had painted so I knew exactly what I'd be able to field. This is given below. By working out a list of your current miniatures first, and updating it regularly with your new acquisitions, you can save lots of hassle later. There's nothing more annoying than starting a battle and finding out that you haven't got enough Rhinos or something, which then leads to lots of hasty re-calculations in front of an impatient opponent.

To start with, I've got two sprues worth of plastic Space Marine infantry and a sprue of plastic Space Marine vehicles. The following list is what you could possibly make, though as the exact composition of some of the units (notably the Tactical, Command and Librarian units) is a matter

of taste, they can't all be made at once. Of course, later on lots more stuff will be added to my army, but even this small selection can provide a very effective fighting force.

12 Tactical units (that's six squads of two units each. However, I will probably reduce this to ten units, and use some models for my Command units and Librarians instead)

4 Devastator units (enough for two squads of two units each)

4 Assault units (enough for two squads of two units each)

2 Terminator units (two squads)

2 Scout units (two squads)

2 Command units (this can be increased by using some Tactical Space Marines to replace the character models)

2 Librarian units (again, I will use Tactical Space Marines to fill up the bases)

2 Bike units (either one or two squads)

2 Land Raiders

2 Whirlwinds

4 Rhinos

I have also got some blister packs of metal miniatures, adding the following Space Marine vehicles to my plastic model collection:

4 Dreadnoughts

2 Command Land Raiders

3 Predators

3 Vindicators

4 Attack Bikes

4 Land Speeders

"I know that Space Marine Tactical troops are really effective – implacable on the advance and immovable in defence."

THE FIRST DETACHMENT (TACTICAL)

Having had a few games (six months of pretty solid war, actually!) I know that Space Marine Tactical troops are really effective – implacable on the advance and immovable in defence. My first detachment will be based around these solid troops. With these as the basis of the detachment, they'll need to be chosen from the Main Force section, so I look at the army list and see that I need to use the Space Marine detachment list.

THE COMMAND

First of all I need to choose a detachment commander. I can choose any unit I like to be in command, and will have to pay an extra 25 points for that unit. As stated in the Armies book, your commander must be the unit furthest up the detachment's chain of command. For example, if you had a Librarian and some Space Marines, the Librarian should be in command because he is higher up the chain of command than the other troops. For this detachment I wanted some real solidity, and so chose a Space Marine Captain as the commander. Rather than start filling in the detachment card straightaway, I noted this down on some paper – it's much easier to change things on scrap paper than to start amending your detachment cards halfway through.

Anyway, I see that a Captain costs me 25 points, plus an additional 25 points to make him the detachment commander. It would be nice to have something to mark the Captain out as special, and I notice he has the option of being mounted in a Land Raider. This seems eminently suitable, so that increases his cost by 35 points, giving a total of 85 points (25+25+35).

To give a fully rounded feel to the detachment I also include a Librarian from the Command section of the detachment list. He costs 35 points, but I don't need to buy him his own transport because a Land Raider can transport two units – the Captain won't mind sharing! With no other upgrades to consider, that completes my choices from the Command section.

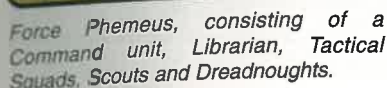
THE MAIN FORCE

Bearing in mind that I'll want a few spare models to make up my Librarian (and possibly Command) units, I decide that ten units of Tactical Space Marines are available. Looking at the army list, I see that Space Marines come in squads of two units each – ten men to a squad. This means my ten units gives me a total of five squads. These are standard Tactical troops so there are no upgrades, and I only have 4 Rhinos available so I probably want to save them for the assault detachment I'll be choosing later. This means I have five squads of Tactical Space Marines with nothing else, which cost me 30 points each. That's a total of 150 points for the five squads.

Just to finish off the Main Force (and use as many of my models as possible) I add on the two units of Scouts. The army list tells me that they come in single unit squads, so my two units make up two separate squads. These cost 16 points each, adding 32 points to the detachment total.

THE SUPPORT

This is a tactically flexible detachment, and looking at the profile for Space Marine Dreadnoughts I note that they are quite good at shooting and pretty awesome in close combat too – just the thing to give the detachment that added punch whatever it ends up doing on the battlefield. I decide to take just two of my Dreadnoughts, although I have four available. If I find no other use for the other two, I'll put them in this detachment too (that's why I haven't filled the detachment card out yet!). The Dreadnoughts are from the Support section of the detachment list and you can't take more choices from the Support section than you



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Okay, so now I've got a fairly large, flexible detachment that can cope pretty well with whatever my foes throw against me. With that sorted out, I think it's time to start specialising a bit more. For my

WD35



DETACHMENT NAME		FORCE CEPHEUS		EPIC 40,000	
DETACHMENT TYPE		SPACE MARINE ARMOUR		POINT COST	
PSYKER				52	
COMMANDER		PREDATOR HQ		TOTAL POINT COST	
COMMANDER				180	
COMMANDER					
DETACHMENT MAIN FORCE				DETACHMENT SUPPORT	
1	PREDATOR SQUADRON (2 UNITS)	54		1	
2	WHIRLWIND SQUADRON (2 UNITS)	52		2	
3	VINDICATOR	22		3	
4				4	
5				5	
6				6	
7				7	
8				8	
9				9	
10				10	

UNIT	SPEED	RANGE	PSY	ASSAULT	ARMOUR	NOTES
PREDATOR	30	45	2	1	6+	
WHIRLWIND	30	45	barrage	0	5+	Artillery
VINDICATOR	25	15	3	1	6+	Close Support

UNIT	SPEED	RANGE	PSY	ASSAULT	ARMOUR	NOTES

Force Cepheus, the armour detachment, with Predators, Whirlwinds and a Vindicator.

second detachment, I decide to go for something with a hard punch. Although there are many infantry units which have a respectable amount of firepower, for that real speed and heavy shooting, vehicles are your best choice. To field a detachment of vehicles, I need to choose my tanks and artillery from the Space Marine Armour detachment list.

This detachment uses my three Predators and two Whirlwinds. These are very shooty but not all that good in close combat. Just to even things up a little, I include one of my three Vindicators as well (its *Close Support* special ability allows it to add its firepower in an assault,

"Although there are many infantry units which have a respectable amount of firepower, for that real speed and heavy shooting, vehicles are your best choice."

as long as it isn't being directly attacked). I have only a limited number of command units, so for this detachment I use the option of upgrading one of the tanks to command status. This doesn't give the vehicle any extra abilities or anything, it just shows who is in charge. I think one of the Predators fits this role best (I don't know why, it just seems a more command-like tank!) so one of the Predators is entered in the Command section of this list and adds +25 points to its cost (giving a total of 27+25=52 points).

The rest of the tanks come from the Main Force section. However, unlike the tanks from the Support section of the Space Marine detachment, these vehicles can be taken in squadrons. When in support, each tank takes up one of your support choices. However, in this detachment I can have up to three tanks making up one choice (in the same way that Space Marine squads are a single choice, but actually consist of two units each). This organisation only affects your army selection process. If I wanted to take Support for this detachment, I might want to field them as separate tanks, because each entry on the Main Force section allows me a choice on the Support section – by spreading the number of tanks over more entries, I give myself more choices. However, I'm not intending to take any support at all, so I just take the remaining two Predators as one squadron, the two Whirlwinds as one squadron, and the lone Vindicator.

Using the process given above, I then work out the total points value, army morale value, half strength value and reserve speed. These are all shown on the accompanying detachment card. I also copy out the profiles of the different tanks so I can admire how fast and shooty they are in just one glance! I name the detachment Force Cepheus, and they're all ready to fight for the Emperor.

THE THIRD DETACHMENT (FAST ATTACK)

Although my tanks are pretty fast, I want some real speed in my army. This detachment can race across the battlefield to capture objectives or pin the enemy back, roar around the flanks to attack from behind, and generally cause havoc for my opponent. "Light" detachments such as these (it won't be astonishingly

big, shooty or well armoured) are useful for harrying your opponent while your other troops get into position to give them a good pounding.

First of all, I thought this detachment would be a Space Marine detachment. However, after sketching out the detachment, I realised I wouldn't be able to field all my Attack Bikes and Land Speeders if I went this way (I didn't have enough Main Force units to allow so many Support vehicles). For this reason, this detachment was also chosen from the Space Marine Armour list.

JUGGLING AROUND

Originally I had one of my Land Speeders acting as the detachment commander, but shortly after making the decision I changed my mind. Detachments such as this are very likely to be involved in an assault or firefight with the enemy, and the bulk of my troops in this detachment were only average at this sort of fight. To help them out, I included a Librarian (having more psykers than the enemy adds +1 to your assault and firefight rolls). As the Librarian is higher up the chain of command than a Land Speeder, he was then automatically detachment commander. So that he could keep up with those under his command, I mounted the Librarian in a Rhino. Although Rhinos aren't as fast as Attack Bikes and Land Speeders, they are much faster than an infantry unit.

As I had four each of the Attack Bikes and Land Speeders, these needed to be organised into squadrons to fit onto the detachment card (each squadron is one to three units strong). I wasn't planning on having that many Support troops, so I just split them down into squadrons of two units each. These cost me 20 points per squadron for the Attack Bikes, and 40 points for each Land Speeder squadron. This filled up four choices on my Main Force so I could pick up to four Support choices.

I had two Bike units to field somewhere, and they neatly fitted into the role of this detachment. Like the vehicle squadrons, the Bikes can be fielded in squads of one to three units, so both my Bike units were included as a single squad and took up one Support choice. As I mentioned earlier, these fast detachments are likely to end up in a firefight or a close assault, so to give extra strength in close combat, I wanted to include my four units of Assault Space Marines. To keep up with the Bikes these would need some form of transport, and so I mounted them in Rhinos.

I decide to go a hard punch. many infantry a respectable r, for that real ooting, vehicles ce. To field a les, I need to d artillery from ine Armour

THE FINAL DETACHMENT (HEAVY FIREPOWER)

Although I have my tank detachment, I could still do with some troops that can pour some serious amounts of firepower into the enemy (and anyway, I still haven't used my Devastator units!). Everything that's left over was put into this final heavy firepower detachment.

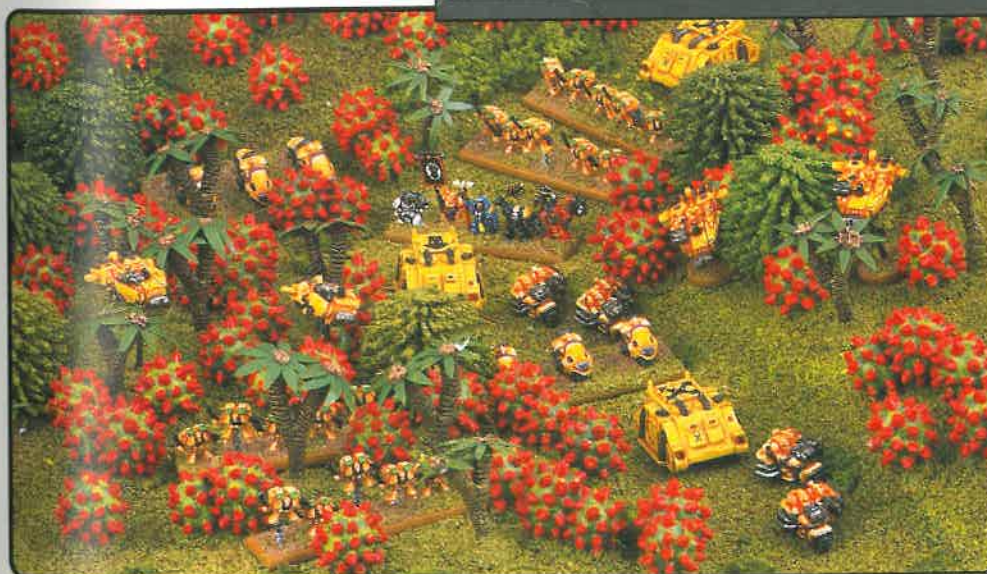
DETACHMENT NAME		SPACE MARINES		POINT COST	87
DETACHMENT TYPE		PSYKER			
COMMANDER		LIBRARIAN GERYON (COMMANDER) IN RHINO			
COMMANDER					
COMMANDER					

DETACHMENT MAIN FORCE		POINT COST
1	ATTACK BIKE SQUADRON (2 UNITS)	20
2	ATTACK BIKE SQUADRON (2 UNITS)	20
3	LAND SPEEDER SQUADRON (2 UNITS)	40
4	LAND SPEEDER SQUADRON (2 UNITS)	40
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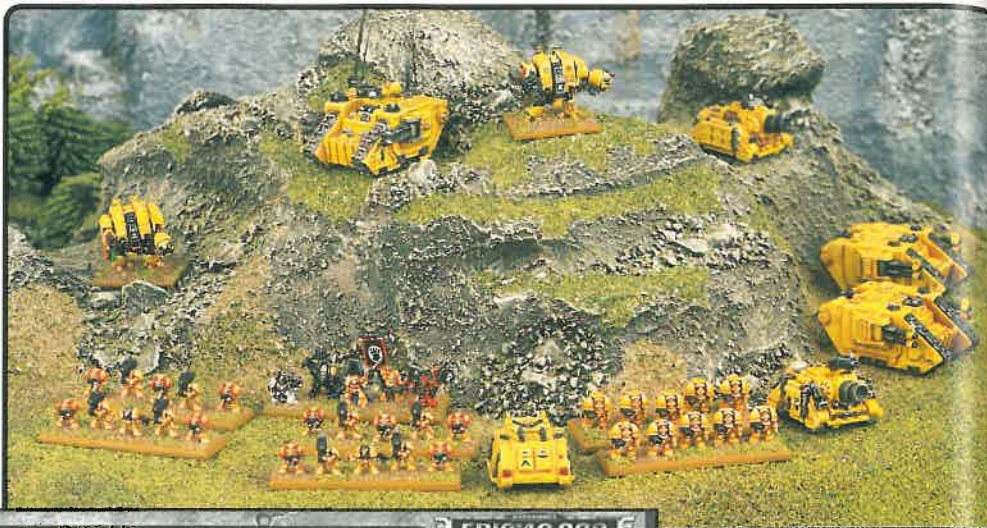
DETACHMENT SUPPORT		POINT COST
1	BIKE SQUAD (2 UNITS)	20
2	ASSAULT SQUAD (2 UNITS) IN RHINO	41
3	ASSAULT SQUAD (2 UNITS) IN RHINO	41
4		
5		
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UNIT	SPEED	RANGE	TOUCH	ASSAULT	ARMOUR	WIPES
LIBRARIAN	10	30	1	3	5+	Psyker
SP MARINE	10	30	1	3	5+	Assault
ASSAULT						Jump Packs

UNIT	SPEED	RANGE	TOUCH	ASSAULT	ARMOUR	WIPES
ATTACK BIKE	30	30	2	1	4+	
LAND SPEEDER	35	30	2	1	4+	Skimmer
BIKE SQUAD	35	15	1	2	4+	
RHINO	30	n/a	0	0	5+	Transport 2



Force Geryon, the fastest detachment, made up of Attack Bikes and Land Speeders.



DETACHMENT NAME		EPIC 40,000	
DETACHMENT TYPE	SPACE MARINES	POINT COST	
COMMANDER	CAPTAIN PRAEPOLLO IN LAND RAIDER	85	
COMMANDER			
COMMANDER			
DETACHMENT MAIN FORCE		DETACHMENT SUPPORT	
1	DEVASTATOR SQUAD (2 UNITS) IN RHINO	47	1 DREADNOUGHT
2	DEVASTATOR SQUAD (2 UNITS)	40	2 DREADNOUGHT
3	TERMINATOR SQUAD IN LAND RAIDER	54	3 VINDICATOR
4	TERMINATOR SQUAD IN LAND RAIDER	54	4 VINDICATOR
5			5
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10			10
UNIT		UNIT	
CAPTAIN	10 30 1 3 5+ Hero	TERMINATOR	10 30 1 3 5+ Save
SP. MARINE	10 30 1 3 5+ Hvy Weapons	DREADNOUGHT	15 45 2 4 8+
DEVASTATORS		VINDICATOR	25 15 3 1 6+ Close Support
		LAND RAIDER	20 45 2xAT 2 6+ Transport 2

Force Praepollo, the most heavily armed detachment.

Although I wasn't envisaging this detachment to be zooming all over the place (settled on overwatch to maximise their firepower would be better) it would help if they had some speed to reach a good firing position as soon as possible. As you can see from the detachment card, this is a Space Marine detachment. The Main Force units were selected in a similar way to the Assault squads. Devastators are chosen as Space Marine squads with the Heavy Weapons special rule, and one squad was mounted in a Rhino. The Terminators only have the option of being mounted in a Land Raider, so

both squads made full use of this. I actually took one of the Land Raiders to transport one of the Devastator squads, since both Terminators could fit into one Land Raider and I had run out of Rhino models. I still had a metal Command Land Raider left over, so the Captain was given this, both as a means of transport and also for those two nasty anti-tank shots the Land Raider has.

With my Main Force chosen, it was time to fill out the Support. Although the Devastators are really good at long range, their heavy weapons encumber them and make them less effective in assaults. To counter this I included two Vindicators, which as mentioned earlier can lend great short-ranged fire support. I also decided to put my last two Dreadnoughts here as well, rather than in the tactical detachment, because they have a hefty firepower and will also be able to cut up any enemy trying to assault the detachment. The Vindicators can keep up with the transported troops but the Dreadnoughts' speed is somewhat lower so I will have to be careful not to leave them too far behind. Hopefully, the Dreadnoughts will have reached the bulk of the detachment before the enemy can threaten them with close combat. The only other downside is that the Dreadnoughts' speed of 15 reduces the detachment's reserve speed to 15 as a whole, making it less likely they'll turn up quickly. However, with their extra range, hopefully turning up a little later will not have too serious an effect on the usefulness of the detachment.

THE END IS NEAR

So, after checking all my points costs and calculations (as well as making sure I had everything I needed in terms of models) it



USING UPGRADES

This is a good place to explain how the upgrades in the army lists work. I had two Assault squads and wanted to include them in the Force Geryon. The way this works is as follows. I start by choosing a Space Marine squad for 30 points. The army list tells me that I can upgrade them to Assault Space Marines by paying an additional 4 points. This gives them the *Assault* and *Jump Packs* special abilities.

Space Marine squad 30 points

Consists of 2 Space Marine units

Extra cost to:

Mount in a Rhino +7 points

Upgrade both units to Assault troops (Assault, Jump Packs)* +4 points

Upgrade both units to Devastators (Heavy Weapons)* +10 points

(* Choose one upgrade only)

As part of the same choice, I can also mount the squad in a Rhino, which is one of the fastest transport vehicles around and seems perfect for their role. This costs an additional 7 points, but is still included as one choice from the Support section.

This means that my Bike squad and two Assault squads in Rhinos fill up three Support entries, which is fewer than my Main Force choices and so is allowed. As you can see from the detachment card on the previous page, the Assault squads and their attendant Rhinos are all entered on one line. However, this doesn't mean they can only transport those troops. If the command Rhino is destroyed I could leave one of the Assault units behind and the Librarian can be carried by one of the other Rhinos.

Again, I worked out the number of units, total cost, reserve speed and so on. When working out your reserve speed, it is important to remember what troops are being transported in other vehicles. In this case, although the Assault squads would normally only have a speed of 20 (taking their jump packs into account) and the Librarian has a Speed of 10, they are all being carried in Rhinos which have a Speed of 30. This means the detachment's reserve speed is 30 (pretty fast!).

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Isn't envisaging it to be zooming ace (settled on maximise their ld be better) it they had some h a good firing on as possible, see from the ard, this is a detachment. ce units were milar way to the s. Devastators Space Marine the Heavy al rule, and one ounted in a rminators only ion of being and Raider, so ort one of the n out of Rhino oth as a means

are really good ults. To counter

was time to fill in my detachment cards. With the mix of detachments at my disposal, my opponents would never be quite sure what they were facing. With everything included, my army is now worth 1203 points (I can quite easily drop Force Geryon for a 1,000 point battle). Not bad considering that there didn't seem to be that many troops and tanks to start with! Of course, this is just the start of the army, and a war engine or two, possibly some Imperial Guard detachments and definitely some flyers will be joining the valiant Imperial Fists in due course. As the collection grows this choice will become even wider still and new troops and tanks can be formed into new detachments or I can re-organise the ones already picked to incorporate any recruits. In terms of the look of the army, it would be nice now to add something a bit bigger, like a war engine or two, or maybe a Thunderhawk with a detachment of Assault squads or Terminators inside.

All that's left now is for me to wish you all the luck you deserve! Happy gaming!



"...it would be nice now to add something a bit bigger... maybe a Thunderhawk with a detachment of Assault squads or Terminators inside."

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Wot iz Mail Order?

Deep in the heart of Eastwood, across the acid swamps at Head Office, lies Troll country. It was into this dark realm that our intrepid White Dwarf reporters travelled to uncover the truth behind the Trolls!



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We love our customers. The Trolls don't go home until the day's orders have all been picked, checked and packed, sometimes working until well into the night. At Christmas it gets really busy!

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Troll Warboss Gordon Davidson in his lair.

DID YOO NO?

Gordon has won the staff tournament twice with his Orc and Goblin army, which, of course, makes him the ideal choice to control the Trolls at Mail Order! Look out for him at this year's event.

DESCRIPTION	PUBLICATIONS	PRICE	QTY	TOTAL
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WARLORD TITAN BOXED SET	WHITE DWARF 200	15.00	1	15.00

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Although some of the services described here are not available from Australian Mail Order, you can still give us a call to find out how you can make use of them.

All orders received through the post are sorted and coded by June and the girls before going to the Trolls on the factory floor to be picked...



As well as ordering models, you can talk to us about any aspect of the hobby.



When speaking to any of the Trolls, like Alan here, you can order your models from the Mail Order posters...

DID YOO NO?

- On average we take over 500 telephone calls a day, so if you can't get through, keep trying!
- In any one week, we will receive and answer 300 roolz questions on the telephone and deal with over 100 roolz letters as well.



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DID YOO NO?

Da Roolz Boyz play every single game before it comes out in the stores. This is so they can answer all your questions and queries about the rules as soon as a game is released.



A sneak view of the Trolls hard at work with another day's orders.



Ted Williams, the Warboss who keeps the factory Trolls in line!



Sometimes we get huge orders, like this one.

DID YOO NO?

- You can order any individual component from any of our ranges of miniatures, whether they're from the latest Mail Order poster or from an old issue of White Dwarf!
- On the day of their release, our Trolls sent out more than 300 boxed games of Epic 40,000 and over 600 Eldar Vyper Jethbike models! Phew, those kept us busy.



If you thought you had a box full of spare weaponry, check out our stock of Ork bolters!



2...or from the latest Annual, which you can see Neil looking through here.



3Alternatively, every White Dwarf has a selection of the latest catalogue pages at the back, which Ewen is checking above.



In the unlikely event that you have any problems with your order, then Zoe the customer services Troll will be happy to help resolve them.



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- Mail order is open 18 hours a day, 362 days a year.
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1Once Kevin the Troll has an order in hand, he starts by making certain he knows exactly what is required.

DID YOU NO?

Every order we get before 1pm, either by post or telephone, will be picked, packed, checked and despatched on the same day (even if it means that we have to cast your miniatures up specially)!



2Kevin then goes off to the racks to pick the loose components (or bitz as the Trolls say).



4...really old miniatures, in which case the Trolls have to pay a visit to the dingy area known only as the vault!



3Orders can range from brand new models, for example new Epic miniatures, to...





"What you really need is a Great Gargant." Journal editor Paul Sawyer explains the flaw in Jake's plan!



Meanwhile, far away from the bustle of the factory floor, Paul Sawyer and his Trolls are also hard at work. Wolfrik (left) puts the latest Journal cover through its paces, while Gav (below) checks out the awesome Epic deals on the latest Mail Order poster.



Never one to quibble about details, Paul's painted his Blood Axe Orks the same whatever their scale.



5 Here we have Anna checking an order which has just been picked. Every order is checked thoroughly to ensure none of the models are wrong in any way.

DID YOU NO?

On average we send out over 5000 orders a month, and that can more than double at busy times like Christmas!



DID YOU NO?

During December 1996 we sent out over 1300 kilos of metal miniatures. That's the equivalent of 80,000 28mm Space Marines or 80 full chapters!

6 No matter how fiddly, everything has to be checked. Steve, on the left, is making sure that he's got all the correct Chaos Veteran shoulder pads.



7 After an order has been picked and checked, it can be parceled and posted out to whichever corner of the globe it came from, as you can see Dave doing here.



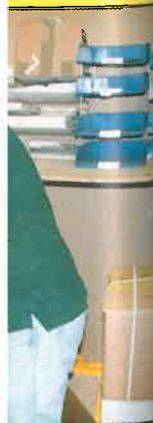
while, far away
the bustle of the
floor, Paul
and his Trolls
so hard at work.
(left) puts the
Journal cover
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Gav (below)
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NO?

we sent out
miniatures.
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and posted out to
going here.

And that's not all!



By the end of our visit one thing had become very clear: Mail Order Trolls are amongst the most avid gamers in the whole of Games Workshop.

Just stop and take another look at all the photos over the last few pages. There's not a single nook or cranny in the whole of Mail Order that isn't crammed full of miniatures. Every desk, windowsill and ledge is covered with people's armies. On this page you can see Neil's army (above left), Paul with some of his models (left), an assortment of Gav's favourites (above right) and a great Dark Angel Captain, converted by Shane (right). So next time you call, make sure you ask what everyone's been up to. They'll be more than happy to chat about what's happening.



DID YOU NO?



Assassin with Combi-weapon

We offer a complete back catalogue service which enables you to get hold of all of our classic miniatures, like the ones shown here. Even after they go out of production, we still keep the moulds for almost all our miniatures. This way, we can just dig out the mould and cast up whatever it is you want. The catalogues are all available from Mail Order, so if you want to check out the full range of classic miniatures, just give one of the Trolls a call. They'll be more than happy to help you with whatever you need.



Minotaur Lord

The Emperor's armies come from the widespread lands of the Empire. As well as sturdy infantry and heavily armoured knights, the Emperor can call upon the marvellous inventions of the Engineers. These are men taught in the traditions of the Dwarf smiths by Dwarf refugees driven from their mountains and now settled in the Empire under the Emperor's protection. Huge cannons are forged in the city of Nuln, whilst ambitious inventors work away at engines powered by steam or alcohol and devices driven by clockwork.



▲ The Emperor Karl Franz is as heroic a leader as any of his forebears. Where possible he commands his armies in person, riding atop his Griffon Deathclaw.

▼ Grand Theogonist Volkmar rides to battle on the War Altar of Sigmar. He carries with him the favour of the patron god of the Empire.



▲ The Knights of the White Wolf are warriors of Middenheim, the City of the White Wolf, and just one of the Knightly Orders of the Empire.



▲ Halflings from the lands of the Moot are not the world's greatest soldiers, but they are competent bowmen and good at working their way quickly through woods.

▼ Fine cannons are made in the workshops of Nuln, the foremost armoury in the Empire.



▼ The core of the Empire's armies consists of solid infantry blocks, halberdiers, spearmen and swordsmen, supported by missile troops such as archers, crossbowmen or hand-gunners.

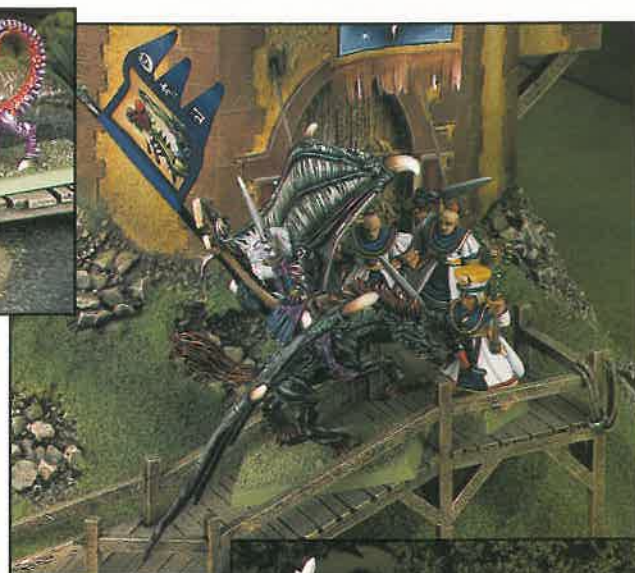


▲ Inventor and founder of the Imperial Engineering School, Leonardo Miragliano created twelve steam tanks before his death. The secrets of their construction died with him.





▲ Multiple-barrelled cannons are called Heiblasters and the method of their manufacture remains a closely guarded secret.



▲ The Empire is the greatest patron of magic in the Old World. Its wizards originally learned their skills from the High Elves during the Great War against Chaos.

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commands his armies
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▲ The Knights Panther are one of the oldest of the Knightly Orders, its panther skin cloaks derive from skins taken during the wars against Araby.



▶ Imperial Great Swords wield mighty double-handed weapons. A single blow from one of these great blades can cut a foe in half.

▼ The core of the
Empire's armies
consists of solid
infantry blocks,
halberdiers, spear
and swordsmen,
supported by mis
troops such as
archers, crossbow
or hand-gunners



▲ The Reiksguard Knights are the bodyguards and personal troops of the Emperor. It is a great honour for a young noble to serve in its ranks, and many of the greatest men in the Empire fought in the Reiksguard in their youth.



▲ The War Wagon is a towering device developed from armoured wagons favoured by settlers on the broad plains of the Border Princes. In battle it acts as a mobile fortress.



▲ The Empire Mortar is a shorter and heavier weapon than a cannon, designed to lob an explosive shell high into the air and onto the far distant enemy lines.

The artillery of the Empire is rightly feared across the Old World. Many an enemy force has been smashed to pieces by mortar and cannon fire before they have even advanced half way across the battlefield.

ARMY COLLECTING CARDS

**NEW
ARMY CARDS
OUT SOON!**

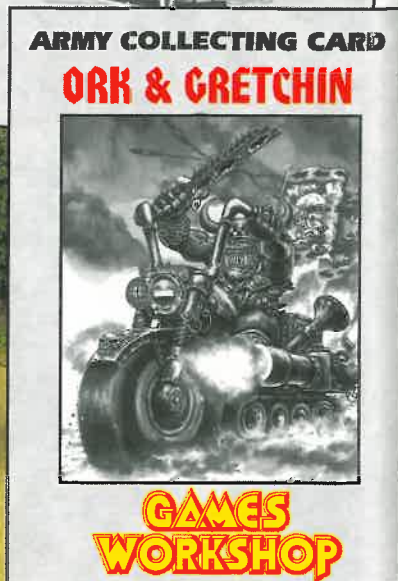
NEW CARDS SOON!

Lots of new players have told us that the most difficult thing about starting to build an army is trying to decide what to collect. Until you've played a few games it's quite difficult to know which troops you need to collect first from amongst the vast range of Citadel miniatures. But of course, until you've got an army, it's rather difficult to play the games that will help you decide!

Well, we've put our heads together and we've come up with a range of what we're calling 'army cards'. The army cards have been specially designed to help you plan and build an army for Warhammer or Warhammer 40,000. Each concentrates on one race, and has full details of a complete, carefully chosen army. The armies are split into three roughly even blocks of troops, and it's recommended that you collect the army one block at a time. To help encourage this, each time you complete a block on the army card you are entitled to collect a free bonus blister pack of Citadel miniatures to add to your army. What's more, once you complete the entire army you'll get a new army book free so that you can start collecting your next army straight away. You'll also get a special enamel badge to signify that you've completed an army.

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GAMES WORKSHOP RETAIL STORES**

**MAY IS THE FINAL MONTH FOR THE
CURRENT CARDS SO START
COLLECTING NOW!**



WARHAMMER EPIC 40,000

ORDER DICE SUMMARIES



MARCHING

May triple speed, no shooting, opponent uses the Marching column on the Firepower table. Marching units halve their Assault and Firepower values.



ASSAULT

May move normally in movement phase. Fire at half effect in shooting phase. Must move again in assault phase towards the enemy (and can enter close combat).



BROKEN

Become broken when lose close combat/firefight. Can only make 20cm Retreat move. Cannot shoot. Broken units must halve their Firepower and Assault values.



IMMOBILISED

Used to indicate immobilised war engines. Opponent uses appropriate column on Firepower table.



SPECIAL

Used to indicate orders such as Flak and Preparatory Bombardment. See the Special rules.



OVERWATCH

May move up to 5cm. May re-roll misses once when shooting.

SUPER HEAVY WEAPONS

<i>Close Combat Weapon</i>	Double Assault value versus other war engines. Always causes catastrophic damage on war engines if you win.
<i>Death Ray</i>	Always roll one dice, needing 2+ to hit. Hits on war engines automatically cause critical damage.
<i>Distortion Cannon</i>	Roll D6x5. If total equals or beats target's speed, it causes a hit. Hits ignore shields and automatically cause critical damage on war engines.
<i>Mega Cannon</i>	Place Barrage template. Roll to hit all units affected by template (ignoring cover). Each attack places additional Blast marker on target.
<i>Pulsar</i>	Fires D6 anti-tank shots.
<i>Ripper Tentacles</i>	Stops enemy war engine from using one close combat weapon.
<i>Lifta Droppa</i>	Cannot pick up infantry. Lifts target if it beats its Damage on a D6. Target is moved 1cm for each point damage beaten by. When dropped, the target is destroyed, and anything underneath takes a hit on a 4+.
<i>Vortex Missile</i>	Place Barrage template. Roll D6 Death Ray attacks against each affected unit.
<i>Pulse Laser</i>	Fires D3 anti-tank shots.

OBJECTIVE SUMMARY

<i>Take & Hold</i>	Adds 1D3 to your army morale in each rally phase.
<i>Rescue</i>	Adds +1 to own army morale and deducts -1 from enemy's in each rally phase.
<i>Bunker</i>	Deducts -5 from enemy's army morale when destroyed.
<i>Capture</i>	Adds +D6 to own army morale if captured or deducts D6 from enemy's army morale if destroyed.
<i>Cleanse</i>	Add +1 to own army morale if there are no enemy closer and within 15cm in rally phase.

RESERVES TABLE

Detachment Speed:	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6
Up to 30cm	-	4+	4+	3+	3+	2+
Over 30cm	-	3+	3+	2+	2+	2+
Flyers	-	3+	2+	2+	2+	2+



GREAT GARGANT

The mightiest Warbosses command their Mekboys to build immense Great Gargants for them to take into battle. These beavonned monstrosities move forward with da Boyz and the Battlewagons, using their huge guns to pound the foe into oblivion in typical Orky style.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D6+6	18	30	-

WEAPON TABLE

HEAD/SHOULDER WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Gaze of Gork (Head)	All Round	30cm	(1)	Always roll 1 die, needing a 2+ to hit. Hits always cause critical hits on war engines.
Left Shoulder Battery	All Round	45cm	3	-
Right Shoulder Battery	All Round	45cm	3	-

ARM WEAPONS (Pick 2)

FIRE ARC	RANGE	FIREPOWER	NOTES
Heavy Weapon Battery	Side	45cm	8
Lufa-Droppa	Side	45cm	(1)
			May be used to pick up vehicles and war engines but not infantry. Lifts target if you beat its Damage on a D6. Target may be moved 1cm for each point you beat its Damage by and then it is dropped. The dropped object loses all remaining Damage. Roll a D6 for things dropped on, on a 4+ they take a hit.
Close Combat Weapon	Side	30cm	4
			Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.

BELLY WEAPONS

FIRE ARC	RANGE	FIREPOWER	NOTES
Mega-Cannon	Front	45	(1)
			Place Barrage template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Stubbed Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
3	Right Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
4	Left Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
5	Right Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
6	Left Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
7	Head Damaged	+3 Points	The weapon may not fire until it is repaired.
8	Belly-Gun Damaged	+3 Points	The weapon may not fire until it is repaired.
9	Flashback	+4 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
10	Fire	+4 Points	Gargant moves at half speed until fire is put out by being repaired. The fire causes +1 point of damage per rally phase until put out.
11	Raging Fires	+4 Points	D6 fires break out (see Fire above)
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-2	Internal Explosions	Wrecked
3-4	Inferno	Burning
		A series of internal explosions destroys the Gargant and kills its crew. A massive fire destroys the crew and Gargant. No unit can approach within 5cm due to the heat. Roll again on this table at the end of next turn and apply the result counting 3 as Internal Explosions and 4 as a Magazine Explosion.
5	Magazine Explosion	Destroyed
		The Gargant's magazine explodes. As debris scatters all around, roll a D6 to hit any unit within 5cm.
6	Massive Explosion	Destroyed
		Gargant is destroyed in a huge explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 3D6cm.

WARLORD TITAN

The Warlord's four massive weapon systems give it immense firepower and tactical flexibility, while its metres-thick armour and six void shield generators make it a virtually impregnable fortress.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	6	12	30	-

WEAPON TABLE

CARAPACE WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Death Ray	Front	60cm	(1)	Always roll 1 die, needing a 2+ to hit. Hits always cause critical hits on war engines.
Mega-Cannon	Front	60cm	(1)	Place Barrage template. Roll to hit all units under template ignoring Armour bonuses for cover. Each attack places an additional Blast marker on target.
Vortex Missile	Front	unlimited	(1)	Place Barrage template. Inflicts D6 Death Ray shots on each unit affected.
Multiple Rocket Launcher	Front	60cm	Heavy Barrage	Firepower = 1 in firefights
Heavy Weapon Battery	Front	45cm	8	-

ARM WEAPONS (Pick 2)

FIRE ARC	RANGE	FIREPOWER	NOTES
Death Ray	Side	60cm	(1)
Mega-Cannon	Side	60cm	(1)
Multiple Rocket Launcher	Side	60cm	Heavy Barrage
Heavy Weapon Battery	Side	45cm	8
Close Combat Weapon	Side	30cm	4
			Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Warlord is immobilised for the rest of the turn.
3	Right Carapace Damaged	+1 Point	The weapon may not be fired until repaired.
4	Left Carapace Damaged	+1 Point	The weapon may not be fired until repaired.
5	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
6	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
7	Leg Damaged	+2 Points	The Warlord is immobilised until the damage is repaired. Its Speed is permanently reduced by 5cm to a minimum of 5cm.
8	Systems Damage	+2 Points	The Warlord is immobilised for the rest of the turn. Speed and Firepower are halved until the systems damage is repaired (super heavy weapons require a 4+ to lock-on).
9	Head Damaged	+3 Points	The Warlord is immobilised for the rest of the turn. It may only fire one weapon and has its Assault value halved until it is repaired.
10	Hull Damaged	+4 Points	The Warlord is immobilised for the rest of the turn. Add +1 to future rolls on the Critical Damage Table.
11	Reactor Leak	+5 Points	One randomly selected weapon is destroyed by a flashback and the Warlord is immobilised for the rest of the turn.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1	Leg Blown Off	Wrecked
		The Warlord is knocked back by the explosion and stumbles for a moment before crashing down. Anything in base contact takes D6 hits.
2	Head Blown Off	Wrecked
		An explosion engulfs the Warlord's head, toppling it to the ground. Anything in base contact takes D6 hits.
3	Multiple Explosions	Wrecked
		The Warlord sways violently as explosions ripple through it. Debris scatters over a wide area. Any unit within 5cm takes 1 hit.
4-6	Reactor Meltdown	Destroyed
		The Warlord is destroyed by a massive plasma reactor meltdown. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 3D6cm.

WARHAMMER
EPIC 40,000

**IMPERIAL
WARLORD TITAN**



WARHAMMER
EPIC 40,000

**ORK GREAT
GARGANT**



EPIC 40,000

FOR THE EMPEROR!

The might of the Imperium is split between several fighting forces. Although each of these military arms is a formidable foe in its own right, it is in combination with each other that they are most deadly. Imperial Navy aircraft pour from the hanger bays of massive battleships in orbit to provide air support to the massed ranks of the Imperial Guard. Immense war engines of the Titan Legions stride across the battlefield dealing death with their massive weapons. Around them the sky is filled with speeding Thunderhawks and the howl of falling Drop Pods as the Space Marines launch their lethal assaults.

The Epic 40,000 Army of the Imperium list enables you to field all of these elements in one force. Whether all of these forces are deployed together is up to you, but you will find that an Army of the Imperium is the most flexible army you can field. Each force in the Imperium can stand by its own merits, but together they are a lethal combination. It is this diversity which can also throw you as an Epic 40,000 commander – there are so many options and variations it's hard to work out what to do! To command an Army of the Imperium successfully you must know the strengths and weaknesses of each of these forces in detail, but your greatest asset is the knowledge of how to assimilate these disparate elements into one army which can sweep all before it.

SPACE MARINES

Firepower can stop you losing a battle but it is mobility that will win it. The ability to deliver your firepower to the right place at the right time is crucial. The Imperial Guard have lots of firepower but it is the Space Marines that provide the real mobility. The Emperor's battle-brothers are the fast-moving spearhead of Imperial attacks: strong in defence, unstoppable in assault. They are fearless warriors whose unswerving loyalty will carry them through any hail of enemy fire.

The advantage of Space Marines over most other forces in the Imperial army is their speed. They can be provided with cheap transport vehicles, Rhinos and Razorbacks, and a battle tank that can also carry 2 units – the deadly Land Raider. Add Thunderhawk Gunships and Drop Pods and there is no reason why any Space Marine should have to footslog it across the battlefield!



By Warwick...



...and Gav.

Take: Following on from the huge number of Epic releases that hit the shelves last month, more vehicles have been rolling out of the Imperium's factories to swell the armoured might of the Space Marines. In this article, Gav and Warwick pass on some of their experience with the armies of the Imperium (well over a hundred games of Epic 40,000 were played during its development, and Gav or Warwick played in most of them!) using the miniatures currently available. When even more tanks and troops are released in the future, I'm sure we'll be able to "persuade" one or both of them to let out even more of their secrets...



An Imperial army made up of Imperial Guard, Space Marine and Titan forces.

The Space Marines are the Imperium's rapid deployment forces, capable of reacting to enemy attacks instantly, able to get to the most crucial objectives quickly and taking the battle to the enemy when and where they least expect it.

Use the Space Marines mobility to get them into cover quickly, or snatch objectives early in the battle. Once they are in a good position get them onto overwatch. All Space Marines, except Devastators, can rapid fire, meaning they can double their firepower whilst on overwatch, in addition to the usual re-rolls. This makes for a devastating hail of fire.

Space Marines on overwatch and ensconced in cover become a very tough nut for any enemy to crack – the enemy rolls fewer dice and needs 6's to hit because of the cover's armour bonus. In the face of the Space Marine's overwhelming and accurate firepower, any assault launched by the enemy is always going to be hard-pressed. These abilities turn Space Marines into the ideal troops to hold ground and objectives. With their speed, they can reach almost any point on the battlefield you choose. There will never be many of the Emperor's finest, but used correctly they can be relied upon to hold on until relief, in the shape of the slower moving Titans or the Imperial Guard's heavy armour, arrives to secure the objective.

An alternative method of deploying is Drop Pods. These do not suffer the same vulnerability to enemy fliers as Thunderhawks, as they cannot be intercepted, but they are not as precise a tool either. Troops in

THUNDERHAWK ATTACK!

One of the greatest strengths of the Space Marines is their Thunderhawks. A Thunderhawk on a transport mission is an effective way of deploying troops into good positions quickly but be wary, enemy fliers with intercept missions will make transport missions very hazardous, as will opposing flak units. This is not much of a problem for the Thunderhawk with its Armour of 6, but it will burn you if you get too cocky.

Each Thunderhawk can carry 6 units of Space Marines, be they Tactical, Assault, Devastators, Terminators, Librarians, Commanders or whatever. This means you can tailor your rapid deployment troops for any mission you like. For holding an objective deep in enemy territory Devastators or Tactical troops are perfect, for launching a lightning attack against enemy positions take Assault troops or Terminators, perhaps accompanied by a Librarian and a Captain, or even the Supreme Commander for that all important re-roll during any subsequent assaults and firefights.

When used carefully these troops can turn a battle, by breaking an enemy detachment or war engine or taking otherwise inaccessible objectives. However, dropping Space Marines into the heart of the enemy, unsupported by the rest of your army, is a recipe for disaster. The blast markers will invariably build up very rapidly until the detachment is useless, or destroyed. One good tactic is to use your Thunderhawk deployed Space Marines to surround an enemy detachment you are about to assault, blocking their escape routes. When the enemy are broken by the assault they will be unable to withdraw outside of 15cm from your units and will be automatically destroyed. It is also worth remembering that whilst on a transport mission your Thunderhawk can still fire its weapons at ground targets using half its firepower.

Heed the advice of Robin Dews, the Studio Manager, whose Blood Angels have access to three Thunderhawks usually carrying eighteen units primed for close combat (Assault squads and Terminators). "Hit 'em hard and fast. Forgive no one, and more importantly, forget nothing!"



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Drop Pods always count as reserves, so you'll have to wait for them to become available, which is risky. Several turns without your reserves and things can start to get very tight. And then once they do arrive, their method of deploying is very random.

The risk of enemy flak remains the same so avoid it, and don't get too close to the enemy or they will snap fire at your newly landed troops. Also don't get too close to the board edge, troops which miss the table are destroyed. These restrictions make using Drop Pods difficult. The way to avoid these problems is to only deploy fast moving troops in Drop Pods. You can't deploy your vehicles in Drop Pods so Assault squads are the obvious solution. With their jump packs they can avoid terrain and double their move, or triple it if they are assaulting the enemy. You can now afford to drop your troops a safe distance away from the enemy and they will still have enough time to move forward and get involved in the battle. Another riskier solution to the problem of only having infantry deploying from Drop Pods is to March the detachment when it drops in. This is risky because Marching troops are vulnerable to enemy fire and you can bet every enemy detachment that can will fire at them, but such bold moves have been known to win battles on more than one occasion.

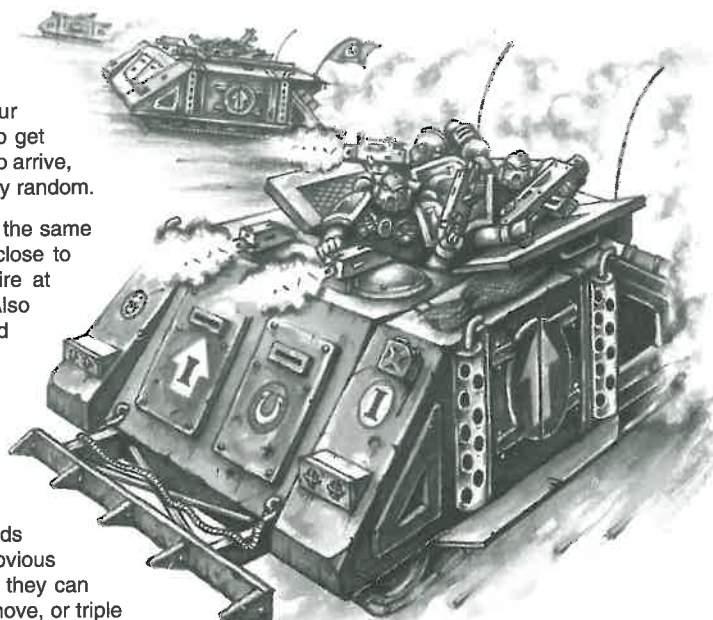
Detachments of Space Marines are the most flexible detachments in your army, easily capable of meeting any threat. A word of caution here though. Because Space Marines are flexible it gives you the opportunity to tailor each detachment for a specific battlefield role, but don't expect one detachment to be able to do everything. You'll find you're much better off picking a detachment to do one job very well than a generic unit which is jack-of-all-trades yet master of none.

SPACE MARINE ARMOUR

Space Marine armour detachments give the Space Marines real teeth. From these detachments comes the massed firepower of tank columns and close support vehicles like Whirlwinds and Vindicators. When putting together an armour detachment remember that they are best used in one of two ways. Firstly, they can be fast moving reconnaissance and assault detachments, with lots of Land Speeders supported by Attack Bikes and Bike squads. These are all very mobile vehicles, which can be held in reserve to launch fast counter-attacks, speed around an exposed enemy flank, or exploit gaps in the enemy lines. They do not have the armour to survive a protracted fight, or the firepower to stall enemy detachments, but when used for lightning assaults or surprise strikes at unguarded objectives they can still have a decisive effect on the battle.

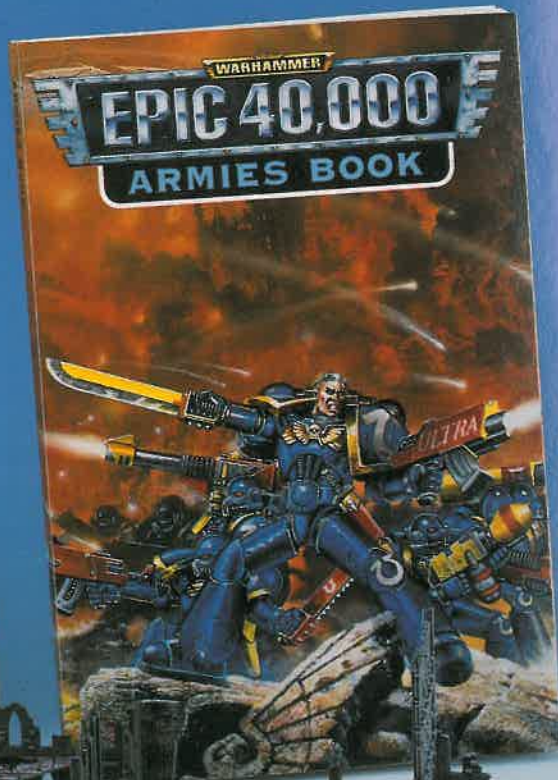
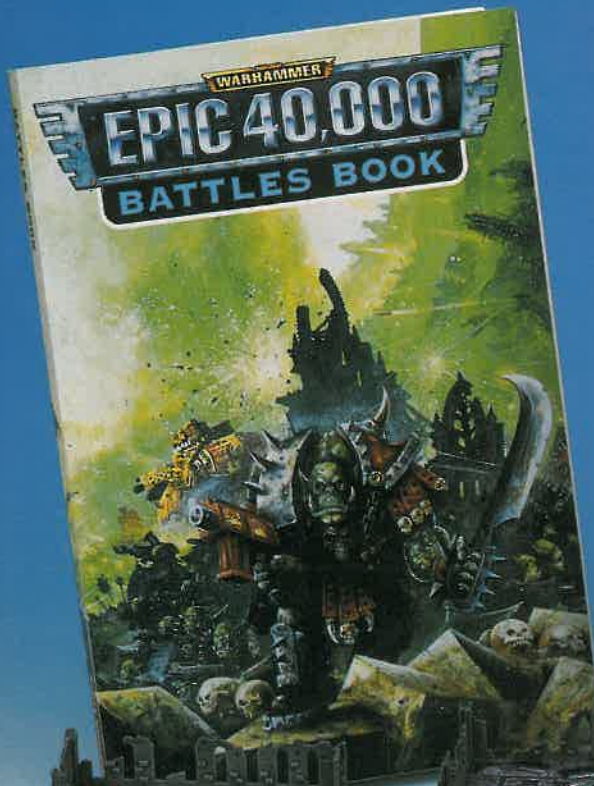
The second option is to use your armoured detachment as a sledgehammer. Detachments made up of Land Raiders, Predators and Vindicators can pack a lot of punch and are slightly faster than their Imperial Guard equivalents. The mainstay of these detachments is the Land Raider. With its two anti-tank shots and good armour the Land Raider is a frighteningly powerful foe. The concentrated fire of massed Land Raiders on Overwatch can make any war engine's life difficult. You will find their anti-tank shots most valuable against well armoured enemies, like Chaos or Tyranids. Against the Eldar or Orks their anti-tank weapons will be less useful – the Orks and Eldar do not field many troops with the high armour ratings that make anti-tank weapons so effective.

The Eldar on the other hand do have a lot of anti-tank weapons of their own, which will make short work of your expensive armour. Before you go mad and make up a detachment of twenty Land Raiders a word of caution: because they only have special weapons, each blast marker that a detachment of Land Raiders takes means they lose one shot – this can rapidly cripple a detachment even though they have good armour. What good is an expensive tank that can't fire? Land Raiders are also vulnerable to close assaults, so it is worth protecting them with either supporting Vindicators or a screen of Tactical troops. The infantry can also bear the brunt of any damage and the effects of blast markers. You could mount the infantry in Rhinos or Razorbacks, but as the Land Raider can transport a couple of squads it does seem a little extravagant.



ABLATIVE RHINOS

As well as giving the Space Marines lots of mobility, the humble Rhino is also great for absorbing damage. When your Devastators or Tactical troops are in position, especially when they're not in cover, make sure that the Rhinos that got them there are moved to the front of the detachment. Because Rhinos and Space Marines in the open have the same Armour value, any hit inflicted will take out the closer Rhinos, leaving the troops with better guns alive to fire back!



WAR ON A N

Razorbacks are a tricky vehicle. You need to buy two in order to transport a single Space Marine squad, which means mixed detachments of infantry and vehicles start to get expensive. They are probably most useful in small numbers giving some extra firepower to your infantry detachments because they are fast



Space Marine Dreadnoughts.

enough to keep up with the Rhinos. If Land Raiders seem like too big an investment of points then Predator tanks make a viable alternative. Their firepower is more suited to dealing with less heavily armoured targets than the Land Raider's anti-tank shots, and is also less vulnerable to the effects of blast markers.

Next come the notorious Dreadnoughts. These are good in most roles but are restricted by their low Speed, which I find makes them best used

defensively. If you include them in fast moving detachments then they are just going to slow everybody else down horribly, or get left behind. I would only include Dreadnoughts in defensive detachments, alongside Devastators, which will be hunkered down on Overwatch most of the game. With their high firepower and assault values, they make an enemy's task all the more difficult should he attempt to assault your troops.

Finally come the Whirlwinds. The main advantage of the Whirlwind is its speed. They are exceptionally fast for an artillery unit and can keep up with your Rhinos. A supporting squadron of Whirlwinds is most useful against numerous lightly armoured foes such as Orks. They do not have the longest of ranges but their speed allows them to move into firing position quickly and loose off a couple of shots before withdrawing to a safe distance. Being artillery they can also use preparatory barrages.

IMPERIAL GUARD TANK DETACHMENTS

The hammer-blow of the Imperial army is provided by its columns of Imperial Guard armoured fighting vehicles. These provide a number of options, from the close support of Hellhounds to the concentrated firepower of Leman Russ battle tanks.

The Leman Russ is the mainstay of any Imperial Guard attack. It combines a moderately high speed with a truly impressive amount of firepower. The punch of a Leman Russ force can smash through weaker foes and send even enemy war engines toppling. Like all tank detachments, however, Leman Russ squadrons are vulnerable to enemy attacking them in close combat, and each one lost is a major blow to their overall effectiveness. To compensate for this you should provide at least a nominal amount of support.



A column of Imperial Hellhounds and Leman Russ battle tanks mobilised for war.

This is especially important if the terrain is quite dense, since this often creates ideal sites for enemy infantry to ambush your tanks. Keep a detachment of Assault Space Marines or Tactical Space Marines close by (preferably with Rhinos so that their "armed response" covers a wide area). When the enemy threatens your tank detachment(s) just bring up the Space Marines from reserve and either deter the foe from assaulting or give them a good kicking if they try anything!

Hellhounds provide close support which is of equal value to infantry and tank detachments. They can provide additional punch to assaulting infantry, while they give a degree of protection to your tank columns should they be attacked in close combat. These close support vehicles are most useful against Chaos or Tyranid armies, who have a number of very specialised close combat troops who would otherwise tear your big armoured vehicles to little bits (*extremely* little bits).

You must remember that your Hellhounds will only be useful if at least one model in the detachment involved in the combat is in base contact (only war engines can lend supporting fire to a combat they are not directly involved in). This may mean sacrificing a Leman Russ or Hellhound for the cause, but when those inferno cannons start rolling back the enemy, the risk will seem worth it!

ARTILLERY – The Basilisk

Perhaps the most feared weapons in the game, Imperial Guard artillery has a reputation for being immensely destructive. A classic example of this long range firepower is the awesome Basilisk assault gun. Imperial Guard artillery has an immense range, which means it can lend its vital fire support to wide areas of the battlefield. This is combined with its ability to fire at targets outside its normal line of fire – you can hide behind a hill or building and still bombard the enemy with an equally devastating effect. Use your artillery to target the enemy detachments which pose the most threat at the time, not necessarily just the ones that are the most closely packed. Just because a particular detachment might make a more inviting target does not mean it is the best one to fire at (don't be distracted by fast moving enemy on march orders – this may be a decoy, so think things through first!). Always keep your overall plan in mind and use the



An Imperial Baneblade heads up a column of Basilisks on their way to the front line.

artillery barrages to destroy and suppress the enemy where they are putting up a tough resistance or threatening to break through your line. Alternatively, you can send a thundering salvo of shells onto enemy detachments which have already been drastically weakened by the rest of the army, dealing them a final killing blow.

Preparatory barrages should not be underestimated as a tactic to pin an enemy detachment in place before it gets a chance to move. Being able to shoot before the enemy moves enables you to place blast markers on the foe before they can escape. This can pin an adversary in place for other parts of your army to assault, or stop them assaulting your own army or capturing an objective.

You will lose the benefit of re-rolls for being on overwatch when you use a preparatory barrage, but the advantage of stopping an enemy from escaping your assault or preventing a fast moving enemy, such as Eldar Jetbikes, from getting into range will sometimes outweigh the advantages of the extra damage caused by re-rolls. This is especially true against very mobile enemies who would otherwise escape your grasp or be able to move into range of their weapons and start blowing your troops apart, building up blast markers on your detachments and generally making life miserable. You'll have to let the battlefield situation dictate your decision on this one, but all good bombardiers should bear it in mind.

SUPER HEAVY TANKS – The Baneblade

The combined forces of an army of the Imperium offer Space Marine commanders a huge amount of tactical flexibility with the use of Imperial Guard war engines. Baneblades, with their awesome heavy weapon battery of lascannons, battle cannons and heavy bolters, are very flexible and can usually make some impact in whatever situation they find themselves in. They are particularly useful against numerous foes – a squadron of three Baneblades has the same firepower as a Reaver Titan with three heavy weapon batteries! You will find them especially useful during firefights, should the enemy reach your lines. The super heavy tank will not be forced to withdraw if you lose an assault or firefight, because it is a war engine. This will mean the enemy end up in a firefight with it but, fortunately for the Imperial forces, the Baneblade is exceedingly good in this situation. Use Baneblades as bastions in your lines, blasting the assaulting enemy and forcing them to withdraw. Holding up the enemy like this will give broken troops time to rally and start firing again, while your other troops pour on even more pressure.

Super heavy tanks may have a hefty amount of armour and guns, but they have their weaknesses too. Anti-tank and death ray shots are particularly effective (watch out for Eldar armies, they have lots of these!) because they ignore all those thick armour plates. Also watch out for the super lifta-droppas of the Orks, as a roll of 5 or 6 is enough to destroy your expensive war engine! Attacking flyers can also cause lots of damage, so a screen of troops or tanks to snap-fire at them as they come in would be a sound (and pretty cheap in comparison to the cost of a Baneblade) investment.

TITANS – The Warlord

The Titan Legions supply the armies of the Imperium with their mightiest war engines, of which the Warlord is probably one the best examples. Titans are huge, they have good armour, can take lots of damage, and carry the biggest weapons going, not to mention the added protection of void shields. Titans, because of their size and the threat they represent to the enemy, are always magnets for enemy fire. They take a lot of damage, and can deal out a lot of damage over the course of a battle. Imperial Titans are actually surprisingly quick. Moving in the movement and assault phases they can cover up to 30cm a turn, and still unleash their full firepower. This will easily outpace infantry and most tanks. Although they are quick Titans are not very manoeuvrable. They are only allowed a single free 45° turn each phase.

Keep this in mind when using a Titan. If it rushes forward then it will be unable to retreat as quickly, which may mean it runs into trouble from which it cannot escape. Keep your Titans with the bulk of your force. A Titan that strays too far on its own becomes a huge target, and once the blast markers build up it will be stranded, a sitting duck which will cost you heavily in army morale should it be destroyed. A Titan that gets itself into severe trouble like this can easily cost you the game. Think hard before you incorporate your Titans into your battleplan.

Titans are useful as firepower magnets. Because of their void shields and good armour they have very a high survivability, and all the time the enemy is blasting your Titan your other troops are getting on with the business of breaking the enemy detachments unhindered. If the enemy foolishly opts to ignore the Titan in favour of other targets then you can really make him pay. One turn of shooting, assaulting and then firefighting can often swing the battle in your favour!



The Imperial Warlord Titan.

When deploying your Titan keep its restricted manoeuvrability in mind. A Titan in the centre of your lines can only concentrate its entire firepower ahead of it, and with limited turns and arcs of fire then you could find your Titan having to shoot at unworthy targets with its devastating weapons. If you put a Titan out on the flanks then it can turn to face the entire length of the enemy line – it will never be short of targets and can begin rolling down the line, assaulting and firefighting any detachments which get into range. Beware of leaving your flank open to fast moving enemy detachments which may scoot round your Titan. Your mighty war machine will be slow to turn and stop them, leaving them to pile into your unprotected detachments beyond. Infantry support mounted in Rhinos or Chimeras is invaluable in a covering role, behind the Titan's advance, to block the route around the flank.

COMBINED ARMS

The Army of the Imperium consists of the Space Marines, the Imperial Guard and the Titan Legions, as well as the fliers of the Imperial Navy. The Space Marines provide speed and steadfast troops. They are superbly suitable to high speed flank attacks, deep penetrating assaults and for capturing ground before the Imperial Guard can move up in support. When the Imperial Guard have settled into range, the Space Marines can either stay with them using their rapid fire to lend firepower, or re-deploy rapidly to another part of the battlefield.

The massed armoured columns of the Imperial Guard, supported by their super heavy tanks and artillery are not the most mobile of forces, but the tanks carry a lot of firepower. These troops form the backbone of the force. The Imperial Guard will cause a lot of damage and occupy much of your opponent's attention. Their sheer numbers should dominate the battlefield. Your Space Marines should provide the first hit, and while the enemy is still reeling, the might of the Imperial Guard moves into range and pounds the survivors into oblivion!

Titans, in fact most war engines, are the masters of the assault. As war engines can lend support to an assault they are not actually involved in, the presence of a Warlord Titan in the middle of your Space Marine or Imperial Guard detachments will deter all but the most aggressive or foolhardy of adversaries. Although Titans can mount a huge amount of Firepower, their super-heavy weapons provide a solution to problems that other troops cannot overcome easily. For example, a Death Ray is perfect for cutting down enemy war engines (after any shields have been depleted by the Imperial Guard or Space Marines' fire, of course), while a Mega-cannon is great for softening up the enemy in preparation for an assault – no armour bonuses for cover and an additional blast marker.

As well as deploying your Space Marines, Thunderhawks can provide the air support your army needs. They can shoot down enemy flyers, and make long-ranged ground attacks on enemies outside the prodigious range of your artillery (or take them instead of artillery altogether).

When you formulate your plan, take into account these factors. Come up with a grand strategy that exploits each of the elements' strengths and hopefully does not expose their weaknesses. Remember that over the coming months the Epic miniature range will continue to expand. In the fullness of time you will be able to incorporate mighty Imperial Guard Leviathans or Shadowswords in your force, while the Thunderbolts and Marauders of the Imperial Navy will rule the skies in the Emperor's name! However, for now the Army of the Imperium with its Space Marines, Baneblades, Warlord Titans, Basilisks, Leman Russ battle tanks and Hellhounds can provide everything you need for a hard-hitting attack or a solid defence, regardless of the enemy's intentions.

Forward for the Emperor!





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WARHAMMER

MAGIC & MISCHIEF



By Rick Priestley

What with all the excitement of the recent new batch of Orc & Goblin models, Rick has put aside his High Elf nonsense and once again dons his (t)rusty horned battle helm in the guise of an Orc Warboss.

Getting your Shamans to cast spells and not blow up can be a balancing act. In general though, high level Orcs are fairly safe on that score, and since Gobbo Shamans are the cheapest Wizards in the game at only 28 points a piece, you don't need to worry too much about the casualties.

Waaagh magic is loud, crude, highly destructive, and above all, green. In fact, it is the perfect mystical force for the Orcs & Goblins who are themselves loud, crude...

The metabolism of Orcs and Goblins is completely unlike that of Humans, Elves, Dwarfs and most other races. This has profound effects on the way Orcs and Goblins react with the world of magic. Other creatures draw upon the raw power of the Winds of Magic, but Orcs and Goblins generate their own.

Every greenskin unconsciously generates a weak magical field, perhaps as a reaction to the surrounding magical field of the Warhammer World. During the intense excitement of battle this field becomes stronger and merges with the magical fields of all the other Orcs and Goblins around him. This gives the greenskins a feeling of communal elation and invulnerability known as the Waaagh! When the Orc Boyz march into battle they feel strong and unbeatable as the mounting power of the Waaagh overtakes them.

As the Orcs become more excited the energy of the Waaagh grows stronger and stronger until it reaches a critical point when the pressure is so intense that it

has to discharge itself or burst. The Waaagh always discharges through the most receptive mind, that of an Orc or Goblin Shaman. As the Waaagh intensifies a Shaman feels the pressure building up in his brain, driving him wild with excitement and pain.

Fortunately Shamans learn at an early age that the only way to avoid extreme pain (and worse) is to allow their minds to release the mounting energy in the form of a spell. In immature Orcs this takes the form of random explosions and unconsciously generated poltergeist activity in which objects mysteriously fly about the room and smash against the walls. A mature Shaman learns how to control these powers and turn them to his advantage in the form of powerful energy blasts and radiant spells of destruction.

GORK AND MORK

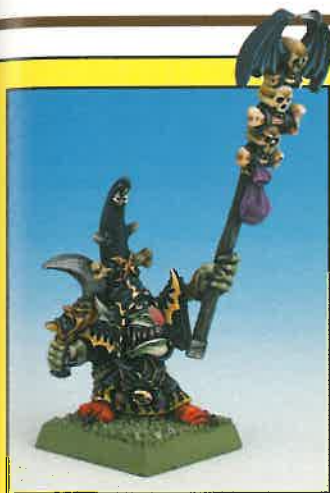
Orc and Goblin Shamans are identified at an early age. Whenever his mates brawl or argue his head starts to hurt, lights flash in front of his eyes, and nearby objects explode and fly about. Sure enough, the young Shaman is easily spotted. He's the one with the sparks flying about his head, glowing red eyes, and noxious green smoke pouring from his mouth.

Shamans are dangerous to be around and other greenskins tend to steer clear of them. Sometimes they are obliged to wear distinctive costumes so they can be easily recognised (and avoided), whilst some are sent out beyond the confines of the camp to commune alone with the gods.

All greenskins believe that Shamans are possessed by Gork or Mork, the most powerful Orc gods, and should therefore be respected and honoured... but preferably from a distance.

On the outskirts of every greenskin settlement, no matter how rough or temporary, can be found a collection of huts inhabited by the tribe's Shamans. In some places the Shamans live in nearby caves surrounded by skulls on stakes, fetish poles and similar paraphernalia. Amongst the forest-living tribes of Goblins and Orcs, Shamans often live in sturdy tree houses perched high above the village huts.





Pictured above are three examples of Orc and Goblin Shamans. The miniature on the right has been used as Nazgob, the Orc Shaman from *Idol of Gork*. You can find out more about him in the *Idol of Gork* campaign pack and the article *The Oldest of Enemies* from issue 208. The central figure is a conversion by figure painter Richard Potter, which you can read about in the article *To Waaagh! or not to Waaagh!* from issue 207.

Finally, on the left is the model we've been using as Oddgit, the Night Goblin Shaman from *Idol of Gork*, which was sculpted by Brian Nelson and painted by Richard Potter (*busy guy when it comes to Shamans* – Ed). You can see that this cunning little character has all the classic features of a Citadel Gobbo, from Brian's wickedly humorous sculpting to Richard's meticulous attention to shading and skin tone.

The other greenskins bring the Shaman tributes of food, traditionally mushrooms as these fungi are supposed to help him communicate with the gods. In fact, a constant diet of hallucinogenic mushrooms tends to give the Shaman colourful visions in which Gork and Mork instruct him how to call upon them in battle and how to cast spells of destruction.

While the Shamans are lying in their huts communing with Gork and Mork they are safely out of harm's way and can cause little damage to other Orcs. Occasionally a foolish or inquisitive Goblin might wander into a Shaman's house in search of sagely advice concerning the whereabouts of a lost shoe or some such trivial matter, only to find himself hurled out of the hut by an unconscious burst of Waaagh power from the Shaman. On the whole it is dangerous to disturb a Shaman, even a sleeping one, and most Orcs know better than to stray too near.

Shamans spend a lot of their time watching the colourful hallucinations dance around their minds and talking to Gork and Mork. It is hardly surprising that they tend to be a little vague when it comes to discussing the real world and everyday things. They are convinced that Gork and Mork are real as, after all, they have not only seen the Orc gods but are on speaking terms. They believe they can call upon Gork and Mork and use the Waaagh to perform great deeds of magic.

Many Waaagh spells are in fact incantations to Gork and Mork, requesting one or other of the gods' assistance. For example, *Da Krunch* is a spell which calls upon Gork to stamp his great big Orcy foot down on the enemy. The spell *Mork*

Save Uz! calls upon Mork to protect his people from hostile magic, and so forth.

SHAMANS IN BATTLE

Greenskin Shamans blast the enemy with waves of Waaagh energy. Waaagh spells tend to be crude but effective, low on subtle manipulation, but big on raw power.

DEALING WAAAGH MAGIC

Shamans are dealt Waaagh Magic cards at the start of the game in the same way as Battle Magic spells. Deal to the highest level Shamans first. Where Orc and Goblin Shamans are of equal level deal to Orcs before Goblins.

DEALING WINDS OF MAGIC

Winds of Magic cards are dealt to the Orc player exactly as for other wizards. The power of the Waaagh is represented by the cards.

WAAAGH SPELLS

In order to cast spells a Shaman must be able to draw on the power of the Waaagh! That means he has to be within 12" of at least one unit of troops consisting of at least 10 Orcs or 20 Goblins (lit'l greenskins generate less Waaagh! power than their big cousins).

If a Shaman is not within 12" of a unit of at least 10 Orcs or 20 Goblins he cannot cast spells that turn. Units which are fleeing don't count towards the Waaagh, and units smaller than 10 Orcs or 20 Goblins don't count either.

If you are intending to include any Savage Orcs in your army, then don't go to war without a Savage Orc Shaman to lead the unit. The magical save bonus conferred by these Shamans is too good a bargain to miss!

WAAAGH TEST

In each magic phase the player must make a test for his Shamans to determine whether they can control the raw Waaagh power flowing through their bodies. The test is required even if it is the enemy's turn, as it can affect your ability to use counter magic.

Make the test in each magic phase of each player's turn after the Winds of Magic cards have been dealt, but before any spells are cast. Proceed as follows:

- 1 Roll a D6 for each Shaman that is within 12" of a unit of Orcs at least 10 strong or Goblins at least 20 strong. Fleeing units are not counted. Shamans more than 12" from any such unit automatically pass their test but cannot cast spells that turn.
- 2 If testing for an Orc Shaman add his level value to the dice score, so a level 1 Shaman adds 1, a level 2 adds 2 and so on. Gobbo Shamans don't add this modifier because they are weaker than Orc Shamans.
- 3 If the dice score is greater than the number of Orc units of 10 or more, or Goblin units of 20 or more within 12" of the Shaman then he has passed the test. If his score is not greater than the number of such units within 12" he fails his test and must roll on the 'Eadbangerz Chart.

If you have a high level Night Goblin Shaman, then keep him well away from the rest of Da Boyz. Rely instead on his magic mushrooms to cast spells – it's much safer!



The Savage Orc Shaman riding a boar shown here is a conversion by Ian Pickstock.

Converting can be a lot of fun, and means you don't have to wait to field a character or troop type which does

not yet exist as a miniature. It can be very rewarding to come up with your own conversions for important models in your army, like the Warboss or Shaman, just to make them a bit more personal and unique to your army.

As you can see from the smoothness of the joins between the different elements of the miniature and Ian's splendid paint job, you don't have to be in the 'Eavy Metal team to turn out a decent result.

When counting Orc and Goblin units any unit in close combat within 12" counts double – ie, each unit counts as two. The Boyz generate lots of extra Waaagh power when they are fighting!



'EADBANGERZ CHART

D6 Roll	Effect
6	"Yuuurgh!" The Shaman struggles to keep control. Weird lights flash around his head. Bubbles of magic leak from his mouth and ears. Discard one Winds of Magic card of your choice. Otherwise the Shaman is unharmed and can cast spells normally if it is his turn.
5	"Fzzzzzap!" Bolts of escaping energy rocket out of the Shaman's ears, nose and mouth. Discard one randomly selected Winds of Magic card immediately. Otherwise the Shaman is unharmed and can cast spells normally if it is his turn.
4	"Me 'ead 'urts!" Flashing lights pound around the Shaman's skull making him dizzy and disoriented. The Shaman can't cast any spells or use any bound spells from magic items this turn, but he may use counter magic as normal.
3	"I've forgot!" The Shaman suffers a momentary brainstorm and forgets one of his spells for the rest of the game. Pick one of your Shaman's Waaagh spells at random and discard it. The Shaman can't cast any spells or use any bound spells from magic items this turn, but he may use counter magic as normal.
2	"I fink I'm gonna..." The Shaman vomits out an explosive blast of magic and collapses in an unconscious heap. The heads of any greenskins in base contact will explode unless they can roll equal to or under their Toughness on a D6. Head explosions kill outright regardless of Wounds and armour. The Shaman cannot do anything at all until he wakes up at the start of his own next magic phase.
1	'Eadbang! The Shaman's head explodes with the force of raw power inside. Obviously this is an exceptionally fatal experience and the Shaman is removed from the game. The burst of energy causes the heads of any greenskins in base contact to explode unless they can roll equal to or under their Toughness on a D6.



SHAMANS

Night Goblin Shamans, Forest Goblin Shamans and Savage Orc Shamans have further special rules as described in the Warhammer Armies Orcs & Goblins book. These are summarised below for ease of reference, but note that the full rules are given in the Orcs & Goblins book.

A Night Goblin Shaman is able to consume magic mushrooms at the start of his magic phase in order to generate an extra D6 Winds of Magic cards for his own use. This enables a Night Goblin Shaman to cast spells even if he is out of the normal 12" range of Orcs or Goblins in which case no Waaagh test is taken. However, should there be Orcs and Goblins within 12" whilst the Shaman eats mushrooms, and should he fail his Waaagh test, then he must add +1 when he rolls on the 'Eadbangerz Chart.

Forest Goblins allow poisoned spiders to bite them, adding their minds but also imbuing them with great magical power. To represent this the Shaman always adds +1 to his score when testing on the 'Eadbangerz Chart and suffers no effect on the roll of a 6. However, every time he fails a Waaagh test he automatically staggers D6" in a random direction.

Savage Orc Shamans are adorned with magical tattoos which enable them to draw extra Waaagh power from Savage Orcs nearby. If a Savage Orc

Shaman joins a mob of Savage Orcs he receives one extra Winds of Magic card from the deal. This card is put aside and can be used by the Shaman during that magic phase. This does not increase the number of cards he can retain from turn to turn. In addition, when a Savage Orc Shaman joins a unit of Savage Orcs, both his and their protective tattoos are boosted from a 6+ save to a 5+ save.



SPACE HULK

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



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



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

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

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

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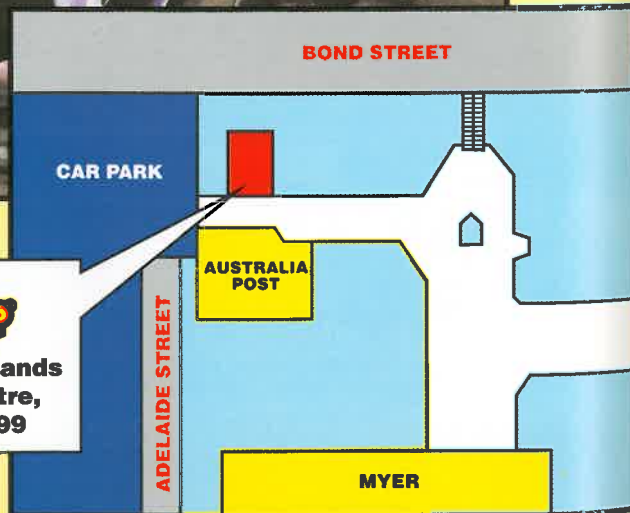
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WORKSHOP

RAIN STOCKISTS



AUSTRALIAN RETAIL STOCKISTS AUSTRALIAN RETAIL STOCKISTS

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 Emerald Toyworld (079) 824 477
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**GAMES
WORKSHOP**

MODELLING WORKSHOP

THE TABLETOP BATTLEFIELD

A LONG TIME AGO...

Long before I started to play Warhammer and Warhammer 40,000, probably even before there was a Games Workshop (yes I remember, people played in the streets with old tyres and sticks – Ed), I'd been a wargamer. In the evenings and at weekends I would spend many happy hours painting up armies of model soldiers, creating battlefields and fighting dozens of different kinds of engagements from small skirmish games to occasional massive multi-player battles.

I also have to admit that I am a terrain maker. Maybe it comes from owning a model railway set at a formative age, but I've always loved the process of creating and modelling miniature landscapes. The first bit of wargames terrain I made was when I was about 11 years old. It was a WWI battlescene which I built on top of the cupboard in the corner of my bedroom, complete with paper-mâché trenches, barbed wire entanglements (fuse wire wrapped round a pencil

really) and a wrecked MkI tank in the middle of a water filled crater – just like the ones I'd pored over in books. To my 11 year old eye it all looked pretty spectacular and I would spend hours lining up my infantry in the trenches and simulating the bloody chatter of a maxim gun DAKKA! DAKKA! DAKKA! (get on with it, Dews! – Ed).

Where you actually play your games of Warhammer or Warhammer 40,000 comes down to how much space you have available – not only when you are playing the game, but also in terms of storage space between times. The luxury of a spare room that we can turn into a full-time games area is beyond the ability of most of us, and usually it comes down to the dining room table or the bedroom floor.

When we were doing the development work on Epic 40,000, we decided very early on that we wanted the battlefields themselves to look great, not just the miniatures we placed on them. That's partly why we came up with the fantastic plastic



By Robin Dews

In this month's Modelling Workshop Robin talks about his love of building and gaming with fully modelled terrain boards...



ruins you get in the game, because with a little effort (a quick spray with black paint followed by a drybrush with Shadow Grey, topped off by Skull White) anyone can use these to create some great looking terrain.

The other thing we learned early on in the development of the game was that due to the small scale of the miniatures in Epic 40,000 the tabletop really benefited from the addition of roads. Somehow they seemed to tie the different areas of the tabletop together, and not leave you looking at a ruined city in the middle of a field!

Needless to say, Andy and Jervis also enshrined this principle in the rulebook by giving all models a 5cm increase to their base rate move if they spend their entire turn travelling along the road, and a good rule it is too!

MONEY AND MOUTH!

During one of our regular development meetings for Epic 40,000 (when everyone involved in the project sits around a table and argues about who's ideas are the best!) I told everyone that they should go off and bring back some examples of the kind of terrain they'd like to play on for the next meeting. Having banged on about how much I like modular terrain, no sooner had I said this than I realised that I would now have to put my money (and my modelling knife and paintbrush) where my mouth was and go off and make some Epic 40,000 modular terrain. Little did I know when I started where this was likely to end up...

MODULAR TERRAIN

Modular terrain is the name given to a type of wargames scenery that you make in discrete bits



(modules – see!) and that you join together in a number of different ways to create a larger gaming area. I like this kind of terrain. So long as you plan a bit before you actually start to make it, you'll find that it's simple to build and will provide you with an almost endless variety of gaming set ups, particularly if you have a few hills and other bits you can move around on top. What pleases me is the way in which the rivers actually run through the battlefields rather than merely sitting on top, and the way in which the hills and other landforms actually become part of the landscape.

Once I'd committed myself to some serious terrain building, I started out by planning to make just four 4'x2' game boards. However, as it often does when I start a new modelling project, things rapidly started to get out of hand.

The photographs in this article show the two different sets of modular terrain that I ended up building. The first one is the Ash Wastes. This set-up consists of eight (count 'em) 4'x2' boards that include a fully modelled up city board. They are all criss-crossed with an interlinked road system that joins together whichever way you lay down the boards. Because of the size and scale of these, they are now stored in the gaming area at the Studio. The second set (the green ones) I made for use at home, and I designed these to be packed up and stored away under a bed or in a wardrobe.

FIRST STOP...

The first stop was my local timber yard, although B&Q or Homebase or any other DIY store would do just as well. 4'x2' chipboard sheets should cost you about £1.25 a go, and so for a fiver you can get enough to create an 8'x4' table. The great thing about buying your gaming table like this is that when you've crushed your opponent and the battle is over you can tuck the battlefield under your bed and peace is once again restored.

THE ASH WASTES

From the outset, I wanted the Ash Wastes to be a bleak and desolate landscape of dunes and gulleys, cut through with rivers of chemical waste and linked together by simple tracks eroded through the surface layer.

So, after buying the chipboard I went off in search of some polystyrene. Again at Do-it-All, B&Q or Homebase, you should be able to get polystyrene insulating board for about £1.25 a sheet. The mistake I made at this point was to have bought the chipboard before I bought the foam. When I tried to put the two together I found that one was cut to Imperial (that's feet and inches!) measures and the other was metric!

This meant that I had to mess about cutting extra strips of foam and gluing them onto the chipboard where the edges didn't quite meet! This was a pain in the bum. Buy the foam first and then ask the woodyard to cut the chipboard to fit. Most suppliers have a circular saw and will cut an 8'x4' sheet down to any size you like and it will save you an awful lot of time and aggravation!

Having finally got my foam and chipboard cut the same size, the next task was to glue the sheets of foam to the boards. The best adhesive to use for this is a rubber solution such as Copydex as it doesn't shrink when it dries. It also doesn't attack and melt the polystyrene sheets like some solvent based glues will.

Finally, on the point of size, I've stated that I wanted my modules to be 2'x4' each, but there is no reason why you couldn't go for smaller (or even larger) sizes if you so desire. In practice, 2'x2' is about the smallest area you can work with, so that eight of them make up an 8'x4' table. However, I find that at this size you have to force the look of the terrain to make the roads and rivers work properly, and so I prefer the larger size. With 4'x2's you can also rotate them 'sideways' and they will still match up which gives you even more variety in your set-ups.

Back to the job in hand...

PLANNING THE ROADS

The real trick when making modular terrain is planning out how to make the rivers and roads join up, no matter which way you lie the boards. I usually take the simplest approach to this although I'm sure some of you could work out a more complex mathematical formula involving phi ratios and golden means (*yes yes! get on with it! - Ed*)

On a 4'x2' board, the centre line of the road should be marked in the middle of each short edge (the 2' side). Once you've established this point you can turn the board sideways and mark the centre line of the road onto the edge of the next board and so on. You should therefore end up with each board having six points marked on it. One at each end in the middle of each board and two down each side 12" from the corner (see the diagram). Before you proceed further you should just check your boards to make sure that all the roads will line up.

I marked the roads on my boards by pressing a "wallpaper edge roller" into the polystyrene and impressing the road. This little tool is used by decorators to smooth the edges of wallpaper when you hang it. It consists of about a 1" wide roller on a wooden handle and is just great for marking out Epic 40,000 roads in polystyrene sheets.

When marking out your roads, don't feel that every road has to go somewhere! Some of the tracks, particularly those along the edge of the boards, can simply be marked onto the board for



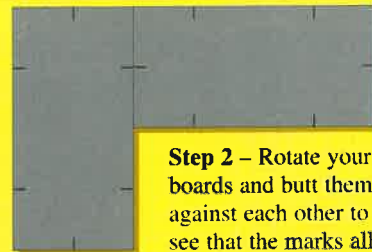
a few inches before they peter out. You'll find that once you start to butt the boards together these simply look like roads that come to a dead end or

ROAD RAGE

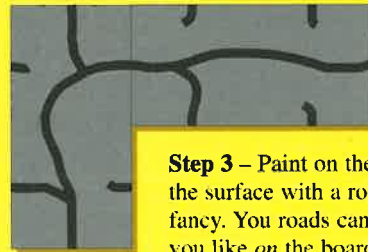
How do you make the roads join up? This is one of those things that is maddeningly difficult to explain, but as simple as a simple thing to do. Here's the three easy steps...



Step 1 - Mark out the 6 points where the roads will enter and leave each board. These should be in the middle of each end and the same distance down the sides. On my 4'x2' boards, that's 12" from each corner.



Step 2 - Rotate your boards and butt them against each other to see that the marks all fit together.



Step 3 - Paint on the roads or gouge them into the surface with a roller in whatever way you fancy. You roads can twist and turn as much as you like *on* the boards so long as you ensure that they *only* enter or leave at one of the previously marked points.



This innocent little tool is used by decorators to smooth the edges of wallpaper when you hang it. It consists of about an 1" wide roller on a wooden handle and is just great for gouging out Epic 40,000 roads in polystyrene sheets!

you can always place a ruined building or other model (perhaps a mine) at the end of them to give them some reason for being part of the landscape. In this way you will get a credible, 'realistic' landscape where the roads and other terrain features make sense rather than just being a random collection of differing scenic elements.

On the ash wastes, all of the hills and ridges were cut out of additional polystyrene sheets and glued onto the base sheet before the roads were marked out. This was done to enable me to create the feel of dirt tracks winding through mounds of slag and mining waste.

The river boards were a little more tricky, but used the same basic principles. Having worked out my road system on the basic boards, I decided that I wanted the rivers to meet at a point halfway between the road and the corner of the board. This placed the river centre line at a point 6" in from the corner of the short edge. Once I'd worked this out I marked out the meander of the river across the board onto the polystyrene with a felt pen and then cut out the river with a hot-wire cutter. You could use a breadknife or modelling knife for this, but I would advise doing it outside as sawing polystyrene does get a bit messy!

Once I'd cut the sheet in half along the river banks, I glued them down to the chipboard, leaving a gap in between where I could paint in the toxic gloop of the chemical river.

ADDING TEXTURE

Once all of the boards were dry I set to work modelling them up. You do this for two reasons. The first is that they look better and the second is that it makes them more resilient to damage. Polystyrene is a very soft material and easily gets broken unless given a tough surface.

To texture my boards I simply applied a mixture of PVA glue and water and then scattered ordinary builders' sand onto the sticky surface. The PVA should be thinned down to a consistency similar to that of milk, and once the sand has been scattered over the surface, leave it to stand for five minutes or so before tipping away the excess grit. The best way to do this is to work on a big sheet of paper laid on the floor (or outside) so that you can collect the excess sand, tip it back into a box and keep re-using it. (The guys who work here in the model making department use big 6'x3' cardboard packing trays that they get from the bins at the back of MFI. They are great for doing this kind of work, because the sand collects in the tray and you can easily tip it back into your box.).

One thing to note here is that on my boards I left the roads (where I'd scored the polystyrene with the wallpaper roller) clear of glue and sand. This gave them a different texture to the rough surface of the rest of the boards, and made them look as if they had been eroded from the surface of the planet by the passage of endless mining convoys



Nigel Stillman

MODULAR TERRAIN A Stillmanic View

I have always liked modular terrain because if you use thick terrain boards you can dig down to model such features as streams, rivers, marshes, ravines and even coastal bays and inlets. You can't represent deep features very convincingly on an ordinary flat tabletop. Terrain features which have a vertical dimension are

impressive and make the battlefield more interesting and more realistic. You can create vertical height on an ordinary flat tabletop by making hills, crags and cliffs and you can do this on modular terrain boards as well, but **only modular terrain** allows you to create truly realistic sunken features.



Recently I decided that my two foot square terrain boards were too small, too flat and too many. One reason that I had so many boards wasting storage space was because you need enough

boards to enable roads and rivers to join up. I wanted to have less boards, but with more depth. My solution was to opt for two foot by four foot terrain boards. Each board (6mm plywood, hardboard or MDF board) would be reinforced around the edges by 2 inch by 1 inch wooden battens screwed onto the board (nails eventually come out!). You could make lighter, simpler and easier boards without doing this, but I wanted the boards to withstand a lot of use and I didn't want the edges to deteriorate.

The battens ensured that all boards had the same depth of two inches. The boards which were to have deep features could be turned upside down and filled up with polystyrene sheets or layers of thick brown cardboard box packaging. All streams, rivers and other deep features would be carefully cut into this depth allowing me to have quite steep riverbanks and sea cliffs if I wanted.



or long columns of large military vehicles. Once all of the boards had been sanded I left them overnight to dry thoroughly before moving onto the next stage.

SEALING THE SURFACE

By now you should have four or more boards covered with sand and with bare patches that show where the roads are. It's a good idea at this stage to once again check that all of the roads meet at the edges before you seal and paint them.

If you don't seal your boards, you'll find that the sand begins to wear off after a while to leave bald patches, and so even if you decide not to paint them and leave them looking like a desert planet it's a good idea to go this further stage.

To seal you boards, you simply brush them once again with a mixture of PVA glue and water, but this time include a little (about a desert spoon) of washing up liquid in the mix. The reason for this is that the washing up liquid breaks the surface tension of the water/PVA mix and allows it to flow smoothly around the grains of sand. Brush this mixture all over the sandy areas of your boards and then leave them to dry again, preferably overnight.

You'll find that not only does the sand not come off when you rub it now, but the surface has acquired a tough, stone-like texture that is quite

resilient to knocks. When I sealed my Ash Waste terrain, I also mixed black emulsion paint with the PVA/Washing-up Liquid blend so that once this was all dry I was ready to move onto the painting stage. Of course you could equally use green, yellow, brown, red or any other colour you wish depending on your planetary preference!

PAINTING THE BOARDS

After three days of preparation (Day 1 – assembling the boards, Day 2 – applying the sand and Day 3 – sealing the surface) I was finally ready to finish the job!

Because I'd mixed in the black paint when I sealed the boards, all I had to do was drybrush them with Citadel Shadow Grey, followed by a final work over with Skull White to get the finish you can see in the photographs.

I used a chunky 3" paintbrush to do this (I bought it from a hardware store at the same time as the polystyrene). Tip some of the paint from the pot onto a bit of scrap cardboard and work it into the bristles of the brush. When the card appears to be dry and there is no more liquid paint to be seen, begin to lightly brush the surface of your game boards with smooth, rapid, even strokes. This is much more difficult to describe than it is to do, but you'll soon get the hang of it and the drybrushing technique across the sandy texture produces a fantastic looking result.

I only needed to use polystyrene or cardboard where the feature was to be cut into the depth of the board. If a feature only occupied half a board, the rest could be covered by a flat sheet of plywood, hardboard or MDF board. The terrain module would therefore have a level plain dropping down into a river valley or onto a beach. The flat area of each module would provide a level surface for placing another separate terrain feature such as a steep hill or building.

The size of the boards enabled me to sculpt large and impressive terrain features, or put more than one feature on each board. All roads and rivers went off the modules on the short edges. This was because I intended to place three boards side by side along their long edges to create a six foot by four foot table. If I did this by laying the boards on sturdy timbers resting on two strong trestles, I would not actually need a real table to rest the terrain on at all!

This arrangement created for me a table which I could dismantle when not required. I found that you can have quite a lot of variation with only five or six boards. I would suggest having one board featuring either a wide river or a meandering stream, one or two boards featuring only a level plain (which is where you place big hills or your village). One board featuring a coastal inlet or estuary (which if wide enough allows you to add the dimension of a sea raid to your battles) and one board featuring a road (which if combined with the river board, allows you to have a bridge or ford).



Because the rivers and roads entered and left the boards on the short edges, the problem of how they would join up would never arise! When combining a road and river on the same board to create a ford or bridge, do not make the road cross the river at right angles. Instead, stick to the principle of linear features running off the short edge of the board. The river should meander so as to create a bend where the road actually crosses it. The road therefore runs along the river bank before and after the crossing point. Marshes should be put in wide stretches of the river valleys. For ravines, simply make a river valley with no river in it, just rocky slopes. To model rivers, streams and the sea use the flat base board revealed by cutting out polystyrene or cardboard, paint it greenish blue and apply a few coats of gloss varnish.

Since the terrain modules were two foot by four foot, I was also able to re-use my existing terrain boards in the new system by screwing down a pair of two foot square boards next to each other on the battens to create a two foot by four foot board. I also re-used one board for one half of a new module and used



Robin moves in for the kill!

Finally, the Skull White highlight was applied just around the edges of the hills and any other raised areas just to give them a bit of extra relief.

EXTRA BITS AND BOBS.

On the finished boards, you can see two other features that I included just for fun. On some areas of the surface, I modelled on some craters before sanding and sealing the surface. This was just to provide some other areas of relief on what may have otherwise looked like a blank, featureless plain (they will hopefully also provide

my troops with some cover when the shells come flying in!). Once I'd got my hands on the plastic ruined city pieces from the new Epic 40,000 game I just had to go the whole hog and model up a complete city board. This was done in exactly the same way as the other sections and I worked it out to ensure that all of the roads joined up. Before I sanded the board, I glued on the plastic ruins and then sealed them onto the surface with PVA/ water mix. I also went back and added extra piles of coral sand and larger rocks around the shattered buildings. You'll find that pet shops, particularly ones that carry a good range of aquarium supplies, are just great as a source of interesting rocks and gravel for modelling with.

Finally, after the boards were dry, I sprayed the buildings black and then drybrushed them with a few different colours (green, rust red and dark blue) to create a bit of contrast with the uniform grey of the ash. The only problem with this city board is that it can't be stored flat, but it sure does make an impressive and characterful centrepiece for my Epic battles!

That's about it for now. I hope I managed to spark you off with a few ideas. I started out by saying that once I got going on building terrain, things rapidly got out of hand. In a future article I'll be talking about how to create 64 square feet of modular playing surface for less than £30, but that's for another issue.

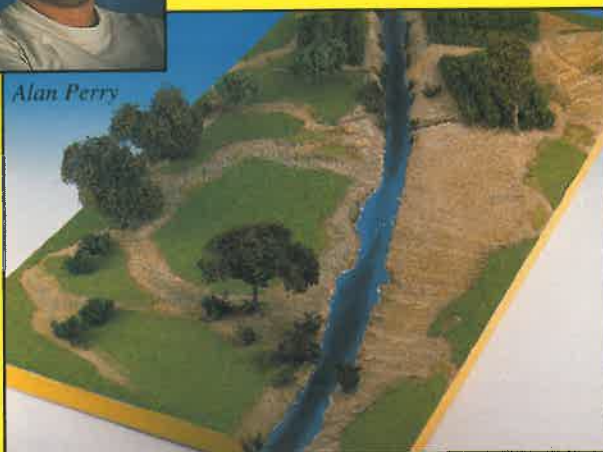
the other half to create a deep feature. In this way steep hills would descend to a level plain and then again to a river or beach. Now I have truly realistic landscape.

All terrain features except for the deep ones and the big hills are placed on the terrain modules as separate items of scenery.

These include such things as buildings, woods and fields. The edges of the modules were covered with two inch wide green carpet tape to give a good finish. The finished terrain modules look professional and are very strong and easy to store, but rather heavy!



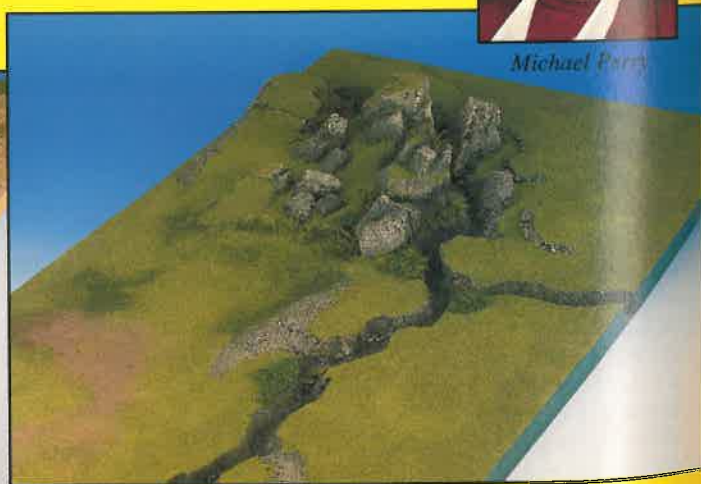
Alan Perry

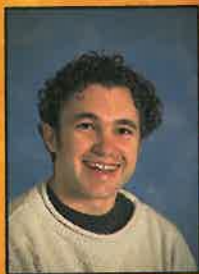


Probably the best examples of what I've been trying to do actually belong to the Perry Twins – a few sample pieces are shown below. They really inspired me, and when I saw their brilliant boards I knew I wanted some of my own! As you can see, the board on the left even features a river going from one short board edge to the other, as I've planned to do with some of my own modular terrain.



Michael Perry





By Steve Anastasoff...



...and Warwick Kinrade

COILS OF THE SERPENT

DISCIPLES OF DISEASE

Steve: There are some people who feel a certain natural affinity with one or other of the various Warhammer races. Being currently infected with all manner of foul contagions and pestilences (well, actually having a bit of a cold) it seemed natural for me to have such an affinity with the Plague Monks of the Skaven Clan Pestilens, and the diseased daemons of the Chaos god Nurgle. And so, with the battle report rolling round once again, it was only suitable that these should be the troops that I take to war. But who would their opponents be? And who would be foolhardy enough to command an army against my infernal alliance? Well, for over 2,000 years the Skaven of Clan Pestilens have waged war against the Lizardmen of Lustria. And ever since his defeat at my hands back in issue 203 Warwick has been seeking a chance to avenge himself upon me. Ah yes, an epic tale of rivalry and war, spanning two millennia and six issues of White Dwarf... truly the stuff that good battle reports are made of!

We've been wanting to play some games using the more unusual scenarios from the Warhammer Battles book for a while now, and this seemed liked the ideal opportunity. We have an absolutely huge number of Lizardman troops painted up for the Studio army, and it would be nice to use as many of these as possible. However, playing really large games can sometimes be a bit troublesome. This is especially true of a battle report, where you have to keep track of everything that's happening in the game while you're playing it. It can become all too easy to lose track of what magic items are carried by who, or forget to declare an important charge. The solution to this seemed to be to play a scenario with unequal forces on each side. The Lizardmen could have their huge army, against my much smaller force. Although one army would be very big, the game overall would be about the same size as we usually play battle reports. There are several scenarios from the Battles book that would be suitable, but we eventually decided on the Last Stand scenario.

The jungle resounded with the cries of colourful birds and the mating calls of wild animals. The tropical rain clouds had doused the jungle in monsoon rains and swelled the mountain streams into raging torrents.

Climbing the narrow tracks that wound through the towering peaks came the Lizardman army. Lord Axolotl-Olm borne aloft at its head. Slowly and inexorably they marched to the beat of drums, passing great waterfalls and the vine covered remains of their former civilisation, guided by the enigmatic instructions of their Mage-Priests.

Meanwhile, hidden amidst the mountain crags Lord Skrolk, the old and evil Plaguelord of Clan Pestilens, stirred his cauldron of bilious slime, casting spells into the brew from his tome of twisted magics. Blissfully unaware of the Lizardmen's approach he cackled insanely to himself, tossing a poisonous toad into the boiling mix. Lord Nurglitch would honour him greatly. This new disease would be his greatest triumph yet, perhaps a precursor to the return of Clan Pestilens to their true homeland. A homeland that he would one day rule.

On the ruined pyramid above, the hulking forms of Beastmen lazed in the damp sunlight. Like the Skaven below, their fur was covered in warts, boils and pustules. The bones of their victims lay in rank piles about their recumbent forms.

The dark chamber within was filled with evil smelling green smoke, while the rotting carcasses of dead animals hung from the walls, hairy black flies crawling across every surface. The

atmosphere was toxic, one of disease, plague and death. Skaven Plague Monks scurried about their disgusting business, bringing their foul master the ingredients he required for his festering cauldron. Down the crumbling steps limped a lone human, cowed and cloaked, a rusting scythe as his staff.

"Ahhh Festasmus, you have returned. My diseases are too potent-potent for you to resist," the blind old rat chattered mockingly, sniffing the air for the human's scent.

"Yes, and with ill tidings, oh pestilent one."

"What, what is this. What dares to interrupt my work-work?" squealed Skrolk angrily.

"You are discovered, an army of Lizardmen will be here within the hour, already they have you surrounded."

"Treachery!" Skrolk drooled and spat with frenzied excitement. "We have not yet the strength to fight them, my work is incomplete," he ranted.

"All is not yet lost, oh putrescent one, you still have the Liber Bubonicus and Father Nurgle is well disposed to your cause. Let us prepare a ceremony," offered Festasmus, growing excited at the prospect.

"Yes-yes," replied Skrolk, realising what the Nurgle sorcerer was implying. "Bring me seven of my slaves and my sacrificial knife, quickly," he ordered. Soon the daemons of Nurgle would once again walk the jungles of Lustria...



Lizardmen by David Gallagher.

"It would be a foolhardy exercise to try and take on the full might of the Lizardmen in a straight fight, so I was going to have to use my brains."

My small army would be deployed in the centre of the table, surrounded on all sides by the Lizardmen. My objective would be to survive, and I would gain a bonus of five victory points if I could do this. A number of other special rules apply in this scenario, but perhaps the most significant is that all the defenders gain a +1 bonus to their Leadership. This reflects the desperate situation they are in, knowing that they must fight to the death.

You might remember Tuomas' *Forging Alliances* article from issue 207. At first I was just planning on using the army lists strictly, taking a Skaven army with Chaos allies, or perhaps a Chaos army with Skaven allies. But after a quick read of Tuomas' article I started to think again. The most important thing would be to keep the army characterful, sticking to the theme of plague and disease. I eventually agreed, with Warwick's consent, that the army could be freely chosen from either the Skaven or Chaos army lists, ignoring the normal ally rules. However, there was one major condition imposed, which was that everything chosen must in some way be linked to either Nurgle or Clan Pestilens. If you wanted to try a scenario like

this you could just stick to the normal ally rules if you prefer, or you could try choosing two completely separate armies. This would be a good option if you and a friend wanted to ally your small armies together to fight a much larger force.

My first selection was daemons. The new Greater Daemon of Nurgle was an obvious choice to start with, but unfortunately this left me with precious few points to spend on other daemons. Even so, I couldn't resist and kept it, adding Plaguebearers and a couple of swarms of Nurglings.

By this stage an overall plan was beginning to form in my mind. It would be a foolhardy exercise to try and take on the full might of the Lizardmen in a straight fight, so I was going to have to use my brains. To stand any chance of winning, I would have to try for those five bonus victory points by having at least one unit surviving at the end of the battle. This meant avoiding the hardest Lizardman units, especially the Slann Mage-Priests, while picking on the weaker ones. Bearing this in mind, I decided on the key elements of my plan. Firstly, I would deploy my army facing out in all directions. This would force Warwick to spread his army around my entire deployment zone. If he didn't cover me properly I would be able to send some of my units running away from his force and easily keep them alive until the end, earning me those bonus victory points.

My army would be formed of two elements: the first a hard-hitting section centred around the Great Unclean One. This would be supported by several smaller, more disposable units. Their job would be to hold off the bulk of the Lizardman army. Once the battle was underway, the Greater Daemon would spearhead an assault at the weakest point of the enemy lines. Meanwhile, the shielding units would move to tie up the toughest Lizardmen units. By the time the Lizardmen dealt with these, their line would be in disarray under the onslaught of my hardest units.

The rest of my army choices were made bearing all this in mind. I wanted a really hard hitting unit to support my Greater Daemon, and nothing seemed more appropriate than a unit of Skaven Plague Monks. I still needed to choose an army general, and Lord Skrolk of Clan Pestilens would suit the job just fine, personally leading the Plague Monks. As a backup units to the Plague Monks and Greater Daemon, I chose a unit of Chaos Beastmen. However, in order for them to be admissible to my army, given my restrictions, they would have to be worshippers of the Chaos god Nurgle. To make this evident, they would be





LORD SKROLK'S ARMY



16 Plague Monks with additional hand weapons. They have a Champion, a musician and a standard bearer with the *Sacred Standard of the Horned Rat*. They are accompanied by **Lord Skrolk**, with the *Liber Bubonicus* and the *Rod of Corruption*.



11 Beastmen with shields and halberds. They have a musician and a standard bearer with the *Battle Banner*. They are led by **Festamus the Septile, Chaos Sorcerer of Nurgle**, with a double-handed weapon and a *Dispel Magic Scroll*.



Great Unclean One.



20 Skavenslaves with spears and shields. They have a standard.



5 Plaguebearers.



2 bases of Nurglings



led into battle by a Nurgle Champion. With only a few points left, I chose a Chaos Sorcerer of Nurgle for this role.

Once the terrain was set up, it quickly became evident what the best way to implement my plan would be. The ford over the river would make an ideal break point, a fulcrum around which my

attack could lever open the Lizardman lines. My main force would head straight for the river crossing. Once over the river, the only way the Lizardmen would be able to get to me would be by crossing the ford themselves. This would, leave me only this narrow point to defend. Now all I had to do was put my plan into operation.

SERVANTS OF SOTEK

Warwick: Mine to command would be 4000 points of Lizardmen, with the entire Studio army to choose from. I'll admit right now that I am no expert on the Lizardmen, my own Warhammer army is Skaven, but I did fight some games with the Lizardmen whilst Nigel was writing the book. I've fought against them and with them on several occasions, since so at least I had some idea of what I could expect.

The army must be led by a Slann Mage-Priest and with so many points to spend I instantly opted for the most powerful Mage-Priest I could, a Mage-Priest Lord. I also made him the battle standard bearer. With so much invested in one model (my general, my highest level wizard and my army standard) I would need to protect him with some magic items. I would, however, choose these later.

My next choice was a regiment of Temple Guard, a personal bodyguard for my mighty Mage-Priest Lord. The Temple Guard are excellent shock troops, with no real weaknesses: they're excellent in hand-to-hand combat, with good armour saving throws and armed with halberds. They would make a strong core to my army. My

next choice was a
Stegadon. Mike
has just



completed painting this model, and I had already suffered at the horns of Stegadons on more than one occasion in previous battles – they are almost unstoppable. I also wanted to include a couple of Salamanders for no other reason than I like the new models. My initial “must have” choices complete, I sat down and started thinking about a plan of attack.

I knew I would have to wipe out Steve's pestilent coven and that I would have a large superiority of numbers. Still, I could not afford to be complacent. Horribly out-numbered, I figured Steve would not slog it out in a straight fight, he's too good a Warhammer general to make that mistake. Any survivors would give him a bonus five victory points and that might well bring him victory. He'd probably try to get these points by making a run for it. This meant I couldn't afford to let any of his regiments get away, I would need to keep him surrounded. This would obviously require a lot of troops.

So far I had only chosen really expensive stuff, but now I turned my attention to the cheap and numerous Skinks taking three regiments of 20 Skinks each, all armed with poisoned short bows or javelins and operating as skirmishers. They would be fast enough to block any escape routes, and their massed archery might be a threat to Steve's regiments at short range. The plan was to encircle the defenders with Skinks. They would rush forward, launching a hail of arrows and javelins and get close enough to prevent the enemy from marching. Also with this in mind I chose three Terradons. If I used them carefully they would be able to mop up any stragglers in the last turn.

With only Toughness 2 the Skinks would be very vulnerable to disease type attacks, such as Nurgle magic, the Plague Censer Bearer's *Fog of Death* and the dreaded Skaven *Plague* spell (I had seen a regiment of fifty Skinks totally annihilated by this spell in one game, I remember because I cast it at them!). I consoled myself with the thought that they were cheap and, in the pursuit of victory, expendable (can you tell I'm a Skaven player at heart?).

Next I chose my main attack regiments. These would be my shock troops who would do the bulk of the fighting. Three regiments of 20 Saurus warriors to match the three regiments of Skinks. These large regiments would be more than capable of duking it out with the best of Steve's troops, be they Beastmen, Chaos Warriors, Plague Monks or whatever.

The points were really starting to build up now. A regiment of five Kroxigor were my next choice, followed by a Mage-Priest Champion. My vast numerical



AXOLOTL-OLM'S ARMY



9 Temple Guard with light armour, shield and halberds. They have a musician and a standard bearer with the *Jaguar Standard*. They are led by a **Slann Mage-Priest Lord** with the battle standard, a *Destroy Magic Scroll*, the *Amber Amulet*, and the *Plaque of Dominion*. They are also accompanied by a **Saurus Hero** carrying *Van Horstmann's Speculum* and the *Cloak of Feathers*.



Slann Mage-Priest Champion with a *Dispel Magic Scroll*.



20 Skinks with short bows and poisoned arrows. The regiment includes a Champion, standard and a musician.

20 Skinks with short bows and poisoned arrows. The regiment includes a Champion, standard and a musician.

20 Skinks with poisoned javelins including a Champion, standard and musician.

20 Skinks with poisoned javelins. They have a Champion with the *Dagger of Sotek*, a musician and a standard bearer. They are accompanied by a **Kroxigor**.



20 Saurus Warriors with spears and shields including a Champion, standard and musician.

20 Saurus Warriors with hand weapons and shields including a Champion, standard and musician.

20 Saurus Warriors with hand weapons and shields including a Champion, standard and musician.



1 Stegadon with 6 Skink crew and a giant bow.



5 Kroxigor with double handed weapons.



3 Terradons with 2 Skink riders, each with a short bow and poisoned arrows.



2 Salamanders with 4 Skink runners each.



3 Lizard Swarms.

advantage would mean nothing if my regiments were devastated by diseased magic, so another High Magic spell caster would be useful for countering these attacks.

It had been a mighty task, but I was almost there, just the odd few hundred points left to spend! Another regiment of twenty Skinks, all carrying poisoned javelins, this time led by a Kroxigor. Finally I chose three Lizard Swarms, just for variety. These completed my army list and still left me some points to spend on magic items.

I suspected that Steve might go for the Great Unclean One, if only because the new model has just been released. Except for the High Magic

Banishment spell I would have nothing to stop such a creature. I began sorting through the magic items for a way to kill it. A *Daemon Slayer* sword? Maybe, but it's very expensive, not very "in character" for the Lizardmen, and besides who would I give it to? Only my Mage-Priest Lord was anywhere near hard enough to take on a Greater Daemon, and I was not prepared to risk him. Losing my precious general would probably result in losing the battle.

I came up with a different plan, in the shape of *Van Horstmann's Speculum*. This would allow me to challenge the Greater Daemon and then swap Strength, Toughness and Initiative characteristic with it. That should give the challenger a fighting chance. I decided that the challenger was to be a Saurus hero, who was accompanying the Temple Guard. Should Steve target my Mage-Priest Lord with the Great Unclean One's unwelcome attentions then the Hero could challenge it. In case the Greater Daemon fled





Below you see both armies arrayed for battle.

from my Mage-Priest Lord, perhaps fearing the *Banishment* spell, or tried to bog the regiment down with cheap rank and file, then I gave the hero the *Cloak of Feathers* as well. This could transport him up to 24" if he was already in combat. Brave fellow!

Other magic items I chose were the *Dagger of Sotek* for a Skink Champion, especially good for killing Skaven, and the *Jaguar Standard* for the Temple Guard to propel them into battle. Next were a *Dispel Magic Scroll* for the Mage-Priest Champion, and a *Destroy Magic Scroll* for the Mage-Priest Lord should Steve try to target my troops with any really deadly spells. I also gave the Mage-Priest Lord the *Amber Amulet* and the *Plaque of Dominion*. He was now worth a massive 725 points in total. Call me paranoid but I could not afford to get him killed. Such a powerful character deserves a name, and so he became Lord Axolotl-Olm, High Lord of Onchi-Puanki, an ancient Mage-Priest, roused from his contemplations in a time of great need.

It is worth noting here that every regiment, except for the Kroxigors, Terradons and Salamanders also included a standard bearer, musician and a Champion, because, well, just because all Warhammer regiments should!

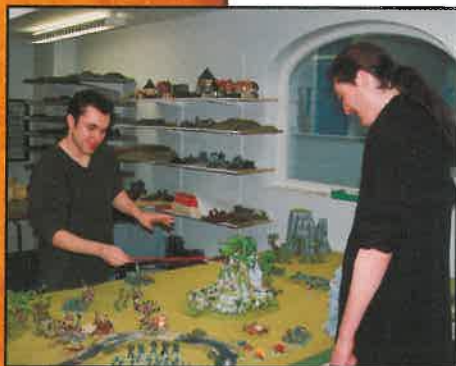
So the basic plan was to encircle the enemy with skirmishing Skinks preventing Steve's troops marching to escape my main attack, whilst firing hails of poisonous arrows and spitting venomous acid at them. The main attack by the Saurus warriors, Temple Guard, Kroxigor and Stegadon would be just behind. They would deliver the knock-out blow. Behind these would be the Terradons, waiting to mop up any stragglers who might have escaped the attack. I christened my plan "the Coils of the Anaconda". Now, battle could commence.



LORD SKROLK'S TURN 1

Steve: The howls of the Beastmen and bellowing of the Great Unclean One drowned out the sounds of the Jungle as the forces of disease and pestilence advanced into battle. The Plaguebearers moved towards the Skinks on the far side of the pond, wheeling away from the Saurus warriors on the Skinks' flank. Meanwhile the Greater Daemon and Plague Monks made for the ford, with the Skavenslaves, Nurglings, and Beastmen covering them. If I could make it across the river then I was fairly sure that I could keep the Unclean One and Plague Monks alive until the end of the battle, earning my bonus victory points. The Skinks and Kroxigors on the far side of the river shouldn't be too much trouble for my hardest units to deal with. With movement finished, and no shooting or hand-to-hand combat, we advanced to the magic phase. The Great Unclean one summoned up his foul powers to cast a *Plague Wind* at the Skinks across the river. However, the counter-magic of the Slann Mage-Priest Lord was too strong, and he not only dispelled the magic, but destroyed it as well! I would no longer be able to use the spell for the rest of the game. Drat!

Steve tries to shimmy out of the way, but Warwick and his Lizardmen are having none of that nonsense.



LIZARDMAN TURN 1

Warwick: The first thing I had to do was to take terror tests for the presence of the Great Unclean One and Lord Skrolk. Due to their cold-blooded nature, all my troops stood their ground, either too brave or foolish to be worried.

My Stegadon and the Temple Guard marched towards the Great

Unclean One, but in my excitement I stupidly forgot to use their *Jaguar Standard*. Realising that Steve was attempting to escape across the ford I sent the Terradons swooping round to reinforce the far side of the river. As planned the Skinks all advanced, fanning out to bring their bows and javelins to bear. One regiment leapt into the river, another swam out into the spawning pool, while my unit of Kroxigors wheeled to face the ford. My Saurus regiments all advanced, while the Lizard Swarms and the Skinks nearby wheeled towards the Skavenslaves. My net was closing in on the foe.

In the shooting phase the Skinks in the river threw their javelins at the Plague Monks. Five of the Skaven fell, poison coursing through their veins – excellent! The next unit of Skinks fired at the Beastmen, doing four wounds, but Steve past an armour save so only one Beastman was killed, with another being wounded. The next sixteen short bows all shot at the Plaguebearers, managing to inflict 2 wounds, but both were saved by their daemonic auras. The javelins from the Skinks with the Kroxigor then killed a single Skavenslave. Both the Salamanders also spat acid venom at the Slaves. Both missed, with one landing its venom right on top of the other. Yuk! Shot by my own side, how embarrassing. Still, my dice rolls were abysmal and no-one died.

There was no hand-to-hand combat yet, so it was straight into the magic phase. Axolotl-Olm cast *Glamour of Teclis* on the Great Unclean One, slowing its advance. Next he cast *Coruscation of Finreir*, but this time it was dispelled. Lastly he read aloud the *Plaque of Dominion* which Steve couldn't stop. The Lizardmen would now attack first in any combats next turn.



LORD SKROLK'S TURN 2

Steve: As I expected, the Great Unclean One shrugged aside the effects of the *Glamour of Teclis* with ease and charged the Skinks on the ford. They wisely opted to flee, running 11" to escape my Greater Daemon. The Plague Monk's frenzy meant that they also had to charge the Skinks, and their failed charge left them just short of the ford. The Nurglings charged the skirmishing screen of Skinks in front of them, who cold-bloodedly passed their fear test before standing and firing, although they failed to do any damage. The Plaguebearers continued their advance, still moving round the pond towards the Skinks and away from the Sauruses. The Skavenslaves held their ground, content to just hold that part of the Lizardman army off the flank of my Plague Monks for the time being.

I had no shooting so it was now the hand-to-hand combat phase. The Skinks attacked the Nurglings first because of the *Plague of Dominion*, but again failed to do any damage. The Nurglings swarmed over the Skinks killing three of them. The Skinks then failed their break test, fleeing 7", but my Nurglings pursued only 5", failing to catch them.

In the magic phase five cards were dealt. Skrolk incanted from the *Liber Bubonicus*, casting *Miasma of Pestilence*, and then watched helplessly as the Slann Mage-Priest Champion used his *Dispel Magic Scroll* to cancel its effects.



LIZARDMAN TURN 2

Warwick: With so many fleeing Skinks I had to make a lot of panic tests. No problem. My regiments all passed, also passing all their terror tests. Hurrah for being cold-blooded!

The Great Unclean One leads the charge across the ford.



TURN 2



The Skinks and Lizard swarms charged the Skavenslaves, who fled a meagre 2". They were easily caught and cut down

by the Skinks and Kroxigor, who mercilessly butchered them all.

The Stegadon, goaded by its riders, charged the Plague Monks. Meanwhile a unit of Saurus warriors with spears charged into the flank of the Beastmen, while the Temple Guard (remembering to use their *Jaguar Standard* this time) charged their front. To my frustration, even with the standard's aid they still failed to reach their target.

The fleeing Skinks across the river rallied, but those fleeing the Nurglings did not and ran off into the jungle and out of the battle. Reacting to this turn of events the Slann Champion commanded his bearers to turn to face the Nurglings.

The Terradons swooped in front of the Great Unclean One, interposing themselves between it and the Kroxigors. On the other side of the temple, the Skinks in the spawning pond fanned out to bring more bows to bear on the Plaguebearers. The Saurus warriors nearby wheeled again, pursuing the Plaguebearers who were threatening to break through the cordon of Skinks and escape destruction.

In the shooting phase the Terradon riders fired at the Great Unclean One,

only to discover their poisoned arrows lacked the strength to harm the creature! All twenty Skinks near the pond fired at the Plaguebearers, killing three of them as Steve failed all his daemonic saving throws.

In hand-to-hand combat the Stegadon trampled a single Plague Monk with its charge, then gored another one, while the Skink crew speared a third. Skrolk, undeterred by the losses, attacked back like a whirling dervish wielding his *Rod of Corruption*. Gulp! Being a Skaven player I know how nasty this weapon is. He scored 4

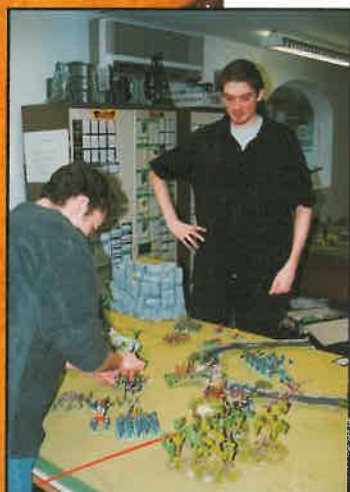
hits, killing 1 Skink with the Rod's evil magic. Skrolk's 3 hits on the Stegadon resulted in it instantly being turned into a pile of decaying goo. Despite this disaster the remaining 5 Skink crew fought on, seeking revenge. After all his exertions Skrolk lost an attack due to his frenzy. Too late to save my Stegadon though!

Meanwhile my Saurus warriors clashed with the hulking Nurgle Beastmen. The spear armed Sauruses and their Champion inflicted 2 wounds on the Beastmen. In return the Beastmen's halberds fail to do any damage to the big lizards. The combat resolution was 7 to the Sauruses with their rank, standard and flank attack bonuses, 1 to the Beastmen. However, they still had their magical *Battle Banner*, which meant they could draw the combat if Steve rolled well. He rolled a 1, and so the Beastmen lost the combat by 5 and fled, just escaping the Saurus warrior's pursuit, much to Steve's relief.

In the magic phase I rolled a meagre two cards, so my Mage-Priests continued to be frustrated by the lack of magical power. The Mage Priest Champion did manage to cast *Fiery Convocation* at the Nurglings, but Skrolk drained all the magic from the battlefield, and avoided losing a magic level to boot.

LORD SKROLK'S TURN 3

Steve: My Plaguebearers charged the Skinks, hoping to break out. The Skink's failed their fear test, but were not outnumbered so did not flee. They had already declared a stand and fire response so we had a rules query here. What happens, do they shoot normally or do they require a six to hit because they failed the fear test? We rolled a dice for it, 1-3 they needed a 6, 4-6 they could shoot normally. Warwick's roll resulted in the Skinks needing 6's to hit. Despite this they killed both my remaining Plaguebearers





LIZARDMAN TURN 3

Warwick: Having passed my terror tests I declared my charges. The Slann Mage-Priest Champion instructed his bearers to attack the Nurglings. The last Skink still battling the Plague Monks (with his characteristics halved because of the *Miasma of Pestilence*, and -1 to hit due to Skrolk's presence) was blocking the Temple Guard from charging the Plague Monks. I was foiled again. It seemed my Saurus Hero would never make it into combat. The Saurus warriors with spears charged the Beastmen again while the Skinks and the Kroxigor, having finished slaughtering the Skavenslaves, charged the Beastmen from behind.

Luckily my Terradons rallied on the edge of the board, and so would be able to return to the fighting next turn. Every other regiment was left with nothing to attack, so they marched towards the main fighting at the foot of the temple.

Charging the Skink hordes, the last two Plaguebearers are cut down by a hail of poisoned arrows.

as I failed all my daemonic saves. Had Nurgle deserted me? (After the battle we had a more thorough reading of the rules, and after a bit of discussion we decided that in fact a failed fear test shouldn't affect shooting).

The Great Unclean One charged the Terradons, who turned and fled. This revealed the Kroxigors. The Great Unclean One could just reach them so he charged into them instead. They passed their fear test, and stood ready with their massive two-handed bronze axes, unafraid of the massive Nurgle monstrosity.

My Beastmen rallied, quickly reforming to face the onrushing Saurus warriors. The Nurglings manoeuvred to avoid the Slann Champion, but were not quite quick enough to avoid him.

In the hand-to-hand combat phase Skrolk, tired but still keen, slaughtered 3 Skinks, and the Plague Monks killed another, leaving just 1. Due to the close proximity of his Mage-Priest Lord the Skink bravely fought on.

The Great Unclean One ploughed into the Kroxigors, inflicting 4 wounds with his massive sword. This killed 1 Kroxigor outright and wounded another. The Kroxigors attacked back and manage to wound my Greater Daemon. Only 9 wounds left! Despite being defeated the dull-witted Kroxigors did not break.

In the magic phase Skrolk cast *Miasma of Pestilence*, which the Slann Lord failed to dispel this time. But with only four cards dealt that was it for the magic phase of this turn.



Charged from both sides, Nurgle's Champion Festasmus is killed by the Lizardmen along with his faithful Beastmen.



In combat my Mage-Priest Champion and his bearers only managed to wound the Nurglings twice, who then did a wound back. This was going to be a closer fight than I thought.

Skrolk easily dispatched the last feeble Skink, though none of my regiments were at all moved by their bloody fate.

The charging Saurus Champion bellowed a challenge at the Beastmen. Festasmus the Septile stepped forward to accept. With 3 attacks and a strength of 5 the Saurus cut down Festasmus before he could even swing his scythe. The Saurus warriors then plunged forward and skewered another Beastman. At the rear of the regiment the Skink Champion also wounded a Beastman, who was then finished off by the Kroxigor. In return the Beastmen could do nothing. Even with the aid of their *Battle Banner* they still lost the combat, fleeing up the temple steps, no doubt seeking safety within, but there was no escape. They were hacked to pieces by the Saurus warriors, the temple steps running red with their blood.

Meanwhile the Great Unclean One killed another Kroxigor, but they struck back wounding the Daemon again. This time the Kroxigors broke, just escaping the Great Unclean One's pursuit.

Again, only four cards were dealt in the magic phase. Axolotl-Olm cast *Glamour of Teclis* at the Plague Monks, but it was rebounded. Using the stolen magic card the Great Unclean One summoned a *Fly Swarm* to surround him. My magical attacks were still failing to have any effect.

SKROLK'S TURN 4

Steve: With so few troops remaining things were looking bad for Skrolk, but the Great Unclean One continued its unstoppable advance, charging the broken Kroxigors, who fled again. This revealed the Skinks, who again passed their fear test as the Daemon charged home. Skrolk led the remaining Plague Monks across the ford.

In the hand-to-hand combat phase the Slann Mage-Priest Champion attacked the Nurglings first, inflicting 3 more wounds. The Nurglings managed to wound the Slann again, but subsequently failed their break test and ran from the board. On the other side of the river, the Great Unclean One slew 3 Skinks, though he could not rout them.

At last, Nurgle had heard my prayers, eleven magic cards were dealt. Skrolk cast *Putrefy* from his evil book, but the Mage-Priest Lord dispelled it easily. Each wizard retained a card and with no other spells worth casting that concluded my turn.

LIZARDMAN TURN 4

The Temple Guard called upon the power of the *Jaguar Standard* in a bid to catch the escaping Plague Monks as they splashed across the ford, but came up just short again.

The Skinks in combat were skirmishers so as many as could reach had to rush the Great Unclean One, twelve of them swamping him. The newly rallied Terradons flapped forward again, their riders eager to shoot at the Plague Monks.

In the shooting phase both Salamanders spat at the Plague Monks, killing four of them with acid venom. The Terradon riders hit and killed another two, leaving just three of the vile creatures alive. And Skrolk of course. They were all still in frenzy and so did not need to take a panic test. Would nothing stop them?

In the hand-to-hand combat phase the Great Unclean One only killed one Skink! The Skinks could not wound the daemon, but won the combat due to their standard bearer and musician. Remarkable stuff from the irrepressible Skinks! The Great Unclean One not surprisingly stayed in the fight.

We got nine magic cards this turn, and the Slann Mage-Priests used their telepathic abilities to swap spells. The Champion lent *Fiery Convocation* to his

TURN 4



Lord, who gave him back the *Coruscation of Finreir*. I also had the *Total Power* card in my hand, but the Great Unclean One was out of range of my *Banishment* spell – much muttering and cursing followed. Instead I cast *Fiery Convocation* at the Plague Monks with *Total Power*, wiping them out and wounding Skrolk into the bargain. Despite having lots of cards left, the Mage-Priests had no spells worth casting, so the game ended.

SOTEK BE PRAISED!

Warwick: That was a close run thing, and first I must congratulate Steve on the way he used his forces. He played a very good game, he was patient with his forces and did not just rush in and

The lumbering Kroxigors manage to wound the Great Unclean One, but it's not enough!





Swamped by the tiny Skinks, the Great Unclean One loses the combat.

get annihilated. It would have been easy for him to think he didn't stand a chance from the beginning and give up, but with careful thought he turned what looked like a walk over into a close fought game.



Rarely does everything go to plan during a game of Warhammer and this battle was no exception. The Great Unclean One and Lord Skrolk were a real headache for me throughout the entire game – for all my earlier planning there seemed nothing I could do to kill them. When my Mage-Priest Lord was in range with the *Banishment* spell he did not have the power cards to cast it, and the Saurus hero never got into combat to use his *Cloak of Feathers* and *Van Horstmann's Speculum*. Despite my best efforts I was thwarted three times, by two bad rolls for the *Jaguar Standard* and by one Skink getting in the way. The other disaster was losing my Stegadon so quickly, after commenting on how unstoppable it was as well! Magic wise I didn't suffer anything like as badly as I had imagined I would, but the winds of magic did not blow strongly for most of the game.

The Skinks did excellently, their first hail of arrows and javelins was great, aided by some good dice rolls – and one regiment single handedly managed to wipe out the Plaguebearers! The regiment with the Kroxigor was responsible for destroying the Skavenslaves and helping to break the Beastmen. Another regiment actually managed to beat the Great Unclean One in a round of combat – I knew those standards and musicians would make a difference!

On the down side, only one of my four Saurus regiments ever made it into combat, due to some bad deployment on my part. I could have put them to better use protecting the ford.

Tactically I blundered by not guarding the ford with enough troops. We agreed before the battle that the river was uncrossable except via the shallow rapids. Of course, much of my army was aquatic and could swim, but my main regiments and my Mage-Priests were not. After we set up I realised that the best escape route for Steve was via the ford, then most of my army would be stranded on the wrong side of the river. Steve obviously planned for this and I should have realised it before setting up. Luckily the Kroxigors did an excellent job holding up the Greater Daemon, as did the brilliant skirmishing Skinks.

The next important factor in the battle is to do with the Lizardmen's cold-blooded leadership. I had to make a lot of psychology tests during the game, with the terror caused by the Great Unclean One and Lord Skrolk, along with fear-causing daemons and so many panic tests I lost count. Any other army would have broken and run in droves (I'm used to it being a Skaven general), but not the Lizardmen. I was lucky not to fail any of these crucial rolls, and the regiments that did break nearly always rallied. This saved me innumerable

victory points and in the final analysis made all the difference. For example, if my Kroxigors or Terradons had fled the board then the outcome would have been a victory to Steve.

My last comment is about the terrain. The scenery looked great as the jungles of Lustria. Towering cliffs hiding the lost pyramid amidst dense jungles and vines, the river plunging over tall waterfalls and through roaring rapids – you could almost hear the echoing calls of the wild animals. It was a real pleasure to play. Good scenery adds so much to the game and is too often neglected.

That said, this was an interesting and fun game of Warhammer. It just shows that with a little thought and imagination it is easy to come up with new scenarios and stories for your games. You don't have to stick rigidly to the army lists all the time, (as long as you don't try to get an unfair advantage) and adding a few little house rules, like the rapid flowing river in this battle, helps create a characterful battlefield.

MAY FLIES FEAST UPON YOUR ROTTING CARCASS...

Steve: And once again the forces of corruption and decay emerge triumphant over those who would stand in their way... Well, those are the words I should be saying now, if it wasn't for Warwick and his accursed cold-blooded reptilian army! If I had been up against a lesser general commanding any other army they would have been fleeing in terror and panic by the end of turn 2, but not the Lizardmen. Their special rule enabling them to roll 3 dice for Leadership tests and take the best 2 really does make them formidable. This becomes even more evident when they are testing on their Slann Mage-Priest Lord's Leadership of 10, and re-rolling break tests for him also being the army standard bearer!

There was one interesting thing I noticed about this special ability of the Lizardmen. A lot of the time it wasn't actually that difficult to break units in hand-to-hand combat. With a good combat resolution score, it really doesn't make much difference how many dice your opponent rolls, they are probably going to break. The problem with fighting against the Lizardmen is two-fold. Firstly, they are extremely resistant to the effects of psychology, but more importantly they almost always rally. If you don't manage to catch them with your pursuit, then your chance is gone. Warwick was exceptionally cunning in the placing of his units, so that on the several occasions when my Great Unclean One won combats, its pursuit was halted by units standing behind the broken regiment. The Skinks at the ford were saved by the Kroxigors as they fled, who were in turn saved by the Skinks as they rallied behind them.

There were several other important tactical considerations in this battle. One that didn't seem

all that important at the time, but almost certainly saved me from a much heavier defeat, was the winds of magic. The rolls for this during the game were consistently low, leaving Warwick insufficient power to cast his deadly *Banishment* spell when he most needed it. When he did eventually get a good hand, in the final turn, his *Fiery Convocation* cast on the Plague Monks was what finally tipped the game in his favour. His shrewd use of the Mage-Priests' telepathic abilities enabled him to bring this spell to bear, a good example of how a fairly minor ability, that many people would overlook, can be used to turn the tide of battle. Had the Lizardmen been luckier with the winds of magic I'm sure I would have suffered greatly from their ancient High magic. In hindsight, I really feel I should have anticipated this more and taken more magical protection for my units and characters.

The final thing that I think is worth mentioning is the scenario itself. At first glance, as we looked at our two armies arrayed against each other, I have to say that my heart dropped. It seemed an impossible task for my meagre force to hold out against such insurmountable odds, and I couldn't help feeling that the scenario seemed a little one sided. However, as I think the result goes to show, the scenario turned out to be extremely well balanced. The final outcome was, quite literally, determined by the last roll of the dice. And if that doesn't make for a good game, well I just don't know what does...

FINAL VICTORY POINTS:

SKAVEN AND CHAOS: 8

LIZARDMEN: 9

Stranded in the middle of the ford Skrolk was powerless to prevent the ancient Mage-Priest's potent magic. From across the river a sheet of blue flame engulfed his followers. Still frothing at the mouth, long yellow incisors dripping with the blood of the Lizardmen, Skrolk dodged across the river. Although blind by any normal standards Skrolk could still see the world as shades of disease and decay. He sensed the change in the balance of corruption as the Plague Monks were cleansed by magical flame, squealing and writhing as their fur burnt, before their bodies tumbled into the river.

All was lost, his plan was in ruins, bitter hatred for the defeat incensed his already rabid mind. Festamus must have betrayed him...

Skrolk's sought desperately for a way to escape. The blue flames were now catching him, singeing his tattered robes, his tail was already alight. Cursing his enemies one last time he leapt into the torrential waters that rushed past his feet.

The river plunged down the steep mountainside as Skrolk clung to the arrow pierced body of a Plague Monk. Through rapids and over waterfalls he tumbled, gasping for air as the currents bore him along to safety.

Eventually Skrolk washed up in a shaded cove, half drowned and bedraggled, but alive. Next to him lay the body of his former disciple. Shaking himself dry Skrolk rejoiced, for the Horned Rat had delivered him. Though he may have lost this battle he would return...

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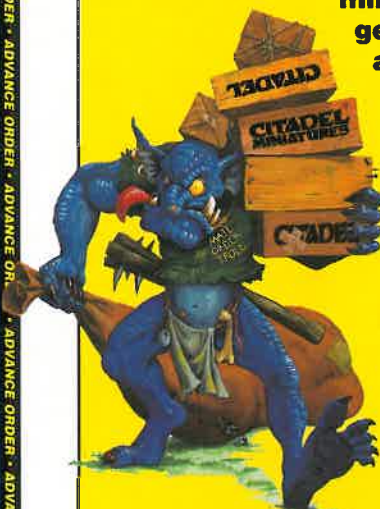
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SPACE MARINE COMMAND LAND RAIDER

LAND RAIDER TRACK
030100801



LEFT SIDE



RIGHT SIDE

LAND RAIDER SPONSON
030100804



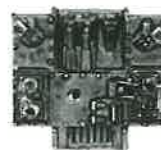
LEFT SIDE



RIGHT SIDE



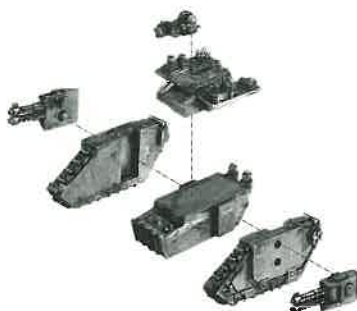
LAND RAIDER HATCH
030100805



LAND RAIDER TOP PLATE
030100803



LAND RAIDER HULL
030100802



A COMPLETED SPACE MARINE
COMMAND LAND RAIDER CONSISTS OF:
1 x LAND RAIDER HULL
1 x SET OF LAND RAIDER TRACKS
1 x LAND RAIDER TOP PLATE
1 x LAND RAIDER HATCH
1 x SET OF LAND RAIDER SPONSONS



SPACE MARINE COMMAND LAND RAIDER
WITH MODELLED AERIALS

SPACE MARINE LAND SPEEDER



LAND SPEEDER 1
030100602



LAND SPEEDER 2
030100604



LAND SPEEDER 3
030100605

LAND SPEEDER BASE SPRUE 1
030100601



LAND SPEEDER BASE SPRUE 2
030100603



A COMPLETED SPACE MARINE
LAND SPEEDER CONSISTS OF:
1 x LAND SPEEDER
1 x LAND SPEEDER BASE



SPACE MARINE LAND SPEEDERS

SPACE MARINE ATTACK BIKE



ATTACK BIKE 1
030100702



ATTACK BIKE 2
030100705



ATTACK BIKE 3
030100306

A COMPLETED SPACE MARINE
ATTACK BIKE CONSISTS OF:
1 x ATTACK BIKE
1 x SIDECAR



ATTACK BIKE SIDECAR 1
030100301



ATTACK BIKE SIDECAR 2
030100303



ATTACK BIKE SIDECAR 3
030100304



SPACE MARINE ATTACK BIKES

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SPACE MARINE RAZORBACK

RAZORBACK TRACK 1
030100301



LEFT SIDE



RIGHT SIDE

RAZORBACK TRACK 2
030100304



LEFT SIDE



RIGHT SIDE

RAZORBACK TRACK 3
030100305



LEFT SIDE



RIGHT SIDE

RAZORBACK TRACK 4
030100306



LEFT SIDE



RIGHT SIDE

RAZORBACK TRACK 5
030100307



LEFT SIDE



RIGHT SIDE



RAZORBACK HULL 1
030100302



RAZORBACK HULL 2
030100308



RAZORBACK HULL 3
030100309



RAZORBACK HULL 4
030100310



RAZORBACK TURRET 1
030100303



RAZORBACK TURRET 2
030100311



RAZORBACK TURRET 3
030100312



RAZORBACK TURRET 4
030100313



IMPERIAL BULLDOZER BLADE 1
030100112



IMPERIAL BULLDOZER BLADE 2
030100113



IMPERIAL BULLDOZER BLADE 3
030100114

IMPERIAL HATCH SPRUE
030100115



STORM BOLTER HATCH



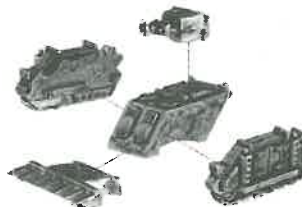
SEARCHLIGHT HATCH



HATCH

A COMPLETED SPACE MARINE RAZORBACK CONSISTS OF:
1 x RAZORBACK HULL
1 x SET OF RAZORBACK TRACKS
1 x RAZORBACK TURRET
1 x IMPERIAL BULLDOZER BLADE

A COMPLETED SPACE MARINE RAZORBACK 4 CONSISTS OF:
1 x RAZORBACK HULL
1 x SET OF RAZORBACK TRACKS
1 x RAZORBACK TURRET
1 x IMPERIAL BULLDOZER BLADE
1 x IMPERIAL HATCH



RAZORBACK

SPACE MARINE DREADNOUGHT



DREADNOUGHT 1
030100401



DREADNOUGHT 2
030100405



DREADNOUGHT 3
030100406



DREADNOUGHT 4
030100407



DREADNOUGHT LEFT ARM POWERFIST
030100408



DREADNOUGHT LEFT ARM MISSILE LAUNCHER
030100409

THE LEFT ARMS CAN ONLY BE USED WITH DREADNOUGHT 4

A COMPLETED SPACE MARINE DREADNOUGHT CONSISTS OF:
1 x DREADNOUGHT
1 x DREADNOUGHT ARM SPRUE

A COMPLETED SPACE MARINE DREADNOUGHT 4 CONSISTS OF:
1 x DREADNOUGHT 4
1 x DREADNOUGHT ARM SPRUE
1 x DREADNOUGHT LEFT ARM

DREADNOUGHT ARM SPRUE 1
030100402



TWIN LASCANNON



POWERFIST

DREADNOUGHT ARM SPRUE 2
030100403



ASSAULT CANNON



POWERFIST

DREADNOUGHT ARM SPRUE 3
030100404



MULTI-MELTA



LIGHTNING CLAW



SPACE MARINE DREADNOUGHTS



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SPACE MARINE PREDATOR

PREDATOR TRACK 1
030100502



LEFT SIDE



RIGHT SIDE

PREDATOR TRACK 2
030100518



LEFT SIDE



RIGHT SIDE

PREDATOR TRACK 3
030100520



LEFT SIDE



RIGHT SIDE

PREDATOR TRACK 4
030100521



LEFT SIDE



RIGHT SIDE

IMPERIAL HATCH SPRUE
030100115



STORM BOLTER HATCH



SEARCHLIGHT HATCH



HATCH



PREDATOR TURRET 1
030100504



PREDATOR TURRET 2
030100525



PREDATOR TURRET 3
030100526



PREDATOR TURRET 4
030100527



IMPERIAL BULLDOZER BLADE 1
030100112



ANNIHILATOR TURRET 1
030100503



ANNIHILATOR TURRET 2
030100522



ANNIHILATOR TURRET 3
030100523



ANNIHILATOR TURRET 4
030100524



IMPERIAL BULLDOZER BLADE 3
030100114



IMPERIAL BULLDOZER BLADE 2
030100113

PREDATOR SPONSON 1
030100505



LEFT SIDE
HEAVY BOLTER



RIGHT SIDE
HEAVY BOLTER

PREDATOR SPONSON 2
030100506



LEFT SIDE
HEAVY FLAMER



RIGHT SIDE
HEAVY FLAMER

PREDATOR SPONSON 3
030100507



LEFT SIDE
LASCANNON



RIGHT SIDE
LASCANNON

PREDATOR SPONSON 4
030100508



LEFT SIDE
HEAVY PLASMA GUN



RIGHT SIDE
HEAVY PLASMA GUN



PREDATOR HULL 1
030100501



PREDATOR HULL 2
030100509

PREDATOR SPONSON 5
030100528



LEFT SIDE
HEAVY BOLTER



RIGHT SIDE
HEAVY BOLTER

PREDATOR SPONSON 6
030100529



LEFT SIDE
HEAVY FLAMER



RIGHT SIDE
HEAVY FLAMER

PREDATOR SPONSON 7
030100530



LEFT SIDE
LASCANNON



RIGHT SIDE
LASCANNON

PREDATOR SPONSON 8
030100531



LEFT SIDE
HEAVY PLASMA GUN



RIGHT SIDE
HEAVY PLASMA GUN



PREDATOR HULL 3
030100510



PREDATOR HULL 4
030100511



PREDATOR HULL 5
030100516



PREDATOR HULL 6
030100517



A COMPLETED SPACE MARINE
PREDATOR CONSISTS OF:
1 x PREDATOR HULL
1 x SET OF PREDATOR TRACKS
1 x IMPERIAL HATCH
1 x PREDATOR OR
ANNIHILATOR TURRET
1 x SET OF PREDATOR SPONSONS
1 x IMPERIAL BULLDOZER BLADE



SPACE MARINE
PREDATOR



SPACE MARINE
PREDATOR ANNIHILATOR



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HIGH ELVES

ARCHERS



ARCHER 1
021002701



ARCHER 2
021002702



ARCHER 3
021002703



ARCHER 4
021002704



ARCHER 5
021002705



ARCHER 6
021002706



ARCHER 7
021002707



ARCHER 8
021002708



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HIGH ELVES

ELLYRIAN REAVERS



ELLYRIAN REAVER TORSO 1
021002601



ELLYRIAN REAVER TORSO 2
021002602



ELLYRIAN REAVER LEGS 1
021002603



ELLYRIAN REAVER LEGS 2
021002604



PLASTIC ELF SHIELD SPRUE
101635

A COMPLETE ELLYRIAN REAVER CONSISTS OF:

- 1 x TORSO
- 1 x LEGS
- 1 x SPEAR
- 1 x QUIVER
- 1 x PLASTIC ELVEN HORSE SPRUE
- 1 x PLASTIC ELF SHIELD

SPEAR SPRUE 021002606



SPEAR 1



SPEAR 2

QUIVER SPRUE 021002605



ELLYRIAN REAVER
BOW AND QUIVER



ELLYRIAN REAVER
QUIVER



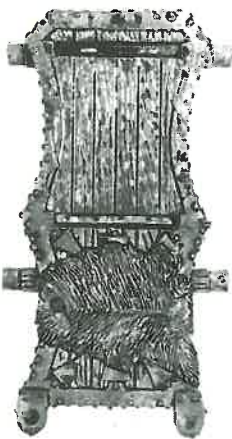
ELLYRIAN REAVERS

Designed by Gary Morley

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

CAULDRON OF BLOOD



CAULDRON OF BLOOD
CHASSIS
021201604



CAULDRON OF BLOOD
HAG QUEEN
021201601

THE CAULDRON OF BLOOD

CONSISTS OF:

- 1 x HAG QUEEN
- 1 x GUARDIAN 1
- 1 x GUARDIAN 2
- 1 x CHASSIS
- 2 x FRONT BLADES
- 2 x BANNER POLES
- 1 x BURNING COALS
- 1 x CAULDRON TOP
- 1 x CAULDRON BOTTOM
- 2 x CAULDRON RESTS
- 2 x SCYTHE BASES
- 2 x SCYTHES
- 4 x PLASTIC SPOKED WHEELS
- 2 x PENNANTS



CAULDRON OF BLOOD
GUARDIAN 1
021201602



CAULDRON OF BLOOD
GUARDIAN 2
021201603



CAULDRON OF BLOOD
BURNING COALS
021201607



CAULDRON OF BLOOD
CAULDRON BOTTOM
021201608



CAULDRON OF BLOOD
CAULDRON TOP
021201609



CAULDRON OF BLOOD
BANNER POLE
021201606



CAULDRON OF BLOOD
SCYTHE BASE
021201611



CAULDRON OF BLOOD
SCYTHE
021201612



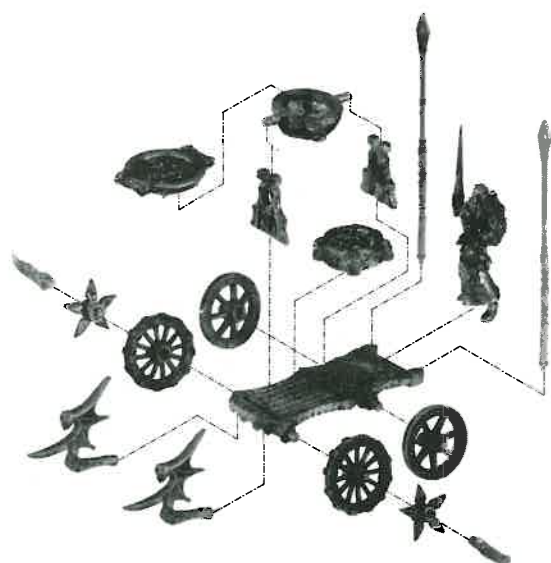
CAULDRON OF BLOOD
CAULDRON REST
021201610



CAULDRON OF BLOOD
FRONT BLADE
021201605



PLASTIC SPOKED WHEELS
100557



LIZARDMEN

KROXIGOR



KROXIGOR BODY 1
020800902



KROXIGOR BODY 2
020800906



KROXIGOR WEAPON ARM 1
020800903



KROXIGOR WEAPON ARM 2
020800907



KROXIGOR HEAD 1
020800901



KROXIGOR HEAD 2
020800905



KROXIGOR ARM 3
020800908



KROXIGOR TAIL 1
020800909



KROXIGOR TAIL 2
020800904

A COMPLETED KROXIGOR 1
CONSISTS OF:
1 x KROXIGOR BODY 1
1 x KROXIGOR WEAPON ARM 1
1 x KROXIGOR HEAD
1 x KROXIGOR TAIL

A COMPLETED KROXIGOR 2
CONSISTS OF:
1 x KROXIGOR BODY 2
1 x KROXIGOR WEAPON ARM 2
1 x KROXIGOR HEAD
1 x KROXIGOR TAIL
1 x KROXIGOR ARM 3



KROXIGOR 1



KROXIGOR 2

Designed by Alan Perry

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ORCS & GOBLINS

ORC WARLORD



**ORC WARLORD
BODY**
020904801



**ORC WARLORD
SWORD ARM**
020904803



**ORC WARLORD
BANNER POLE**
020904804



**ORC WARLORD
BOAR'S TUSK**
020904806

These models can be used as a Warlord or Shaman in any Warhammer Orc & Goblin army, though Brian had Grotfang the Orc Warlord, Nazgob the Orc Shaman and Oddglt the Night Goblin Shaman from the *Idol Of Gork* Campaign Pack in mind when he originally made them.



ORC WARLORD HEAD
020904802



ORC WARLORD BOAR'S HEAD
020904805

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



ORC WARLORD

ORC SHAMAN



ORC SHAMAN BODY
020904903



ORC SHAMAN SWORD
020904901



ORC SHAMAN STAFF
020904902

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



ORC SHAMAN

NIGHT GOBLIN SHAMAN



**NIGHT GOBLIN
SHAMAN BODY**
020905001



**NIGHT GOBLIN
SHAMAN STAFF**
020905002



**A COMPLETE NIGHT GOBLIN
SHAMAN CONSISTS OF:**
1 x NIGHT GOBLIN SHAMAN BODY
1 x NIGHT GOBLIN SHAMAN STAFF



NIGHT GOBLIN SHAMAN

EMPIRE

IMPERIAL MORTAR



MORTAR CREW 1
020204701



MORTAR CREW 2
020204702



MORTAR CREW 3
020204703



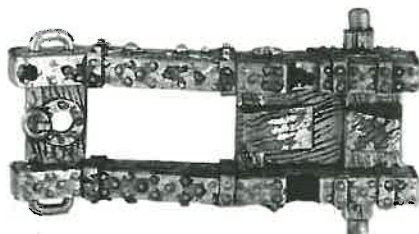
MORTAR BARREL TOP
020204705



MORTAR BARREL BOTTOM
020204706



PLASTIC SPOKED WHEEL
100557



MORTAR CHASSIS
020204704



IMPERIAL MORTAR



THE IMPERIAL MORTAR CONSISTS OF:

- 1 x MORTAR CREW 1
- 1 x MORTAR CREW 2
- 1 x MORTAR CREW 3
- 1 x MORTAR CHASSIS
- 1 x MORTAR BARREL TOP
- 1 x MORTAR BARREL BOTTOM
- 2 x PLASTIC SPOKED WHEELS



Designed by Norman Swales and Alan Perry

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CHAOS

GREAT UNCLEAN ONE GREATER DAEMON OF NURGLE



HEAD
020103103



TONGUE TIP
020103111



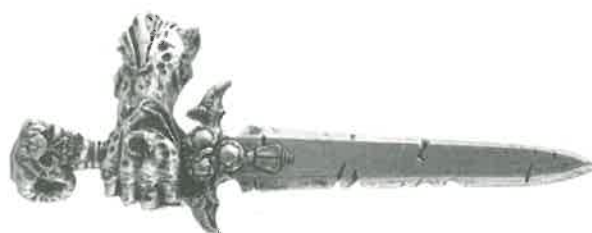
CHAIN & SKULLS
020103109



LEFT HAND WITH CHAIN
020103108



UPPER TORSO
020103101



RIGHT ARM
020103104



LEFT ARM
020103107



RIGHT LEG
020103106



LEFT LEG
020103105



LOWER TORSO
020103102



TONGUE
020103110

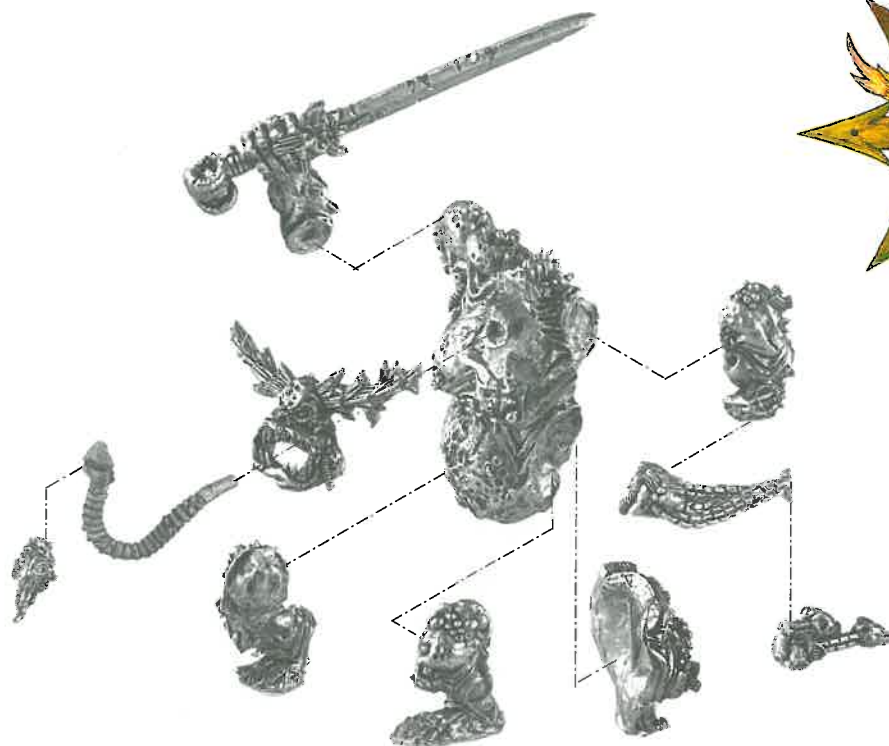


Designed by Trish Morrison

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CHAOS

GREAT UNCLEAN ONE GREATER DAEMON OF NURGLE



A COMPLETED GREATER DAEMON OF NURGLE CONSISTS OF :

- 1 x HEAD
- 1 x UPPER TORSO
- 1 x LOWER TORSO
- 1 x RIGHT ARM
- 1 x LEFT ARM
- 1 x LEFT HAND WITH CHAIN
- 1 x CHAIN & SKULLS
- 1 x RIGHT LEG
- 1 x LEFT LEG
- 1 x TONGUE
- 1 x TONGUE TIP
- 2 x NURGLINGS

NURGLINGS



NURGLING 1
020102201



NURGLING 2
020102202



NURGLING 3
020102203



NURGLING 4
020102204



NURGLING 5
020102205



NURGLING 6
020102206



A COMPLETED NURGLING BASE CONSISTS OF :
9 x NURGLINGS



NURGLING 7
020102207



NURGLING 8
020102208



NURGLING 9
020102209

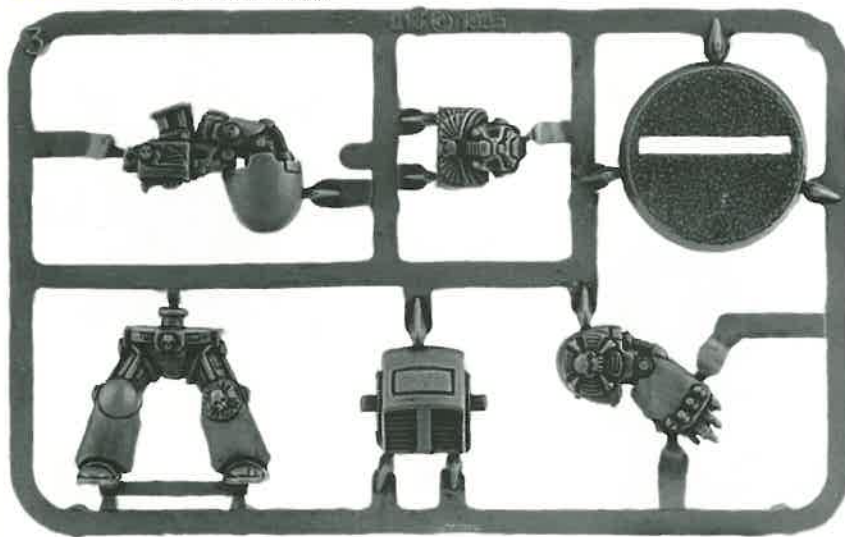


Designed by Trish Morrison

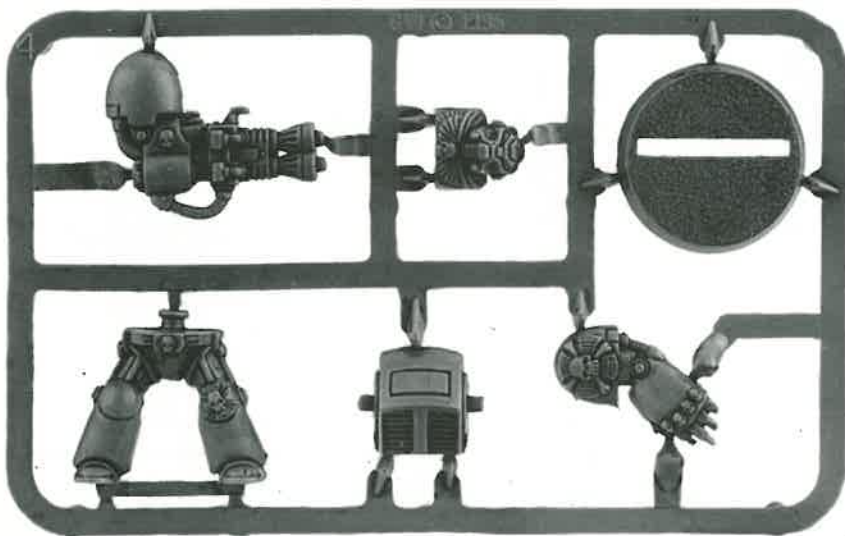
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SPACE MARINES®

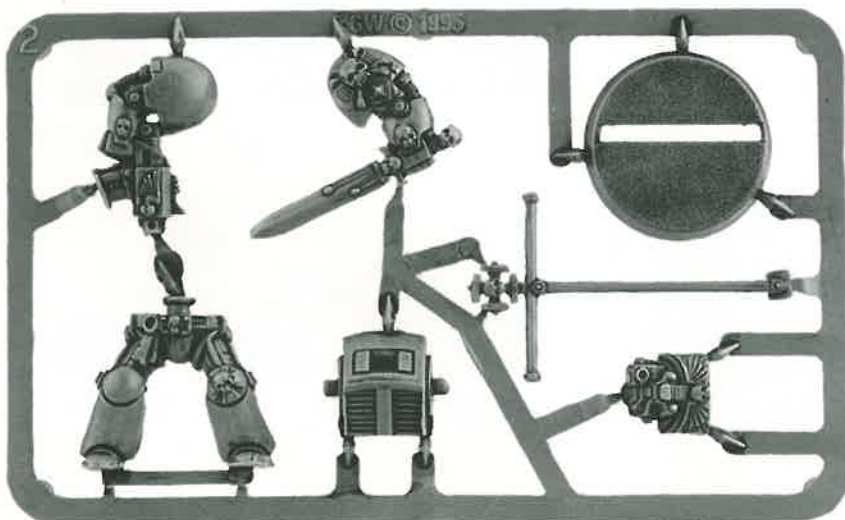
SPACE MARINE TERMINATORS



TERMINATOR TROOPER SPRUE 102734



TERMINATOR HEAVY FLAMER SPRUE 102734



TERMINATOR SERGEANT SPRUE 102735

THESE TERMINATOR MODELS MAY BE USED FOR ANY SPACE MARINE CHAPTER.

THE BOX SET CONSISTS OF:
3 x TERMINATOR TROOPERS
1 x TERMINATOR WITH HEAVY FLAMER
1 x TERMINATOR SERGEANT
3 x BANNER SHEETS
2 x TRANSFER SHEETS



TERMINATOR WITH STORM BOLTER



TERMINATOR WITH HEAVY FLAMER



TERMINATOR SERGEANT

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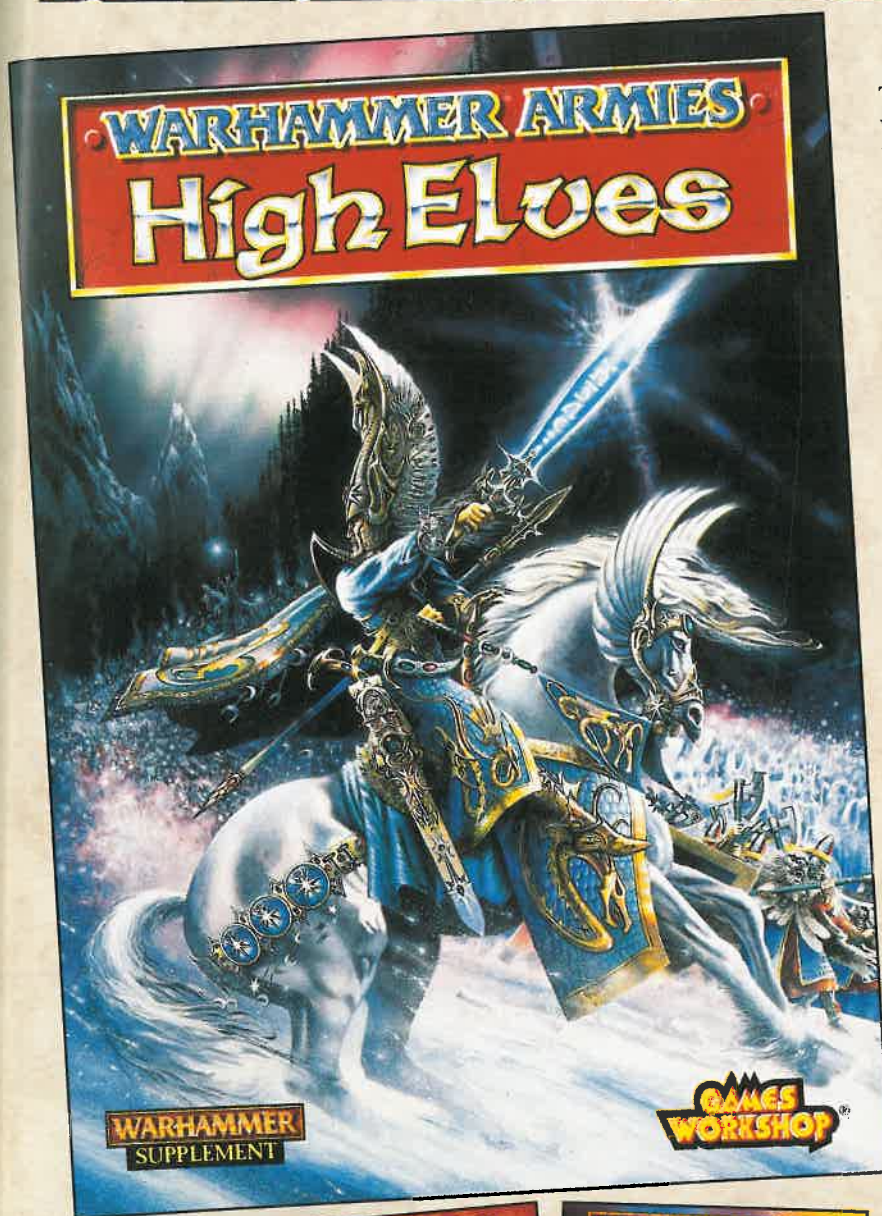
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JOURNAL

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WARHAMMER



HIGH ELVES

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

ULTHUAN

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

SPECIAL RULES

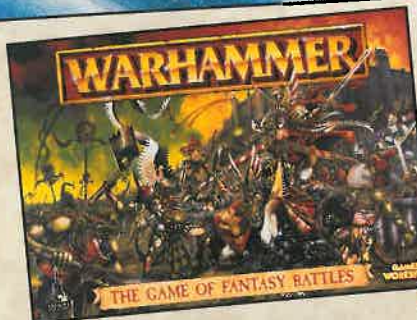
Rules for the High Elf Repeater Bolt Thrower, Citizen Levies and High Elf Enmities are covered in the book, as well as new rules for Dragons and rules covering the secrets of Ithilmar, a unique metal long prized by the High Elves for its amazing properties.

ARMY LIST

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

PAINTING & HOBBY GUIDE

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

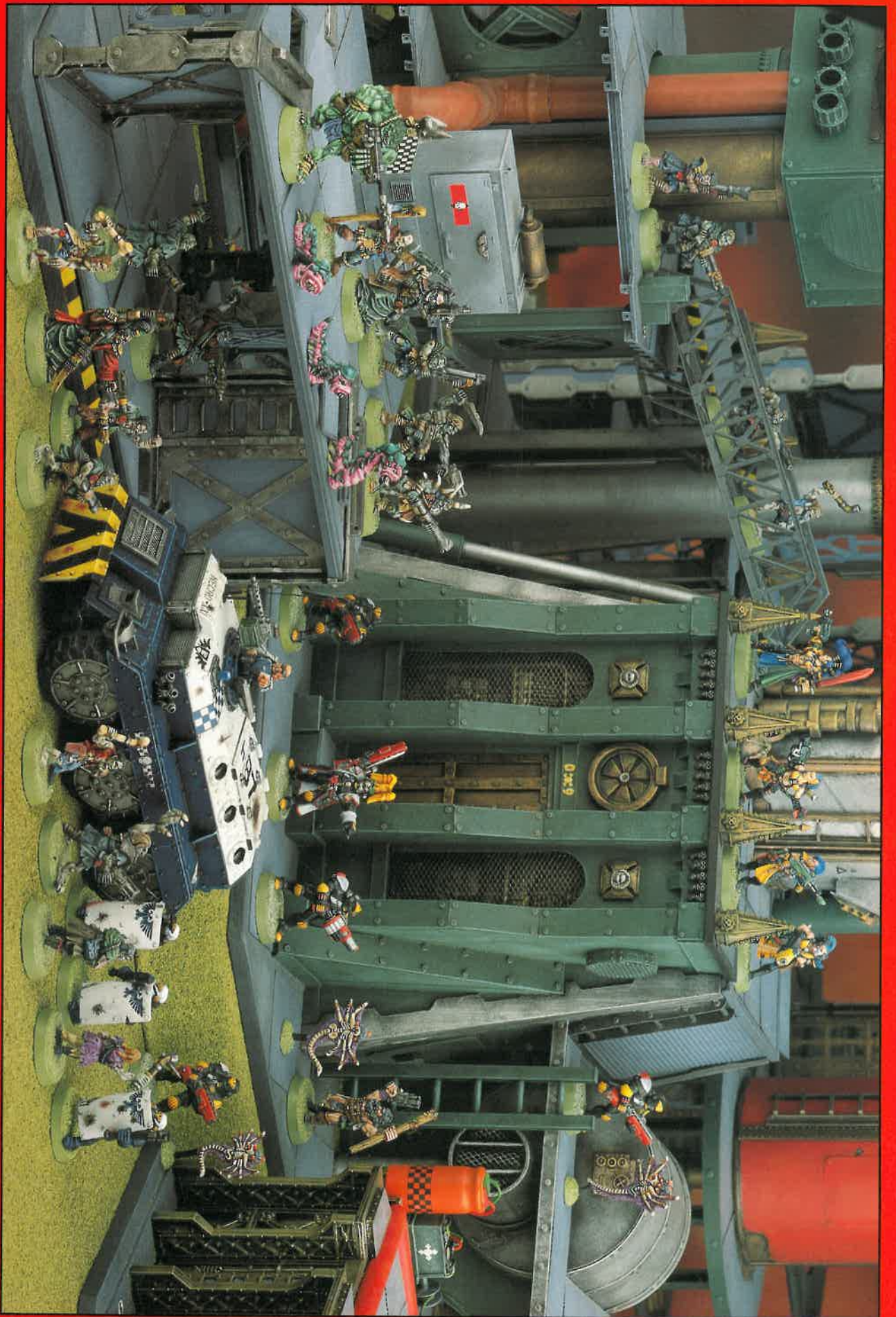


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**GAMES
WORKSHOP**



Abbie's troops purge the Necromunda Underhive.