



216

December
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WHITE DWARF



ELDAR FALCON!
Rules, Scenario and Datafax



**CHAOS
WARRIORS**
Warhammer
Regiment

**GAMES
WORKSHOP**

ISSN 0265-8712



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12>

WARHAMMER® 40,000

**THE NEW ELДАР
FALCON COMES
OUT TO PLAY!**

Page 66



FREE!

**CARD ELДАР
WARP PORTAL!**

**USE IT IN THIS
MONTH'S FAB
WARHAMMER
40,000 SCENARIO!**

WARHAMMER® EPIC 40,000

TANKFEST!

**THE IMPERIAL GUARD
ROLL IN!
PAGE 11**



WHITE DWARF

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WARHAMMER® Realm of Chaos

NOT ONLY DO WE PREVIEW THE GREAT NEW PLASTIC CHAOS WARRIORS AND THE AMAZING NEW LORD OF CHANGE BUT WE GIVE YOU A TASTER OF DARK AND TERRIBLE THINGS TO COME NEXT ISSUE...

WARHAMMER 40,000

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WARHAMMER EPIC 40,000

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GREATER
DAEMON OF
TZEENTCH
PAGE 41



EXCITNG NEW CHAOS WARRIORS WARHAMMER REGIMENT PAGE 60

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Thought for the day

lowly rank and file troopers can be used in the same way as independent characters if you like. Also the rules tend to mirror real action in many ways, whether it is the problem of the unit's leader to form up his men in the best way

Recently I have been playing scenarios with small numbers of models in unusual situations. The most surprising thing is just how exciting these games proved to be. I think this is unexplored territory in the hobby.

As it happens, the Warhammer system works very well for small actions. This is because the profile makes the most out of every individual model in that even

to resist a charge, when to shoot rather than move, whether to stand or run away when the foe are coming at you or guessing the range when you fire a cannon. There are a host such little tactical decisions to be made in any game, no matter how many models are on each side.

Often, a small scenario requires just one key piece of terrain. It can be brisk and exciting and worth playing several times over, or long

and challenging, with the battle in the balance right to the end. The key to creating such a scenario is to limit your troops to a selection of basic rank and file types, with only a few characters armed with ordinary equipment. You can often dispense with points values with such small forces and these can be deliberately unbalanced for the sake of the scenario, as for example in an ambush where one side is outnumbered two to one. The battlefield does not have to be large, half a table can do, it just needs to be interesting. You need an objective which is not just 'to win'. Think of the reason for the encounter and what might be at stake for both sides. Be prepared to change the rules slightly. Perhaps some troops should be made immune to panic just for this scenario? Perhaps some troops can move twice in a turn. Be imaginative!

One of the best things is that you don't need many models for games like this, so you can start with a half-painted

army. Just use the painted ones! When you are trying to achieve your objectives with a handful of troops you really find out what they can do and you will see unexpected heroism! Not only that, you will discover what you can do as their commander by improvising with whatever troops you have got, never giving up and boldly trying unconventional tactics. Remember the lessons of history: the tactics which have proved their worth in big wars were often learned years before by small detachments in frontier skirmishes.

Nigel Stillman



THE GREAT

WHITE DWARF

SUBSCRIPTION GIVEAWAY!



We have sent the trolls to the depths of the lair to update our desperately antiquated Mail Order and White Dwarf databases (Now I can get rid of that abacus! - Tim, Boss Troll) so that we can make sure that everyone gets to know what we're doing from time to time.

What we need you to do is send us your name, address, phone number, and the games you love to play (Warhammer, Warhammer 40,000 etc.) as well as the details of a friend, and maybe an order too. You and your friend will go in the draw to win a year long subscription to White Dwarf, EACH!

We'll be drawing the winners at the end of January, so get cracking and don't forget to let us know what you want to see more of in 'da Trollz Lair'.



DA TROLLZ LAIR!

'da Trollz Lair' is well and truly here - your free guide to what's new, what's happening and what Mail Order is offering every month. Da Trollz Lair is a huge poster covered in new releases, advance orders, classic Citadel miniatures and army deals so good they'll make you gibber! All this and more!

DEALZ! DEALZ! DEALZ!

Don't miss out on the amazing deals that da Trollz have come up with. Stay one step ahead of those heretical alien interlopers by placing an advance order for the new Codex Assassins. You can also collect the remarkable new Assassin models as well.

Warhammer Chaos generals will be rubbing their claws in anticipation of being able to advance order the new Warhammer Armies: Realm of Chaos which is out next month. There is also a listful of splendid deals on new the brilliant new Chaos miniatures.

We're not going to tell you any more as it'd spoil the surprise! To get issue 2 (da Bundle Deals), issue 3 (40K scenario) or issue 4 (da noo wun) just phone Da Trollz on (02) 9829 6111. Or you can fax them on (02) 9829 6161 or write to Mail Order at Games Workshop Mail Order, PO Box 576, Ingleburn, 2565, Australia.

CITADEL JOURNAL 23 IS HERE!

The latest issue of the Citadel Journal gives tips on how to run a successful Warhammer 40,000 campaign. What's more, the article promises it will be a hassle free experience to boot. This will prove of great interest to anyone who has ever tried to run a campaign and found it degenerate into a sickly, writhing mass of putrid... Ahem, sorry about that, try again.

Tactical advice is offered for Wood Elf generals with secret ideas on how to get the most out of your sylvan sentries.

MAD FOR IT!

The chaps from our Manchester store get excited about their experiences at this year's Games Day. The competitors also have their say about this year's Grand Tournament. What do they think and do you agree with them? You'll have to read the article to find out!

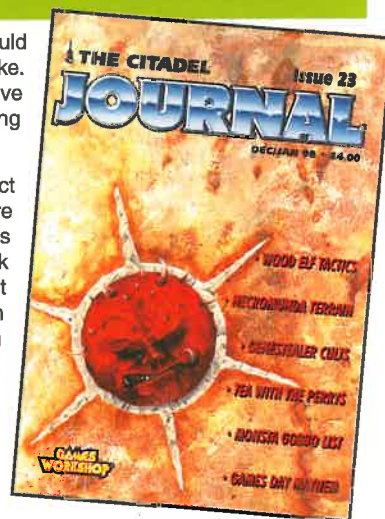
TERRAIN MAKING!

One aspect of the hobby that is always great to learn more about is making terrain without putting a huge dent in your wallet. Quite right too! There's

no reason why terrain should cost a great deal to make. This time the Underhive Workshop deals with making Necromunda terrain.

While we're on the subject of modelling, there's more from Dok Butcha's Konvershun Klinik. Da Dok has more great conversions for use in Covert X (featured in Journal 22). We have tea with the Perry twins and take a look at the all-new Reader's Gallery.

If you haven't read the Citadel Journal yet - why not? Packed to overflowing with hard and fast hobby articles it's a 'must' for anyone who wants that little bit more from the hobby.



Citadel Journal 23 is out now, priced \$15.95.

"DUMB BEAST READS WHITE DWARF..."

...to a camel! Our Export Manager, Rob Murphy, sent this photograph back whilst on his travels. He gave us a load of old tosh about his "daring, valiant swashbuckling adventures in Araby" which knowing Rob as we do, is a blatant lie! So, we thought it would be much more amusing to use the picture for a caption competition instead. The funniest caption we receive will get a year's free White Dwarf subscription.

So get scribbling now!



WARHAMMER EPIC 40,000

This month's Epic 40,000 releases

ELDAR

Eldar War Host (Army deal boxed set) \$150

IMPERIAL GUARD

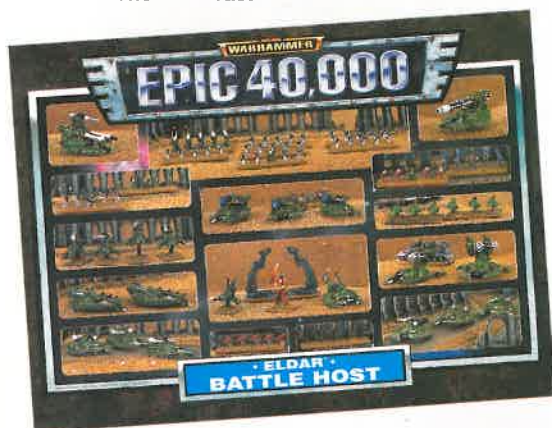
Imperial Guard Detachment (Plastic boxed set)	\$17.95
Imperial Shadowword Super Heavy Tank (One model per blister)	\$19.95
Imperial Chimeras (3 models per blister)	\$15.95
Imperial Hydra Flak Tanks (3 models per blister)	\$15.95
Imperial Griffons (3 models per blister)	\$15.95
Imperial Deathstrike Missile Launchers (1 model per blister)	\$11.95
Imperial Bombards (2 models per blister)	\$15.95

This month is great for Eldar and Imperial Guard players. The Imperial Guard is reinforced by a whole gamut of tanks and vehicles. There's the Imperial Guard Detachment plastic boxed set which includes all the Imperial Guard troopers as well as Rough Riders, Ratlings and Ogryns.

The vast

arsenal of the Imperium is also on show with the release of all manner of tanks, missile launchers and artillery, the colossal Shadowword super heavy tank, Chimera troop carriers and all the Imperial artillery you could wish for. Check out the Imperial Guard in action against the Eldar in this issue's vicious battle report, the Scourging of Lammas.

There is the new Eldar Battle Host army box which contains everything you need to get started with an Eldar army.



WARHAMMER 40,000

ARMOUR-PLATED ARMAGEDDON

Using the Eldar Falcon Grav Tank, an awesome weapon of mass destruction we will determine the fate of a world.

"Armour-Plated Armageddon" is a series of games that will be run in all of our stores on Sunday 7th December. The results will be collected and we shall find out if the Eldar were successful in driving the greenskin menace from Tel Amon IV or will the planet be doomed to fall to the Ork Waaagh!

GORKAMORKA

This month's Gorkamorka releases

Ork Boyz with Kannonz (Three models per blister)	\$14.95
Ork Boyz with Blunderbuss (Three models per blister)	\$14.95



Orks with Kannonz

Orks with Blunderbusses

Gorkamorka gets more and more shooty this month with lots more Boyz with gunz! Orks with kannonz and Orks with Blunderbusses - what more could you want? Anyone hit by one of these won't be gettin' up in a hurry!

Take a look elsewhere in this issue and you'll find three excellent Gorkamorka scenarios for you to try these miniatures out in!

CHRISTMAS IS COMING...

and the grotz are getting fat!

Every year we smile and say "Thanks Aunty Edna, I really needed some more socks" when we'd really love to say "Cor! that Leman Russ Tank is just what I need to smash my opponent into little tiny bits! Thanks Aunty Edna."

Well, we've devised two cunning ways to avoid the problem of mountains of socks. The first is the Mail Order Bundle Deal poster, to get yours call da Trollz on (02) 9829 61211. The second cunning plan is the Christmas Wish List, available from all Games Workshop stores and selected stockists. This pamphlet is full of boxes where you can tick the appropriate items for Santa to carry in his sack on Christmas Eve then leave it lying around for friends and relatives to pick up, nudge nudge, wink wink, say no more.

WARHAMMER

The wind ripped round the battlements and howled along the fortress walls. High up in a darkened tower a pale light guttered as the gale's frozen fists pounded against the shuttered windows, straining to gain entrance and grip the occupant in its chilling embrace.

Inside the room, a solitary figure sat hunched over a word-processor. The desperate tap-tap of the keys skittered and echoed against the stone walls and bare flagstones, hovering for a moment before the silence of contemplation once again filled the void...

A bolt rattled... and the door flew back! A sharply silhouetted figure cast a cold shadow across the tiny garret as into the room strode the towering figure of Rick Priestley.

"Have you finished with that *!?!@%*! manuscript yet...?"

Games Workshop is looking for a Warhammer Writer to join the Games Development Team at its Nottingham Studio. Our ideal applicant would be over 21 with a degree or equivalent level of education. You should be a literate, competent writer with an adaptable style who can order and present what you are saying in a coherent and interesting way. Most importantly you must have a passion for gaming, wargaming and Warhammer in particular and an unswerving desire to communicate that passion to a wide range of readers.

The work would be highly varied. One day you might be writing a short piece of fiction for a White Dwarf article before moving onto sorting out a manuscript from one of the other members of our team. The next day might involve playing 3 or 4 games of Warhammer against Nigel Stillman or Tuomas Pirinen in order to help develop a forthcoming Warhammer supplement.

Games Workshop has its own unique culture dedicated to producing the very best games and miniatures in the world. It almost goes without saying that in order to fit in with this culture you should have an outgoing, cheerful personality with the capacity for endless hard work. If this sounds like you... then write or phone for an application form at the address below.

Human Resources Department,
Games Workshop Ltd, Willow Road,
Lenton, Nottingham. NG7 2WS
Tel: 0115 916 8393

Closing date: 12th December 1997

Wood Elf Mage on Warhawk



CHAOS REIGNS!

Generals of the Old World beware, the Realm of Chaos is almost at hand! The latest Warhammer supplement contains Chaos Spell Cards, Chaos Reward Cards, in fact everything you need to muster an army of Chaos. Unfortunately you'll have to wait until next month for Realm of Chaos. Just to whet your appetites though, we've got some superb models to get you going. The first in a brilliant new range of boxed sets is the stunning Chaos Warriors regiment! There is everything in this box that you'll need to put together a complete Warhammer regiment. Later this issue we take a look at the new Warhammer Regiments range. The Chaos Warriors are the first of many so keep your eyes peeled!

Trish Morrison has excelled in creating the Lord of Change, the Greater Daemon of Tzeentch. This has to be seen to be believed. Those Chaos warlords wanting that extra punch need not look any further than this terrifying

personification of the power of Tzeentch, the great sorcerer himself.

BRETONNIA

Bretonnian Questing Knights are now available individually so you can easily add new knights to reinforce your regiments and make them mightier than ever (yeah, like they need it... - Paul Sawyer).



LOREN

It's not as if Wood Elf Mages aren't dangerous enough but now you can get your hands on one mounted on the back of a huge warhawk! The Mage carries an ornate magic staff which he brandishes ready to blast the enemy with power from the forest itself. This model can also lead a regiment of Warhawk Riders.

WARHAMMER

This month's Warhammer releases:

CHAOS

Chaos Warrior Regiment (Boxed set with 12 plastic models and metal accessories)	\$34.95
Lord of Change, Greater Daemon of Tzeentch (Boxed set with one model)	\$69.95

BRETONNIANS

Bretonnian Questing Knight (One mounted model per blister)	\$13.95
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WOOD ELVES

Wood Elf Mage on warhawk (One model per blister)	\$19.95
--	---------

MORE AMMUNITION!

Everyone needs ammo and now getting loaded up couldn't be easier with the new battlefield accessory sprues. Last month we brought you the first of our battlefield accessories: the barricades and oil drums. This month it's crates of ammunition! Each sprue contains two different crates of ammo, an equipment

box and a base. One crate contains missiles, another holds bolter shells. Each crate has its own lid too, which you can model either open or closed, however you want. There's even a tubular equipment box. You can keep them loose or glue them to the special bases provided on the sprue.



Shown at actual size

WARHAMMER

40,000

This month's Warhammer 40,000 releases

40K Battlefield Accessories (2 plastic sprues)	\$14.95
IMPERIUM	
Codex Assassins	\$17.95
Culexus Assassin (1 model per blister)	\$17.95
Vindicare Assassin (1 model per blister)	\$17.95
Eversor Assassin (1 model per blister)	\$17.95
Callidus Assassin (1 model per blister)	\$17.95
ACCESSORIES	
Large Flying Stands (4 bases per blister)	\$4.95

ASSASSIN!

The latest Codex for Warhammer 40,000 is Codex Assassins. The book describes these most dreaded of the Imperial Agents, together with all their intricate and sophisticated weaponry. These killers are deadly and we've released more of them to unleash on the enemies of the Emperor.



NIPPON BANZAI!

Games Workshop products have only just begun to be introduced in Japan and there are only one or two shops that stock our games and miniatures (fortunately I'm half an hour's train journey away from the nearest GW stockist). We want everyone in Japan to have the opportunity to enjoy the hobby so I've been employed by Games Workshop to help out. To tell you the truth, my job is very exciting! However, my friends, if you're interested about the GW hobby in Japan I'm afraid I can't give you any more clues about the nature of my work... it's TOP SECRET!! Be patient and in time all will become clear.

BLACK DWARF

Ahhh, it's time to tell you about the publication that got me to where I am now - BLACK DWARF. This is a fanzine (published quarterly by myself with help with some friends), now on its seventh edition. Deciding to put the

fanzine together was an idea that came out of our gaming club (also called BLACK DWARF, founded by myself in October 1993). If you have a good memory, you'll remember a bit of recon info about us in WD207.

BLACK DWARF (the club) is the largest GW gaming and metal miniature club in Japan.

When I started the club, metal miniatures were treated only as collectors pieces in Japan. BLACK DWARF has helped people to indulge their passion for Citadel Miniatures by introducing painting and gaming in their native tongue.

WHAT HAPPENS NOW?

In the future there will be a changing of the guard for the BLACK DWARF club (as I'll be over here

shackled to my desk by Rob) and we will be changing the title for our fanzine from BLACK DWARF to 'Gate of the Citadel'.

Now I've teamed up with a fellow Samurai by the name of Tad Narita. Together we'll be attempting to forge the new dynasty of Games Workshop in Japan.

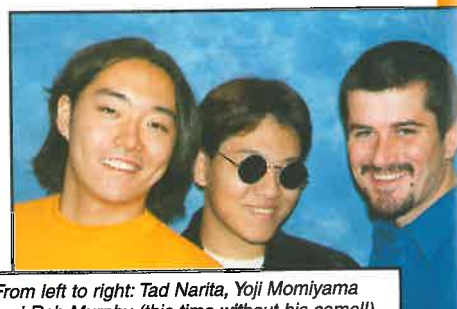
Well that's all, I have to go as my boss is screaming for my head (YES SIR...what do you have for me to do next?). And for now -

SAYONARA!

YOJI MOMIYAMA

Merciful readers, can you hear my poignant cry?

My vicious and devious boss, Rob Murphy, the Games Workshop Export Manager, made me write this article. My name is Yoji Momiyama and I come from Japan - the realm of Samurai, Karate and all-consuming economic giants. I've been collecting Citadel Miniatures for over ten years and been playing GW games for about five.



From left to right: Tad Narita, Yoji Momiyama and Rob Murphy (this time without his camel!)

GAMES WORKSHOP[®]

LENTON



The magnificent full-size Space Marine is an inspiring sight outside our new building.



Not only is there the incredible Space Marine statue but also a massive Imperial Eagle on the front of the building. The Emperor be praised!



One of the most exciting things about our new building is that there is a Games Workshop store on site! Not only can you come down and play games but you can get hold of almost any model we've produced! If you can't find it on the racks we can track it down in our Mail Order stocks for you while you wait. You can even see miniatures being cast on the spot! Watch out for details of special events to be held in the store over the next few months.

After more than two years of hard work and planning, Games Workshop HQ has finally moved to its new home in Lenton, Nottingham.

Over the last few years, the Games Workshop hobby has grown dramatically and we simply ran out of space for everyone at the Studio as well as at our factory and warehouses in Eastwood and Giltbrook.

From the outset, we wanted to create more than simply a new base from where the Studio, the Factory and all the other bits of the company can operate. What we had in mind was nothing less than a massive gaming centre for the hobby!

Our new Lenton HQ has a GW Store connected to our Mail Order department, where you can get almost **any** Citadel Miniature ever made. If it's not in stock, then we'll find the mould and cast it for you there and then!

The huge gaming and conference centre can accommodate up to 200 8'x4' gaming tables and we can also feed and water all the players in our restaurant and in Bugman's Bar!

Over the coming months we plan to start running lots of Warhammer and Warhammer 40,000 tournaments so we look forward to seeing you all in the near future.

BRETONNIAN QUESTING KNIGHTS



WARHAMMER



Champion



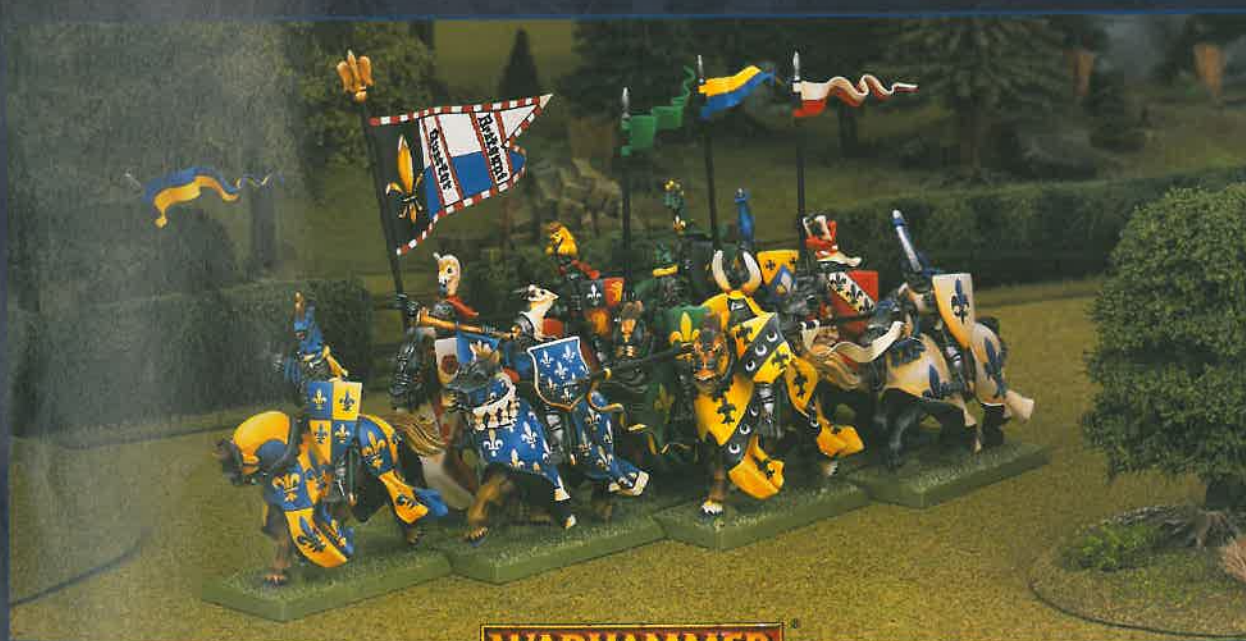
Standard Bearer

Hero with
two-handed
sword



Champion on foot

Trumpeter



WARHAMMER

IMPERIAL GUARD



BANEBLADE SUPER HEAVY TANKS



SHADOWSWORD SUPER HEAVY TANKS



HELLHOUND
FLAME
TANKS



BOMBARD SEIGE
ARTILLERY

HYDRA FLAK TANK

DEATHSTRIKE
MISSILE LAUNCHERS



CHIMERA ARMOURD CARRIERS



GRIFFON
MORTARS



LEMAN RUSS
BATTLE TANKS



BASILISK
ASSAULT
GUNS



OGRYN SQUAD



ROUGH RIDER SQUAD



RATLING SQUAD



IMPERIAL GUARD SQUAD



IMPERIAL GUARD SQUAD



IMPERIAL GUARD
HEAVY WEAPONS SQUAD



IMPERIAL GUARD
COMMAND SQUAD



IMPERIAL GUARD
HEAVY WEAPONS SQUAD

WARHAMMER
EPIC 40,000

WARHAMMER

EPIC 40,000

THE IMPERIAL GUARD

by Warwick Kinrade

Such is the size of the Imperial Guard that it takes a long time for their regiments to mobilize. But this month enemies of the Imperium should be warned, the Imperial Guard is being deployed. Infantry, tanks and artillery are ready to add their considerable weight to the Armies of the Imperium. The Space Marines and Warlord Titans were first to respond to the call to arms but now the Imperial Guard are here....



In any army balance is the key to success. A commander who puts too much faith in heavy weaponry alone will be outmanoeuvred. A commander who relies on close combat without support will lose his force to enemy fire. Each element must work in harmony, so that the effectiveness of the army is greater than the sum of its parts.

Tactica Imperium

The Imperial Guard is the single largest military organisation in the galaxy. It commands countless billions of men and war machines scattered across countless millions of battlefields throughout the Imperium and beyond. Life in the Imperial Guard is one of constant war, shielding mankind from the attacks of aliens, rebels and heretics.



Despite a determined defence, the Eldar are soon overwhelmed by the sheer weight of numbers of Imperial troops.

ACROSS A MILLION WORLDS...

The Imperial Guard make up the largest element of the Armies of the Imperium. You should remember that in Epic 40,000 the Imperial Guard can be fielded with the support of Space Marines and Titans. That said, the Imperial Guard do command a number of powerful detachments in their own right.

COMMAND AND CONTROL

THE SUPREME COMMANDERS



The Imperial Guard can be led by any of the Supreme Commanders from the Army of the Imperium, but they also have their own commanders who should not be overlooked in favour of Inquisitor Lords or Space Marine Chapter Masters.

An Imperial Guard colonel is the cheapest Supreme Commander you can get. Although not terribly hard in close combat, he will make any detachment whose HQ unit is within 30cm stubborn and rerolling leadership tests can be invaluable. If you don't want to go for the cheap option then you can upgrade

your Colonel into an armoured commander by giving him a Leman Russ — a Leman Russ with a 4+ save and doubled assault value!

The Imperial Guard's other supreme commander is the Commissar General, an iron-willed individual whose unflinching devotion to the Imperial Cult will be useful when faced with the heretical forces of Chaos. The Commissar General has to be my personal favourite for no other reason than he's a characterful addition to your army.



"The duty of a Commander is to judge what means should be undertaken to achieve each objective. He must be aware of what is to be gained and what may be lost. A commander who places his troops in a position where he may likely lose more than he may likely gain risks more than the lives of his men. He risks far more; he risks failure. Loss is acceptable, failure is not." *Anon*

ONE IN MILLIONS

THE INFANTRY

Perhaps more than any other army, the Imperial Guard infantry rely upon numbers to defeat the enemy. It is sheer weight of numbers which makes the Imperial Guard such a useful weapon in the armoury of the Imperium. While Space Marines may be better equipped and trained and the Titan Legions have the raw firepower and armour to punch through the enemy, the Imperial Guard can sweep aside all opposition with a mass of tanks and men.

For all their comparative weakness, when compared to other infantry, Imperial Guard squads can often take losses worth many more points and come off reasonably well from the exchange. With a point of firepower for each unit, nine squads of Imperial Guard can kick out 18 firepower (actually, 21 firepower including the command squads needed to field them) and that's without any armoured support or heavy weapons squads.

	Speed	Range	Firepower	Assault	Armour	Special
Imperial Guard	10cm	30cm	1	1	3+	
Colonel/ Commissar General			As Imperial Guard			+ Hero, Commander
Heavy Weapon squad			As Imperial Guard			+ Heavy Weapons
Rough Riders			As Imperial Guard			+ Assault, Cavalry
Ratlings			As Imperial Guard			+ Infiltrators
Ogryns	10cm	15cm	1	4	5+	



Although Imperial Guardsmen only have an armour of 3+, their numbers allow them to absorb quite a few casualties before their effectiveness is significantly reduced. Large detachments of Imperial Guard can weather blast markers reasonably well – they have sufficient firepower left after deductions and usually have a +1 modifier to leadership tests for having fifteen or more units. The low armour of the Imperial Guard can actually be a benefit against some opponents, as it makes them so cheap. Foes with Anti-Tank shots actually find it harder to hit Imperial Guard squads than normal. This makes Imperial Guard infantry particularly effective against Eldar war engines with their super heavy Pulsars and Death Rays.

Imperial Guard do have to watch out for enemy barrages, as their large detachment sizes can sometimes force you to bunch units closer together than you might want to. This is unfortunate because you need to get them pretty tight to maximise their effectiveness in shooting, firefights and close combat – you need to get as many models within range as you can. Luckily most of the most deadly barrage weapons are on your side, with the main exception of Chaos Artillery.

Even though each individual Imperial Guard unit is pretty poor in close combat, their ability to gang up and lend an enormous weight of supporting fire can even up the odds. Also, with three Command squads you have the option of including three Psykers as well (which is better than Space Marines!). Okay, so they won't stand up to a determined assault by Tyranid monstrosities or Chaos daemons, but against Orks and other troops they can usually hold their own. And this is before considering such support as Demolisher siege tanks and Hellhound flame tanks...

Two squads of
Valhallian Ice
Warriors



AUXILIARIES

The variety of troops available to the Imperial Guard is quite wide. To give your opponents a nasty shock, why not try a large detachment of Rough Riders. They are a small force which can pack a surprising punch in close combat. They can be used to strike hard and fast down one flank, attacking the rear detachments of the opponent's army. This forces the enemy to direct part of their firepower towards the Rough Riders which relieves some of the pressure on your main units.

The venerable Ratling Snipers are the Imperial Guard's infiltrators. This makes them quick movers and good at holding ground. Even a relatively small force of Ratlings can hold a position or ward for enough time to send in an infantry detachment mounted in Dreadnoughts to remove them and claim the area for the rest of the battle. Being able to hold your own from positions is vital to winning; your detachment can settle onto a hilltop and hopefully fend off any enemy attack with superior shooting.

Heavy Ogryns are by far the Imperial Guard's best assault troops. They are great in close combat and firefights. Individually they're very hard and when they have ten or more Imperial Guard units to lend them supporting fire they're a match of anyone. They will even give Chaos and Tyranids a close fight.



Imperial Ogryns
on patrol in
jungle terrain

CRUSHING FIST

THE ARMOUR

The Imperial Guard command a great variety of tanks and armoured vehicles, many are specially designed for specific environments or specific roles. Getting the right tank in the right place at the right time is the mark of a good tank commander.

Alongside the mass of Guardsmen, the Imperial Guard also fights with columns of tanks and other armoured fighting vehicles. These provide a number of different options, from the close support of Demolisher siege tanks and Hellhound flame tanks to the concentrated firepower of Leman Russ battle tanks or the quad anti-aircraft guns of a Hydra. Each of these can be incorporated into your army in two ways: support for infantry or as separate detachments.

	Speed	Range	Firepower	Assault	Armour	Special
Leman Russ battle tank	25cm	45cm	3	1	6+	
Demolisher support tank	15cm	15cm	4	1	6+	Close support
Chimera armoured troop carrier	25cm	45cm	1	1	5+	Transport (2)
Hellhound flame tank	20cm	15cm	3	1	5+	Close support
Griffon mortar	25cm	30cm	Barrage	0	5+	Artillery

Imperial Guard Infantry and their Chimera transports in desert camouflage pattern



Imperial Griffons in desert camouflage



Chimeras are excellent troops carriers. They can be used to make a mobile strike force of relatively cheap troops and their additional range compared to the infantry can also help out in long range shooting duels. As mentioned earlier, a mounted infantry detachment can capture pieces of territory and deny them to your enemy. They should use their additional speed to the utmost, assaulting or maybe even marching in the earliest part of the battle. Infantry in Chimeras also make a good detachment to hold at the back until they are needed. They are ready to speed forward to plug any gaps in your battle line and exploit breakthroughs the rest of your army makes. A well timed assault move could stem a tide of Tyranids crashing through your ranks while a speedy march can snatch an objective as your artillery creates an opening.

Hellhound flame tanks provide fast close support for your infantry and tank detachments. Move them up just behind the main lines and they can provide additional punch to infantry, while they give a degree of protection to your tank columns should they be attacked in close combat. 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 Imperial Guard to little bits (extremely little bits).

A Leman Russ and a Hellhound in ice world terrain



"There is no such thing as too many tanks." *Captain Hans Kreuger*



PAINING TANKS

When it comes to painting tank models there are really only three main types of detail to consider. These are the armoured sections (hull, turret, etc.), the tracks and the various extra pieces of added detail which we call stowage (packs, rolls, camo nets, boxes and other stuff). Other detail such as the markings are really extras which you can choose to add to elite formations or whatever. In addition many people like to pick out the guns in a suitably striking way, painting them either as metal or with kill-rings, etc.

STAGE 1 HULL

Paint the whole tank in the basic colour. At this stage you can add a wash for shading or dry-brush on a lighter colour for a highlight. Don't worry about getting any paint on the tracks or stowage because you're going to paint over them when this first stage is thoroughly dry.

STAGE 2 TRACKS

Paint any tracks, grilles and exhaust pipes, etc. black. When dry, you can paint over these areas with a metal colour. There are other areas that'll look good painted in the same way, such as any hull mounted weapons. It really depends on the details modelled onto each tank.

STAGE 3 STOWAGE

Details such as sandbags, ammo boxes, rolled up blankets and camo nets, tools and equipment bags are the only things left to paint. Simply pick a colour that's complimentary to the hull colour and paint them all the same shade. At this stage you could even go as far as adding some markings.

DESERT WORLD

This tank was painted in the same colours as our own desert world gaming table.



Stage 1. Hull

Two colours were used to achieve the effect on this Leman Russ. Bestial Brown for the first coat to provide the shading, followed by dry-brushing with Bubonic Brown.

Stage 2. Tracks

The tracks and guns were painted black then highlighted with Bolt Gun Metal.

Stage 3. Stowage

Dark Angels Green was chosen for the stowage.

AGRI-WORLD

For this Chimera a green was used that, again, matched our gaming tables.

Stage 1. Hull

Dark Angels Green with a quick highlight of the same colour mixed with white was used on this Chimera.

Stage 2. Tracks

Again the tracks have been painted Chaos Black, but this time no metal was added.

Stage 3. Stowage

There isn't any stowage on this model, but Blood Red was used to pick out the multi-lasers on the top of the Chimera.

Traditional camouflage patterns are actually quite simple to paint. Start to simple colour combinations at first. Paint the tank in the lighter colour to begin with. Then paint a few areas in the second (darker) the camo colours. Then do the tracks and stowage as before. If you like you can even add a highlight or Ink Wash at the first stage.

DESERT CAMOUFLAGE SCHEME

Bubonic Brown with Brown Ink Wash followed by Dark Angels Green.



JUNGLE WORLD CAMOUFLAGE SCHEME

Scorpion Green with a Green Ink Wash followed by Chaos Black for the camo pattern.



ICE WORLD CAMOUFLAGE SCHEME

Space Wolves Grey dry-brushed with Skull White followed by Dark Angels green for the camo pattern.



Of course, you can always make up your own camo schemes or use one of these examples.

EPIC 40,000

THE SCOURGING OF LAMMAS

by Andy Kettlewell and Warwick Kinrade

This month the Imperial Guard have arrived for Epic 40,000. What with this and last month's Eldar release we thought it was too good an opportunity to miss and decided a Battle Report between these two in a *Meeting Engagement* would be the order of the day.

The planet of Lammas has been the scene of a protracted 11 year campaign between the Eldar and the Imperium. Why the Eldar maintain their harrowing attacks on this Imperial world is unknown, but the conflict has scarred the planet, leaving whole

cities in ruins and thousands upon thousands of men, women and children dead. Many Imperial Guard regiments have been deployed onto Lammas over the years to stem the Eldar incursions, but still the war continues...

With a shimmer of silvery light, like the moon on a still pond, the Warp gate activated. Moving slowly out of the silver pool emerged the prow of a Falcon, followed by five others. Gracefully the Falcons slid to a halt, hovering just above the ground.

Warlock Lahessa waited and watched in silence as his companions emerged, another Warlock leading a squad of five Striking Scorpions from the Falcon. Lahessa had seen this Warlock's tale, many years before, and knew the day would come when the thread of fate would lead this Warlock to Lammas, where his doom awaited.

"The humans of this world are seeking to secure the river, their battleline is preparing an offensive. Our Scouts have intercepted a human patrol, several of the captives await your questioning." Lahessa's voice was tinged with sadness, but he could not reveal what he knew for fear of influencing the Warlock's actions. He had seen the thread, the Biel-Tan Warlock's destiny had been decided.

"More urgently than this, contact with Farsaar Elcanos has been lost. He was directing the defence of the river. Our forces there report his Vyper was hit in the retreat from the ruins, but the runes indicate he is not dead - his soul still shines bright in the web. We must recover Elcanos."

"Kaela Mensha Khaine will see to that," the Warlock replied. "The Bloody Handed One awaits, he will drive the humans back and find our missing brother. Bring me the captives and then we ride to war."





Warwick: I'm collecting my own Army of the Imperium at the moment and want to test my mettle against those alien scum, the Eldar. The detachments I've selected from our Studio army

will be familiar to my regular opponents. I hope the tactics I employ will be as well. I feel more confident about commanding a force I know well rather than starting afresh with completely new detachments.



7 COMPANY 8TH MARSELLAN REGIMENT		EPIC 40,000	
HEAVY INFANTRY WITH CAPTAIN MORGAN			
COMMAND SECTION	1	47	33
COMMAND SECTION			
1 IMPERIAL GUARD SQUAD	14	1	1
2 IMPERIAL GUARD SQUAD	14	2	2
3 HEAVY WEAPON SQUAD	14	3	3
4 HEAVY WEAPON SQUAD	14	4	4
5 HEAVY WEAPON SQUAD	14	5	5
6 HEAVY WEAPON SQUAD	14	6	6
7 HEAVY WEAPON SQUAD	14	7	7
8 HEAVY WEAPON SQUAD	14	8	8
9			
10			
IMPACT RIFLE	10	10	10
HEAVY GUN	10	10	10
IMPACT RIFLE	10	10	10
HEAVY GUN	10	10	10

INFANTRY DETACHMENT

1. Command Sections. Taking command sections for my Imperial Guard infantry detachments, is quite expensive so I only normally upgrade one to a Captain. This gives them a save and doubles their assault value. I also add a Primaris Psyker to the unit to help out in assaults and firefights.

2. Imperial Guard Squads. These are the backbone of the Imperial Guard infantry. They may not look that impressive on paper but everything counts in large amounts, and the infantry is very cheap.

3. Heavy Squads. As foot slogging infantry are so slow they can only really be used effectively in a defensive role or for a slow rolling advance. This involves sitting on overwatch and holding ground. Heavy squads give the defending infantry some much needed support. Firepower 2 and a 45cm range is as good as a Space Marine Devastator squad for nearly half the points cost.

them staying power. My main worry is that they will get picked off by super heavy weapons fire so I only include two units.

5. Ratlings. Ratlings are useful as a skirmish screen out in front of the heavy weapons squads and Ogryns. This way the little fellows get shot first – cruel I know but unavoidable! Using their increased command radius the Ratlings can help to keep the enemy at arms length by threatening to snaphire at any approaching foe.

6. Demolisher. Because the Demolisher is slow I find it is better supporting the infantry than the tanks. Firepower 4 in close support of Ogryns with assault value 4 will make the detachment a hard nut to crack in close assaults or firefights.

2ND ARMOUR COMPANY 8TH MARSELLAN REGIMENT		EPIC 40,000	
SUPER HEAVY TANK			
CAPTAIN HARDRADE			
SUPER HEAVY TANK			
1 BANEBLADE	100	1	1
2 SHADOWSWORD	100	2	2
3		3	3
4		4	4
5		5	5
6		6	6
7		7	7
8		8	8
9		9	9
10		10	10

SUPER HEAVY TANK COMPANY

Including some war engines to support the infantry is sound tactics. I've included two super heavy tanks, one Baneblade and one Shadowsword. Their firepower can turn the tide in firefights, and the infantry support means it is difficult for the enemy to assault the war engines. I find Shadowswords used on their own are very vulnerable to Blast markers, which stop them firing their Volcano cannon. If deployed with Baneblades then any Blast markers can come off the Baneblade's firepower, leaving the devastating Volcano cannon free to pick its target and fire.



tactics l
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completely

UNIT	POINTS	ARMOUR	MOVEMENT	WEAPONRY	ABILITIES
4th ARMOUR COMPANY, 8th MARSALLIAN RESIMENT	25	4	1	1	1
TANK	25	4	1	1	1
CAPTAIN AUGUST BACH	25	4	1	1	1

HEAVY TANK

UNIT	POINTS	ARMOUR	MOVEMENT	WEAPONRY	ABILITIES
10	10	1	1	1	1
15	15	1	1	1	1

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TANK DETACHMENT

1. **Leman Russ**. Firepower 3 with a range of 45cm, protected by armour 8 and with a speed of 25cm a turn makes the Leman Russ the best battle tank going. The core of my armour detachment is four of these tanks in two squadrons. In a larger game I'd definitely take more.

2. **Hellhound Flame Tank**. The Leman Russ' only weakness is being caught by an enemy assault, so protecting them is vital. Hellhound flame tanks are close support units, so if you keep them just behind the Leman Russ' they can use their full 3 firepower in support of the tanks if attacked. Demolishers could also fill the same role but I find their low speed slows down the Leman Russ' too much.

3. **Griffons**. Griffons will give my detachment some close support artillery. Griffons don't have the range to be used with the other Imperial Guard artillery units so they are better off used in

support of your tanks and infantry. They are only 19 points each so don't expect miracles from them. The threat of their barrage might help stop the enemy bunching up in cover.

4. **Chimeras and Infantry**. Like the artillery, tanks should not operate without some infantry support. The infantry can help out if the detachment is being attacked, and make best use of cover. They will also form a screen if my armour is in a defensive position. To keep up with a fast moving armoured attack the infantry needs to be in a Chimera otherwise my tanks will be reduced to walking pace. The Chimera also gives the detachment some handy extra firepower at up to 45cm range.



4TH ARMOUR COMPANY, 8TH MARSALLIAN RESIMENT		CAPTAIN AUGUST BACH	
TANK	25	4	1
CAPTAIN AUGUST BACH	25	4	1
LEMAN RUSS (3)	75	12	3
HELLHOUND (2)	30	6	1
GRIFTON (1)	19	3	1
CHIMERA (1)	25	4	1
INFANTRY (1)	10	2	1
TOTAL	164	28	7

ARMY PLACEMENT		CAPTAIN AUGUST BACH	
ARMY PLACEMENT	20	4	1
CAPTAIN AUGUST BACH	20	4	1
LEMAN RUSS (3)	75	12	3
HELLHOUND (2)	30	6	1
GRIFTON (1)	19	3	1
CHIMERA (1)	25	4	1
INFANTRY (1)	10	2	1
TOTAL	164	28	7

INFANTRY DETACHMENT (ROUGH RIDERS)

1. **Rough Rider Command**. This is my army's scout force. Not very powerful but useful for running about, grabbing the odd undefended objective and leading the army onto the board in *Escalating Engagements* or *Fog of War* missions.

2. **Rough Riders**. Rough Riders are cheap and fast, that was the only thought I had when selecting this detachment. This is not a battle winning detachment like the artillery or the armour, just a useful small detachment which might distract the enemy for a turn or win the odd close assault. In the future I'll add some Sentinels as support.





3. Deathstrike. Deathstrikes scare enemy war engines. Their Vortex missile is horribly effective against war engines with no, or very few shields left. Deathstrikes also have an unlimited range, but they do require a line of sight to fire at a target.

5. Hydra Flak Tank. Speaking of enemy fliers artillery is always a prime target for ground attacks, so not to defend it with some flak units is asking for trouble. My artillery is expensive so I intend to protect it well. I've included 2 Hydras in support of my artillery. If they use the anti aircraft overwatch special orders then the rest of the detachment goes onto overwatch, which suits my artillery fine!



This is an army of the Imperium so I included some Space Marine infantry to deploy from Drop Pods. This is a bit of a gamble because a few bad rolls for reserves and my army will be fighting a superior points value enemy. Drop Pods

will mean the Space Marines can intervene wherever they are needed most. These are my best chance to take my objectives.



Andy: The Eldar army I have chosen to fight this battle report with is almost the same as my army I have at home. Eldar armies are often hard to choose because there are so many options, so I've chosen detachments I know from

past games will be effective, and then added some extra units that should do well against an Imperial Guard army.

ELDAR DETACHMENT CARD	
Star Host Star Host Points: 100 Points: 100	
1. Aspect Warriors - 100 points 2. Aspect Warriors - 100 points 3. Aspect Warriors - 100 points 4. Aspect Warriors - 100 points 5. Aspect Warriors - 100 points 6. Aspect Warriors - 100 points	1. Star Host - 100 points 2. Star Host - 100 points 3. Star Host - 100 points 4. Star Host - 100 points 5. Star Host - 100 points 6. Star Host - 100 points
Points: 100 Points: 100 Points: 100 Points: 100 Points: 100 Points: 100	Points: 100 Points: 100 Points: 100 Points: 100 Points: 100 Points: 100



STAR HOST (WAR HOST DETACHMENT)

Every army needs a couple of core detachments that can go up against the best the enemy can throw at them. The Star Host has a lot of firepower and is fast, just like all Eldar detachments should be.

1. **Falcons.** Falcons are fast, have a good firepower and can transport infantry, which is exactly what I need, so I chose lots of them. Their only failing is they only have armour 5 so they can be shot down quickly if they go up against a detachment of Leman Russ Battle Tanks. The only defence against this is to use their speed and skitter ability to the full and, most importantly of all, shoot at the enemy before they shoot at you!

2. **Dark Reapers.** These units are very good at bumping up a detachment's firepower. They are a little expensive but have better armour than most Eldar so they usually do well. I normally transport Dark Reapers in Falcons and only bring them out when the detachment is in a good shooting position and on overwatch.

3. **Guardian squads.** Guardian squads are cheap, characterful and very good at firefights so I always put a couple into each

detachment just in case they turn out to be useful. I know it's a very dirty trick, but they are also a very good way of lowering your detachment's armour value so the enemy doesn't get as many re-rolls when they are firing on overwatch (you've got more beard than Gotrek, Kettlewell - Paul Sawyer).

4. **Aspect Warriors.** These units are good to have around because they are fairly cheap at 10 points and they have an assault value of 4 which is very high. If the detachment gets into any close combats, Aspect Warriors can be an enormous help.

5. **Fire Prisms.** Fire Prisms have an anti-tank shot and are a flank unit. This means that they can protect my detachments from enemy flyer attacks and deal with anything big that the rest of the detachment can't hurt. They are a little expensive so I have only chosen one of them.

6. **Warlock.** I always include a Warlock in my detachments because they are psykers and can always give detachments an edge in close combats and fire fights. A sound investment for any detachment.

ELDAR DETACHMENT CARD	
The Awakening The Awakening Points: 40 Points: 40	
1. Aspect Warriors - 100 points 2. Aspect Warriors - 100 points 3. Aspect Warriors - 100 points 4. Aspect Warriors - 100 points 5. Aspect Warriors - 100 points 6. Aspect Warriors - 100 points	1. Star Host - 100 points 2. Star Host - 100 points 3. Star Host - 100 points 4. Star Host - 100 points 5. Star Host - 100 points 6. Star Host - 100 points
Points: 100 Points: 100 Points: 100 Points: 100 Points: 100 Points: 100	Points: 100 Points: 100 Points: 100 Points: 100 Points: 100 Points: 100

THE AWAKENING (ELDAR COMMANDER)

This detachment is going to be transported in the Vampire flier and will be used to take objectives and spearhead attacks. I know in the recent Eldar tactics article I said that transport missions should be used to reinforce attacks and not spearhead, but you can't live by rules all your life can you? I decided to go for death or glory with this detachment.

1. **The Avatar.** The Avatar is an awesome close combat opponent and I really couldn't think of anything else I would rather have in this detachment. In addition to his ability, he is also the army commander which makes surrounding detachments stubborn and gives him a re-roll in close combat.

2. **Exarchs.** To give the Avatar a hand (no applause please!) I included some Aspect warriors in the detachment and upgraded them with an Exarch to make them even better in close combat. It is very

characterful to have lots of Exarchs and Aspect Warriors following the Avatar into battle.





ELDAR DETACHMENT CARD	
Night Host Eldar Warrior Warlock unit Detachment HQ - Warlock unit	Points: 100 Points: 100 Points: 100
1. Falcon 2. Aspect Warriors - 1 unit in Falcon 3. Aspect Warriors 4. Aspect Warriors - 1 unit in Wave Serpent 5. Aspect Warriors	1. Aspect Warriors - 1 unit in Wave Serpent 2. Vyper 3. Vyper 4. Vyper 5. Vyper
Warlock Aspect Warrior Aspect Warrior Aspect Warrior	Wave Serpent Vyper Vyper Vyper

NIGHT HOST (WAR HOST DETACHMENT)

Night Host is my second core detachment. The Star Host has lots of firepower and a little close combat ability so the Night Host is the opposite way round, it has a little firepower and lots of close combat ability.

1. **Falcon.** I think Falcons should be compulsory units for Eldar armies. They are really, really good so I use them in every detachment.
2. **Guardian squad.** The Night Host is designed as a close attack detachment so Guardian detachments will be useful if they get into a fire fight.
3. **Warlock.** A Warlock is essential for any detachment that is expected to get into close combat as psykers can give a big advantage.

4. **Aspect Warriors.** The best close combat units Eldar players can get are Aspect Warriors. For what they are, they are very cheap and if you get them all in close combat they can generate a huge close combat score.

5. **Wave Serpents.** Instead of transporting the Aspect Warriors in Falcons I have chosen Wave Serpents instead. Wave Serpents have higher armour and can transport 2 units. They don't have many guns but then, I don't expect this detachment will be shooting that much!

6. **Vypers.** The only thing wrong with this detachment is if it needs to shoot, it hasn't got much firepower! Vypers have a firepower of 2 and are faster than your normal Eldar unit. This means they can give you a hand in any ranged shooting, and can be good in a close combat by moving around the sides of the enemy detachment and making it hard for them to withdraw when they lose.

DARK HOST (WAR HOST DETACHMENT)

I am permanently, some would say overly, worried about Imperial artillery. Eldar units don't have high armour values, so a battery of artillery on overwatch can often make a mess of them. The only thing I can think of is to lay some Blast markers on the artillery to slow them down until my army can get to them and destroy them all.

1. **Night Spinners.** Night Spinners have a big range of 90cm. and have the *Disrupt* special weapon so they can put Blast markers on the artillery. It won't really be all that effective but it will make me feel happier throughout the game.
2. **Fire Prism.** If the Night Spinners do well they may annoy Warwick enough to attack them with fliers. To counter this I chose a Fire Prism to help this detachment out.
3. **Aspect Warriors.** If anyone does get close enough to the Night Spinners I chose some

Aspect Warriors to give them a hand in close combat. This should be sufficient to protect the detachment from any close range attacks.



ELDAR DETACHMENT CARD	
Night Host Eldar Warrior Warlock unit Detachment HQ - Aspect Warrior + Bomb	Points: 100 Points: 100 Points: 100
1. Aspect Warriors - 1 unit in Falcon 2. Aspect Warriors 3. Aspect Warriors	1. Fire Prism 2. Night Spinner 3. Night Spinner
Warlock Aspect Warrior Aspect Warrior Aspect Warrior	Fire Prism Night Spinner Night Spinner Night Spinner

NIGHT REAPERS (ELDAR FLEET)

In my opinion Eldar fliers are the best in the game so I took as many as I could!

1. **Nightwings.** These are good interceptors, so I chose a detachment of five just in case Warwick told some Space Marines to Thunderhawk in his army. Even if he didn't they are still good at ground attack missions.

DARK RAIN (ELDAR FLEET)

I needed something that could attack the Imperial Guard's artillery, so I chose some more fliers.

1. **Phoenix Bomber.** Phoenix fliers have high fire power and range so they can attack anywhere in the Imperial army and cause a lot of damage. They will do the job nicely!

2. **Vampire Raider.** Vampire fliers can transport four infantry units and have a high firepower just like the Phoenix fliers. This means that I can blast an enemy detachment with the fliers, and then drop off some

infantry to attack them in close combat.

ELDAR DETACHMENT CARD	
Unit Name: Nightwings Points: 400 Model Count: 10 Model Value: 400	
Unit Abilities:	
Unit Skills:	
Unit Status:	



ELDAR DETACHMENT CARD	
Unit Name: Phoenix Bombers Points: 100 Model Count: 2 Model Value: 100	
Unit Abilities:	
Unit Skills:	
Unit Status:	

ENGINES OF VAUL

1. **Scorpions.** Scorpions are armed with a pulsar which is a very powerful and long ranged weapon. Imperial armies often have lots of tanks in them so the Scorpion's anti-tank shots would come in useful. As anti-tank shots are special weapons you can also choose who you hit rather than just hitting the nearest units. This can come in very useful if you want to destroy lots of Leman Russ battle tanks hiding behind Chimeras (a common underhand Imperial ploy).

2. **Cobra.** The Cobra is armed with a Distort Cannon which can damage enemy war engines easily but is not so good against infantry. I was a little worried that Warwick would take a Warlord Titan or lots of super heavy tanks, so I thought it would be wise to take a Cobra.

ELDAR DETACHMENT CARD	
Unit Name: Scorpions Points: 100 Model Count: 2 Model Value: 100	
Unit Abilities:	
Unit Skills:	
Unit Status:	





TURN 1 IMPERIAL OVERVIEW

Warwick: The position of my objectives was all important. I knew I was unlikely to get to the objectives with a slow moving force, but I planned to drop the Space Marines in behind the Eldar advance to grab the objectives whilst the infantry and tanks pushed forward.

With our forces so far apart there was unlikely to be any real fighting this turn, so I took the opportunity to deploy into a solid formation for the coming fight. My infantry marched to get as far onto the board as possible and fanned out in front of the artillery. The infantry was supported by the bastions of my two super heavy tanks, rolling forward like unstoppable behemoths. The Ratlings used their *infiltrate* moves to get well ahead of the main body of infantry, moving into the woods on my right and onto the plain to form a skirmish screen.

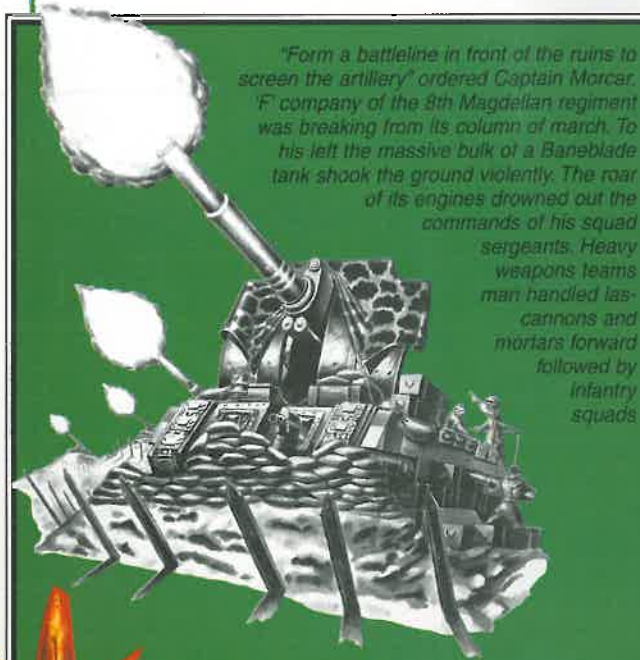
The artillery deployed just behind the infantry, with the Hydras on either end of the line of Basilisks, followed up by the Deathstrike and Bombard. The supporting infantry deployed on the right, expecting an Eldar attack through the woods.

The Imperial artillery open fire on the Eldar Dark Host.

I won the initiative for the movement phase and forced Andy to move first. Seeing the Eldar's initial moves I marched the Rough Riders round to support the tank detachment who were moving up into the ruins of Karsundi. Hopefully the Rough Riders could intervene in the coming Eldar assault on the city, blocking any attack on my armour.

The armour detachment took up defensive positions in the ruins, with the infantry taking cover around the edge, followed by Leman Russ, Hellhound and Griffon tanks (in that order). This detachment would now take some shifting if the Eldar were to get anywhere near their *Take and Hold* and *Rescue* objectives (Obviously my men didn't know that an Eldar Farseer was trapped in the wreckage of his Vyper amongst the rubble of Karsundi).

The Eldar Night Spinners opened fire on the infantry placing a blast marker, then it was my turn to respond. The artillery was already in range, and the first salvo destroyed both Eldar artillery units making it a short artillery duel, first blood to the Imperium!



"Form a battleline in front of the ruins to screen the artillery" ordered Captain Morcar. "F" company of the 8th Magdellan regiment was breaking from its column of march. To his left the massive bulk of a Baneblade tank shook the ground violently. The roar of its engines drowned out the commands of his squad sergeants. Heavy weapons teams man handled lascannons and mortars forward followed by infantry squads

and hulking Ogryns striding into battle. Morcar turned to his comms orderly. "Get me a situation report from the scouts and patch it through to Bombardier-Major Seniac." Morcar jabbed a finger towards the squad clustered around a sanctioned psyker. "You men take him and move our position forward."

The comms-orderly strained to hear the incoming reports over the din of a Shadowsword tank moving right past him, mud churning in its wake. Sudden shouts and screams captured Morcar's attention as a cloud of fine silvery mesh descend from the sky. He saw a guardsman fall beneath it, his arm sliced clean off. Guardsmen scattered to avoid the strange alien weapon. Morcar's command section took cover. The comms-orderly responded before Morcar could ask. "Ratling scouts report the firing came from the far river bank sir, alien vehicles advancing towards the banks of River Ertius."

"Give the co-ordinates to the artillery" Morcar responded, picking himself up from the mud. He turned to face the positions he had just advanced over. Basilisks and Hydras had already moved up behind him. He could see the crews preparing for the first bombardment.

With a resounding crash, muzzle flashes rippled along the firing line, the percussion of the salvo knocked the air out of Morcar's lungs. Shells screamed high over his head making for the distant river. The enemy was at hand, battle had begun...

The huge graceful forms of the Night Spinners glided down the rock face towards the river below. Behind them followed the Prism Cannon and then Elshar and his Striking Scorpions. Unable to move down the steep incline in safety, the Exarch ordered his warriors to halt with a quick hand gesture. Immediately the Scorpions obeyed and dispersed until they were almost invisible. Looking towards the distant Imperial city, Elshar could see the humans swarming towards them and the Night Spinners slowing their race towards the river to shoot. As they fired a soundless wave of energy hit Elshar, but he had prepared for it, and knew that the humans would suffer more when it hit them.

Suddenly a whistling sound, almost like screaming, filled the air and the deafening noise of explosions followed. The Imperial artillery was firing and all Elshar could do was to lie still on the ground and hope. The thunderous barrage stopped, he rose and gave another signal and all his Scorpions quickly regained their feet. No casualties were found until Elshar looked down from the cliff and saw the mangled wreckage of two Night Spinners. Already the crew of the Prism Cannon had moved to collect the spirit stones of the slain.

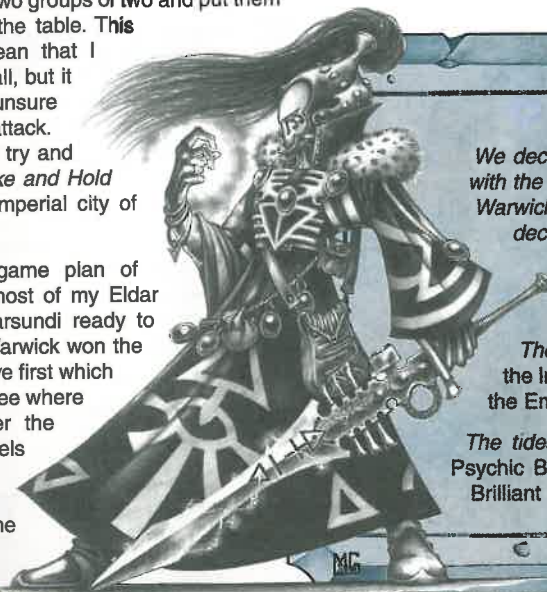


TURN 1 ELДАР OVERVIEW

Andy: At the beginning of the game I chose to split my objectives into two groups of two and put them quite far apart on the table. This would probably mean that I

wouldn't be able to get them all, but it would also make Warwick unsure about where I was going to attack. After placing them, I chose to try and complete my *Rescue* and *Take and Hold* objectives positioned in the Imperial city of Karsundi.

Following my complex pre-game plan of 'attack the city', I deployed most of my Eldar army on the hill opposite Karsundi ready to attack as soon as possible. Warwick won the initiative and forced me to move first which meant that all though I could see where his detachments would enter the battle, he didn't have any models on the board! For this reason I didn't give any orders to my fliers and saved them for the next turn. The Imperial



FATE CARDS

We decided to use the new *Emperors Tarot* along with the Eldar fate cards from WD214 in this battle. Warwick drew all his cards from the Emperor's tarot deck whilst Andy shuffled the Eldar cards into the standard fate deck and drew 4. Warwick's force had slightly less points so he got the bonus card.

The Emperor granted Warwick the Assassin, the Inquisitor, the Kraken, the Space Marine and the Emperor cards.

The tides of fate handed Andy a Counter Attack/ Psychic Blast card as well as the Temporal Distort, Brilliant Strategy and Confuse cards.



The Eldar army swoops across the river towards the ruined city of Karsundi.



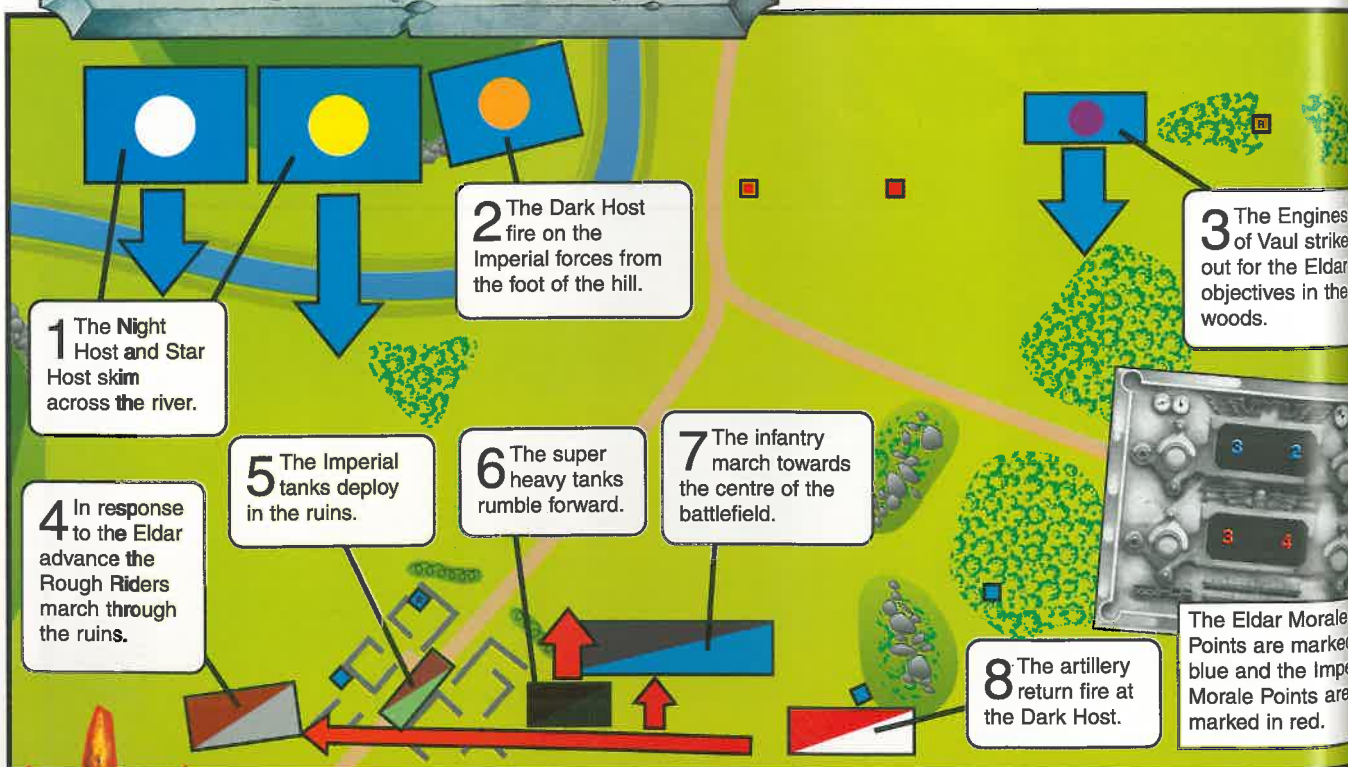
OBJECTIVES

Both sides had to position three Take and Hold objectives, represented on the map by the coloured squares, red for Imperial and blue for Eldar. Each side also had a single Rescue objective, represented by a square marked 'R'. These were all placed in the opponents' deployment zone. For the Rescue objective, the Imperium used a spare Chimera, obviously a patrol that had been attacked and crippled by Eldar scouts. The Eldar Rescue objective was to recover a Farseer who was trapped in the wreckage of his Vyper amongst the ruins of Karsundi. Capturing any of these objectives would be difficult for the slower moving forces of the Imperium. The Space Marines in drop pods would be their main hope. The Eldar are so fast that taking objectives is not usually a problem, but with their light armour holding the position can be a lot harder.

TURN 1 CONCLUSION

At the end of turn 1 the Imperial Guard army has deployed in a defensive formation in between the Eldar objectives. The Eldar on the other hand have made a bold move to attack the Imperial city and capture their objectives.

Other than the Imperial Guard winning the battle of artillery, not many units were in range to fire this turn. Next turn the Eldar will be in a position to attack, but the Imperial Guard have deployed in a tight formation and may be able to repel them.



TURN 2 IMPERIAL OVERVIEW

Warwick: I lost the initiative to Andy in the movement phase and I was forced to move first. I wanted to keep my initial advance going to give the infantry some hope of reaching the *Take and Hold* objectives. They continued to roll forwards with the huge Baneblade and Shadowsword in support.

Incoming ground attacks from the Eldar meant my Hydras would soon be in action. Because the Hydras went on Flak orders, the rest of the artillery were on Overwatch, which suited me fine. As it happened Andy choose to ground attack the defenders of Karsundi. I lost a Leman Russ, a Chimera and all the supporting infantry to the twin attacks of the Eldar fliers, and was faced with the imminent assault of his Avatar and bodyguards brought in by Vampire.

By the time my tanks had the chance to fire they had 4 blast markers on them, so I played the *Emperor* card to remove them all. The subsequent torrent of fire from the Leman Russ battle tanks destroyed everything in the Avatar's detachment except the Avatar himself.

The Hydras didn't get to fire at the fliers but the artillery could still bombard the Eldar. I targeted the Night Host on assault orders that was following up the Avatar's assault. They made a better target than the lone Avatar. Andy played the *Confuse* fate card on the artillery, placing 2 blast markers and reducing their firing, so I only managed to place a single blast marker on the Eldar. On the 'use it or lose it' principle I fired the Deathstrike into the Star Host. I could wait around all game to get a clear shot at the Engines of Vaul but Andy was using the terrain to protect them from enemy fire. He would then pop up to fire in the war engine shooting phase. The Deathstrike's vortex missile destroyed 2 Falcons and some Dark Reapers, not a bad return but not too good either.

As predicted, the Engines of Vaul popped up to fire at my super heavy tanks. The Shadowsword was instantly destroyed by a D-cannon shot, and the Baneblade was reduced to a single damage point by anti-tank fire. To add insult to injury the Baneblade's return fire was totally ineffective.

Before the assault phase I used the *Assassin* card to get a hit on the Avatar, but he passed his save – drat! That would be one dead Eversor assassin.

In the assault phase the Eldar tried to steal the initiative with the *Brilliant Strategy* fate card. This meant the enemy would get to assault before my Rough Riders, and would doom my armour detachment to destruction at the hands of the Avatar (lucky though he was to still be alive).

I used my *Inquisitor* card to cancel Andy's *Brilliant Strategy* and then won the initiative. Time for a glorious charge of Rough Riders to drive the Avatar and the Wave Serpent host back, or so I thought. The Rough Riders failed their leadership test because of just one blast marker and refused to attack. The sight of the Avatar emerging from the flames and smoke was too much for them! Now my tanks were in big trouble.

Even though I used my *Space Marine* Fate card to give me +1 in the assault, the Eldar attack on Karsundi was devastatingly effective. All the Leman Russ tanks of 4th company were destroyed as were the last Chimera and Hellhound. The Rough Riders were hacked down by charging Howling Banshee Aspect Warriors and forced to retreat. All that remained were two Griffons and three Rough Rider units, with five blast markers on each detachment. The city was in Eldar hands, but at what cost? At least the Avatar had been lost in the attack.



CAPTAIN OF ARMOUR AUGUST BACH COMMANDING 4th ARMOUR COMPANY OF THE 8th MAGDELLAN REGIMENT THE RUINS OF KARSUNDI

Captain August Bach sat back in the cupola of the command Leman Russ. The armoured column in front of him rolled through the ruined streets of Karsundi. Already the air was filled with the distinctive smell of cordite and the sound of the artillery barrage echoed through the deserted streets. Bach's orders were to hold these ruins. Initial contact reports told him that the bulk of the enemy force was heading this way, but the infantry and super heavy tanks had already deployed in a screen in front of the ruined city. He watched as infantry ran down the ramps of the Chimeras and scattered into the surround buildings. The lead Leman Russ slewed off the road, using its armoured dozer blade to push through the already ruined walls. A Hellhound followed in its wake. He watched Griffon crews to the right of his tank prepare their heavy mortars for close support fire.

Suddenly, out of the darkening sky, swooping low came a wave of enemy aircraft. They banked steeply left directly towards Karsundi. Tanks and infantry immediately began firing, heavy bolts rattled into the air. Hitting a speeding target was unlikely but it provided some defence. Anticipating the incoming attack Bach dropped into the turret, slamming the armoured hatch over him.

Staring into his viewer Bach saw the lead aircraft take a hit and lose control. The graceful flier began to pitch and roll and smashed into a ruined building, showering the tanks below with burning wreckage. Lasers cut the sky, another aircraft pulled out of its attack run trailing smoke. The remaining three alien craft opened fire at close range. Explosions lit the viewer, the lead Leman Russ's ammunition detonated, erupting in a ball of flame. It all happened so quickly. On the tail of the first attack came another. This time larger craft landed to disgorge alien troops. "Open fire!" Bach yelled, and instantly the tank recoiled back as the gunner complied. Bach intensified the magnification on the viewer. Amidst battle cannon shells, mortar explosions and lascannon beams, the enemy was still advancing.

Amidst the flames and destruction he caught sight of a monstrous creature. Bach had never seen anything like it – a tall powerful warrior that burned like molten iron and dripped blood from a huge sword. The terrible vision began to charge, roaring challenges into the sky as it emerged from the smoke and flames. Bach was awestruck, nothing could have survived that barrage of fire, but it was heading right for him. "Fire at will!" he screamed.

In two silent waves, eight aircraft glided through the hills and cliffs with incredible speed. Holding a tight formation, rolling and looping as if they were performing for an audience, the Nightwings zoomed over the war hosts before they reached their target.

From his Falcon, Warlock Lehesa watched the first wave of five sleek interceptors strafe the city. Desperately shooting into the air, the defenders managed to damage one before being consumed in the fire storm that followed. As quickly as they had arrived the Nightwings were gone, climbing high into the sky, leaving the city for the second wave. Overhead, the Phoenix and Vampire began their attack, and against them, the humans had no defence. They were raked with fire from the skies and after the Vampire had landed briefly, the Host was gone. Before the smoke from destroyed Imperial tanks had cleared, Warlock Lehesa gave the signal to attack the city.



With the air attack over, the survivors wearily climbed from cover, then realised why the Vampire had landed. A sudden change of wind blew the black smog away and revealed the terrible form of the Avatar and behind him, a mass of Eldar vehicles. As the infantry fell back in terror, the remaining tanks desperately aimed their cannons.

TURN 2 ELDER OVERVIEW

Andy: Now all the Imperial army was on the board I could attack with my fliers, and gave the Night Reapers detachment a ground attack mission and the Dark Rain

detachment a transport mission. I'm not really that confident with using transport missions so I decided to get it over with and deploy the Avatar on the board as quickly as possible. I had wrestled with the option of attacking the artillery but there were too many flak units around them (Warwick obviously had anticipated my flier attacks) so I helped my attack on the city instead. First in were the Nightwings and for the first time in ages I managed to move them into snap fire range of the enemy. One was driven off and another shot down which wasn't the best of starts but they did manage to destroy an infantry unit.

The second wave of fliers arrived in the form of two Phoenix Bombers and a Vampire. Their shooting was far more effective, destroying a couple of tanks and infantry units. Before they flew

off the battlefield the Vampire also dropped off the Avatar and his bodyguard ready to attack the Armour detachment in the assault phase. Now that's what I call an air attack!

After all the action with the fliers I moved the rest of my army. The Star Host stayed behind the wood ready to pop up and shoot into the city and the Night Host advanced again to attack the city defenders in close combat. The Engines of Vaul moved towards the forests ready to pop up and attack.

The shooting phase went well, everything I tried worked, and every close dice roll went my way. The Star Host shot at the Armour detachment in the city and destroyed even more tanks

including a Leman Russ and a Hellhound which would help my assaulting detachments. The Avatar somehow managed to survive the phase ready for an assault and the Night Host fired at the Rough Riders and managed to destroy one unit before they charged into close combat. The Star Host took some casualties from a Deathstrike missile, but Deathstrikes are always going to cause a lot of damage, you just have to take it on the chin and keep going.

My War Engines popped up above the forest to shoot at the Shadowword and Baneblade. I was tempted to shoot at the artillery but the super heavy tanks were getting very close so I decided to get them before they got me. The Cobra shot at the Shadowword and destroyed it, and the Scorpions opened up on the Baneblade and reduced it to one damage point. Job's a good 'un!

The Avatar and the Night Host charged into the Rough Riders and the tank detachment at the same time and hurled them back in disarray. The Imperial forces were broken and forced out from the city leaving the Eldar victorious and in control of Karsundi and two of their objectives. Unfortunately the Avatar was destroyed in close combat as Warwick chose to direct his only hit on him, which I thought was very un-sporting!



The Avatar and the Night Host tear the Imperial tanks and Rough Riders to pieces.

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ARTILLERY AND BLAST MARKERS

Blast Markers effect artillery in the same way that they effect super heavy weapons. Barrage weapons are still super heavy weapons, even if they are artillery. This means that artillery lose a shot for each blast marker on the detachment not just a point of firepower from the total – so a few blast markers are going to cut down your artillery's effectiveness very quickly.

TURN 2 CONCLUSION

The Eldar attack on the city broke two Imperial Guard detachments and allowed the Eldar to take two of their objectives. The Imperial Guard aren't beaten yet though, their main strength is the artillery which hasn't been damaged yet. The Imperial army also has a detachment of Space Marines to arrive on the board which could turn the battle in their favour.

TRANSPORT MISSIONS

When fliers are on transport missions they can usually fire with half their firepower. Only the fliers which are actually transporting troops half their firepower, other fliers in the detachment fire at full effect. Andy exploited this in turn 2. Whilst his Vampire dropped off his supreme commander detachment, the two Phoenix Bombers fired using their full firepower of 6. Along with the Vampire they mustered a total of 15 firepower out of a maximum 18.

Warwick glowers as Andy's run of incredible good luck continues...

DESTROYED WAR ENGINES

If a war engine is reduced to 0 damage points you must roll on the catastrophic damage table. A war engine will either be wrecked or destroyed by the catastrophic damage. If the war engine is destroyed the enemy get a bonus to their army morale, which we call the 'Hurrah' factor. The bonus is equal to half the destroyed war engine's morale value, rounded up.

1 The Night Host assault the Rough Riders

2 The Avatar attacks the Imperial tanks in the ruins of Karsundi.





Before the Space Marines can open fire the Star Host cuts down all but a few of their number.

TURN 3 IMPERIAL OVERVIEW

Warwick: Things had gone badly in turn 2, I would need to fight well and have some luck if I was going to pull it back. The good news was that the Space Marines in reserve were ready for action, their drop pods hurtling towards the battlefield. Neither did I have to worry about Eldar fliers because they were re-arming this turn.

I decided to abandon my plan to take my objectives and get on with destroying the Eldar. Everything went onto Overwatch, even the newly deployed Space Marines. The Rough Riders were still broken so they retreated again.

Before I could fire, the Falcon host destroyed 6 out of 9 of my Space Marine units. Vengeance was not far away, 'F' company's heavy weapon squads destroyed everything in the Falcon host except a Dark Reaper unit, which was then dispatched by the remaining Space Marines, wiping out the detachment and taking 3 blast markers with it.

My badly damaged Baneblade got lucky when the Fire Prism's anti-tank shot from the banks of the River Ertius missed, as did the Cobra's D-cannon. The artillery, including the reloaded bombard, fired again. Another thunderous salvo killed 3 Vypers and a Wave Serpent of the Night Host occupying Karsundi, breaking the detachment.

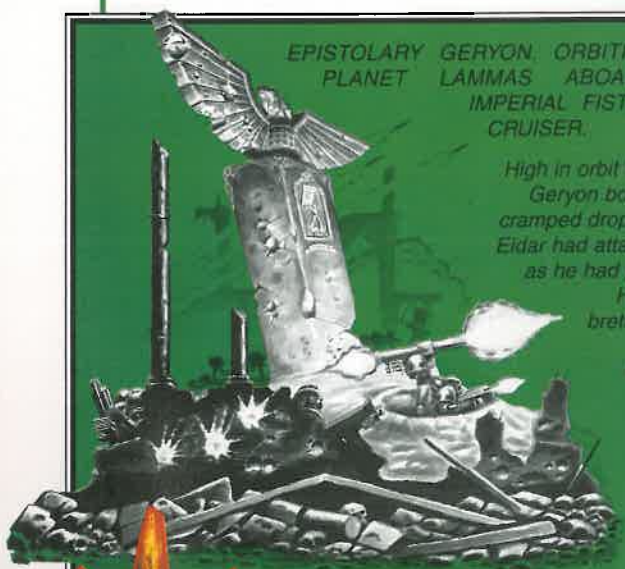
The Engines of Vaul turned the attention of their long range anti-tank shots onto the artillery. In a barrage of 10 shots they destroyed both Hydra's, the Bombard and a Basilisk, gulp! All this and I still had nothing to return fire at the Super Heavy grav tanks.

In the assault phase my Baneblade continued to rumble on towards my *Take and Hold* objectives.



Now it's time for the Imperium to retaliate!

EPISTOLARY GERYON, ORBITING THE PLANET LAMMAS ABOARD AN IMPERIAL FIST STRIKE CRUISER.



High in orbit Epistolary Geryon boarded the cramped drop pod. The Eldar had attacked, just as he had predicted. He and his brethren were ready for them. The strike cruiser had already

manoeuvred into position for the drop. "My battle honoured brothers, the blessing of Rogal Dorn is with you all. Purge the infidels. Bring them death."

The drop pod door slammed shut, red icons illuminated to show that the pod was sealed. In the murky darkness of the interior the Imperial Fists sat in stoic silence. With a jolt the drop pod disengaged from the mother ship, and watching through the porthole Geryon saw the Strike Cruiser quickly recede against the starfield surrounding it. Other drop pods followed. The pod began to shake violently as it skimmed the atmosphere, armoured plates became super-heated as it punched through, heading for the surface of Lammas. Hurling towards the ground retro-jets adjusted the pod's flight and slowed its final descent. Bang! The impact jarred Geryon and the restraints fell away as the pod sprang open. Brother Marines rapidly and efficiently began to disgorge. Geryon emerged in time to see the final drop pod flash across the sky towards him and impact in a shower of mud. The comm-net inside his helmet crackled to life "Scouts report enemy vehicles identified brother Geryon."

TURN 3 ELДАР OVERVIEW

Andy: After the success of the last turn I decided to consolidate my advantage. This was mainly due to Warwick's army almost entirely going onto overwatch and a detachment of

Space Marines landing behind me in drop pods! With the huge amount of firepower poised to be unleashed in this turn I decided to play my *Temporal Distort* Fate Card to give me a better chance of getting the first shot!

The card worked a treat and the Star Host opened fire on the nearby Space Marine detachment, almost wiping them out with an impressive display of firepower, but then my detachment suffered at the hands of the Imperial Guard infantry. In a sneaky attempt to destroy the Rough Riders once and for all, the Night Host launched a barrage of fire at them but destroyed 2 units leaving one remaining.

The artillery did quite a bit of damage to the Night Host during the shooting phase, so when it came to the War Engines I decided to shoot both my Scorpions at the artillery, and the Cobra at the Baneblade. The Cobra missed with its Distort Cannon but the Scorpions scored four hits on the artillery. My fliers would be ready to attack next turn so I chose to destroy all the flak units and a couple of artillery pieces with the Scorpions' anti-tank shots.

The Engines of Vaul then advanced into firefight range of a Ratling Sniper unit which wasn't really a contest, but we rolled a dice anyway and sure enough the Ratlings left the board.

Inside the Scorpion, Nael studied his vision crystal screens while his comrade's reports flooded through his communicator. His crew looked towards him and waited for his orders with patience, but he didn't notice them, his only thoughts were on the next attack. His main target was the human artillery. Dark Rain had reported heavy flak around their position which needed to be eliminated. In addition one Imperial War Engine still remained from his host's last attack. The Baneblade may have been crippled but it still posed a threat he could not ignore.

Without looking up from his crystal screens Nael gave quick clear orders. His stomach dropped as the Scorpion quickly zoomed above the trees to attack. As the forest canopy fell below them the Pulsar fired towards the distant artillery and they began to drop again. It was over so quickly Nael hardly had time to judge their success, and only when the reports from the other craft in his detachment came in did he know for sure.

"Nael of first Scorpion", a report came, "Imperial Flak units destroyed, artillery is now open for Nightwing Strikes."

It was good news, but Nael struggled to smile as he waited a long time for the second report. A feeling of fear shot through him seconds before the crew of the Cobra spoke.

"Nael of Dawn Scorpion", it came at last, "attack on the Imperial War Engine was not successful and the machine is in full working order. Human infantry have advanced near our position and we have been involved in a close range battle. No damage was suffered but the humans are threatening to overwhelm us."

Nael's response was swift and decisive, "Pull back towards the forest, we will assess our position there."



The Engines of Vaul pop-up above the cover of the trees and shoot up the Imperial artillery detachment.



TURN 3 CONCLUSION

The Imperial Guard looked doomed at the end of turn 2, but they fought back using their superior fire power and look as if they could pull off a win. The Space Marines together with the Imperial Guard infantry wiped out the Star Host which was a big blow to

the Eldar, but both forces still have enough detachments left to win the game. Warwick and Andy will both have to be careful in turn 4 because both their armies are close to breaking so they need to destroy the enemy and take minimum damage in return!

RAPID FIRE

Rapid Fire is a special ability that allows the unit to double its fire power when on overwatch. All Space Marines get this ability, except for Devastator units, and it makes their overwatch fire deadly. It was their ability to rapid fire that swayed Warwick's decision to overwatch with the Imperial Fists when they landed.

SPECIAL WEAPONS SHOTS

As well as being deadly weapons the best thing about special weapons shots is you can pick your targets. Andy demonstrated this well when his Scorpion and Cobras fired at the artillery in turn 3. He choose to pick off the Bombard, Hydras and a Basilisk with his anti-tank shots.

ELDAR DETACHMENTS WIPED OUT

The Eldar are a dying race, so casualties in battle must be minimised. If any Eldar detachment is wiped then the Eldar loose an additional 1D3 off their army morale in the rally phase. Warwick was wise to concentrate on wiping out the Star Host with overwatch fire from the Space Marines.

CAPTAIN MORCAR, F COMPANY SOMEWHERE NEAR THE RIVER ERTIUS.

Captain Morcar huddled behind the twisted remains of part of the Shadowword tank. He had seen an alien grav vehicle rise up over the tree line, and a single shot from its strange weapon had destroyed the Shadowword. He had watched in horror as the Shadowword was engulfed by a swirling black mass before exploding into a million pieces, then the alien vehicle had sunk out of sight again. Somewhere in the trees that tank, and at least one other he had seen were lurking.

It seemed to Morcar that the whole world had become an inferno of fire and smoke. The aliens had struck so quickly. The ruins of Karsundi had fallen to their first attack, their aircraft had swooped down and wrecked the Basilisks and Bombard of the artillery company.

The comms orderly continued his reports, the Imperial Fists had landed and engaged the enemy on the left flank, but were

taking heavy casualties. Morcar waved the Demolisher tank forwards to cover the tree line, he was waiting for the alien vehicles to reappear, then his heavy weapons teams would take revenge for this day's dead.

Morcar had guessed right, the alien vehicles that had dogged his advance had not retired, three of them came swooping low over the tree tops just to his right. "Open fire" he ordered. The Demolisher fired first, at close range its massive shell was devastating. The lead grav tank crashed into the ground, flames spewing from its engines. The air was thick with laser beams and missile trails. The grav tanks tried to return fire, but Morcar had positioned his weapons teams well, the aliens were caught in a deadly crossfire. A fireball erupted from the second tank as a lascannon shot pierced its armour. The noise of the fighting was deafening. Morcar flinched as a trail of shuriken fire chewed up the ground close to him, then the last grav tank listed sideways into the ground, its pilot dead. Its weapons fell ominously silent.

TURN 4 IMPERIAL OVERVIEW

Warwick: My artillery, the Hydras destroyed, were a sitting duck for the Eldar's ground attacks, and true to form they swooped in for the kill.

My infantry again settled onto overwatch to maximise the damage they would do. The Space Marines had no targets so they marched into the cover of the woods by the river. My Baneblade again moved towards the Take and Hold objective.

My Baneblade got lucky again and the Fire Prism missed, even with its overwatch re-roll.

When the Baneblade returned fire it destroyed the Fire Prism and two Aspect Warrior units, breaking the Dark host.

The infantry fired everything it could muster at the 3 Engines of Vaul. Even the Demolisher was in range after its 5cm overwatch move. In an impressive display of shooting, and some lucky dice rolling, they annihilated all three super heavy grav tanks, wrecking one and destroying two, and getting me some much needed morale points.

My artillery could not fire because the remaining three Basilisks had three blast markers on them, so with the odd ineffective shot here and there my shooting ended.

All that was left to do this turn was to move my Baneblade to get the *Take and Hold* objective, at last!

The Rally phase was crucial. My Artillery was broken, but I had wiped out the Engines of Vaul and broken the Dark Host. We removed blast markers and the extra 1D3 morale points for the wiped out Eldar detachment. The Eldar still had a *Take and Hold* objective and their capture. Andy was unlucky to roll a 1 for his *Take and Hold*, whilst I rolled a 6 for mine, giving me 3 morale points back. The final outcome was that the Eldar had been reduced to -2 Army Morale, whilst the Imperial Guard had been reduced to -1. We had broken each others armies but it was so, very, very close.





TURN 4 ELДАР OVERVIEW

Andy: My fliers were back again this turn, which was a relief because I was starting to run

From high above, part of a building slowly fell, and landed in the rubble below with a massive crash. Nearby Aspect Warriors ducked instinctively and Guardians dove for cover in the ruined streets, thinking another artillery barrage had been aimed at them. With the realisation of what had actually happened, the Aspect Warriors continued further into the city, staying in cover. The Guardians stayed on the ground, knowing another artillery salvo could not be far away.

If Warlock Lahessa could express emotion he would be furious, but years of control had suppressed these feelings. All he could do was to request support and ask what was happening. The Night Host had been pinned in the city ever since they captured it. They had taken their objectives and, after a fashion had rescued Farseer Elcanos.

Some nearby Imperial tanks fired into the city with blind hope but hit nothing. Lahessa knew what they were doing: the last remains of the human detachments that the Eldar had crushed were pinning the Night Host in the city, softening them up for the artillery. Above, trails of smoke filled the air as some kind of craft climbed skywards, causing the Guardians to dive for cover again. Lahessa followed the trails and realised that they were moving away from the city which meant the craft had just completed an attack. Through his helmet a voice ended his confusion.

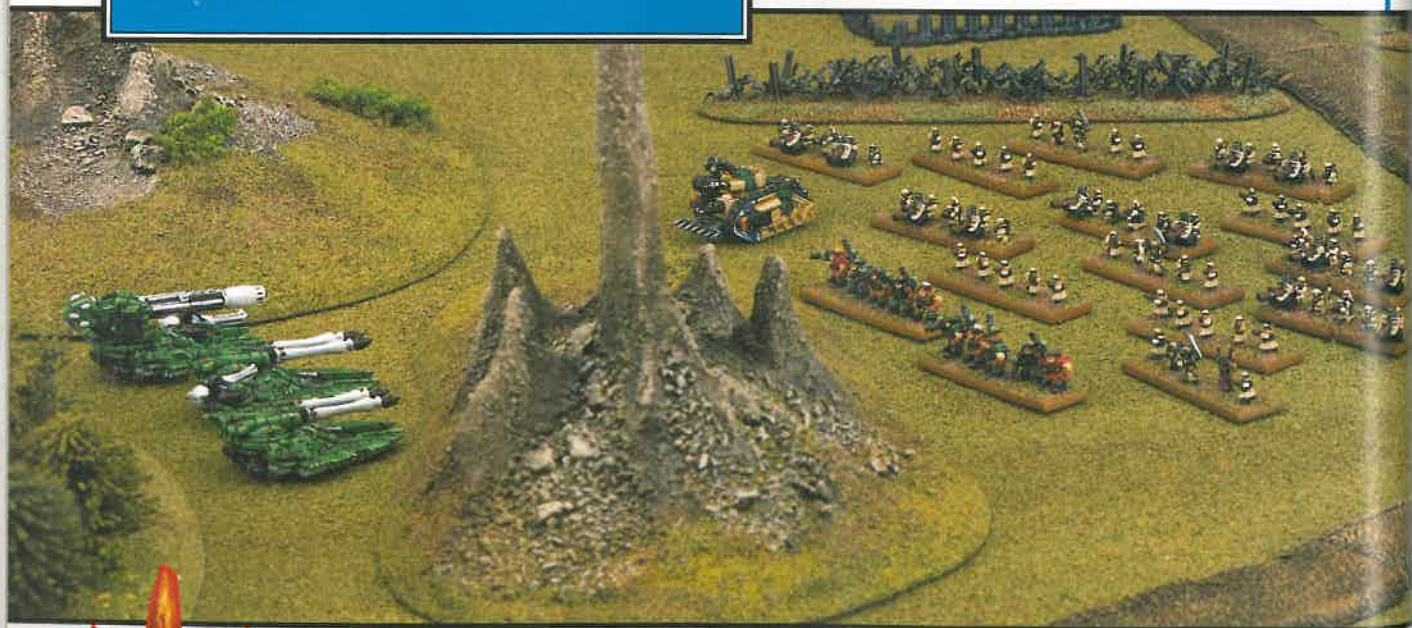
"Fiallir of Jade Vampire reporting," the voice said, "Dark Rain ground attack completed. Human artillery crippled. Dark Rain and Night Reapers report no damage."

Warlock Lahessa bowed his head in thanks, and then signaled for his detachment to retreat from the city with the body of Farseer Elcanos.

out of models to move around. As the Scorpions destroyed the Hydras in the last turn, the fliers could attack the artillery without any danger. Both detachments dived down from the skies and destroyed a few more basilisks and (more importantly) broke the artillery detachment. Hooray!

As the artillery was broken I moved my War Engines to attack the Imperial Guard infantry which had advanced almost to the centre of the table (something which rarely happens). The Night Host took a solid hold of the city and the two objectives in it. I just had to cross my fingers and hope that Warwick didn't have enough fire power to finish them off.

The shooting phase didn't go too well for me. The Dark Host's Fire Prism, which was on overwatch, failed to hit the Baneblade and the Night Host failed to destroy the last two tanks from the tank detachment. On top of all that, the Imperial Guard infantry destroyed all three of my Engines of Vaul! Things got even worse as the Dark Host, which failed to destroy the Baneblade, was broken by the very same super heavy tank, before it rumbled off the road to claim one of the Imperium's *Take and Hold* objectives! Things had not gone to plan.



The Imperial Guard infantry finally bring all guns to bear on the Engines of Vaul.

IMPERIUM CONCLUSION

We'll call it a draw, both our armies had given everything they had and massacred each other in the process.

For the Imperium there are some lessons to be learnt from this battle. Firstly, never give up. Things looked really bad at the end of turn 2 but I pulled it back. I had some luck, like my Baneblade surviving 3 anti-tank shots and a D-cannon when it had 1 damage point left, and capturing a *Take and Hold* objective at the end of the game, but Andy had his good luck too, like his Avatar surviving everything I could throw at him in turn 2, including an Imperial assassin. Without the Avatar's rampaging attack I may well have held the ruins of Karsundi.

The other lesson to learn is that the Imperial Guard infantry are just as dangerous as anyone else's, and they are cheaper. My infantry detachment saved the day for me with 2 great turns of shooting. When all things are compared 1 point of firepower is 1 point of fire power no matter who or what is shooting.

My armour was disappointing, but a little unlucky to get so badly mauled by the Eldar assault. The Eldar only had a bonus of +1 over me but Andy rolled a 5 and I rolled a 2. I should have used a fate card for a reroll, it may not have saved me but it might have reduced the casualties I took. I also learnt that Imperial super heavy tanks are in big trouble when faced with Engines of Vaul. Their ability to pop up, an all round field of fire and loads of super heavy weapon shots make them excellent war engine killers, be warned.

The artillery performed well, if not amazingly. One of the best things about Imperial Guard artillery is that it scares your opponent so much they have to base their entire battle plan around destroying it. Andy did well to keep his units spread out and minimise the damage, and taking out the Hydras to clear the way for his fliers next turn was a very cunning stroke. What can I say? More Hydras I think!

Overall this game was great fun to play, if very tense at the end. Andy rolled badly in the last rally phase and I rolled well, and with the game so close, that probably cost him a victory. But still we'll call it a draw.



ELДАР CONCLUSION

I think I was lucky to get a draw out of that! The Eldar may have been doing well in turn 2, but towards the end of the game the Imperial army gained the upper hand and looked as if it could pull off a win.

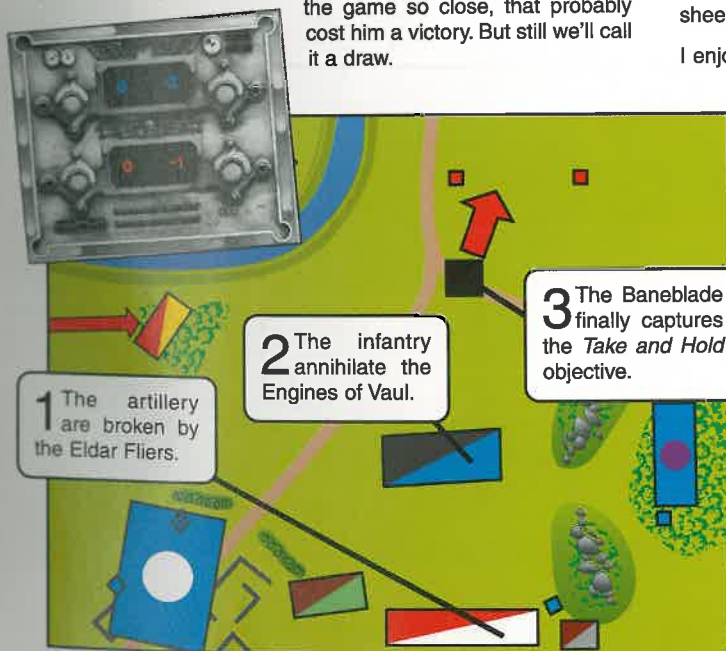
Even at the end of the game the Imperial detachments were able to kick out a huge amount of firepower which I couldn't match. In a war of attrition the Eldar army is always going to lose as they are often far smaller than their opponent, but they can hit very hard and very fast. My initial attack on the city was bold (and I'm rather proud of it), but I lacked the numbers and armour to back it up and continue to attack down the Imperial battle line. I needed to hold onto my objectives, so all I could do with the Night Host was to stay in the city and hope to survive the hail of Imperial fire.

The artillery was a thorn in my side for the entire battle. Eldar units can generally use terrain to their advantage with the ability to perform pop-up attacks. Artillery however doesn't require line of sight and Warwick used it to great effect by targeting the detachments I was trying to hide. Though the Hydras were destroyed eventually, they did stop me attacking the artillery with my fliers for a turn. Flak units rarely get to shoot at enemy fliers, they more often act as a deterrent.

My two detachments of fliers were the only units in my army that weren't broken at the end of the battle. They performed very well on the day, softening up the tank detachment in the city before my big assault, and finally breaking the artillery. I have to admit that I am still a little apprehensive about using transport missions. They sound very impressive on paper but even I have say that the Avatar was lucky to be still on the board at the start of the assault phase. Maybe I'll take my own advice and use transport missions to reinforce my attacks next time!

The other detachment that I was rather pleased with was the Engines of Vaul. I used them cautiously during the start of the game and took advantage of terrain, but I think I became a little overconfident with them in the last turn. I simply didn't expect the sheer amount of firepower the Imperial Guard infantry mustered.

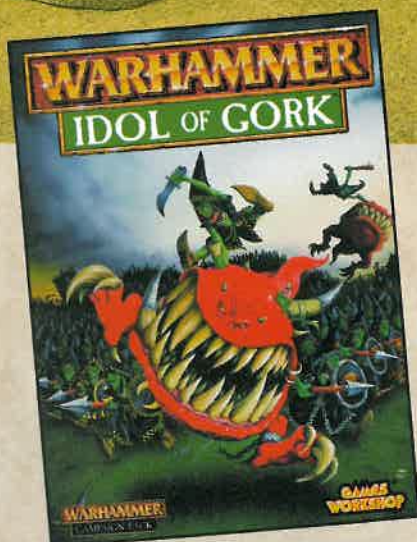
I enjoy close games and the fight back from Warwick made the game all the more nail biting towards the finish. I think overall both armies showed their strengths. The Eldar demonstrated their speed and hitting power and the Imperial Guard showed their advantage of numbers. The first half of the battle was always going to belong to the Eldar, but the second was dominated by the Imperial Guard.



WARHAMMER

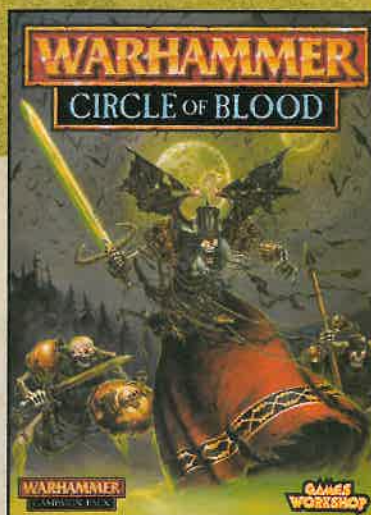
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Dwarf Lord Drong takes arms against the High Elves in his bid to win a kingdom and a bride! Contains a complete Dwarf brewery comprising of a brewhouse, a drinking hall, and an ale store.

Each Campaign Pack contains alternative army lists for use against a variety of different opponents.

WARHAMMER

Realm of Chaos

With the imminent release of the menacing new Warhammer Armies Realms of Chaos, Rick Priestley gives us the lowdown on what to expect in his completely revised Army box and a taste of spiky things to come...



In the bleak and unforgiving darkness of the far north something is stirring. Something sinister, dark, brooding and dangerous.

It is, of course, Tuomas Pirinen, famous Finnish Warhammer author and a master of all things dark and brooding (*I can confirm that Tuomas can dark and brood with the best of them - Paul Sawyer*). What better man could one choose to write the new Realm of Chaos? Was our hero not once a dreaded Warhammer General of his native land? Does he not forge his own sword in his spare time? He's pretty mean with the keyboard too and what about his rigorous training in the Finnish army? All this must count for something!

Realm of Chaos is a new and revised version of our Warhammer Armies Chaos supplement. It contains

new card sets for Chaos magic, magic items, Chaos gifts as well as the Realm of Chaos book itself. It brings the Chaos army bang up to date with the latest version of the Warhammer rules and the Warhammer Magic supplement. More importantly, it revises completely the way that Chaos armies are chosen and fielded, and introduces a host of splendid new troops into the bargain.

"Corrupted in form and tainted by madness, Chaos is an army I've always identified strongly with. It's definitely Nurgle for me! After collecting Goblins for years I've developed an affection for painting green."

DARK AND BROODING

Chaos is the most sinister of all Warhammer armies - and by far the weirdest! The warriors and creatures who flock to the armies of the Dark Gods are rapidly



WD37

CHAOS WARRIORS

Chaos Warrior armies are based on human warriors. Their ranks are drawn from the savage northern barbarians whose cold, bleak lands border the Realm of Chaos itself. These are the brutal Marauder tribes whose hardened fighters provide the backbone of the Chaos army. From amongst their chieftains and warriors of renown come those who eagerly dedicate themselves to the Dark Gods, becoming Warriors and Champions of Chaos.

As well as armoured Chaos Warriors and Chaos Knights riding massive steeds the army has chariots, brutal Ogres, and the Chaos Marauders themselves. Marauders are an entirely new troop type, not as powerful as Chaos Warriors but far superior to ordinary humans. They fight either on foot, mounted on fierce warhorses, or they ride chariots. Because their points value is far lower than a Chaos Warrior it is possible to field many more of them to bulk out a Chaos Warrior army.

mutated by the untamed power of Chaos. As a result the army's ranks are made up of warriors of extraordinary power, but inevitably they are also corrupt of form and tainted by madness! Such is the price of ultimate power - the willing surrender of sanity and humanity itself.

Be assured that darkness is given free rein in the new Realm of Chaos supplement. As well as exploring the bizarre background Tuomas has added lots of new fiction - it's a good read too so long as your nerve holds! The pages of the book are presented within a frame of columns and pillars drawn by Paul 'Slave of Slaanesh' Smith, investing every disturbing page with gothic majesty. There is plenty of new accompanying artwork from other artists too, exploring the anarchic depravity and manifest power that is Chaos.

THREE ARMIES IN ONE

The biggest difference between Realm of Chaos and other Warhammer armies is that it is really three army books combined in one. If you already own a Chaos army you'll recognise that this is a huge change. If you are looking for a new army it's also a massive bonus in terms of choice. Now, we have three quite separate Chaos armies - Chaos Warriors, Chaos Beastmen, and Daemons. Although these three armies can ally together they are essentially very different in character.

WHAT'S NEW!

For those who don't have a Chaos army already then you'll find all three armies are powerfully supported by special rules - far too many to list in detail! For players familiar with the basic details of the old Chaos army the most interesting changes, apart from the new troop types, include entirely new rules for Chaos Gifts, Daemonic Rewards, and for choosing the armies themselves.

The new Chaos Gifts allow players to give their troops bonuses during the game - literally the blessings of the Dark Gods themselves! Players who already have Chaos armies will be pleased to hear that your mightiest Champions no longer get whisked away by their patron god at the drop of the hat, though the dangers of the favour of the Chaos Gods are still great.

Daemonic Rewards are new special abilities and powers for Greater Daemons and Daemon Princes. Each ability has a points value and by combining abilities together you can customise your Daemons. In effect no two Great Unclean Ones can have exactly the same powers - and the same goes for the other Greater Daemons and Daemon Princes. No longer are these huge Daemons mere carbon copies of each other - now they are genuinely chaotic! Equally importantly, all the daemons have revised powers and points values. Basic versions are cheaper than previously, but have no special abilities or spell-casting powers. These can be built up how you wish by adding to their points cost. This means extra flexibility when it comes to putting your army together.

Tuomas communes daily with Khorne by consuming vast quantities of raw flesh - unable to find his favourite reindeer he makes do with beef stakes which he finds 'expensive' and 'far too small'.

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MUSTERING CHAOS

As for choosing armies, Tuomas has developed a new system which is designed to retain the unique

Tuomas ascribes his physique and finely tuned analytical mind to Finnish self-discipline and rigorous exercise. However we suspect a Dark pact with Slaanesh to be the more likely source of his power.

character of each of the three separate army lists, one each for Chaos Warrior armies, Chaos Beastmen armies, and Daemon armies, as well as maintaining a variety of choice. Each army is divided into two sections, namely Warlords and Retinues. The Warlords section describes all the independent characters - the powerful lords, heroes and wizards of the army. Retinues describe the troops themselves but also includes unit leaders or champions.

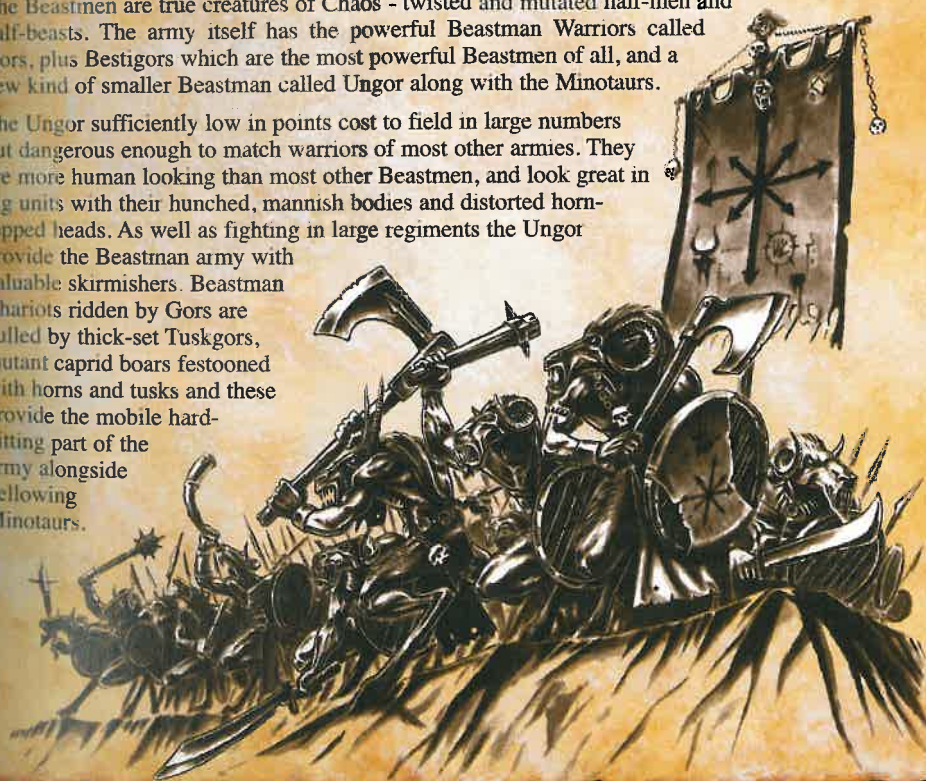
The system for choosing the army is simple in principle. You choose



BEASTMEN

The Beastmen are true creatures of Chaos - twisted and mutated half-men and half-beasts. The army itself has the powerful Beastman Warriors called Gors, plus Bestigors which are the most powerful Beastmen of all, and a new kind of smaller Beastman called Ungor along with the Minotaurs.

The Ungor sufficiently low in points cost to field in large numbers but dangerous enough to match warriors of most other armies. They are more human looking than most other Beastmen, and look great in big units with their hunched, mannish bodies and distorted horn-topped heads. As well as fighting in large regiments the Ungor provide the Beastman army with valuable skirmishers. Beastman Chariots ridden by Gors are pulled by thick-set Tuskgor, mutant caprid boars festooned with horns and tusks and these provide the mobile hard-hitting part of the army alongside bellowing Minotaurs.



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DAEMONS

The Daemon armies are the wildest of all and certainly the most colourful. The four great Chaos Gods of Khorne, Tzeentch, Nurgle and Slaanesh each have their own Greater Daemon Warlords as well as warrior Daemons, steeds, and extraordinary beasts. These will be familiar to the most Warhammer players, but a completely new addition comes in the form of Daemon Princes. Daemon Princes are almost as large and powerful as Greater Daemons and they can also lead armies into battle.

As well as the new Daemon Princes there are new standard bearers and musicians for the warrior Daemons, as well as new Champion Daemons. Also included in the Daemon army are Chaos Spawn. These are adherents of the Chaos Gods that have become so mutated that they have turned into a ravening insane mass of tentacles, claws and teeth. Sculptress



Trish Morrison's multi-headed, many tailed, and variously legged creation enables you to assemble a Chaos monster as insanely different as you can cope with! For those with nerves of steel the potential for further conversions is enormous.

a Warlord, say a Chaos Sorcerer, and then you choose his Retinue - the troops he brings along to join the army or, if you prefer, his loyal and dedicated followers. The Retinue can be one or several units, and the Warlord is not literally obliged to fight with these units if he doesn't want to. The entire army is made up of these couplings of Warlord & Retinue, Warlord & Retinue, and so on. Warlords always have Retinues of a points value at least equal to their own, but can bring more troops if you want. This keeps the mix of Characters about right.

On the top of this basic system all three armies are allowed to bring allies. Allies can also be other Chaos types, so Warriors can include Beastmen, Beastmen can include Daemons, and so on, but as allies these are limited to 25% of the total army points value. This places an Allies limit which prevents armies losing their distinctive character. Allies can also be chosen from the special Monstrous Hosts section of the army lists, and this includes things like Dragon Ogres, Chaos Trolls, Harpies, large Monsters, and more of those lovely gribbly Chaos Spawn.

GREAT NEW MODELS!

It goes without saying that we've made loads of great new models for all three Chaos armies! As well as the new troops we've made new versions of many time-honoured favourites including a new plastic Chaos Warrior kit that is truly awesome! However, top of the tree for my money is the new Changer of Ways, the Greater Daemon of Tzeentch (see opposite!), which is quite simply astounding!

Me? My Daemon army is already well on the way. Nurgle be praised.



Tuomas forges his own swords and knives and was most unhappy when his favourite longsword was seized and destroyed by French customs en route to England - have they no respect! The Lord Tzeentch

knows and will not forget!

There you go, that's what's coming next issue! The arrival of Realm of Chaos will mean lots of dead exciting Chaos stuff to come over the next few months and because we know you won't be able to wait you can now get your writhing tentacles on the brilliant new Chaos Warriors regiment and the mindblowing new Greater Daemon of Tzeentch! Don't say we never do anything for you...

LORD OF CHANGE

Greater Daemon of Tzeentch

You have called me across the Great Void so you would learn of the Lord of Change, the greatest servant of Tzeentch, the Changer of Ways? Listen then and heed me well, for I speak with the wisdom of long study and the knowledge of hidden ages. Hear me for I am not blinded by vanity or the shroud of insanity.

And how would I describe this the most awesome of the Immortals? How do I explain something that defies the human comprehension? How will I tell you of the Lord of Change, the Greatest of the followers of Tzeentch? How can one understand an immortal whose gaze can oversee the entire world at once? What can I tell of a creature to whom a thousand years is but a fleeting moment? How I perceived it when I called it to my Sanctarium all those years ago?

I was young then, and foolish, and believed that my petty magics and pitiful sorceries could hold in thrall this Thing of Night. I summoned it with my spells, by sword and by magic, by fire and by sacrifice of innocent souls. And it came to me, oh yes it came, and only then did I learn the error of my ways.

The Daemon was titanic, and it's feathered form writhed with power that was strong enough to tear down my tower. As it moved the colour of it's splendid feathers changed. Radiant in it's glory or dark in it's brooding danger, the hue of the Lord of Change always matched the mood of the Daemon. No other light but the splendour of it's thoughts illuminated the darkness of the presence of the Greater Daemon.

Within the depth of the eyes of the Lord of Change lived the deep and multi-layered wisdom of Tzeentch himself. Deep and penetrating was that gaze, and it could read my innermost hopes and fears, as well as my ultimate fate at a glance. And as the Lord of Change surveyed my fate, sibilant laughter filled the air, for all living things must perish. Such is the fate of the unkind universe.

This is what I saw and what I learned when I came face to face with this fell servant of dread Chaos. It stepped out of my summoning circle, broke all my wards and shattered my power. With a word it dissipated my magic. With one sweep of it's mighty arms it crushed my bodyguards. It seized me with claws of torment and it told me thus: 'The world is a web, where hopelessly trapped mortals strive to control their own lives. The more they struggle, the more firmly they ensnare themselves. And in the centre of the web sits the great spider, Tzeentch the architect of Conspiracy. As he touches the strings of the web, the mortal puppets dance, and vainly believe that they have free will.'

And I knew that it was speaking the truth, and that I was damned.

On Lord of Change.
Grimoire Daemonicus



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GET SCRAPPIN'

Andy Kettlewell, Gav Thorpe and three new Gorkamorka scenarios...



HUNT DA DREAD

An industrious Mek and his Spanners uncovered an old Ork war machine in the wreckage of the Hulk. Dragging it back to his workshop, the Mek set about fixin' it up. However, after loading all its guns, filling up its fuel tank and pressing the big ON button something went seriously wrong. Once activated the machine went on the rampage, killing the Mek and destroying the workshop! It is up to the Orks in the vicinity to destroy the marauding Dread and put an end to its destructive onslaught.

DA DESERT

This scenario takes place in Mektown, so use lots of obstacles, scrap piles and as many buildings as you have on the tabletop.

MOBS

Any number of mobs may take part in this scenario.

The more mobs that take part, the less warriors and vehicles there are in each mob. Each player rolls a dice for each vehicle and warrior in their mob (rolls for vehicles includes their drivers

No. of Mobs	Ork turns up on a
1	2+
2	3+
3	4+
4	5+
5+	6



and gunners). Refer to the chart to see what score is needed to include the model in your mob for the battle.

Each player rolls a D6. Starting with the highest scoring player (re-roll any ties), each player chooses one of the deployment zones on the map below and deploys their available models. The Dread starts the battle in the centre of the table, as shown on the map above.

STARTIN'

The Dread goes first, as described below. The player in deployment zone 1 gets the next turn. Play proceeds clockwise around the deployment zones. Once all players have had their turns, then the Dread will move and fight again, and so on.

Dregmek nearly skipped with delight as one of his Spannerz poured the last drop of fuel into the machine's tank. This would be a great moment in history: his name would be remembered and respected for a hundred generations because of this discovery! Shooing his assistants away, the Mek strolled around the monstrous metal creation, gazing at its pitted armour and newly-oiled joints with unabashed admiration.

"Innit jus' great, ladz?" he crowed.

Snotrag, one of his Grotz, piped up. "Yeah, but worrizit? Ain't a buggy, ain't a bionik-boy, so worrizit?"

"I don't rightly know, but I've gotta feelin'..." Something stirred in the Mek's subconscious, a vague memory that wasn't his own. He had a sudden vision of the machine slogging through a battle, bullets pattering off its armoured hull while its weapons blasted everything in its path. It was a stirring sight, no mistake! A word came half-formed to his lips.

"Issa... Issa... Dread!"

The others looked on in awe. Dregmek stroked the scorched and buckled armour plates, whistling softly.

"Right, let's do it!"

As the others edged closer to the huge double-gates of the Mek's compound, Dregmek punched his gnarled fist into the big red button next to the main engine block. Nothing happened. Grabbing a large throttle wrench from a pile of tools, the Mek set about tightening some of the power cable connections. Still nothing happened.

"Zoggin' pile of junk!" he yelled and gave the machine a hefty whack with the wrench. There was a loud gurgle, then with a huge explosion of smoke and steam the engine kicked into life. The metallic creature stretched out with its steel limbs and slowly straightened to its full height, the top of its hull tearing through the rough canopy shading the courtyard. With a bestial roar, amplified to a deafening volume through large speakers in its head, the Dread lunged forward. Dregmek looked on in dumbfounded amazement, not noticing that the others had started legging it towards the gate.

The metal monster slued sideways and its heavy shoota came round, blasting the Orks and Grotz apart in a single salvo. The Mek backed away slowly, waving his hands in what he hoped was a friendly gesture.

"Now, now lad! Calm down!"

The Dread roared again and stepped towards Dregmek. Before the unfortunate tinkerer could escape he was clutched in one of the beast's massive claws. The Dread raised him up so that he was level with its huge glass eyes. Inside Dregmek could see the shrivelled body of an ancient Ork, glaring at him with a single blazing red-eye. Wire bundles writhed around the pilot and he could see the Ork's toothy jaw locked in an insane snarl. Dregmek opened his mouth to say something, but suddenly the claw closed, crushing him to a pulp.

From inside the Dreadnought, Guldakka could see shapes moving towards him. He grinned as he primed the big blasta to fire, and then strode out of the rough hovel to bring death to his enemies.

DA DREAD

The Dread is an old Ork war machine, comprising a living occupant wired into the Dread's hull. The huge metallic beast has the profile given below and moves like a model on foot but shooting and damage is resolved as if it was a vehicle (refer to the Hit Location table). Treat the Dread as a vehicle for the purposes of ramming it. The Dread's weapons have a 90° arc of fire to the front, just like a vehicle's fixed weapon. The Dread is not affected by any of the rules for psychology and so is immune to enemies who cause fear or terror.

M	WS	BS	S	T	W	I	A	Ld
6	5	5	6	NA	NA	2	4	10

At the start of each of the Dread's turns, follow the sequence below to see what it does.

1. If there is a model within the Dread's charge range (usually 12") the Dread will charge into hand-to-hand combat. If more than one enemy is within range, it will charge the closest. The Dread does not need to take an Initiative test to attack vehicle crews in hand-to-hand combat.
2. If there are no enemies to charge, the Dread will move towards the nearest enemy within 18", up to its normal move allowance. If there are no enemy within 18" roll a Scatter dice and move the Dread D6" in the direction indicated (up to its normal maximum move of 6").
3. If the Dread did not charge it will fire its 'eavy shoota at the nearest enemy model (foot or vehicle) within its fire arc. If more than one enemy is an equal distance away, randomise which is targeted. The Dread will then fire its Big Blaster at the nearest enemy vehicle within range and in its arc of fire. If there is no vehicle target then it will fire at the nearest warrior.

HAND-TO-HAND COMBAT

As there may be more than two mobs fighting in Hunt Da Dread at a time, the following rule is used to determine who fights in which hand-to-hand combat phase. Rather than all models in close combat fighting in every hand-to-hand phase, only warriors from the mob whose turn it is, or who are fighting against a warrior from that mob, may fight in that phase. Separate hand-to-hand combats may not be resolved until the hand-to-hand phase of one of the player concerned. This also applies to the Dread itself.

ENDIN'

Bottle tests are taken as normal. The mob who manages to destroy the Dread are the winners (if it is not destroyed by the time the last mob bottles out, then nobody wins and a large swathe of Mektown is destroyed before the machine is finally halted).

EXPERIENCE

Warriors that took part in the fight earn Experience points as follows:

+D6 Survives

If the warrior survives the battle then D6 Experience points are earned.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Destroyin' Da Dread

The warrior who inflicts the killing blow on the Dread earns +10 Experience points.

+10 Winning

The Nob of the winning mob earns 10 Experience points.

INCOME

The mobs may collect income as normal. Any mob which did not bottle out gets D3 Scrap counters worth of salvaged Dread parts.

DREAD'S WEAPONS

The Dread has four arms, two with power claws, one with an 'Eavy Shoota and one with an ancient Big Blasta. The profiles for these are given below.

POWER CLAW

The power claw is a huge pincer-like weapon which can crush buggies and hurl warriors through the air.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Ammo Roll	Special
close combat		-	-	6	D3	-3	-	-

'EAVY SHOOTA

The 'Eavy Shoota fires a hail of shells that can punch through even the tough flesh of an Ork with relative ease.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Ammo Roll	Special
20	40	-	-	5	1	-2	4+	2 Sustained fire

BIG BLASTA

The Big Blasta is an arcane Orky weapon, not fully comprehended by the Meks of Gorkamorka. It fires a blinding beam of laser energy which can punch through inches-thick armour as if it were paper.

Special

The Big Blasta's power supply has not been very well maintained and is very erratic. Each time the Big Blasta is fired roll a D6 and add +3 to the result to see what Strength it has left. Roll each time the Dread shoots the Big Blasta.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Mod	Ammo Roll	Special
20	60	-	-	D6+3	D6	-6	4+	-



SCENARIO 1



Adrian Wood's amazing Dread model smashes through two rival mobs as they attempt to destroy it. Adrian used parts from a Squig Katapult as the basis of his Dread. How many other bitz can you spot?

D6 LOCATION ARMOUR-

1 LEGS - 9

The Dread's legs are hit, roll a D6 to see what happens.

- 6 A leg is blown off and the Dread crashes down to the ground, smashing it into a thousand pieces.
- 5 Leg Buckled - Roll a D6 at the start of the Dread's subsequent turns, on a roll of 6 it collapses as described above.
- 4 Limp - Reduce the Dread's Movement characteristic by D3".
- 2-3 Blast - The Dread staggers D3" in a random direction.
- 1 Staggered - The Dread cannot move in its next turn.

2-3 POWER CLAW - 9

One of the Power claws is hit. Roll a D6 to determine damage.

- 6 Weapon explodes - The Dread has -1 Attacks for the rest of the battle. Roll D3 on the Hull damage location.
- 4-5 Slush Clip destroyed - The Dread has -1 Attacks for the rest of the battle.
- 3 Crank Shaft damaged - You must roll a 4+ on a D6 every turn to use the power claw. If it cannot be used, the Dread is at -1 Attacks.
- 2 Luck Nut damaged - The Dread has its WS reduced by -1 for the rest of the battle.
- 1 Big End jammed - The power claw may not be used in the Dread's next turn (it has -1 Attacks).

4 FIXED WEAPON - 9

Randomly determine whether the 'Eavy Shoota or Big Blasta is hit. Roll a D6 to determine damage.

- 6 Weapon explodes - The weapon may not be used for the rest of the battle and roll D3+1 on the Hull damage location.
- 4-5 Slush Clip destroyed - The weapon may not be used for the rest of the battle.

- 3 Crank Shaft damaged - You must roll a 4+ on a D6 in order to use the weapon.
- 2 Luck Nut damaged - The weapon is at -1 to hit for the rest of this battle.
- 1 Big End jammed - The weapon may not fire in the Dread's next turn.

5 HULL - 10

The Dread's hull has been hit, roll a D6 to determine what effect this has. If the pilot is hit, he has a Toughness of 4 and 2 Wounds. If the pilot is killed the Dread falls to the ground and is destroyed!

- 6 Pilot is hit by the weapon as normal or takes a S3 hit from a ram, swipe, rake, crash or collision.
- 4-5 Pilot hit by shrapnel and takes a Strength 3 hit.
- 3 Controls damaged - the Dread staggers D6" in a random direction at the start of each of its turns.
- 2 Ammo feeds severed - the Dread must deduct -1 from all of its 'eavy shoota ammo tests for the rest of the battle.
- 1 Klang - the shot makes a big hole but no other damage!

6 ENGINES - 10

The engine, fuel lines, or associated machinery has been hit. Roll a D6 to determine the effect.

- 6 Fuel explodes - The Dread is destroyed! All models within D6" suffer 1 Strength 3 hit each.
- 5 Fuel leak - The fuel will explode on a D6 roll of 6 at the start of each subsequent turn, as above.
- 4 Outright Strut snapped off - The Dread is immobilised.
- 3 Erratic power feed - The Dread must deduct -1 from all of its Big Blasta ammo tests for the rest of the battle.
- 2 Fuel line blockage - The Dread can only move if you roll a 4+ on a D6 at the start of its turn.
- 1 Overload - The Dread immediately charges straight forward 2D6", colliding with anything in its path, just like an out of control vehicle.

SANDGULPERS!

Zagblitz smashed his choppa into the Gorker's neck, sending the greenskin tumbling to the ground in a spray of blood. Licking the sticky fluid from his lips with a grin, the Nob set about the rusted buggy's gear box with a hammer. Levering open the engine compartment, Zagblitz grinned toothily at the precious bundle of carefully machined cogs and counterweights.

Sheathing his choppa, the Nob began hammering away at the turn shaft, trying to prize the valuable scrap loose. As he paused for breath he thought he could hear a strange noise over the sound of his boyz chasing off the rest of the Gorkers.

It was distant but loud, a drawn out hissing like a body being dragged over the desert magnified a hundred-fold. With a shrug the Nob continued his work, whistling tunelessly along to the clanging sound his lootin' hammer made on the steel worky bitz of the buggy.

The hissing turned to a roar and the desert suddenly exploded, sending a plume of sand into the sky. Zagblitz saw row upon row of serrated teeth in a hideously large mouth, engulfing him and the wrecked buggy. He saw the twin suns spin dizzily overhead before darkness enveloped him and he felt a hundred fangs pierce his body.

DA SANDGULPERS

The desert around Gulkartslag is inhabited by deadly Sandgulpers. These huge worms live beneath the surface, waiting until they feel the faintest vibration that indicates prey moving on the desert above. Then they strike, rising from the depths with their immense maws wide open, swallowing warriors whole and smashing buggies to smithereens. Nobody knows when the next attack may come.

At the start of each player's turn you must test to see if one or more sandgulpers attack. Roll a D6 for each Sandgulper marker. On a roll of a 6 then a Sandgulper has been attracted to the area. If there is a vehicle within 6" of the marker, add +1 to the roll. More than one Sandgulper may attack in any turn.

For each attacking Sandgulper, roll the Scatter dice and move the marker 2D6" in the direction indicated. If a hit is rolled, the marker moves 2D6" towards the nearest model. This is the position where the Sandgulper breaks through to the surface, place the Frag Stikkbomb template centred on the marker's final position.

Warriors on foot who are touched by the template may jump out of the way by rolling equal to or under their Initiative on a D6. If they succeed, move them to the nearest outside edge of the template. If they fail they are affected as detailed below. Vehicles which are partially covered by the template suffer 1 hit, vehicles taking a full on hit suffer D3 hits (see the stikkbomb section of Da Roolz for more details of partial and full on hits).

Sandgulpers have a Strength of 6, roll to wound/penetrate armour and resolve injuries or damage as normal.

Any warrior taken out of action by a Sandgulper attack has been swallowed and is automatically dead! Warriors who later go out of action have their injuries generated as normal. Vehicles immobilised during this scenario suffer permanent damage on a D6 roll of 1, 2 or 3, regardless of whether the owning mob bottled out or not.

DA DESERT

Out in the desert, many miles from the Skid, there is a grim deserted region known as Gulkartslag: the vehicle graveyard. The area is littered with ancient wrecks and the bones of the dead for miles around. It is a place of immense danger, but also holds immense wealth. An Ork mob brave (or stupid) enough to risk the terrors of Gulkartslag can bring home a veritable mountain of scrap to sell to the Meks. Of course, that's if they survive!

This area of desert is pretty much like any other, except for the large number of wrecked buggies, traks and trukks strewn about. There should also be a few rocky areas scattered about.

SPECIAL RULES

This scenario uses the special rules for Scrap Counters and Bottlin' Out. See Da Roolz and Da Uvver Book for details.

MOBS

Any number of Mobs may take part in this scenario.

Each player places D3+3 Scrap counters, at least 18" from the table edges.

Each player must then place D3 Sandgulper markers. Sandgulper markers must be placed at least 6" apart and 18" from the table edge. Use different coloured dice or some other such marker to represent a Sandgulper.

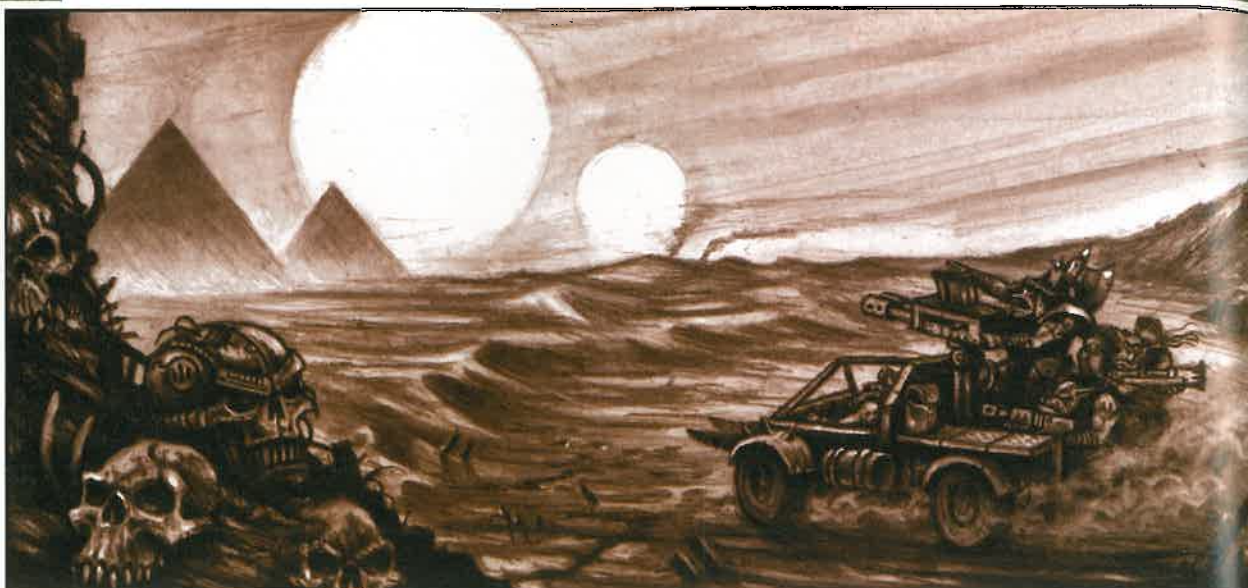
Each player then rolls a D6. Starting with the highest scoring player (re-roll any ties), each player deploys their mob within 8" of a table edge and at least 12" from other mobs.

STARTIN'

Each player rolls a D6, the highest scoring player goes first, then proceed clockwise around the table.



SCENARIO 2



HAND-TO-HAND COMBAT

As there can be more than two mobs fighting in Sandgutters!, the following rule is used to determine who fights in which hand-to-hand combat phase. Rather than all models in close combat fighting in every hand-to-hand phase, only warriors from the mob whose turn it is, or who are fighting against a warrior from that mob, may fight in that phase. Separate hand-to-hand combats may not be resolved until the hand-to-hand phase of one of the player's concerned.

ENDIN'

In this scenario models which move off the table do not count as casualties. If only casualties (downed warriors or crippled/immobilised vehicles) are left on the table, the game ends immediately. The winner is the mob with the most Scrap counters at the end of the battle. If two or more mobs have the same number of Scrap counters the battle is drawn and no Nob gains the extra experience for winning.

EXPERIENCE

Warriors that took part earn Experience points as below:

+D6 Survives

If the warrior survives the battle then D6 Experience points are earned.

+5 Wounding Hit

A warrior earns an extra 5 Experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note you only score 5 points for wounding an enemy, regardless of the number of wounds inflicted.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+1 Carrying Scrap

A warrior carrying scrap at the end of the battle gains +1 Experience point.

+10 Winning

The Nob of the winning mob earns 10 points.

INCOME

The mobs may collect income as normal. Each Scrap counter is worth D6 teef as usual.





**ELDAR
VEHICLE**



**ELDAR
VEHICLE**



**ELDAR
VEHICLE**



**ELDAR
VEHICLE**

ELDAR FALCON GRAV TANK

VEHICLE DATA

CREW:

1 ELDAR PILOT
1 ELDAR GUNNER

RAM VALUE:

STRENGTH 7

D12 DAMAGE -5 SAVE

MOVEMENT:

SLOW SPEED: 8"

COMBAT SPEED: 20"

FAST SPEED: 30"

TYPE: SKIMMER



TRANSPORT

The Falcon may carry up to 6 Eldar. It may not carry Wraithguard or an Avatar.

WEAPONS

One **pulse laser** mounted in the turret, with a 360° fire arc. One heavy weapon chosen from the following list: **scatter laser** +35pts, **heavy plasma gun** +30pts, **missile launcher** with frag and krak missiles +30pts, **shuriken cannon** +15pts. One twin-linked **shuriken catapult** with 90° fire arc to the front of the vehicle. All weapons are fitted with targeters. The twin-linked **shuriken catapults** may be replaced with a **shuriken cannon** at an additional cost of +5pts.

WEAPON DATA

WEAPONS	RANGE SHORT LONG	TO HIT SHORT LONG	STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
Pulse laser	0-20 20-60	- -	9	2D6	-6	3D6+9	Sustained fire 1D
Scatter Laser	0-20 20-60	- -	6	1	-1	D6+6	See main rules
Shuriken Cannon	0-20 20-40	+1 -	5	D4	-3	D6+D4+5	Sustained fire 2D
Shuriken Catapults 0-12	12-24	+1 -	4	1	-2	D6+4	
Heavy Plasma Gun	0-20 20-40	- -	7	D4	-2	D6+D4+7	(Low Energy)
0-20 20-72	- -	10	D10	-6	D6+D10+10	(Max Power)	
(1 1/2" Blast marker, one turn recharge after firing on max power)							
Frag Missile	0-20 20-72	- -	4	1	-1	D6+4	2" Blast Marker
Krak Missile	0-20 20-72	- -	8	D10	-6	D6+D10+8	

POINTS COST: 198 Points + weapon

D6	Location	Armour	
		Front	Side/Rear
1	Grav Motor	18	18
2-4	Hull	18	18
5-6	Turret	18	18

Grav Motor Damage Table

- 1-4** The engines are damaged. The Falcon may only move at slow speed for the rest of the game.
- 5-6** The grav motors are destroyed, sending the Falcon crashing to the ground (see Crashing below).
- D6**
- 1** The pilot is killed. If the gunner is still alive he will take over control of the Falcon. This means he will not be able to fire the turret guns.
- 2-3** A large explosion tears through the troop compartment. Roll a D6 for each model in the transport section. On a roll of 4, 5 or 6 they are hit and killed.
- 4** The Falcon's engines explode, killing all the models on board. The Falcon is spun round to face a random direction by the force of the explosion and then crashes (see Crashing below).
- 5** A critically in the Falcon's power cells causes the vehicle to burst into flames, killing all the models on board. The flaming wreck crashes (see Crashing below) and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6** The Falcon's ammunition explodes tearing the vehicle apart in mid air. The Falcon is destroyed and all models on board are killed. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- D6**
- Turret Damage Table**
- 1** The weapons mounted in the turret are damaged and may only be fired if you first roll a 4 or more on a D6.
- 2** The pulse laser mounted in the turret is destroyed and may not be fired for the rest of the game.
- 3** The turret gunner is killed and the pulse laser and heavy weapon may no longer be fired.
- 4-6** The ammunition stored in the turret explodes and the Falcon is destroyed and crashes (see Crashing below). All the models on board are killed and the turret is blown off, flying 2D6" in a random direction before it hits the ground. Anything under the spot where it lands takes D6 Strength 9 hits with -6 saving throw modifier.
- Crashing**
- If the Falcon is flying at slow speed when it crashes then it will simply hit the ground. If any models on board have not been killed for some other reason, then they may dismount using the normal rules.
- If the Falcon is travelling at combat or fast speed then it will crash into the ground and plough forward 3D6" before coming to a halt. Any models in the path of the swerving Falcon will be hit as if the Falcon had collided with them. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are killed in the crash. Surviving models may dismount using the normal rules.

VEHICLE 20 Points

PSYCHO-SONIC SCREAMERS

Psycho-sonic screamers may only be fitted to Falcons and Vypers. The vehicle is fitted with a series of vanes, that resonate as the vehicle flies through the air. These are fed into psycho-sonic amplifiers similar to those used by the Howling Banshee Aspect Warriors creating a bow wave of psycho-sonic energy in front of the vehicle. The resulting psychic scream can induce terrible fear in enemy units and cause them to panic, fleeing for cover.

A vehicle fitted with this card causes terror as described in the psychology section of the Warhammer 40,000 Rulebook.

ELDAR VEHICLES ONLY

VEHICLE 30 Points

TALONS

The Falcon can find itself vulnerable to attack at close quarters. To counter this the Eldar can fit Talons to their vehicles.

Talons consist of a series of pods that are positioned on the vehicle's hull. Psychic nodes linked to the pilot's helmet can unleash a great hail of tiny psycho-conductive crystals, like tiny needles only a few millimetres long. The Talons shoot automatically before close combat attacks against the vehicle are worked out. Roll a D6 for each model in hand to hand combat with the vehicle. On a D6 roll of 4 or more it is hit. If a hit is scored roll a D6. If the score is equal to or more than the target's Toughness then it suffers one wound with a -2 saving throw modifier.

Talons can be fitted to walkers, like Dreadnoughts and War Walkers but at double the normal points cost.

ELDAR VEHICLES ONLY

VEHICLE 15 Points

SPECTRAL SHIELD

The hull of the vehicle is covered with tiny outlets, allowing the vehicle to release a gaseous substance that interferes with the wavelength of laser energy, causing the energy of laser shots to dissipate.

If the vehicle is hit by a laser weapon, the Eldar player rolls a D6 and subtracts the score from the armour penetration dice roll.

ELDAR VEHICLES ONLY

VEHICLE 25 Points/location

CRYSTALLINE WEB

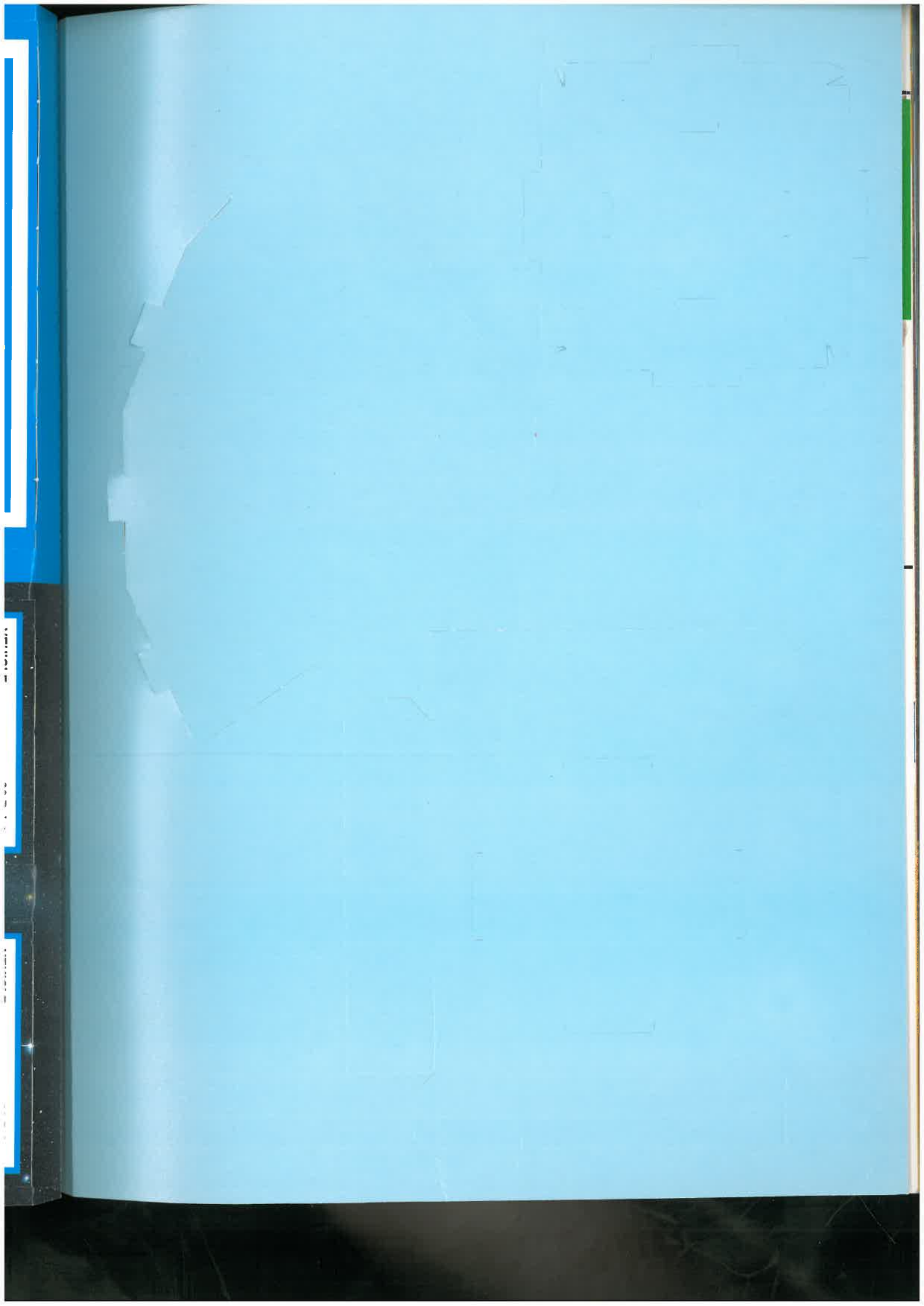
Part of the vehicle is protected by tiny crystal spiders, similar to the ones that protect the writhbone of a craitworld. When the vehicle location suffers damage the spiders can rebuild the damaged area.

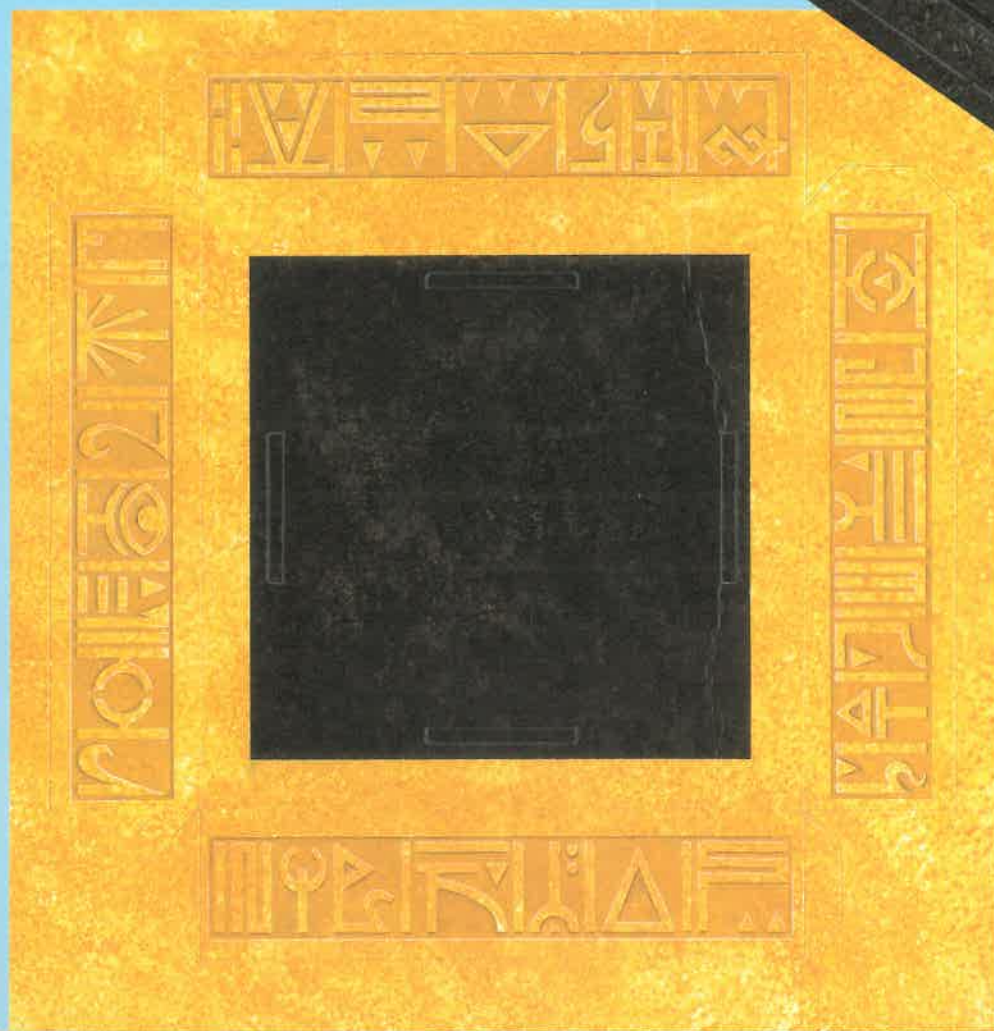
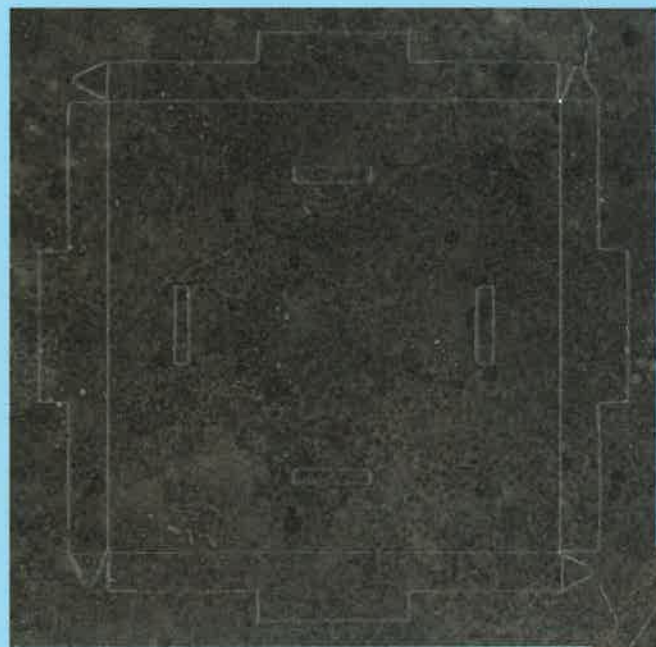
Choose a location to fit the Crystalline Web to. If the location is penetrated, your opponent should roll on the table below, instead of the normal damage table.

D6 CRYSTALLINE SPIDER DAMAGE TABLE

- 1-2** The crystal spiders manage to completely repair any damage and the vehicle is unaffected.
- 3** The damage is repairable, but it will take a little time. If the location has a weapon on it then it may not fire next turn while the damage is repaired.
- 4-5** Roll a D3 on the location's damage table and the Crystalline Web is destroyed. Further penetrating hits are rolled on the normal damage table.
- 6** Roll a D6 on the location's damage table and the Crystalline web is destroyed. Further penetrating hits are rolled on the normal damage table.

ELDAR VEHICLES ONLY





GET DA GITS

Every Ork will tell you that no-one likes a show off. If a mob starts struttin' around Mektown like they own the place then other mobs will be more than happy to take them down a peg or two by attacking their fort. They won't attack just to get more scrap or rescue one of their boyz, they will attack to humiliate the swanky mob and show them just how un-Orky they are.

SPECIAL RULES

This scenario uses the Bottlin' out, Scrap Counters and Da Fort special rules. See Da Roolz and Da Uvver Book for details.

DA DESERT

The mobs meet in a standard area of the desert with a fort placed roughly in the centre of the board. Both players set up the terrain in a mutually agreeable manner.

After the terrain has been set up, D3+3 Scrap counters are placed in the fort.

MOBS

The defender may deploy D6 members of their mob in the fort. Only troops on foot may be taken.

The rest of the defending mob must be formed into groups before the battle. Each group must comprise of one vehicle and as many mob members as the defending group can, or wishes, to get on it. These groups may move onto the board as reinforcements, as described later on.

Any member of the defending mob who is not deployed on the board at the start of the game or at part of a reinforcement group does not take part in the fight.

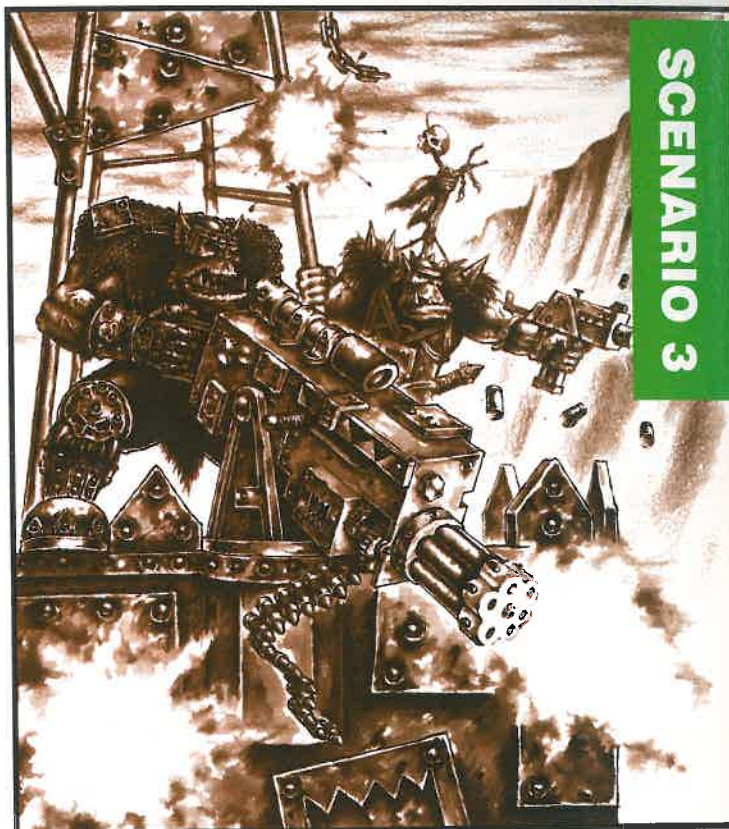
The attacker chooses a table edge and may then deploy any of his warriors on foot no closer than 12" from the fort. One vehicle may be chosen, together with its driver and any gunners, from the attacking mob to act as a 'getaway car'. The vehicle may enter the board at the start of any attacking player's turn from the attacking player's table edge. The rest of the attacking mob does not take part in the battle.

DA OBJECTIVE

The attacking mob will always think up loads of ways to humiliate the defenders before the battle. The actual objective for the attack, however, will not be chosen until the last moment when the Nob shouts his orders and the rest of the ladz charge towards the fort. After the defenders have set up but before the attackers set up, roll a D6 to find out the attacker's objective.

D6 OBJECTIVE

- Dreg.** The attacking mob must destroy the fort gate. After all, a fort without a gate is no fort at all!
- Git-Kart.** The attacking mob must immobilise a random vehicle in the defender's mob.
- Grabba.** The attacking mob must get into the fort, nick a Scrap counter and then carry it off the board edge.
- Duff.** The attacking mob must take a random member of the defender's mob out of action.
- Krump.** The attacking mob must get into the fort, make a lot of noise and then quickly get back to their own fort before the defending mob catches them. One attacking model must spend an entire turn in the fort while he fires his gun in the air, waves and shouts.



SCENARIO 3

- Snik.** The attacking mob must take the defender's Nob out of action.

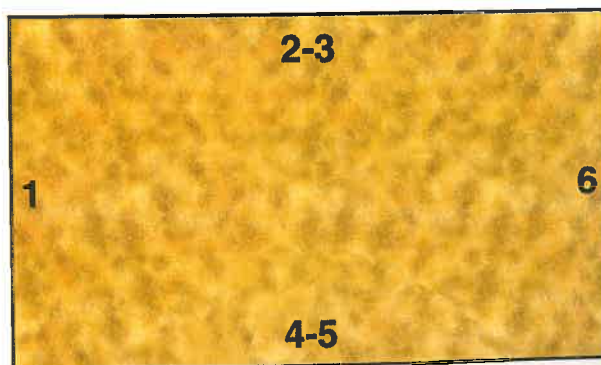
After the attacking mob has achieved their objective they must get off the board from any table edge.

STARTIN'

The attacking mob goes first as they storm out of their hiding places.

DEFENDER REINFORCEMENTS

Starting from the second turn, the defender rolls a D6 for each reinforcement group at the start of each turn. On the score of 1-5 the group does not turn up. On the score of a 6 the group turns up from a random table edge, see diagram below. If the attacking mob has moved its getaway car onto the board then the defender may add +1 to his reinforcement dice rolls.



ENDIN'

The game ends when one of the mobs fails its Bottle test. The defending mob takes Bottle tests after 50% of the mob are casualties rather than 25%. The attacking mob takes Bottle tests after the usual 25% casualties. In this scenario models that move off the board do not count as casualties.

If the attackers manage to achieve their objective and the entire mob, apart from casualties, move off the table, then the game ends immediately and the attacking mob has won.

EXPERIENCE

Fighters that took part in the battle earn Experience points as follows:

+D6 Survives

If the warrior survives the battle he earns D6 Experience points.

+5 Per Wounding Hit

A warrior earns 5 points for each wounding hit he inflicts on the opposing mob. Wounding downed fighters does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted.

+1 Carrying Scrap.

A warrior earns an extra 1 Experience point for carrying a Scrap counter at the end of the game. Scrap loaded onto vehicles doesn't earn anyone any experience.

-D3 Da Shame of it

If the attacking mob wins the game the defending mob leader won't walk around Mektown so proudly any more, and Gretchin will snigger behind his back. The defending mob leader deducts D3 from the mob's Experience points. This is only deducted from the experience from this battle, not from any experience earned in previous battles.

+5 Penetrating Hit

A warrior earns an extra 5 Experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Winning

The Nob of the winning mob earns 10 points.

**SCRAP**

If one mob bottles out, they must test for dropping scrap as normal. The other side automatically gets any scrap left on the table or dropped. Any Scrap counters that are carried off the board may be kept by the mob. After the game any Scrap counters held by each mob may be traded in for D6 teef each which are then added to the mob's income for the game.



Grishnak's Bikeboyz decide to teach da Wazmoshaz a lesson. Adrian Wood takes on Markus Trenkner (who has joined the White Dwarf team from our German studio) to a game of 'Get Da Gitzl'.



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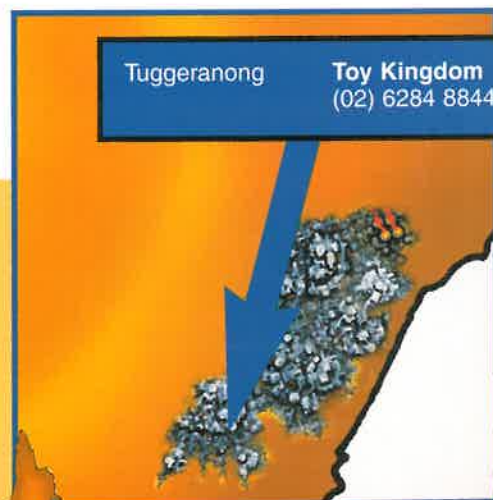
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Toybarn Richmond

Helen and Lynne, from Toybarn Richmond, can put you in contact with plenty of other gamers in the local area. By the way, they also stock loads of Games Workshop games and miniatures.



AUSTRALIAN STOCKISTS AUSTRAL

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182 2172
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WESTERN AUSTRALIA

Albany
Belmont
Boulder
Booragoon
Broome
Bunbury
Bunbury
Cannington
Claremont
Esperance
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Fremantle
Geraldton
Geraldton
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Katanning
Mandurah
Mandurah

Morley
Narrogin
Northam

Perth
Perth
Rockingham
Subiaco

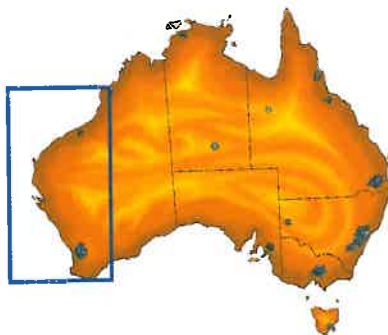
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WORKSHOP



Did you know?

In the dim dark ages of the late Seventies Toybarn began serving the people of Richmond. Seventeen years later they are supplying Games Workshop games to the entire Hawkesbury region.



From the
files of the
Adeptus
Ministorum:
TERRA



A real story...

The Life of Brian

These are the models that Brian first sent in to Alan Merrett



Wizard



Dwarf



Barbarian



Ogre

Brian Nelson has been working as a Games Workshop miniatures designer since November 1995. Since then he has sculpted a stunning variety of superb models that take pride of place in collectors' armies the world over. Andy Kettlewell was despatched to find out a little more about the man who has made such a remarkable impact in such a short time.

STARTING AND COLLECTING

The young Brian started collecting miniatures at the age of six, by rummaging through jumble sales for bags of Airfix toy soldiers. This is a pastime that most of us at Games Workshop have, at some time, shown an unhealthy obsession for! His first contact with Citadel Miniatures was at school where he started to collect them because they were new and so different from anything else he'd ever seen.

Brian collected models from lots of different armies but his favourite models in those dim and distant days were the Dwarfs. The Empire army is Brian's current project and he really likes the diversity of troops and the flexibility that the Empire army affords as you can choose a cavalry-based army, an infantry army or a combination of both! The new Realm of Chaos boxed set is causing Brian a few problems as he is so tempted to collect a Beastman Warband because the new models are just so menacing.

Large scale historical miniatures were the first models Brian started making because he thought that the large size of the models would make them easier to sculpt. He began sculpting



after seeing the inspirational work of many modellers from historical sculptors to Citadel miniatures designers. He then moved on to smaller miniatures which are much closer in scale and subject matter to what he does now. These first models were made from Milliput, using a selection of tools collected from around his house. One of his first tools was a piece from a manicure set stuck on the end of an old pen re-fill which his mum gave him! Together with this, cocktail sticks and pins were Brian's first tools and he still uses some of them for modelling today. After using Milliput for a time he moved onto using the epoxy compound, 'greenstuff' which is the material that all our miniatures designers use to make their models.

GETTING THE JOB

While making these first sculptings Brian found, quite by chance, that he was a friend of a friend of Michael Perry! Brian phoned Michael and chatted about designing miniatures. As Games Workshop is always on the lookout for talented miniatures designers Brian was asked to send in models of a Human Barbarian, and then an Ogre, a Wizard and a Dwarf (you can see these models right). These models were so good that Brian got the job!

Games Workshop design manager, Alan Merrett then asked Brian to make more models of a Human, Dwarf, Elf and an Orc to see where his particular talents lay. This is an important procedure as a designer will produce much better results if he has an empathy with a particular race. Brian seemed to have a penchant for creating really savage looking Greenskins and the rest is history, as they say! He has gone on to sculpt loads of Orks and Grots for Gorkamorka along with a number of splendid Orc and Goblin miniatures. When asked if White Dwarf could have

a look at these, he was happy to, but wouldn't let us see his first Orc because he thought it was so bad! The second Orc Brian made was one of the Big 'Uns for which he has become famous. This means that Brian is either being extremely modest about his first Orc, or he has improved dramatically in a very short space to time.

After completing this second project, Brian started worked on his first production miniatures which were the brilliant psychic Wyrds for Necromunda.

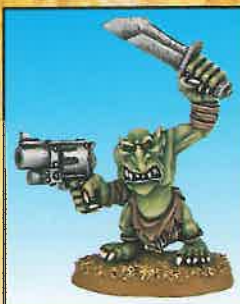
Brian has really gone to town on the Gorkamorka greenskins and by far the most popular of his models in this range are the Ork Nobs shown below. The other models also carry the 'mark of Nelson' from the feral looking Grots to the savage Ork Spanners.

Brian really enjoyed getting to grips with the greenskins because "they're big and brutal with big and brutal guns!" What more could you want?

GORKAMORKA™ Orks and Grots



Gorkamorka Spanner



Gorkamorka Grots



Gorkamorka Ork Biker (above) and Rokkit Buggy (left)



Gorkamorka Nobs



REDEMPTOR KYRINOV, ARCH-CONFESSION



Imperial
Preacher



Imperial
Preacher



Of all the great miniatures that Brian has created, he is really happy with the work he did on these. Brian found particular inspiration from the dark, atmospheric background for the Adeptus Ministorum, the excellent artwork and especially John Blanche's concept sketches.

Uriah
Jacobus,
Protector of
the Faith



Brian says that he learns from every model he sculpts and that he always learns from them if he sees something could have been done better, or if an idea worked really well. He even feels the same way about his most recent miniatures.

Once he knows what criteria are needed for a range of models he often finds he has more ideas than he can fit onto one miniature! Ideas he can't fit in are stored away for use on conversions of his original model. Possibly the most interesting thing Brian told us was that he often

has ideas that he can see aren't going to work while he is actually making the miniature, so he changes them half way through! This means he has to replace these ideas with new ones in the middle of the model-making process, which requires some experimentation. Brian says that this is a very challenging part of the job and he enjoys it even more because of this.

The next question was: what is your favourite miniature? I was interested to know if Brian had made a model where all the ideas he used worked. He should have been expecting the question, but Brian was in deep thought for a long time. I was sure he was going to pick an Orc model (which he did in the end) but while he was thinking I realised that Brian has designed far more models than the Orcs he is famous for. He also designed miniatures for the Necromunda, Bretonnian, Chaos and Sisters of Battle ranges. In the end Brian's favourite model turned out to be the warboard-mounted Warlord used as 'Grotfang' in the Idol of Gork campaign pack which you can see opposite.



Chaos Space Marine Sorcerors

Brian's contributions to Codex Chaos were these exotic Chaos Space Marine Sorcerors. The brief that Brian had to work to was quite loose – 'they must have a backpack, shoulder pads, helmet and a robe whilst being dark parodies of Space Marines'. He tried to keep this sinister theme running through all of these models whilst making them individuals in their own right.

WARHAMMER

Orcs & Goblins

Brian's rapidly growing reputation as 'Mr Greenskin' is based on his fantastic work on the Warhammer Orc & Goblin range of models.

His first greenskins to be produced were the Orc Big 'Uns which really epitomise the Orcs with their tattered armour and crude but savage weaponry.

Brian really loves greenskins be they for Warhammer, 40K or Gorkamorka! He thinks that they are an incredibly exciting range offering an endless challenge to capture the feral savageness of these monstrous creatures



BRIAN'S FAVOURITE MODEL!

Grotfang, Orc Warlord of the Iron Claw Tribe.

This is Brian's favourite of all of his models because it really is a beast!

It portrays the brutish personality of a massive Orc Warlord sat astride his snorting, flatulent warboar. Stunning!



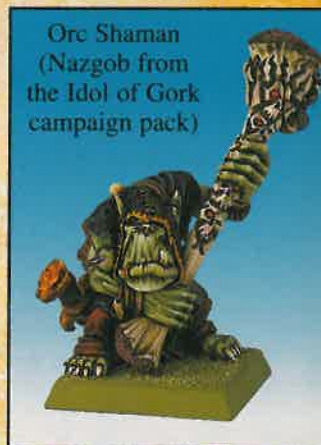
Orc Boar Boy Boss



Orc Boar Boy standard bearer



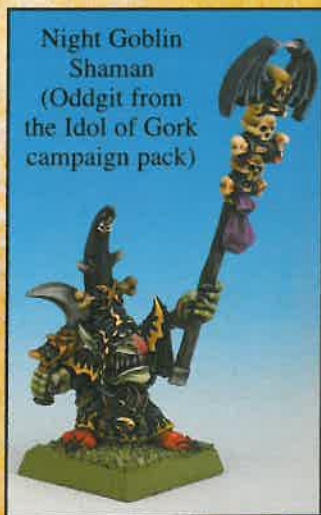
Orc Shaman (Nazgob from the Idol of Gork campaign pack)



Goblin Wolf Chariot



Night Goblin Shaman (Oddgit from the Idol of Gork campaign pack)



GREENSBOROUGH GRAND OPEN



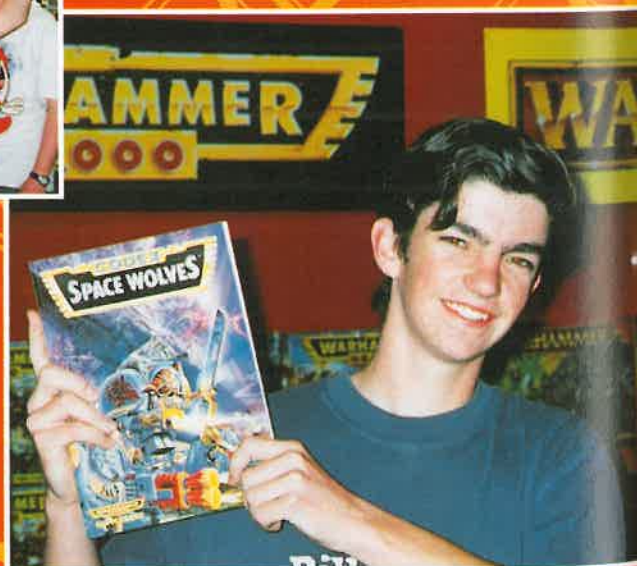
Left:
Greensborough store shortly after opening in July. All seems quiet on the Western front, little do they know what is about to assault them.

Right:
Store manager, Andrew Long, gleefully wonders why he has recieved this unusually massive order of games, books and miniatures. He is soon to find out!



Left:
5am, Saturday the 25th of October. The frothing hordes descend upon Greensborough store, clutching their much-valued White Dwarf magazines and screaming their blood-curdling warcries!

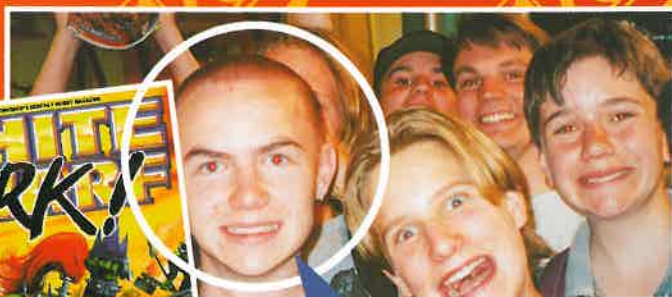
Right:
Throughout the two days of sheer madness many ecstatic gamers had the chance to win prizes beyond imagining, including signed Codexes such as the one that Jon Gilham is holding aloft as the first of our door prizes!



OPENING GREENSBOROUGH GRA



Many gamers (over 220) took advantage of the coaches that ran from our Melbourne CBD and Ringwood stores. Their were loads of miniatures on display including the new Cullexus Assassin!



While all of our frothing loonies came prepared, some were more prepared than others. One gamer enlarged his White Dwarf Magazine so he would stand out in the crowd. We loved the idea so much we have circled the face of this mystery man!

WARHAMMER

REGIMENTS

There is an exciting development in the world of Warhammer. A completely new range of plastic kits is being launched with the release of the Chaos Warriors Regiment boxed set.

We have been producing plastic models and kits for many years but we think the new range of Warhammer Regiments are amongst the best things we've ever done. Each set will provide the budding Warhammer player with a complete regiment to start collecting an army or to add to an existing collection.

The idea behind the new Regiment sets was quite simple. Our aim was to provide the army collector with a complete regiment in a box. The Chaos Warriors Regiment boxed set contains 12 models but the

number of models in each set will vary according to the race and troop type.

We wanted the figures to be as good as possible so we designed them as kits enabling us to cram loads of detail onto the models. This also gives you a fantastic selection of optional parts and variants. We also wanted the box to include the command models and have therefore included white metal parts to convert three of the basic plastic models into a musician, a standard bearer and a leader.

Since we decided to make the models in the regiment as kits there are an almost infinite number of ways to assemble them. We've also sneaked little extras onto the sprues like the skull, cloak and individual spikes on the Chaos Warrior 'special' sprue. These are great for simple conversions and customising your models.

This means that not only do all the models in the regiment have a unique character but you can put together two or three different Regiments from the same boxed set. In fact we hope that the new

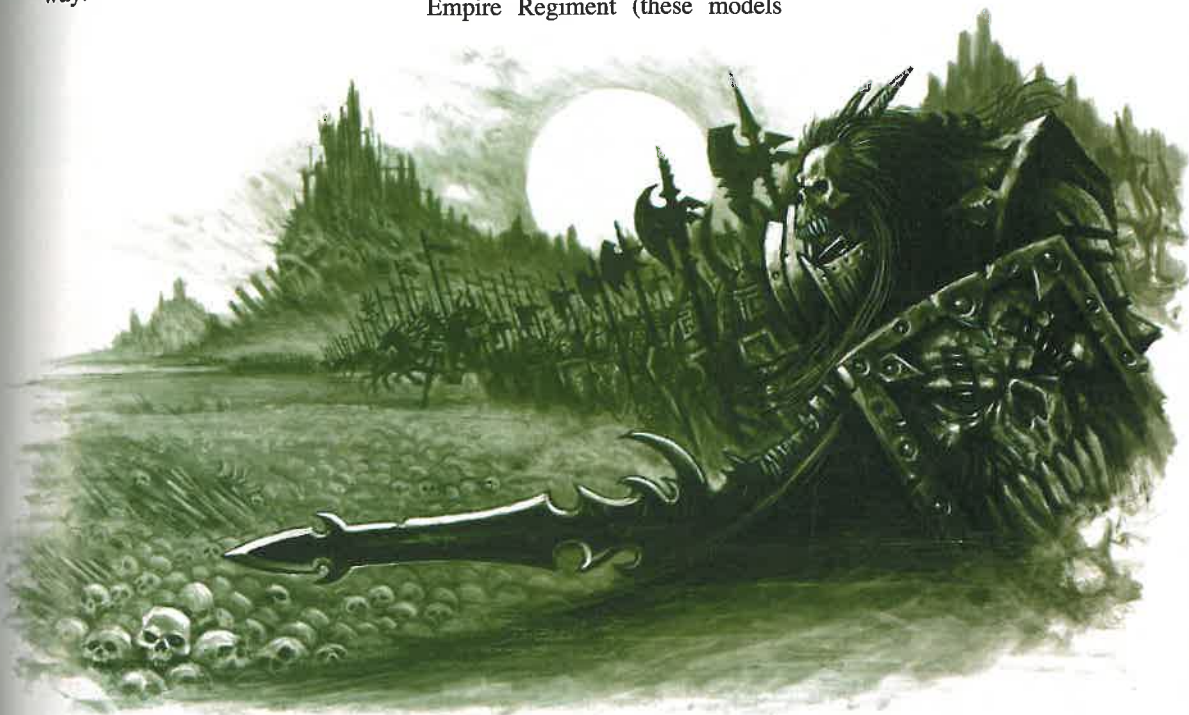


regiment sets become the main way for Warhammer generals to recruit forces for their armies.

The first of the new range of regiments are the Chaos Warriors, but there are many more on the way.

At the very least, there will be a Regiment set for each of the armies in the Warhammer world, and probably more like three or four! As we speak, the Citadel designers have put the finishing touches to a number of new sets. There is an Empire Regiment (these models

can be assembled as Halberdiers or Swordsmen), a Chaos Knight Regiment and some amazing new Skeleton Warriors are on the way. So keep your eyes on White Dwarf for news of these new sets.





CHAOS WARRIORS REGIMENT

The decoration on this regiment's Chaos armour has been painted with Chainmail, which is lighter than Bolt Gun Metal. The horns and boots have been painted a deep red colour.



This box contains 12 new multi-part Chaos Warrior models. The sprues are jam-packed with loads of variety, including four different leg designs, six shield designs, four types of body, six helmets, six right and six left arm designs (each right arm carries a different weapon) and a 'special' sprue with loads of extra bits including a cloak, sheathed sword, knife, a bare head and a selection of very useful spikes! There's also the white metal pieces for the command group mentioned earlier. These bits include an arm holding a standard, an arm and horn for the musician and an arm, axe and helm for the leader.

You choose the combination of arms, bodies, legs and heads to create your own unique Warhammer regiment. There's even a sprue of skulls, weapons and the almost mandatory Chaos spiky bits which you can glue on where you like to add even more variety. Inside you'll also find the special metal parts needed to model a leader, standard bearer and a hornblower.



CLOAK, SPIKES, SKULLS,
KNIVES AND SWORDS.



HEADS



ARMS



WEAPONS



BODIES

LEGS



LEADER'S AXE

HORNBLOWER'S
ARM

LEADER'S
HELM

STANDARD



SHIELDS



12 new
Warrior
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Chaos Warrior command groups featuring musician, commander and standard bearer



Chaos Warriors command group with a converted standard bearer with painted banner



SHIELDS

GIFT VOUCHERS GIFT VOUCH

NOW THERE'S NO NEED TO FIGHT OVER YOUR PRESENTS!

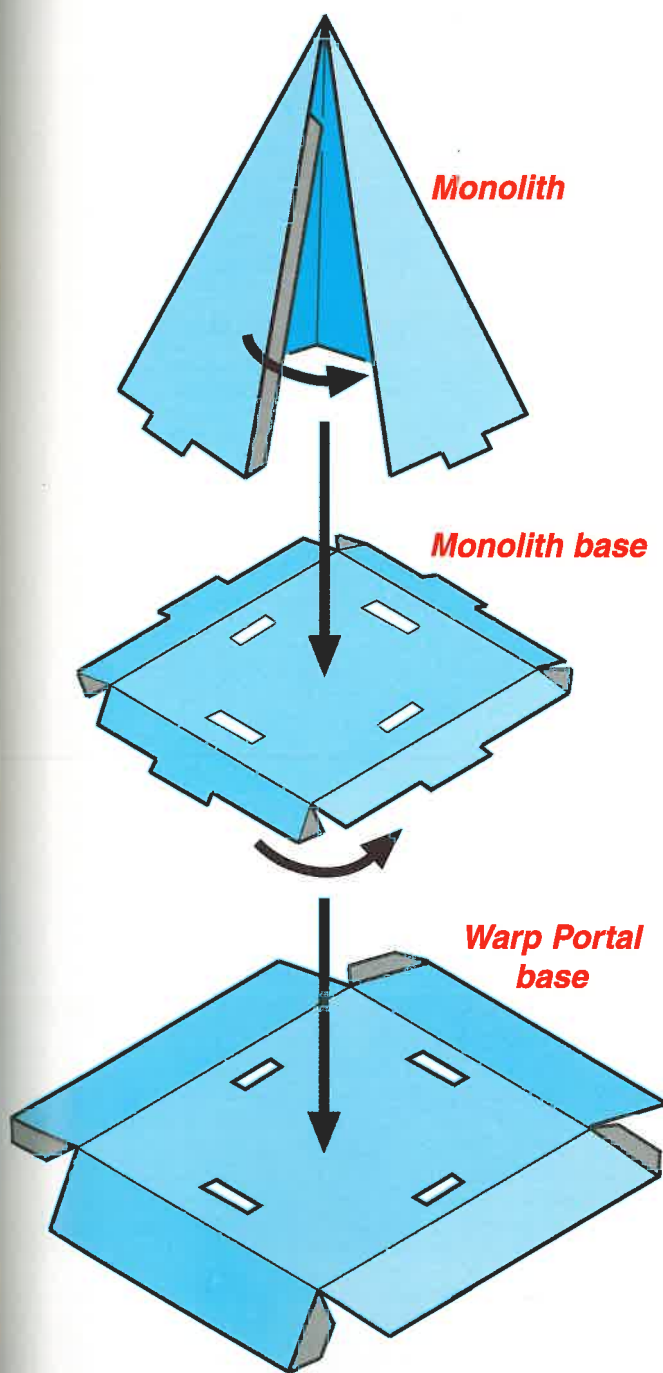
**Always have trouble
deciding on the perfect
Christmas present?**

Well, you don't have to tear your hair out anymore. All of our stores have Games Workshop Gift Vouchers. They are available for any amount between \$10.00 and \$200.00, and can be used in any Games Workshop store in Australia or through Games Workshop Mail Order Australia.



ASSEMBLING THE ELDAR WARP PORTAL

To assemble the Eldar Warp Portal in the card section all you need is a pot of Citadel superglue. Be careful that you don't get glue on your fingers: superglue bonds fast and is very, very strong! Only stick the glue on the grey areas!



First, bend the panels of the monolith so that it forms a pyramid shape. Next, apply superglue to the tab, and then hold the two monolith edges firmly together. Leave the monolith to dry.

To assemble the base fold down all the sides, ensuring all the tabs are facing inward. Place a small amount of glue on a tab and hold in place till dry. Repeat this process on each tab. Then leave the base to dry.

Repeat the above process for the Warp Portal base.

To complete the Eldar Warp Portal, slot the monolith into its base, then slot this assembled section into the Warp Portal base. We suggest you superglue the tabs into the slots to strengthen the card. Do remember you're using superglue, so please be careful!





LIGHTNING

We couldn't decide what to do for the brilliant new Falcon Grav Tank kit in this issue of *White Dwarf*. Should we write a scenario or a battle report? We just couldn't decide, so we did both! The first part was to badger one of the games development team into writing the scenario. Simple – Iain Compton already had one in the bag!

Over to you, Iain...

Bedhann shivered, his skin crawled with some nameless, gnawing dread. He reached for his rune pouch and settled himself. The first rune that he picked was the Rune of Man. Humans were involved somewhere. The wraithstone hung suspended in front of him turning slowly. The second rune was the Eldar Rune but inverted. Consternation flickered through his mind and he had to make a conscious effort to regain his composure. The new rune took up a slow and eccentric orbit around the first. The Human rune changed its rotation to follow it. The meaning was clear – humans were seeking forbidden knowledge. A third rune appeared, the rune of the Bloody Handed God. A thrill ran through Bedhann's mind as he took in the implications of the reading. War then, and against humans. The War rune zipped over to the Human rune and took up a close and rapidly moving orbit around it. A brief war, perhaps no more than a skirmish. He knew what the fourth rune was even before he had looked at it, the Rune of Destiny. A whole future hung on the outcome of the battle, both races could suffer as a result of misguided meddling into the ancient secrets of the Eldar. His previous feelings of unease attested to that. Gathering his robes he rose to his feet and swept out of his chambers. Behind him the runes clattered to the floor, their purpose served.

CONSUMMATE RAIDERS

Of all the races and armies of the 41st Millennium, the Eldar are the consummate raiders. They hit hard and fast without giving their opponents time to recover. Fighting an Eldar army has been likened to being caught in a typhoon, incomparable forces buffet you first one way and then the other. Often the

Imperial Commission: ZZ9 Plural Z Alpha
Subject: Investigation into recent discoveries on Verlaine IX. Tegaer sector
Cross File To: Xeno-architecture/
Alien technology
To: Captain Vierra
From: Imperial Marshal Delephrai
Thought for the Day: Ignorance is a Virtue

You will take command of a small force of the 39th Mordian Regiment to the above named planet, grid ref TY98 Gamma. You will encamp at the given co-ordinates as close to the alien artifact as you consider prudent. An Adeptus Mechanicus Explorator unit will rendezvous with your position within 12 standard days of your arrival. Their security should be your overriding concern. Adept Technician Dinarion will lead the Adeptus Mechanicus expedition and he will expect your fullest co-operation and subordination in all matters. The Tegaer sector is currently classified as a blue security zone with an Epsilon 2 alert rating. Verlaine IX is a feral world so containment must be seen as a high priority. Contact with indigenous peoples is to be avoided.

Semper Fideles

best tactic is to simply stay put and try to weather the storm. This scenario describes a small Imperial Guard force attempting to do just that. Whilst investigating an alien artifact on a remote planet as part of an Adeptus Mechanicus mission, they become the target of a vicious, lightning attack by a smaller force of heavily equipped Eldar raiders. The Imperium can only guess at the motives of the enigmatic Eldar, the only thing that is clear is that unprepared as they are, they must fight for their lives!

G ATTACK!

THE SCENARIO

Forces: The Eldar have a 600 pt army. The only choices that you may take are Jetbikes, Vypers, Falcons and infantry transported in Falcons. The only character that may be chosen is the army commander, other minimums or maximums do not apply. You do not need to include a Farseer, instead the army commander may be an Exarch or a Warlock of any mastery level. The army may not include an Avatar, Exodites, Harlequins or Scouts.

The Imperial Guard army is 1000 points and may be chosen as normal from Codex: Imperial Guard except that no allies of any kind may be taken.

Special rules

Surprise! The Imperial Guard are not expecting a fight. When the game begins they are spread out and unprepared as they set up their camp. To represent this the following special rules are in effect during set up and the first turn.

- The entire Imperial Guard force, including all vehicles must be set up at the beginning of the game.
- The rules for reserves, comm-links and preliminary barrage are not used as this force represents the entirety of the Imperial presence on Verlaine IX.
- Imperial squads may not start the game mounted in vehicles and weapons teams may not begin to split off from their unit, although they may split off later in the game.
- Eldar infantry must begin the game mounted in or on vehicles.
- To represent the Eldar having the element of surprise the Eldar player should roll a D6 before any Imperial Guard squad or vehicle is placed, on the roll of a 4, 5 or 6 he can set it up anywhere within the Imperial deployment zone.
- At the beginning of the game, all Imperial vehicles are stationary.



ULTHWE CRAFTWORLD

The Black Guardians of Ulthwe Craftworld make great use of Falcons. The solid core of foot troops are backed up by plenty of heavy support and the Falcon is the most versatile and manoeuvrable heavy support available. Being situated so close to the Eye of Terror Ulthwe, Ulthwe forces often face well armoured foes in the form of Chaos Space Marines. To combat this the turret mounted scatter laser is often replaced with a shuriken cannon as this is better at piercing armour.

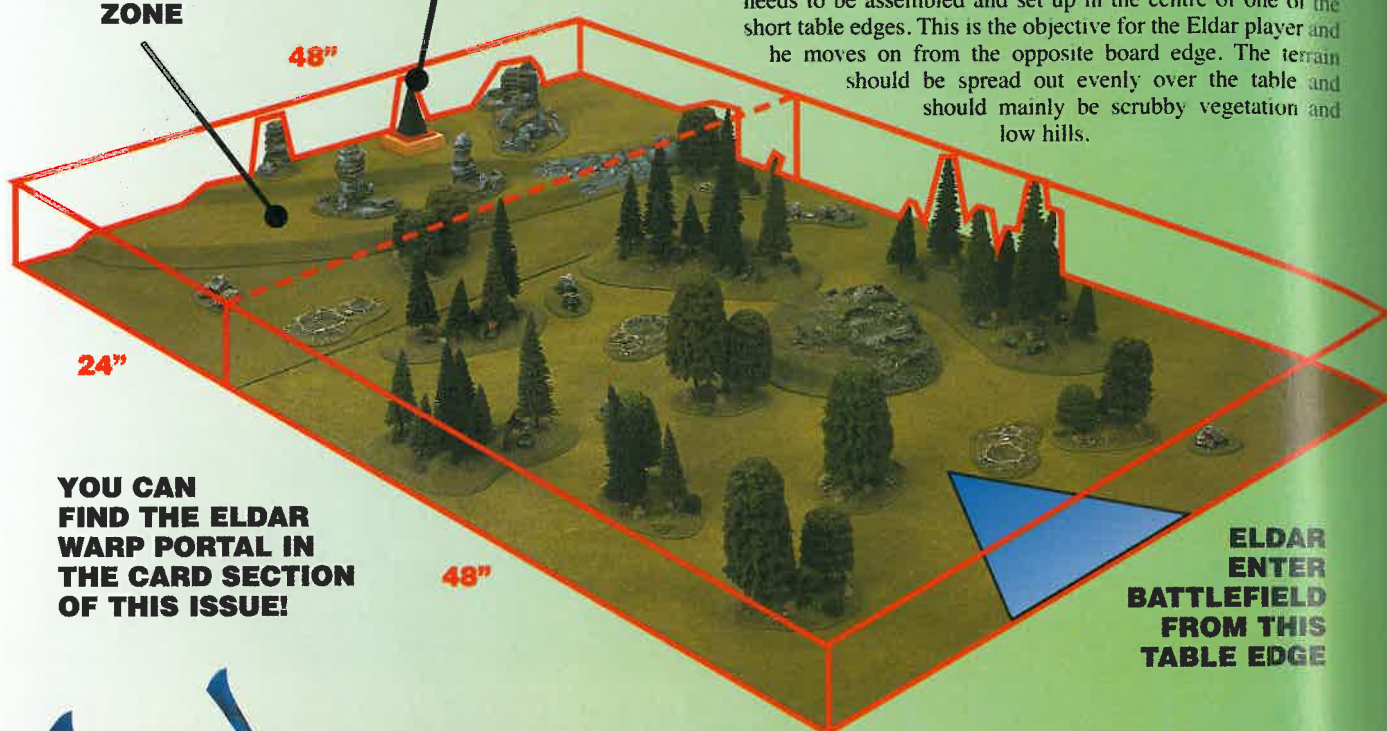


- The Eldar do not set up on the table before the game begins. Instead they move on from the designated table edge on their first turn.
- The Imperial Guard must set up first and the Eldar automatically get the first turn.

DEPLOYMENT

**IMPERIAL
DEPLOYMENT
ZONE**

**ELDAR
WARP
PORTAL**



**YOU CAN
FIND THE ELDAR
WARP PORTAL
IN THE CARD SECTION
OF THIS ISSUE!**

SETTING UP

Before you play this scenario, you will need to push out the card components from this month's card section. The three mission counters should be shuffled together and dealt out face down for the Eldar player to choose from. The warp portal needs to be assembled and set up in the centre of one of the short table edges. This is the objective for the Eldar player and he moves on from the opposite board edge. The terrain should be spread out evenly over the table and should mainly be scrubby vegetation and low hills.

ALAITOC CRAFTWORLD

The warriors of Alaitoc must constantly struggle against a wide range of foes from petty pirates to great Ork warlords. Their Falcons are fitted for maximum flexibility so that they can perform a wide range of missions against any foe. Their

standard weapons fit is a pulse laser and a scatter laser in the turret, whilst one in every three or four will upgrade it's twin-linked shuriken catapults to a shuriken cannon.



Strategy cards

The Eldar have the following Strategy cards: Strafing Run (from WD 205. If you don't have this card, one squad of your choice gets hit by a twin linked autocannon during one of your shooting phases.) and Divine Inspiration.

The Imperial Guard have Look Out Sir - Aaargh! and Insane Courage. Mission cards are not used, the specific victory conditions above replace them.

Victory

There are three different victory conditions. Before the battle starts the Eldar player should choose one of the mission counters randomly – pick them out of a cup or similar receptacle (*just make sure it's empty!* – Paul Sawyer) to see what his victory conditions are. The counter should be kept hidden from the Imperial player until the game is over. The missions are described in more detail below.

Scour. The humans must be driven away before they meddle with forces that they cannot control. The game lasts until either all of the Eldar and their vehicles have been destroyed or are fleeing in which case the Imperial Guard win, or until all of the Imperial Guard units (including command squads, heavy squads, etc. but not including any vehicles) are below half strength or fleeing at the end of any turn for an Eldar victory. Note that weapons teams that have split off do not count at all for purposes of this rule. If the main body of the squad is dead or fleeing then treat the whole squad as dead or fleeing even if weapons teams are still alive and unbroken.

Breakthrough. The humans in their ignorance will deactivate the portal. You must escape before the way is closed. The Eldar player is attempting to escape through the portal. Eldar troops and vehicles that exit the table within three inches of the portal are assumed to have escaped. They may not later re-enter. The Eldar player must exit at least 300 points worth of troops and vehicles through the warp gate to win. If he cannot, then the Imperial Guard automatically win.

Deny. You cannot allow the secrets contained within the portal to fall into the wrong hands. Destroy the portal before it is too late! The warp gate has a Toughness of 7, four damage points and an unmodified save of 6+ on 2D6. If the warp gate is reduced to 0 or less damage points, it is destroyed. Models attacking it in hand-to-hand combat hit it automatically once for every attack on their profile.

The Eldar may always shoot at the warp gate even if Imperial Guard squads or vehicles are closer. If the warp gate is destroyed before the end of the Imperial Guard's 4th turn, the Eldar win. Otherwise it is an Imperial victory.

OTHER SCENARIOS

There are plenty of other ways in which you can fight these battles. You could try fighting with different armies such as Space Marines or Adeptus Ministorum defending against an Ork or Chaos attack. Try to keep the balance between the attacker and defender about the same – not just in points values but also in defensive or offensive capabilities. All of the special rules that I have devised emphasise the surprise aspect while also limiting troops or vehicles which may unbalance the scenario or are simply inappropriate. It will be up to you and your opponent to agree on the exact rules, but use mine as a guide and keep the background to the scenario in mind as you do it.



SAIM-HANN CRAFTWORLD

The Falcons of Saim-Hann race to battle alongside the Wild Riders.

Usually the Falcons will be equipped with tank-busting heavy weaponry as the grav tank crew can rely on the more manoeuvrable jetbikes to deal with infantry. Often several Falcons will attack at one point in an effort to knock out the foe with a single devastating strike.



BIEL-TAN CRAFTWORLD

The Path of the Warrior is considered to be the most important Path for an Eldar of Biel-Tan, and they have a higher percentage of Aspect Warriors than other Craftworlds. Their Falcons are just as specialised as the Aspects that they transport, some are fitted for an anti-infantry role, some for a long ranged support role, while others may be designed to back up assault troops in dense terrain.



HOW TO USE YOUR FALCON

The Falcon is without a doubt the most versatile vehicle in the Warhammer 40,000 game. Not only is it a fast and manoeuvrable troop transporter, but it is also a formidable battle tank more than capable of taking on any enemy vehicle. Here are some of my ideas on getting the best from your Falcon Grav Tank.

Firstly, you can use it as a fast battle tank and swoop around the table bringing high speed death to the foes of your Craftworld. This has the advantage of focus. You will rarely be faced with a dilemma as to what your Falcon should be doing. It should be racing at top speed, presenting a difficult target to enemy gunners, while as its main weapons systems are turret mounted, you won't have to worry about which way the Falcon ends up facing.

Another option is to use the Falcon as an infantry support vehicle, carrying a squad of troops – probably Guardians or short-range specialists such as Fire Dragons – which it will ferry to an objective, then suppress the surrounding area with the scatter laser and twin-linked shuriken catapults before setting them down. The troops can then either dive for cover and defend the drop zone or begin an advance toward the enemy. Either way, the Falcon is in a perfect position to lend some serious firepower in support. Something to remember if you are planning on using your Falcon as an armoured personnel carrier: troops cannot charge from a vehicle that has already moved that turn (this is because you move all chargers

first, then move other troops and vehicles). It's not such a great idea to fill the Falcon full of Howling Banshees or other close combat troops.

If you see your Falcon as an infantry support vehicle, then you should also think of using it for emergency evacuations. Got a squad that is either hopelessly out of position or pinned down by overwhelming firepower? Then send the Falcon in to pick them up and lift your troops to a better position. This is also a useful tactic for getting troops across open ground where they would otherwise have almost no chance of survival. Using the Falcon to redeploy troops in this way can give your opponent a nasty surprise just when you need it most. The downside of troop transport of course is that your Falcon will be moving quite slowly – less than 10" a turn otherwise your fragile, precious troops will take automatic hits as they get on or off. The process is also quite long (one turn to pick them up, one turn to ferry them and a third turn to set them down), so unless you are playing a longer than average game, it may not be worthwhile. Still, just imagine dropping Fire Dragons next to a Terminator squad or Dark Reapers on a strategically placed high point! The possibilities are endless.

As you play and gain experience, you are bound to come up with your own tactics and tricks for the Falcon. Whatever you come up with, you will find the Falcon is so flexible that there will always be something new to try.

FALCON GRAV-TANK RULES

by Ian Pickstock

Below are the rules for using the Eldar Falcon grav tank in your games of Warhammer 40,000. To represent the unique way in which this splendid Eldar vehicle works there are a few special rules which are detailed here.

Falcon Movement Rules

Although the Falcon operates in a similar fashion to a Jetbike or a Vyper, its larger size means that it does not have the same level of manoeuvrability as these much smaller vehicles.

For general rapid movement of troops from one area of a campaign to another, the Falcon will usually fly at very high speed and probably fairly high off the ground, so that trees, small buildings and other obstacles can be flown over with ease.

When flying at fast speed, the Falcon follows all the normal rules for skimmers, and may simply fly over terrain and obstacles. At this Speed the Falcon is flying 15 or 20 metres above the battlefield.

Once the Falcon has reached the battle front, it is common for it to slow down and descend to a lower altitude, skimming only a few metres off the ground. This not only allows the Falcon to use its weaponry with greater effect, but also at slower speeds the Falcon would be more vulnerable to enemy heavy weapons, so its lower altitude allows it to make better use of the terrain.

When the Falcon is moving at slow or combat speed it may not fly over any terrain that is more than 3" high. It must turn to avoid such terrain, just like tracked or wheeled vehicles. If it cannot do this then it will collide with the terrain.

In addition to this when flying at slow or combat speed, the Falcon is hovering only a few metres off the ground, this makes it possible for enemy troops to engage the vehicle in hand-to-hand combat. However, each attacker may only make a single attack against the vehicle, regardless of their Attack characteristic.

Unlike a normal skimmer, a Falcon does not have to land to deploy any troops it is carrying. The large ramp at the back allows models to leave while the vehicle is travelling at relatively low speeds like a tracked or wheeled vehicle. If the Falcon is travelling at less than 10" then troops may move out safely. If the Falcon is travelling 10" or more then the troops will take a hit of the appropriate Strength (see the main rules for more details)

A Falcon may still make pop-up attacks, just like a normal skimmer.

Transport

The Falcon also has a fairly sizeable transport capability, while not as big as an Imperial Chimera or the Eldar Wave Serpent it can still carry a small squad of warriors into the thick of battle.

The Falcon may transport up to six Eldar sized models, including Aspect Warriors, Guardians and Exarchs. It may also carry a single Eldar support platform and its crew.

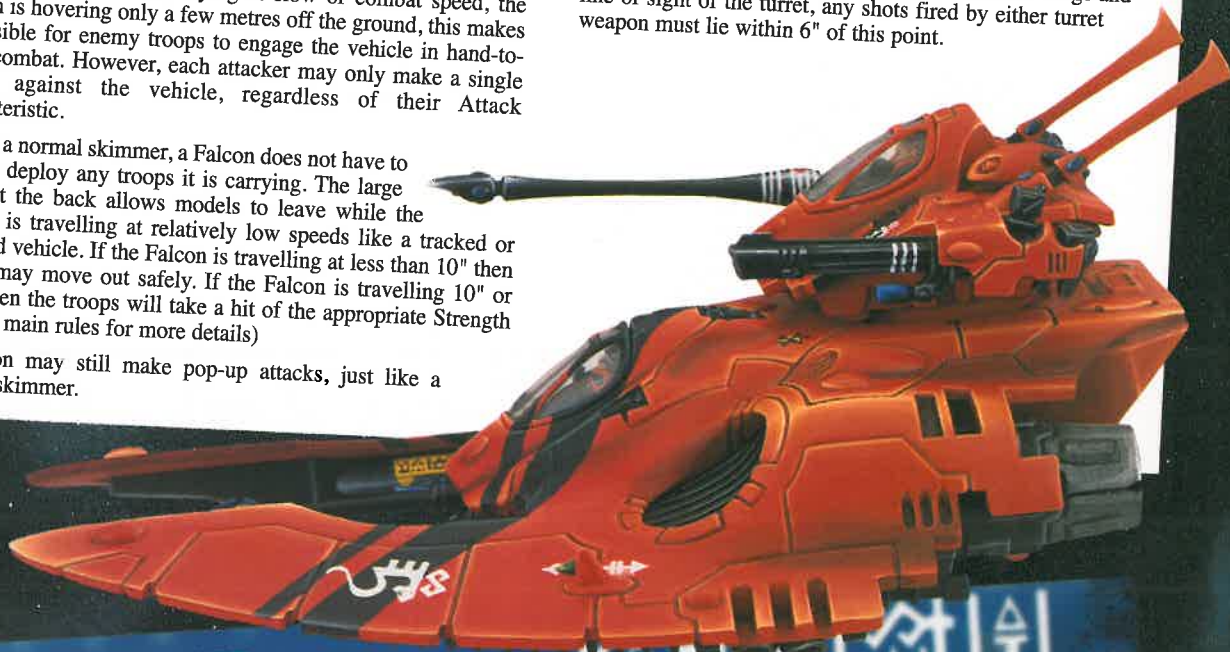
Aspect Warriors and Exarchs such as Warp Spiders and Swooping Hawks may not use their special flight packs or warp jump to either enter or leave a Falcon. They must embark or disembark on foot and may not use their Swooping Hawk wings or warp jump in the turn that they enter or leave the vehicle.

It may not carry an Avatar or Wraithguard, both of these are far too large to be transported in the limited confines of a Falcon.

Turret Weapons

The turret weapons on the Falcon are fired by a single Eldar crewman, using similar sophisticated targeting and aiming devices as used on the Eldar War Walker.

The drawback of this is that both weapons must fire at targets within close proximity of each other. Before firing either of the turret weapons, nominate a point that is within the range and line of sight of the turret, any shots fired by either turret weapon must lie within 6" of this point.



ELDAR PULSE LASER

The Pulse Laser is one of the most sophisticated laser weapons in the galaxy. It is feared by many army commanders, human and alien alike, for its ability to fire devastating blasts of laser fire.

To fire the pulse laser, first nominate a target using the normal *choosing a target* rules and roll a single Sustained Fire dice. The number rolled is the number of shots that you get with the Pulse Laser that turn. If a Jam is rolled then the weapon has suffered a minor malfunction, and no shots are fired this turn, the pulsar will be ready to fire again in your next turn. At least one shot must be fired against the nominated target, but second and third shots may be fired at targets within 6" of the first. Roll to hit and damage for each shot individually.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
20	60	-	-	9	2D6	-6	3D6+9	1 Sustained Fire dice.

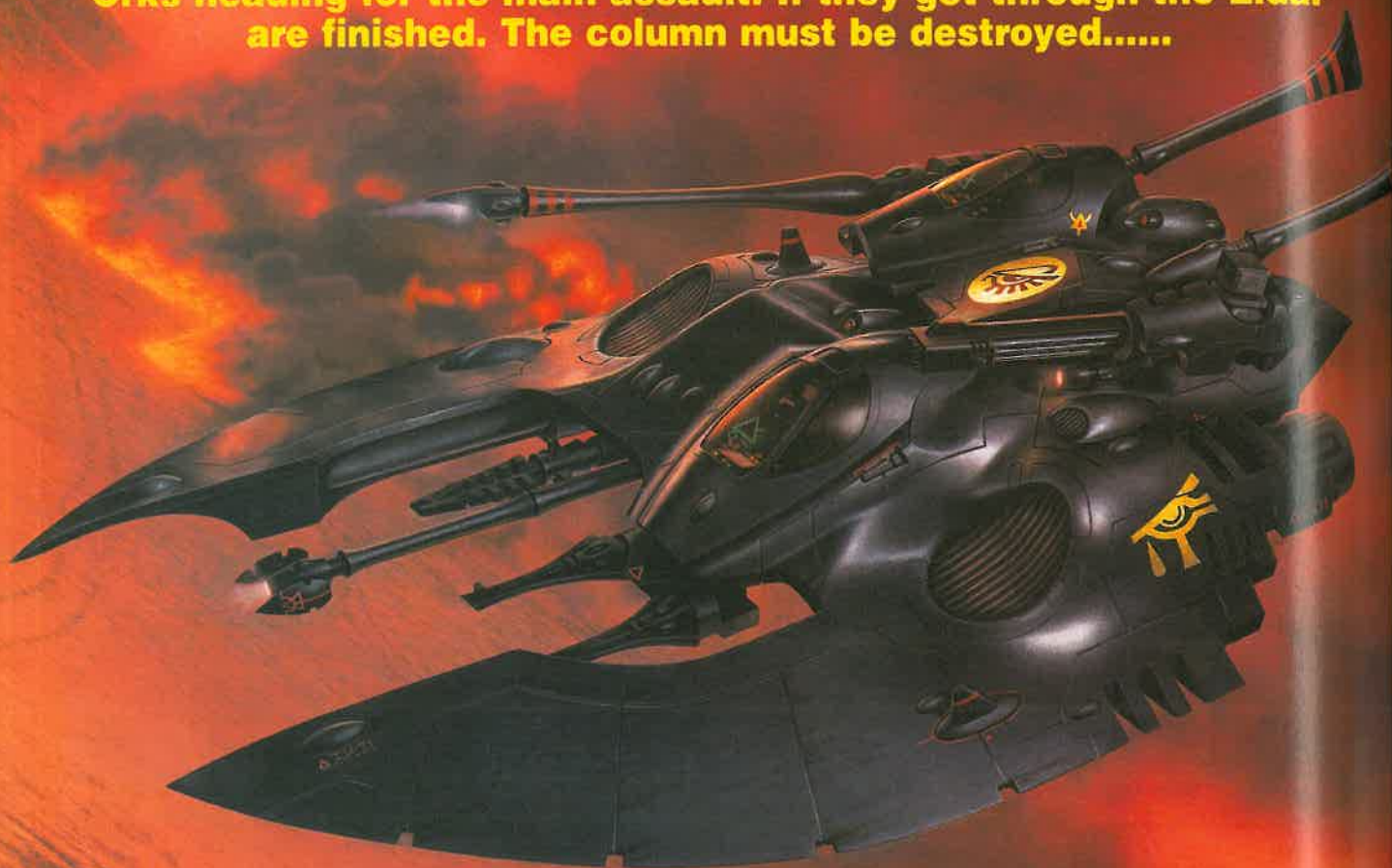
GAMES WORKSHOP®

PRESENTS



BIRDS OF PREY

The Eldar could not allow battle on Tel Amon IV to turn into a war of attrition, first the Orks had the upper hand and then the Eldar. The power of the Farseer could predict the tide of battle. If the Orks re-inforced their latest assault the Eldar hold on the planet was doomed. The Farseer despatches a squadron of Falcon Grav Tanks to intercept a speeding assault column of Orks heading for the main assault. If they get through the Eldar are finished. The column must be destroyed.....



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THE WINGS OF DARKNESS

by Graham Davey & Iain Compton

As you may have noticed there has been something of a 'Falcon Frenzy' this issue. So, with the added bonus of the newly released Greater Daemon of Tzeentch, the Lord of Change we had the perfect opportunity to pit these two against each other in a game!



As a regular Eldar player we asked Iain Compton to take part and he challenged Graham Davey from our Editorial department to a game. Graham is an Aspiring Chaos Champion who lives to serve his dark master on the battlefields of the 41st millennium.

So, the scene was set and the combatants gathered...



At last! My search is over." The Night Lords captain prepared the seals of his Terminator suit and slowly replaced the great tusked helmet. "You were right, the followers of the false Emperor could not contain the power of the artifact." Pausing for a moment, he took in the scene below.

From where he stood above the steep valley, most of the wreck was visible. The spaceship had come down hard onto the surface, ripping an immense furrow in the earth as it broke up. All around the wreck, fused soil and rocks attested to the immense heat of its passage. Now the only recognisable part of the *Divine Majesty* was the double-insulated cargo hold. The massive cargo-casks within had been protected by an intricate framework of shock-girders surrounding them and now they lay strewn about the great rent in the hull. Without turning his gaze from the ruins below, he addressed the sorcerer standing behind him. "It will be down there?" The question was almost a statement.

"There are many things down there," the sorcerer replied. "Your trinket and... other things. Things stir from within the warp. We are not alone. I feel lights within the darkness, a current in the tides, Eldar!"

Captain Veert snorted in disdain. He was more than ready for a fight. Let the Eldar come, the diversion would be welcome. As for the skull-faced sorcerer, for all his divinations he could not know the fate that Veert had prepared for him. Although he had served the captain well, his purpose was fulfilled. A dark shadow hung over the unsuspecting sorcerer, little did he know that he was doomed. The Thousand Son's soul would be with his dark master sooner than he could guess. The servos of the captain's rune-covered lightning claw whined and clicked as he flexed it in anticipation.

As he waited, a low and eerie sound came rolling across the narrow valley, echoes from the steep rocks hiding its source. Sharply, it increased to a howling, eldritch keening as two sleek, green grav tanks raced into view. They flashed over the rugged landscape, bobbing and weaving to avoid the rocks and ridges scant metres below them.

"To cover! Enemies approaching fast!" Even as Captain Veert gave the order, the Chaos Space Marines were finding firing positions in the rugged valley walls. As one the Thousand Sons fell back behind the Terminators with their sorcerer. The vast bulk of the Night Lords in their ancient armour gave the arcane warriors as much cover as any thickness of rock. Veert sneered inwardly at their withdrawal. He would show them how a Space Marine should fight. His brothers would crush the Eldar and find the precious, ancient data-slates that had been stolen from him.

Veert strode to the crest of a rise, not deigning to hide from the weak, effeminate Eldar. As he did so, motion warnings flashed from auto-senses on his suit. Adjusting the focus, he saw shadowy figures flitting across a steep ravine to his right. The image sharpened, and seven vague Eldar shapes became visible. Unaware that they were being watched they scrambled across the barren waste towards the flank of the Chaos force. Captain Veert allowed himself a brief smile, the blood letting would commence with those arrogant fools. Signalling to the other Terminators he swung around to intercept the incautious Eldar, his weapons ready for the slaughter.

PREPARING FOR BATTLE: THE ELDAR by Iain Compton

Two great things have happened for me this month. Firstly, there is a fantastic new Eldar vehicle – the harder-than-hard Falcon grav tank. Secondly, to celebrate the occasion the 'Eavy Metal team has just finished off an all new Eldar army from the Biel-Tan Craftworld. While we generally don't need much of an excuse to fight a battle report with a favourite army, this seemed too good an opportunity to miss.

I really wanted to see just how hard the new Falcon was, so I took two just to be sure! Both of the Falcons have the standard weapons fit of pulse laser and scatter laser, while one also has Talons (a new Eldar vehicle card this month) in case it gets ambushed in close combat.

I wanted the force to be predominately composed of Guardians. My Warlock Caradhryel and Elcanos the Farseer will each be accompanied by a bodyguard of five, whilst the remainder will have a flexible role, holding cover or defending objectives. Scouts are marvellous against foes with a high toughness, as any hits will automatically wound. I took quite a large squad of these, to try to disrupt Graham's plan as much as possible. Unfortunately needle rifles don't work so well against Daemons but I'm pinning my hopes on the scatter lasers and pulse lasers of the Falcons for these. Originally my plan was not to have any Aspect Warriors but, eventually, I went for a squad of Striking Scorpions as I believe them to be the best Aspect against Space Marines of any variety. They have excellent armour and their mandiblasters can tip a fight in their favour before it has even begun.

Veteran Eldar players may have noticed a lot of things missing from my army list.

Where are my Wraithguard, Exarchs, anti-grav platforms or jetbikes and Vypers? Well, I decided that neither Wraithguard nor anti-grav platforms would fit into the kind of force that I had envisaged. Jetbikes and Vypers were passed over mainly because they were too expensive, but also because Chaos Space Marines will have very little difficulty in simply shooting them down. Finally, Exarchs are very much linked to Aspect Warriors, so I didn't feel that an Exarch's presence was justified with only the one Aspect squad.

I have tried to create a force that can deal with virtually anything that the Chaos army can come up with and my plan is just as flexible as the army list. I will set everything up hidden behind cover and as close together as possible. I can then react to the Chaos plan fairly quickly. If necessary, the Falcons can ferry units around to better positions and take the fight to the Chaos army.



PREPARING FOR BATTLE: CHAOS by Graham Davey

Chaos armies need careful thought, especially if you want to include daemons. For this battle I am trying out the new Lord of Change model, so that is the first thing that goes down on my army list. The Greater Daemon is very destructive, but first you have to get it onto the battlefield; either by summoning it or by possessing another model. The trouble with summoning is that if you are unlucky it can take a couple of turns. In a smallish game like this one, the Lord of Change uses up one fifth of all my points, so being without it for one or two turns would be a big waste. I decide to avoid this problem completely, and buy a level 1 Sorcerer who the Greater Daemon can possess in the first turn. This way it can get stuck in straight away!

Of course, if there are no models with the Mark of Tzeentch left on the table, the Lord of Change will disappear into the Warp, so my next choice is a squad of Thousand Sons Marines. Unfortunately there are only four models available and they seem rather vulnerable (if *Energy Drain* is played then D6 Thousand Sons have their souls sucked away and are removed), so I decide to give my Chaos Lord the Mark of Tzeentch too. I also give him the Chaos Reward *Destiny of Tzeentch*, to give me an advantage in the psychic phase (I know from previous games against Eldar that their psychic powers are very nasty). To complete the army I choose a big Terminator squad, a Dreadnought and a Veteran squad, all from the Night Lords legion.



Eldar armies tend to be very fast moving and hard to pin down. The fact that Iain will be using the Falcon grav tank makes matters even worse, so I leave my battle plan fairly flexible in order to (hopefully) respond to whatever the Eldar do. A Falcon can transport troops around very quickly so the Dreadnought and my Chaos Lord will guard against flank attacks, while the Terminators and Thousand Sons form a solid central force. The Lord of Change can fly about, attacking (and killing) anything it gets its talons on.



After the Lord of Change finished destroying the Guardian squad, the Eldar Farseer and his bodyguard of Guardians turned to face it. To help them, the second Falcon doubled back from it's out-flanking manoeuvre to shoot with it's pulse laser. The combination of the Eldar firepower and psychic powers was enough to banish the Lord of change back to the warp.



ELDAR CONCLUSION

Hmm. After a hard fought game, I emerged bloodied but victorious. I really thought that Graham had the game in the bag when he summoned the Lord of Change in his very first turn. There was very little that I could do except stay out of it's way and watch as it took my army apart with claws, teeth and psychic powers. I was lucky to kill it, and Graham was deeply unlucky not to nullify the *Doom* upon it.

Greater Daemons apart, my plan worked pretty well. The two Falcons turned an infantry army into a super-mobile force. I was able to outflank with one while the other feinted, then doubled back. As a result, I found most of the Chaos army lined up in the open on my last turn as they desperately tried to counter my manoeuvrings. The Falcons were easily the best things in my army. Not only did they force the Chaos Space Marines into a defensive role, but one destroyed the Greater Daemon, while the other took care of the Chaos Dreadnought. Graham found the Falcons very hard to hit and also surprisingly difficult to damage. Several bursts of heavy weapons fire pattered harmlessly off the smoothly curving hulls much to his disgust - and my relief!



This Eldar Farseer was converted and painted by Adrian Walters from our 'Eavy Metal team. If you're good we'll tell you how he made it next issue...



The huge form of the Lord of Change charges one of the Guardian squads. The Guardians pass their terror test, but are destroyed by the Greater Daemon.

ARMOUR-PLATED ARMAGEDDON



7th DECEMBER

The battle on Tel Amon IV was turning into a war of attrition, first the Orks had the upper hand and then the Eldar. The power of the Farseer could predict the tide of battle, if the Orks reinforced their latest assault the Eldar hold on the planet was doomed. The Farseer dispatched a squadron of Falcon Grav Tanks to intercept a speeding assault column of Orks heading for the main battlezone. If they get through, the Eldar are finished. The column must be destroyed...

**11th, 12th and 14th
DECEMBER**



All armies should use a battle plan. Does your army have one? Is your general the kind of guy who couldn't be bothered? Well, for three days we'll be showing you which tactics will work for your army and style of play.



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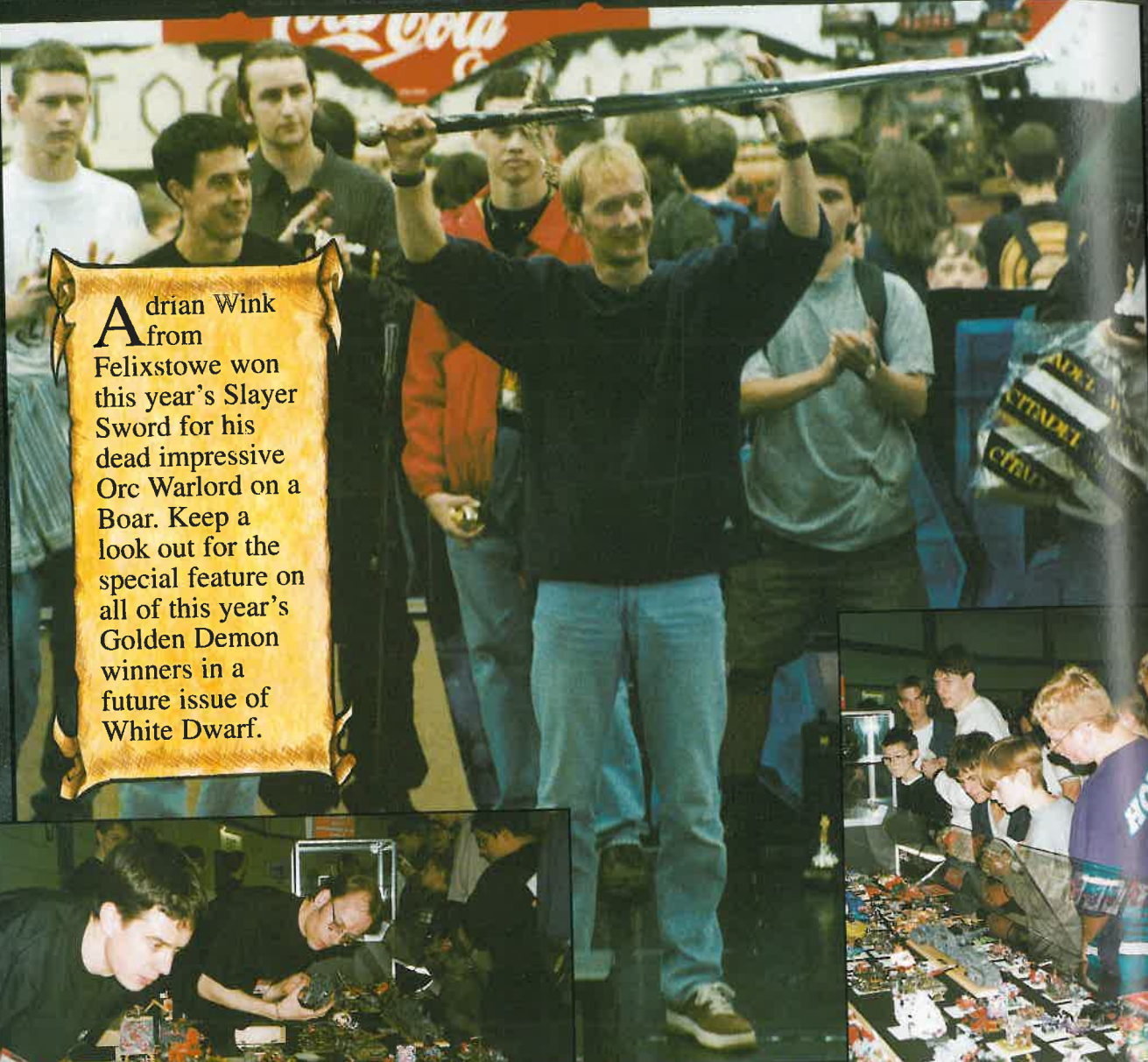
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For those of you who missed out on GW's premier event of the year, here's a selection of our favourite highlights.

For those of you who missed out on GW's premier event of the year, here's a selection of our favourite highlights.



• GOLDEN DEMON •

A large photograph showing a man in a dark long-sleeved shirt and light blue jeans holding a long sword aloft with both hands. He is smiling and looking towards the camera. He is surrounded by a crowd of people, mostly young men, some of whom are clapping. In the background, a Coca-Cola logo is visible on a red banner.

Adrian Wink from Felixstowe won this year's Slayer Sword for his dead impressive Orc Warlord on a Boar. Keep a look out for the special feature on all of this year's Golden Demon winners in a future issue of White Dwarf.



Two of the Golden Demon judges Mike McVey and Matt Parkes with the unenviable task of picking winners from thousands of brilliant entries (above).

The Golden Demon display is always one of the main attractions at Games Day and this year was no exception (right).



THE WARHAMMER PLAYER'S SOCIETY PUT ON A HUGE 4-WAY DEMONSTRATION GAME INVOLVING BRETONNIANS, WOOD ELVES, DWARFS, ORCS, DARK ELVES, SKAVEN AND UNDEAD!

The latest offerings from Inferno and the Citadel Journal were on show.



SKWIG
DRAWING



Games Workshop artist Wayne England entertained the crowds all day long with his Skwig Drawing kontest.

SPEED PAINTING



Speed painting has been part of Games Day for as long as any of us can remember. The idea (surprisingly enough) is to paint a model as quickly as possible and the best one gets to keep the rest. As you can see from the evidence above, supervising this can be a bit of a messy business!

Now that's what I call a hair cut!

This massive plastic moulding machine (affectionately known as Sandy to it's owners for some reason) was endlessly churning out sprues of the new Gorkamorka Orks which were then being given away for free!

Always wanted to see Citadel Miniatures being cast - well at Games Day you could see it happening live.

Every year at Games Day the NIA's main hall is jammed full of gaming tables packed with Citadel Miniatures and all sorts of exciting terrain. This year was no exception as gamers jostled each other for the best positions around the tables to enjoy a game.

Organised by the Games Workshop stores, the overall impression was that this year's gaming tables were the best yet. The following are just a few of our favourites.

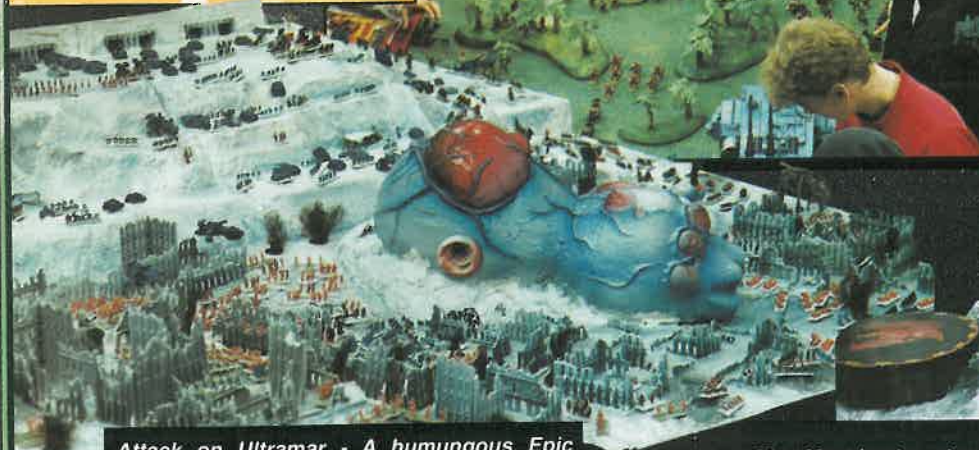
Tyranid Mycetic spores cover the battlefield in this game of Warhammer 40,000.



Space Hulk meets Warhammer - in the ruined Lizardman city of Qwetzl.



Yabba-stegga-doo!
A Stegadon racing game.



Attack on Ultramar - A humungous Epic 40,000 display (over 1,000,000 points worth of stuff!) depicting the Tyranid assault on the planet of Ultramar.

82

Undead chariot racing, dead serious!



Warhammer aerial combat among the clouds, with Warhawk Riders and Carrion battling it out to steal Dragon egg's.



Warhammer 40,000 player's battle it out over a polar ice cap of Ultramar.



The Manchester store came up with a stunner. The Fang is the massive and impregnable fortress of the Space Wolves. This awesome display towered over 6ft tall.

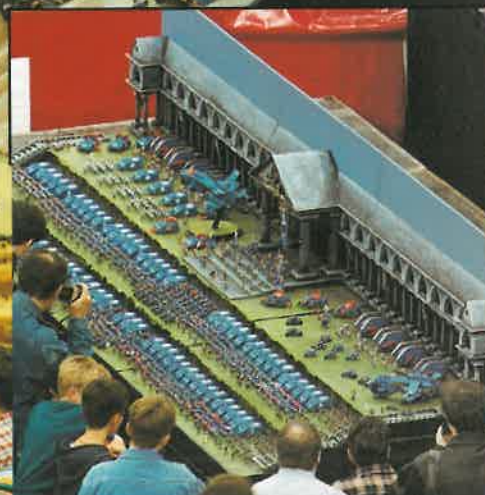
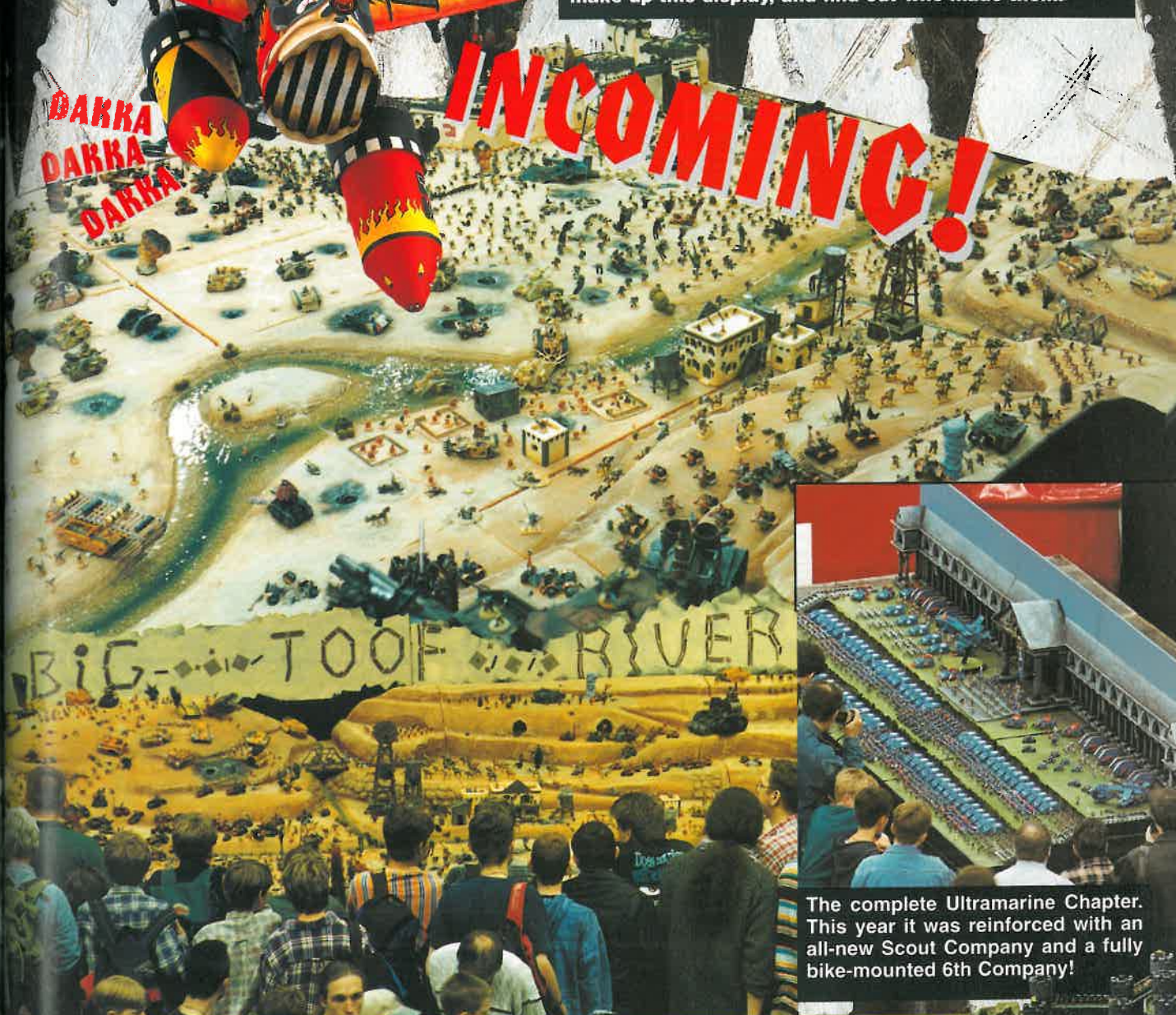


BIG TOOF RIVER

Massacre at Big Toof River. Waaagh, da Orks! Enuff said! Well, not entirely as White Dwarf will be showing this monstrous display in all its glory in a future issue. You'll be able to look closer at some of the great models that make up this display, and find out who made them.

DAKKA
DAKKA
DAKKA

INCOMING!



The complete Ultramarine Chapter. This year it was reinforced with an all-new Scout Company and a fully bike-mounted 6th Company!

The Plains of Antoch. An immense display that chronicles the valiant efforts of the Bretonnian defenders to stave off the Lizardman attack! How many Knights?!

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All of the following stores stock a range of Games Workshop games and Citadel miniatures. If you have difficulty in obtaining any particular games or models then our Mail Order service will be happy to help!

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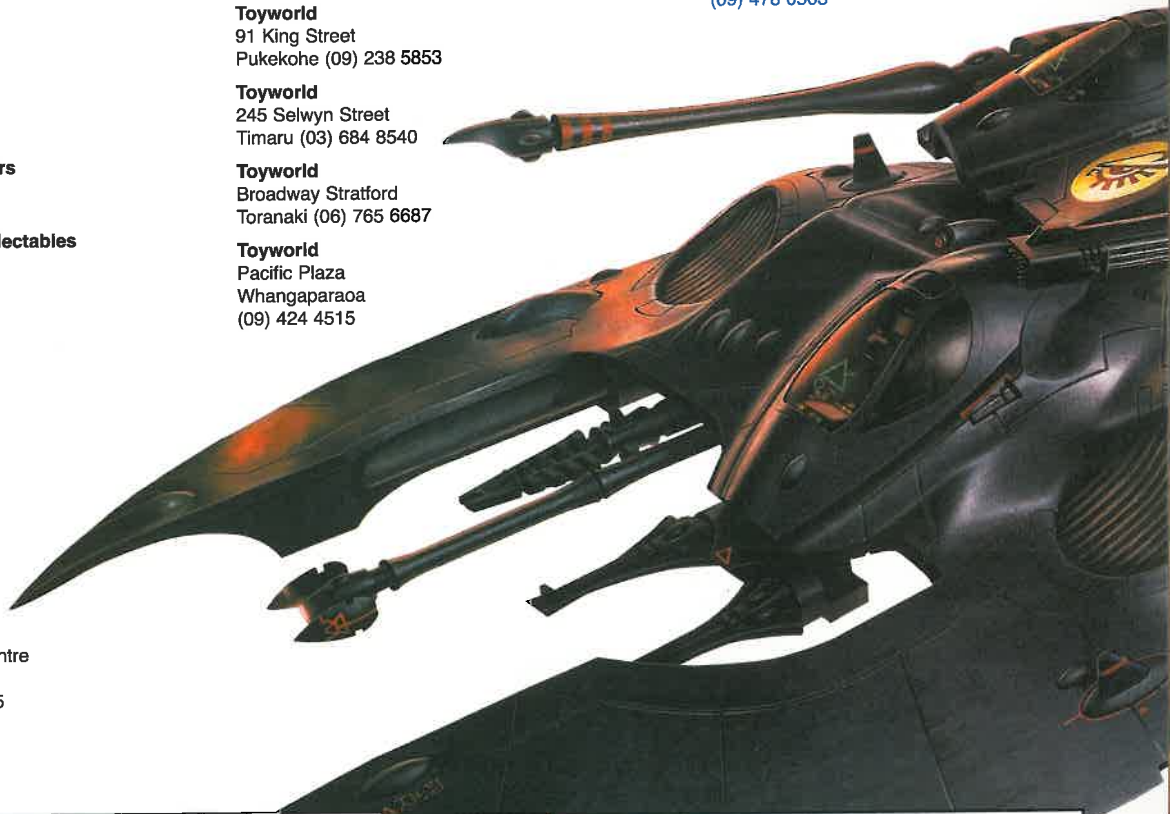
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NEW ZEALAND PRICES NEW ZEALAND

The latest Warhammer 40,000 Codex book to hit the shops is Codex Assassins. We pestered Ian Pickstock for some fiction and he gladly obliged with this short story....

A Great Undertaking

Grieger had to wipe his hands on the rag again, sweat was pouring down his face and as he once again picked up the extractors his hands began to shake, uncontrollably. Oh, this was no good, he thought. How can I carry out precision experiments when my body is a nervous wreck? Placing the tool back on the tray, Grieger went across the lab and took a small container from a shelf. Upending it he allowed two long blue capsules to fall into the palm of his hand. Grieger placed the two capsules on his tongue and washed them down with a handful of water, from a nearby sink. He continued to splash water onto his face, trying to wash some of the sweat away and refresh himself. Grieger could feel calm descending upon him as the Tranks began getting to work on his nervous system. Grieger found the Tranks an invaluable aid in his line of work, many of his experiments, were potentially lethal and required absolute concentration. One wrong movement and something disastrous could happen. It was not the fear of this happening that was problematic. Grieger had seen far too many things in his lifetime to be bothered about the odd lab accident here and there. It was the excitement, the anticipation of discovering the unknown or even the forbidden that so often gripped Grieger like a fever, causing him to lose momentary control of his body. Many times in the past Grieger had found himself pacing up and down his lab, thoughts tumbling through his mind like water crashing over a burst dam. Imagining the great glories that would become his, when everyone learned of his magnificent studies.

The tranks allowed him to put such thoughts aside and actually get on with some work. They were beginning to kick in, and he felt an inner calm come over his whole body. No longer did he fidget or twitch and the distracting thoughts were no more. Finally, he had total control and once more he returned to his work. The strange artefact lay on his work-bench, secured by clamps and straps. Cylindrical in shape and constructed of a dull black metallic substance. Golden runes were inscribed into the side of the artefact. Grieger had set a logic engine to deciphering the runes, but so far no results. One end of the artefact bore the scars of violence and battle damage, indicating that it had once been attached to something else. Several cables protruding from this end and Grieger had spent many hours attaching these to his data-compiler.

In the meantime Grieger had turned his attention to a hole blasted in the middle of the artefact, possibly some sort of battle damage. Scanners had revealed that there was something foreign embedded in the artefact. Slowly Grieger once more picked

up the extractors, clicked on his personal refractor field, creating a hazy glow around himself. If the object turned out to be something as simple as an unexploded boltgun round then he would be in trouble if he didn't take the appropriate precautions.

"Aah ha! Got it" he murmured as he felt the extractors grip the object. Slowly he eased it out, pulling the tiny object up through the bore hole. Then something strange happened. At first Grieger couldn't be sure if it was the refractor field playing tricks with his eyes, but he could swear that the artefact was becoming, in some way, insubstantial. This was too bizarre, maybe it was a bad dose of Tranks. Grieger continued pulling the object upwards, there was a clunk as one of the securing straps fell to the workbench. With the artefact rapidly disappearing there was nothing left to hold the strap in place. Grieger flicked a switch on the extractors releasing the object and letting it fall back into the heart of the artefact. Instantaneously the artefact reappeared back on the workbench.

Captain Ordair was not pleased. Sensing his mood, his flag officers busied themselves at their consoles, trying to put as much of the high-backed flight chairs between themselves and the bristling captain as possible.

The Captain paced around the deck of the bridge, his patience was just about at an end, the Navigator had complained about some disturbance in the warp. "Like someone using a teleporter" were his exact words. Well, the Fist of Jade only had one teleporter and it had been decommissioned centuries ago, due to unreliability. However, procedures still had to be followed and Ordair had sent a team down to investigate the teleporter chamber. In the meantime, Ordair had had to delay the jump into warp space by two days while all these shenanigans were going on. Such a delay might cost him dear by the time he got to the Imperial Fleet base at Vanaheim and it was highly likely he would miss his window for the jump to the Terran system. For which only he would get the blame and no doubt be charged premium rate by the Navigators Guild for an unscheduled jump into the mother system, it all smacked of a plain old rip off by the Navigators.

Servo-motors whirled as the massive blast doors that barred entry to the bridge opened. Inquisitor Yeurl strode onto the bridge ignoring the bows of minor flag staff, Yeurl addressed Captain Ordair directly.

"Captain, what is the meaning of this delay?"

Ordair did not care for the tone of this impetuous Inquisitor, he was the Captain of this vessel and felt some respect was due.

"Lord Inquisitor" Ordair began affecting an air of disdain "as I informed your superior only a few moments ago..."

"Captain, you are mistaken, Inquisitor Hraken is not my superior, we are working together on a great undertaking, of vital importance to the Imperium. Now when exactly did you speak to Lord Hraken? I have not seen him for a number of hours and have urgent matters to discuss."

"I am here, Yeurl!" the raspy voice of the old Inquisitor could be heard as he spun the Captain's chair around to reveal his presence on the bridge. "The Captain was just telling me about an unidentified disturbance in the warp reported by his Navigator only a few hours ago. The good Captain has sent a team to investigate this forthwith. In the meantime I hope you shall join us all in praying that we have not been visited by some vile creature of the unknown." Inquisitor Hraken arose from the captain's chair and directed the other Inquisitor off the bridge. "Come now, Yeurl, let us go to my quarters, what are these important matters that you speak of?"

As the two Inquisitors receded down the ships passageway, a glow emanated from the electoos on their foreheads, starkly illuminating their features, in the dark passageway of the ship. The electoo depicted a many headed serpent entwined around the holy cross of the Inquisition, its many tails and heads trying to swallow, or strangle, or even engulf in fire the seal of the Inquisition, the few that knew of its existence would recognise it as the symbol of the Ordo Xenos. Yeurl spoke to the older Inquisitor in hushed tones.

"Hraken, I think I have located our artefact"

"Oh yes, do tell me more..."

Only the dull glow from a single data-tablet cast any light into the darkened room, a robed figure sat hunched over the display. The only sound in room was a regular staccato beat of fingers punching at keys. The rhythm ended with a high pitched grid as a print out spewed from an orifice in the wall. The hunched figure grabbed the print out, pulling the hood of his robe over his head to further obscure his features he arose and left the room.

Grieger lay on his cot trying to sleep, all in all it had been a most productive day. Best of all the ship's jump into warp space had been delayed. Such an unexpected boon would allow him a few more days to experiment

with the artefact. Tomorrow he would try and remove some of the outer plates and see if he could possibly get a better look at the object embedded in the artefact without removing it. Grieger was sure that object was something man-made, possibly a jamming device that prevented the whole thing from disappearing. All these joyous discoveries and more lay in wait tomorrow, but for now he must sleep. Grieger popped a couple of pink pills in his mouth, and after a few minutes he felt the drugs flooding his system, his body relaxed as sleep overtook him. As the last of his conscious thought slipped away, he remembered the dream, the dream he had suffered every night since leaving the planet, as always it was too late to wake up and the dream gripped him once more...

Grieger screamed, his jaw wide open as he stood transfixed upon a plain of sand, a scene of utter carnage erupted in front of him. All around him his colleagues and friends ran amok as the alien machines descended upon them, their death-rays blasting. Skin flayed, flesh disintegrated and bones dissolved before his very eyes. None would escape this terror he felt sure. It was only a matter of time before they turned their attentions to him. Gripped by abject horror, Grieger could do nothing, nothing to save his friends and nothing to save himself. Tears streamed down his face as he stood and awaited his death.

Now the grinning steel skull of death was before him, its lifeless eyes glowing with malevolence. He felt his life being sucked into that gaze, his time was at an end he felt sure. But before he could feel the cold steel thrusting into his guts, the alien warrior was thrown back a bolt exploded in its innards, dismembering its arms and scattering shards of armour plate and components. Grieger still stood gripped by the gaze of the now smashed warrior machine. Its eyes glowed with renewed brilliance, and then it dissolved into nothingness. The horrific scene began to dissolve, as robed figures brandishing boltguns swept before his eyes, their weapons cutting down the alien machines. He was saved, the Emperor had saved him. Surely there must have been a reason for this. Grieger's dreams slipped back to his usual imaginings of greater glories and he knew why he had been saved, he had much work ahead but the reward would be great.

Inquisitor Hrakon swept down a passageway on the *Fist of Jade*. He had in one hand a casket and in the other he held a bolt pistol. Hrakon took a quick glance at the ornate amulet pinned to his robe, time was running out and he moved quickly and with purpose. He had hoped that things would go more smoothly, that the *Fist of Jade* would have been able to transport him and the device back to Jupiter. It wasn't all bad though, now he wouldn't have to deal with Yeurl. Everything had gotten far too messy, and much of it was needless. Yeurl's heavy

handed methods were not suited to the *Ordo Xenos*, and now Hrakon had to clean up.

Admittedly it was a bit of a harsh judgement to serve, but the importance of his great undertaking had to take precedence. A few pitiful human souls or the taming of an over impetuous Inquisitor must not be allowed to stand between himself and his ultimate goal. As he moved quickly to his unknown destination, Hrakon was even prepared to sacrifice himself, but only if it meant the difference between success and failure.

Hrakon punched the override code into the door lock and entered the lab. The lab was a mess, bits of disassembled hardware lay in amongst tools and delicate experimental apparatus.

"A disorganised mind is the playground of Chaos" Hrakon muttered as he slowly scanned the room looking for something. A bald man lay on a cot, sleeping. It was a disturbed sleep, as he tossed and turned, a low gurgling issuing from his partially open mouth. A canister of illegal tranquillisers lay open by his side, their contents spilled onto the floor. Hrakon recognised him, he was one of the few surviving investigators from the dig, an over-ambitious man who knew nothing of the true nature of the world that he lived in. Hrakon finally located what he was looking for in amongst the debris of half finished projects, pulling aside the rag that covered it he finally found what he had come halfway across the galaxy for. Opening the casket he carefully lowered the alien artefact into it. The case had padding cut to shape and the device slipped snugly into place. He closed the casket and took a moment before leaving the lab to gaze out of one of the portholes. There was nothing to see but neighbouring stars, but Hrakon knew that out there, cloaked from human eyes was one of the Imperium's ultimate weapons of death.

Heading further into the bowels of the ship he came to the teleport chamber. Its disused consoles covered in plastic tarpaulins and the inches of dust, still bore the footprints of the crew's investigation days ago. Hrakon checked the time before stepping onto the teleport pad, where upon he faded into nothingness. A few moments later another figure appeared on the teleport pad. The figure was entirely clad in black, only the bone ivory of a skull mask shone in the dull emergency lighting of the teleport chamber. The figure stepped off the teleport pad and silently disappeared into the depths of the ship.

Somewhere on the ship a warning light winked on and off, and a member of crew set off with the thankless task of waking Captain Ordair to inform him that another unexplained warp disturbance had just taken place. It didn't matter now, they were all doomed - a chill had crept into the very core of the ship, as death stalked the *Fist of Jade*.

The last few hours, or was it days, Yeurl

couldn't be sure, had been harrowing. All around the ship, the crew lay dead, their guts torn from their bodies, limbs mangled and bodies decapitated. Screams of terror and the sounds of indiscriminate violence echoed down every passageway, as an unknown assailant systematically slaughtered every living soul aboard. Could this be the vile creature of the unknown that Hrakon had talked of? Yeurl was frantic, his boltgun gripped tight in his right hand he once again began turning over the laboratory looking for the artefact. A figure lay on a cot, soaked in his own blood, his severed head missing.

Yeurl, felt a shadow fall across him and stood motionless, his feet rivetted to the floor of the lab, his mission to find the artefact or uncover Hrakon's true intentions forgotten. He looked up to see the Eversor assassin stalk into the lab, his movements were slow and deliberate; lithe and deadly. The skull mask kept its cold, lifeless eyes on the Inquisitor at all times. The assassin's synskin was wet and shiny and blood dripped from it onto the floor. Bits of gore and flesh hung from armoured plates, and Yeurl felt sure a piece of the Captain's lapels were entangled in the hilt of assassin's power sword. A noise like a pneumatic pump being operated and the sound of liquid gushing into phials filled the room - the Neuro-gauntlet. The Inquisitor glanced at the vicious instrument of pain and death that sheathed the assassin's left hand, the Eversor responded by opening and closing the needle prongs of the gauntlet, a series of menacing clicks penetrated the absolute silence as the needle fine hypodermic scythes touched.

Surely this cannot be, Yeurl thought, one such as myself cannot be a target. Why tell me all about the great disaster, the ancient ones and the battles of the old enemy for it to come to this. Where was Hrakon, surely this was a mistake, I am an Inquisitor of the *Ordo Xenos*!

"I am *Ordo Xenos*, look!" he shouted at the agent of death, touching his hand to the electoo on his forehead, but nothing happened. The electoo didn't glow as it did when Hrakon was there. His protestations were futile, Yeurl didn't even know if the Eversor could hear his cries. A sharp hiss issued from the Eversor, and a green vapour escaped from a vent in his synskin, and then the assassin struck, moving almost too quickly for human eye to perceive.

It was only as the Eversor pounced that the truth dawned on Yeurl. As he futilely raised his bolter and heard, a dull click as the first round jammed in the chamber, even as the Neuro-gauntlet closed around his throat, its deadly toxins pumping into his blood stream, Yeurl realised that he had failed. They had been testing him, checking if he was suitable and he had failed utterly. As his life slipped away his solitary screams could be heard echoing down the passageways of the now empty ship.

Ian Pickstock



CODEX Assassins

Codex Assassins was written by Ian Pickstock and he kindly agreed to scribble down a few thoughts for us on how best to use each Assassin in your games of Warhammer 40,000. Cheers, Ian!

This Eversor Assassin was converted and painted by Ian Pickstock (busy bloke!) who was inspired by Wayne England's menacing Codex Assassins cover painting.



CULEXUS ASSASSINS

The Culexus Assassin is probably the most unusual of the Assassin temples, however its role on the battlefield is left in no doubt: kill psykers. More than with any other Assassin, the Culexus must not get distracted by anything other than getting to grips with a psyker. This is why he can slip by normal troops, bodyguards, etc. Once you start to close in, many psykers will literally flee as fast as possible. If this happens try to drive the psyker toward your own lines, where it will be caught between your army and the Culexus Assassin. Always remember that the Culexus' best mode of attack is his Life Drain skill, which he can only use if he gets into hand-to-hand combat with an enemy psyker. You'll find that the Culexus Assassin is surprisingly good at suppressing enemy psykers as most players aren't so willing to blast away with force 3 powers if a Culexus is nearby!



VINDICARE ASSASSINS

The Vindicare Assassin is probably the most flexible of all the Imperial Assassins. Using the Exitus Longrifle, the Vindicare can choose to pick out individual characters, or take out vital members of an enemy squad, such as heavy weapon troopers and leaders. Even individual crewmen on an exposed vehicle can be targeted by this master marksman. This makes the Vindicare especially useful when fighting against opponents that use weight of numbers, such as Orks. These armies are likely to have lots of Heroes and Champions. You could never hope to take out all these characters in hand-to-hand combat, the assassin simply wouldn't have the time, but the long reach of the Vindicare Longrifle leaves virtually no safe areas on the table for the enemy to hide.

CALLIDUS ASSASSINS

Callidus Assassins are great for taking out individual characters, especially if they are protected by some sort of protective field or the likes of Terminator armour. Bodyguards that throw themselves into the fray to save their leader can be dealt with by her needle-fine Poison Blades. The Jump Back skill is particularly useful as it allows her to avoid opponents that she does not wish to attack, in favour of attacking more important targets. Many opponents may try and buy time for their leader or psykers to escape by sending a squad to gang up on the Callidus and Jump Back allows her to disengage from combat, use the Neural Shredder to teach them a nasty lesson and then charge the real target next turn.



EVERSOR ASSASSINS

The Eversor Assassin has two main ways of attacking the enemy. Firstly, he can mow them down with his Executor Pistol – a single burst is enough to send most squads scurrying for cover. Secondly, he can rip them apart in hand-to-hand combat using his Power Sword and Neuro-Gauntlet. The Eversor's skills and wargear are diverse, but all of it is concentrated on carnage and slaughter. His mission is simple – tear out the heart of the enemy force. No target is too difficult for the Eversor, tanks and bunkers can be blown into molten slag with meltabombs, massed infantry are brutally butchered by ferocious drug-fuelled assaults, while enemy commanders die slowly and painfully at the hand of the Eversor's much feared Neuro-Gauntlet.



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GAMES WORKSHOP®

CLUBS



Notice the change in the name to the J2 Files? That's because this is a special edition of the J Files, co-authored by myself (Jervis), and Gary James. You may recognise Gary's name; he's had articles published in the Citadel Journal and rules of his are included in the 'Battles In The Underhive' Necromunda supplement. He's also assisted me in the Grand Tournament in recent years by helping organise the Blood Bowl and Necromunda

tournaments. I was overjoyed when Gary got in touch to say that he was planning to open a GW Club in his home town of Lincoln. Why? Well, just a couple of weeks earlier John Stallard, one of 'da Big Nobs', had requested my presence in his office and, pausing only to tip prodigious amounts of pepper onto his curry from the staff canteen, proceeded to tell me about his plans for opening a chain of

GW Clubs across the country. "Jervis," he said, "I've decided we need places where people can go to play our games. There just isn't enough room in our stores, so I think we should start organising some clubs for them to go to. One for each of our stores should do it. Sort it out for me would you; there's a good man... and stop all that bloody sneezing!"

So was born the Games Workshop Clubs scheme. Over the course of the next two years or so we're going to open 100+ 'official' Games Workshop

Clubs round the UK, one for every store in the country. We want to see as many clubs around as possible, and to make sure this happens we're going to start a whole bunch of clubs ourselves. Any secretaries of existing clubs reading this article should write to me c/o White Dwarf and I'll send them an information pack explaining how I can tie their club in with what we're doing, and vice versa.

Anyway, when Gary got in touch I seized the opportunity to get him on board as a sort of 'guinea pig' (*what, you mean dress up as a small furry animal and eat lots of grass?* - Paul Sawyer) to help me set up the very first official Games Workshop club. After months of preparations, meetings and numerous e-mails 'Club Lincoln' opened on September 11th and I'm pleased to report it's already a great success. Most of the reason for this was all the hard work put in by Gary and Steve Allen, manager of the GW store in Lincoln - thanks

chaps! As part of those preparations Gary wrote a newsletter explaining what we were trying to achieve with the Club. I thought the newsletter explained things so well that I'm going to use it as the basis for a brochure about our clubs... and it also forms the basis of the rest of this article! Take it away Gary...

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Files

GW CLUBS

As Jervis has already explained, he's planning to set up a chain of clubs across the UK, and he's asked me to help explain what they are going to be like and how they will work. We'll kick off with some reader's questions that we obviously just made up, because this is the first the readers have heard of the clubs...

WOT IS A GW CLUB DEN?

It's a gaming club dedicated to the Games Workshop hobby of collecting, painting and gaming with Citadel Miniatures. It has been established by Games Workshop and is run by a club secretary employed by Games Workshop

SO, WHAT CAN I DO THERE?

You can take part in the whole hobby - so you can play games on our brilliant terrain and boards, paint your miniatures, do conversions, make terrain, and/or hang around talking to other gamers and eating crisps. So long as your games are based on the Games Workshop worlds and settings anything goes! Make up your own rules, play unusual scenarios, build unfeasibly bizarre war machines... or just come along and play a 2,000 point battle with your mate. We won't dictate what you do, we'll leave you free to choose.

HMM, WOT CAN'T I DO THERE...

Well, the most important thing is not to spoil the enjoyment of the other club members (especially the club secretary). The whole point is to have fun, and to make sure everyone else is having fun too! So long as your games

are set in the Games Workshop gaming worlds, and you are using Games Workshop gaming miniatures, then anything goes. Conversions and scratch-built models are great, and old games like Blood Bowl or Talisman are fine too. Remember that shops can teach people how to play. The clubs will welcome beginners but won't teach them like the shops will - you'll be learning from other, more experienced gamers.

WHERE ARE DESE CLUBS DEN?

At the time of writing this only three clubs are open (see the list on the retail pages), but we'll be opening more all the time. This said, it's going to take at least 2 years to cover the whole of the country, so you may have to be patient! Your local Games Workshop store staff can tell you if there is a club in your area, and how to find it.

WHO CAN COME?

Anyone who is at least 12 years old, whether new to the hobby or sad, old beardies. We want people to stay in the hobby, and so older gamers are especially welcome. You can buy tickets for the club in the local shop or just turn up and pay on the night - but if the club is full and you don't have a ticket, that's tough!

DO MY MINIATURES HAVE TO BE PAINTED?

Hah! The 6 million dollar question. Well no, they

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GAMES WORKSHOP CLUBS GAMING TERMINOLOGY

Just so you are in no doubt what we're talking about, here's a quick guide to commonly used gaming terms...

Beardy (Adjective)

The practice of unashamedly exploiting an aspect of the rules to gain an advantage despite it being out of character for the army and/or gaming background. A unit, vehicle, character, etc. that is so designed.

Cheesy (Adjective)

See Beardy.

Fluff (Noun)

The game world background, stories and settings. The 'look and feel' parts of the army books and codices not concerned with rules alone. Often dismissed or referred to in a derogatory fashion by people who are beardy or cheesy in a pathetic attempt to play-down their beardiness or cheesiness.

Gobstyk (Noun)

An uncouth braggard, one who boasts that he/she could thrash your army, gang, etc., over the hills and back again with only half the points - but then finds a limp excuse to not turn up...

Gyt (Noun)

Someone who can thrash your army, gang, etc., over the hills and back again with only half the points. Often used in conjuncture with beardy, cheesy or spawny.

Part-timer (Noun)

See Tinboy.

Spawny (Adjective)

Strictly: Unfeasibly lucky, needing three 6's on 3D6 and getting them - twice.

Commonly: Someone who is so lucky that beating you obviously required no skill whatsoever on their part, thus proving to anyone with an ounce of sense that you are still the better player than they are. So there.

Tinboy (Noun)

Someone who repeatedly fields large numbers of unpainted miniatures and resolutely refuses to paint even a few of them up.

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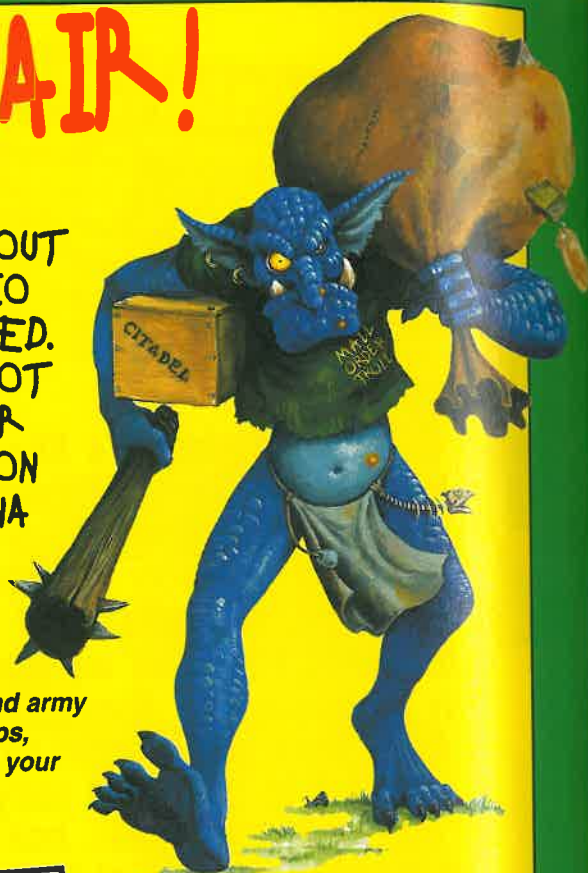
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INFANTRY DETACHMENT 504 pts

COMMAND:

Captain Drogonoff (Hero) in a Chimera
Primaris Psyker Lutian (psyker) in a Chimera
Rough Rider command squad (Assault, Cavalry)

MAIN FORCE:

3 Imperial Guard squads (with commissar(Hero) in one) mounted in Chimeras
4 Heavy weapons squads(Heavy weapons) mounted in Chimeras
1 Rough Rider squad

SUPPORT:

1 Ratling squad(infiltrators)
1 Ogryn squad
2 Hellhound Flame tanks(Close support)
3 Griffon mortars(Artillery)
2 Hydra Flak tanks(Flak)

SUPER HEAVY TANK COMPANY 330 pts

1 Baneblade super heavy tank (Detachment HQ)
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Collect Captain Drogonoff's 834 point Mechanised Company for \$140 and you'll get all the infantry completely free!

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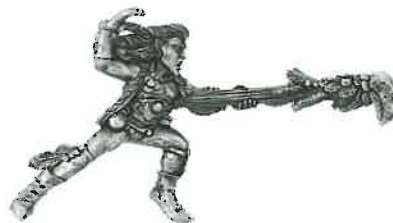
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WOOD ELVES

WOOD ELF MAGE ON WARHAWK



WOOD ELF MAGE ON WARHAWK



WARHAWK MAGE
020403001

A COMPLETE WOOD ELF MAGE ON WARHAWK CONSISTS OF:

- 1 x WARHAWK MAGE
- 1 x WARHAWK LEFT WING
- 1 x WARHAWK RIGHT WING
- 1 x WARHAWK BODY
- 1 x WARHAWK TAIL



WARHAWK LEFT WING
020401103



WARHAWK RIGHT WING
020401104

WARHAWK A



WARHAWK BODY A
020401105

WARHAWK B



WARHAWK BODY B
020401107

WARHAWK C



WARHAWK BODY C
020401109

NOTE: THE WARHAWK HEADS
AND TAILS ARE NOT
INTERCHANGEABLE



WARHAWK TAIL A
020401106



WARHAWK TAIL B
020401108



WARHAWK TAIL C
020401110



FLYING BASE

Warhawk Mage designed by Gary Morley, Warhawk designed by Trish Morrison

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

CHAOS WARRIORS



SHOWN ABOVE ARE ONLY A FEW EXAMPLES OF THE MANY POSSIBLE WAYS YOU CAN ASSEMBLE YOUR CHAOS WARRIORS.



CHAOS WARRIOR
STANDARD BEARER ARM
020106003



CHAOS WARRIOR
STANDARD TOP
020106002



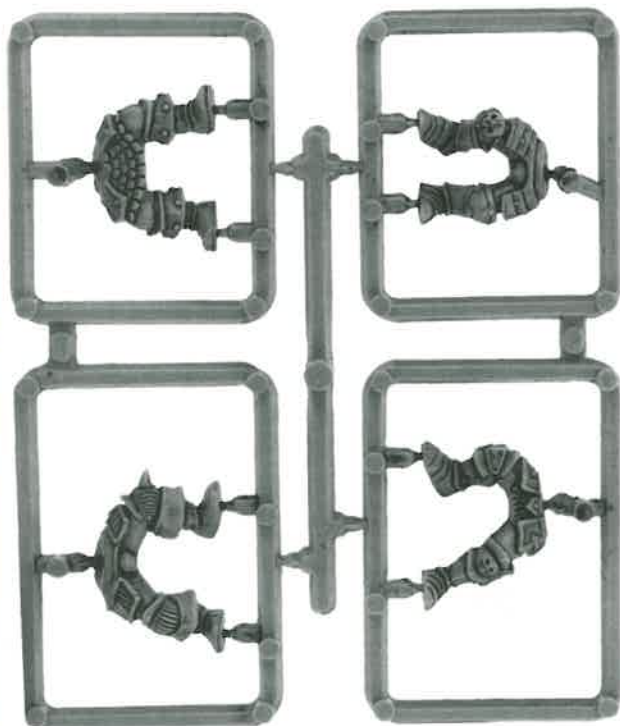
CHAOS WARRIOR
LEADER HEAD
020106001



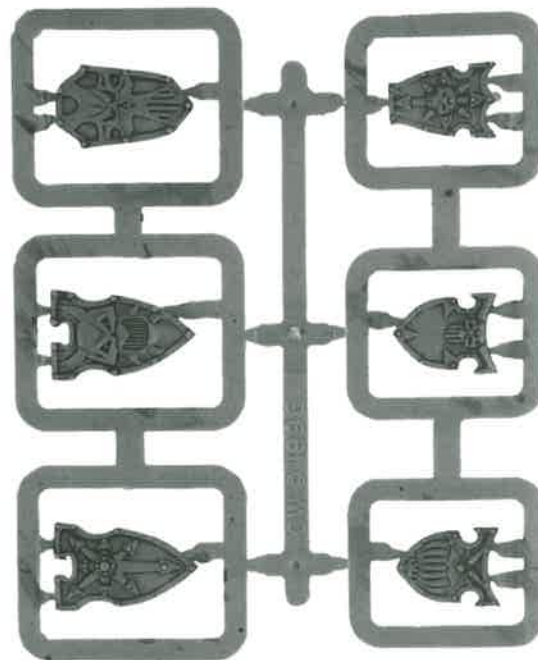
CHAOS WARRIOR
LEADER AXE
020106004



CHAOS WARRIOR
HORN BLOWER ARM
020106001



CHAOS WARRIOR LEG SPRUE
99380201003



CHAOS WARRIOR SHIELD SPRUE
99380201007

ALL THE CHAOS WARRIOR SPRUES ARE SHOWN AT
80% OF ACTUAL SIZE

THE BOXED SET CONSISTS OF:

3 x CHAOS WARRIOR LEG SPRUES, 3 x BODY SPRUES, 2 x SHIELD SPRUES, 2 x RIGHT ARM SPRUES, 2 x LEFT ARM SPRUES, 2 x HEAD SPRUES, 2 x ACCESSORY SPRUES, 1 x STANDARD BEARER ARM, 1 x STANDARD TOP, 1 x LEADER HEAD, 1 x LEADER AXE, 1 x HORN BLOWER ARM. YOU GET ENOUGH PLASTIC SPRUES AND METAL ACCESSORIES FOR A COMPLETE REGIMENT OF 12 CHAOS WARRIORS INCLUDING A COMMAND GROUP.



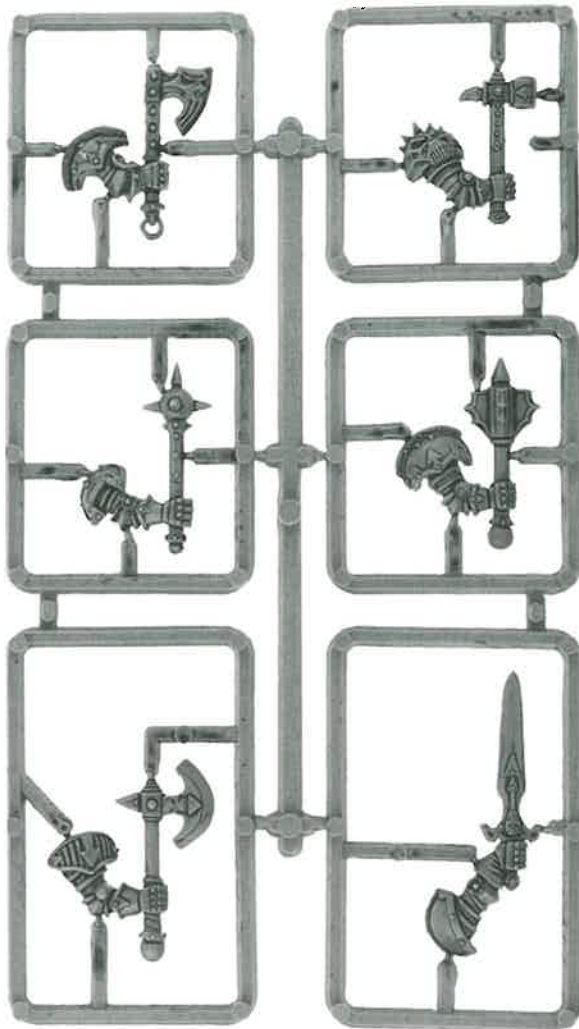
Designed by Aly Morrison and Dave Andrews

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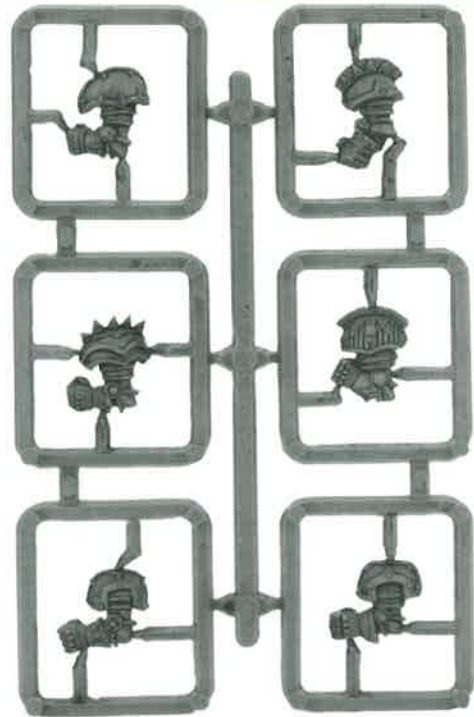


WARHAMMER REGIMENT

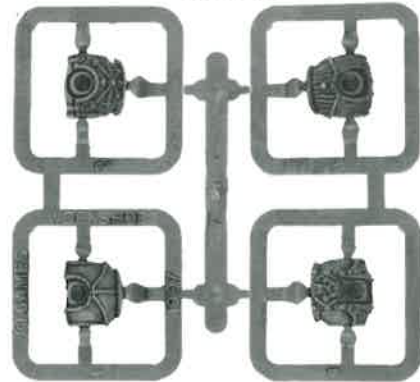
CHAOS WARRIORS



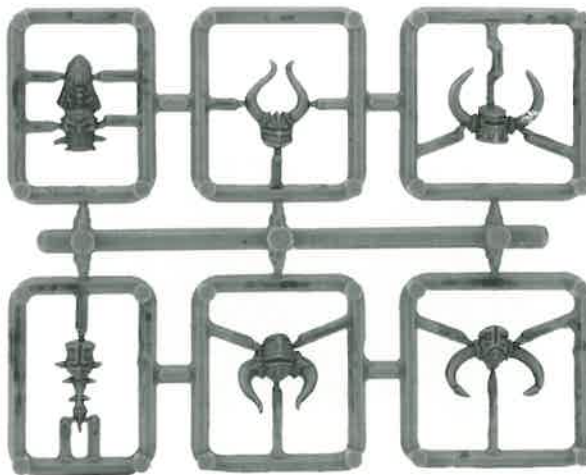
CHAOS WARRIOR RIGHT ARM SPRUE
99380201004



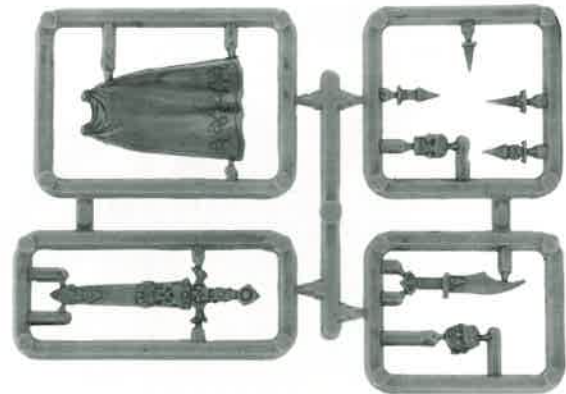
CHAOS WARRIOR LEFT ARM SPRUE
99380201005



CHAOS WARRIOR BODY SPRUE
99380201002



CHAOS WARRIOR HEAD SPRUE
99380201001



CHAOS WARRIOR ACCESSORY SPRUE
99380201006

THE CHAOS WARRIOR ACCESSORY SPRUE CONSISTS OF:
4 x SPIKES, 1 x SKULL, 1 x KNIFE, 1 x BARE HEAD,
1 x SWORD IN SCABBARD, 1 x CLOAK

Designed by Aly Morrison and Dave Andrews

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

GREATER DAEMON OF TZEENTCH



GREATER DAEMON OF TZEENTCH



A COMPLETE GREATER DAEMON OF TZEENTCH CONSISTS OF:

- 1 x GREATER DAEMON OF TZEENTCH BODY
- 1 x GREATER DAEMON OF TZEENTCH NECK
- 1 x GREATER DAEMON OF TZEENTCH HEAD
- 1 x GREATER DAEMON OF TZEENTCH STAFF TOP
- 1 x GREATER DAEMON OF TZEENTCH RIGHT LEG
- 1 x GREATER DAEMON OF TZEENTCH LEFT LEG
- 1 x GREATER DAEMON OF TZEENTCH CLAWS
- 1 x GREATER DAEMON OF TZEENTCH RIGHT ARM
- 1 x GREATER DAEMON OF TZEENTCH SLEEVE
- 1 x GREATER DAEMON OF TZEENTCH STAFF
- 1 x GREATER DAEMON OF TZEENTCH TABARD FRONT
- 1 x GREATER DAEMON OF TZEENTCH TABARD BACK
- 1 x GREATER DAEMON OF TZEENTCH RIGHT WING
- 1 x GREATER DAEMON OF TZEENTCH LEFT WING

CHAOS

GREATER DAEMON OF TZEENTCH



GREATER DAEMON OF
TZEENTCH NECK
020103602



GREATER DAEMON OF
TZEENTCH HEAD
020103603



GREATER DAEMON OF
TZEENTCH TABARD FRONT
020103609



GREATER DAEMON OF
TZEENTCH TABARD BACK
020103610



GREATER DAEMON OF TZEENTCH BODY
020103601



GREATER DAEMON OF TZEENTCH RIGHT ARM
020103606



GREATER DAEMON OF TZEENTCH SLEEVE
020103607



GREATER DAEMON OF
TZEENTCH RIGHT LEG
020103605



GREATER DAEMON OF
TZEENTCH LEFT LEG
020103611



GREATER DAEMON OF
TZEENTCH STAFF TOP
020103604



GREATER DAEMON OF
TZEENTCH CLAWS
020103612



GREATER DAEMON OF
TZEENTCH STAFF
020103608



GREATER DAEMON OF TZEENTCH LEFT WING
020103613



GREATER DAEMON OF TZEENTCH RIGHT WING
020103614

Designed by Trish Morrison

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BRETONNIA™

QUESTING KNIGHTS



QUESTING KNIGHT
BODY 1
020303901



QUESTING KNIGHT
BODY 2
020303902



QUESTING KNIGHT
BODY 3
020303903



QUESTING KNIGHT
BODY 4
020303904



QUESTING KNIGHT
BODY 5
020303905



QUESTING KNIGHT
BODY 6
020303906



QUESTING KNIGHT
BODY 7
020303907



QUESTING KNIGHT
BODY 8
020303908



QUESTING KNIGHT
BODY 9
020303909



QUESTING KNIGHT
BODY 10
020303910



QUESTING KNIGHT
BODY 11
020303911



QUESTING KNIGHT
BODY 12
020303912



QUESTING KNIGHT
BODY 13
020303913



QUESTING KNIGHT
BODY 14
020303914



QUESTING KNIGHT
BODY 15
020303915



QUESTING KNIGHT
BODY 16
020303916



QUESTING KNIGHT
BODY 17
020303917



QUESTING KNIGHT
BODY 18
020303918



QUESTING KNIGHT
BODY 19
020303919



QUESTING KNIGHT
BODY 20
020303920



GRAIL KNIGHT LANCE 1
020302703



GRAIL KNIGHT LANCE 2
020302702



KNIGHT OF THE REALM LEGS
020300501



QUESTING KNIGHT HORSE HEAD 1
020303905



QUESTING KNIGHT HORSE HEAD 2
020303906



QUESTING KNIGHT HORSE HEAD 3
020303907

A COMPLETE QUESTING KNIGHT CONSISTS OF:

- 1 x QUESTING KNIGHT BODY
- 1 x QUESTING KNIGHT HORSE HEAD
- 1 x KNIGHT OF THE REALM LEGS
- 1 x GRAIL KNIGHT LANCE
- 1 x BRETONNIAN HORSE
- 1 x PLASTIC FIGHTER SHIELD SPRUE

Designed by Alan Perry

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IMPERIAL AGENTS

IMPERIAL ASSASSIN - VINDICARE



VINDICARE BODY
010800101



VINDICARE 2 BODY
010800103



VINDICARE EXITUS LONG RIFLE
010800102



VINDICARE 2 EXITUS LONG RIFLE
010800104

THE COMPLETE IMPERIAL
ASSASSIN - VINDICARE
CONSISTS OF:
1 x VINDICARE BODY
1 x VINDICARE EXITUS
LONG RIFLE

THE COMPLETE IMPERIAL
ASSASSIN - VINDICARE 2
CONSISTS OF:
1 x VINDICARE 2 BODY
1 x VINDICARE 2 EXITUS
LONG RIFLE



IMPERIAL ASSASSINS - VINDICARE

IMPERIAL ASSASSIN - CULEXUS



CULEXUS BODY
010802601



CULEXUS HEAD 1
010802603



CULEXUS HEAD 2
010802604



CULEXUS EYE
010802602

THE COMPLETE IMPERIAL
ASSASSIN - CULEXUS
CONSISTS OF:
1 x CULEXUS BODY
1 x CULEXUS HEAD
1 x CULEXUS EYE



IMPERIAL ASSASSIN - CULEXUS



Designed by Jes Goodwin

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MINIATURES



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IMPERIAL AGENTS

IMPERIAL ASSASSIN - EVERSOR



EVERSOR BODY
010800301



EVERSOR 2 BODY
010800304



EVERSOR EXECUTOR PISTOL
010800302



EVERSOR 2 POWER SWORD
010800305



EVERSOR SENTINEL ARRAY
010800303



EVERSOR 2 SENTINEL ARRAY
010800306



IMPERIAL ASSASSINS - EVERSOR

**A COMPLETE IMPERIAL ASSASSIN -
EVERSOR CONSISTS OF:**
1 x EVERSOR BODY
1 x EVERSOR EXECUTOR PISTOL
1 x EVERSOR SENTINEL ARRAY

**A COMPLETE IMPERIAL ASSASSIN -
EVERSOR 2 CONSISTS OF:**
1 x EVERSOR 2 BODY
1 x EVERSOR 2 POWER SWORD
1 x EVERSOR 2 SENTINEL ARRAY

IMPERIAL ASSASSIN - CALLIDUS



CALLIDUS BODY
010800201



CALLIDUS LEGS
010800202



**IMPERIAL ASSASSIN
CALLIDUS**



CALLIDUS 2
010800203



THE COMPLETE CALLIDUS CONSISTS OF:
1 x CALLIDUS BODY
1 x CALLIDUS LEGS



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EPIC® 40,000

IMPERIAL SHADOWSWORD

SHADOWSWORD TRACKS 030500501



RIGHT TRACK



LEFT TRACK

IMPERIAL HATCHES 030100115



SHADOWSWORD HULL
030500502



SHADOWSWORD CANNON
030500504



RIGHT SPONSON
030500505



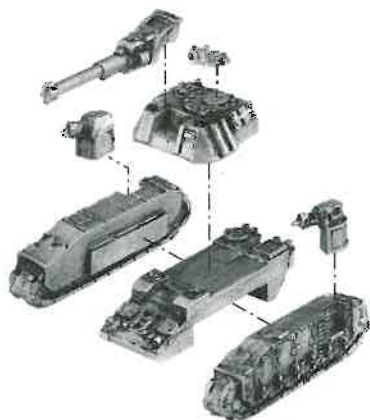
LEFT SPONSON
030500506



SHADOWSWORD TURRET
030500503

A COMPLETED IMPERIAL SHADOWSWORD CONSISTS OF:

- 1 x SET OF SHADOWSWORD TRACKS
- 1 x SET OF SHADOWSWORD SPONSONS
- 1 x SHADOWSWORD HULL
- 1 x SHADOWSWORD CANNON
- 1 x SHADOWSWORD TURRET
- 1 x IMPERIAL HATCH



IMPERIAL SHADOWSWORDS

Designed by Tim Adcock



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EPIC® 40,000

IMPERIAL DEATHSTRIKE MISSILE LAUNCHER

IMPERIAL TRACKS 1
030500401



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 2
030500206



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 3
030500207



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 4
030500208



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 5
030500209



LEFT SIDE



RIGHT SIDE



DEATHSTRIKE
MISSILE LAUNCHER MISSILE
030101103



DEATHSTRIKE
MISSILE LAUNCHER HULL
030101102



DEATHSTRIKE
MISSILE LAUNCHER RAMP
030101104



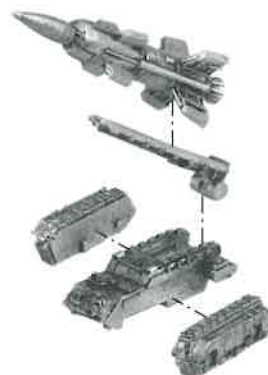
BULLDOZER BLADE 1
030100112



DEATHSTRIKE MISSILE LAUNCHER

A COMPLETE IMPERIAL DEATHSTRIKE MISSILE LAUNCHER CONSISTS OF:

- 1 x SET OF IMPERIAL TRACKS
- 1 x BULLDOZER BLADE
- 1 x DEATHSTRIKE MISSILE LAUNCHER MISSILE
- 1 x DEATHSTRIKE MISSILE LAUNCHER HULL
- 1 x DEATHSTRIKE MISSILE LAUNCHER RAMP



BULLDOZER BLADE 2
030100113



BULLDOZER BLADE 3
030100114

Designed by Tim Adcock



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IMPERIAL HYDRA FLAK TANKS

IMPERIAL TRACKS 1
030500401



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 2
030500206



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 3
030500207



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 4
030500208



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 5
030500209



LEFT SIDE



RIGHT SIDE



HYDRA HULL
030500801



HYDRA TURRET
030500802



HYDRA RIGHT FLAK GUNS
030500803



HYDRA LEFT FLAK GUNS
030500804



HYDRA RADAR
030500805

A COMPLETE IMPERIAL HYDRA FLAK TANK CONSISTS OF:

- 1 x SET OF IMPERIAL TRACKS
- 1 x HYDRA HULL
- 1 x HYDRA TURRET
- 1 x HYDRA RIGHT FLAK GUNS
- 1 x HYDRA LEFT FLAK GUNS
- 1 x HYDRA RADAR



HYDRA FLAK TANK

IMPERIAL SIEGE ARTILLERY BOMBARD

IMPERIAL TRACKS 1
030500401



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 2
030500206



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 3
030500207



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 4
030500208



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 5
030500209



LEFT SIDE



RIGHT SIDE



BOMBARD HULL
030501302



BOMBARD PLATFORM
030501303



BOMBARD CANNON
030501304



BOMBARD SHELL HOIST
030501305



BULLDOZER BLADE 1
030100112



BULLDOZER BLADE 2
030100113



BULLDOZER BLADE 3
030100114

A COMPLETE IMPERIAL BOMBARD CONSISTS OF:

- 1 x SET OF IMPERIAL TRACKS
- 1 x BOMBARD HULL
- 1 x BOMBARD PLATFORM
- 1 x BOMBARD CANNON
- 1 x BOMBARD SHELL HOIST
- 1 x BULLDOZER BLADE



IMPERIAL BOMBARD

Designed by Tim Adcock

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IMPERIAL CHIMERA

IMPERIAL TRACKS 1
030500401



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 2
030500206



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 3
030500207



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 4
030500208



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 5
030500209



LEFT SIDE



RIGHT SIDE



CHIMERA HULL 1
030500702



CHIMERA HULL 2
030500703



CHIMERA HULL 3
030500704



CHIMERA HULL 4
030500705



CHIMERA TURRET 1
030500710



CHIMERA TURRET 2
030500711



CHIMERA TURRET 3
030500712



CHIMERA TURRET 4
030500713



CHIMERA TURRET 5
030500714



BULLDOZER BLADE 1
030100112



BULLDOZER BLADE 2
030100113



BULLDOZER BLADE 3
030100114

A COMPLETE IMPERIAL
CHIMERA TANK
CONSISTS OF:
1 x SET OF IMPERIAL
TRACKS
1 x CHIMERA HULL
1 x CHIMERA TURRET
1 x BULLDOZER BLADE
1 x HATCH SPRUE

IMPERIAL HATCH SPRUE
030100115



STORM BOLTER HATCH



SEARCHLIGHT HATCH



HATCH



IMPERIAL CHIMERA

IMPERIAL HEAVY MORTAR GRIFFON

IMPERIAL TRACKS 1
030500401



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 2
030500206



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 3
030500207



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 4
030500208



LEFT SIDE



RIGHT SIDE

IMPERIAL TRACKS 5
030500209



LEFT SIDE



RIGHT SIDE



GRIFFON HULL 1
030500902



GRIFFON HULL 2
030500903



GRIFFON HULL 3
030500904



GRIFFON HULL 4
030500905



GRIFFON HEAVY MORTAR
030500910



BULLDOZER BLADE 1
030100112



BULLDOZER BLADE 2
030100113



BULLDOZER BLADE 3
030100114

A COMPLETE IMPERIAL GRIFFON
HEAVY MORTAR
CONSISTS OF:
1 x SET OF IMPERIAL TRACKS
1 x GRIFFON HEAVY MORTAR HULL
1 x GRIFFON HEAVY MORTAR
1 x BULLDOZER BLADE



IMPERIAL HEAVY
MORTAR GRIFFON

Designed by Tim Adcock

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GORKAMORKA

ORK BOYZ WITH BLUNDERBUSS



ORK BOY
WITH BLUNDERBUSS 1
040301701



ORK BOY
WITH BLUNDERBUSS 2
040301702

ORK BOYZ WITH KANNONS



ORK BOY
WITH KANNON 1
040300901

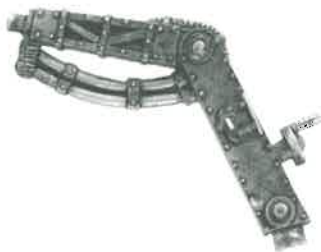


ORK BOY
WITH KANNON 2
040300902

BIG GRABBER



BIG GRABBER JAWS
040301902



BIG GRABBER CRANE
040301901



WRECKER TRUKK
WRECKER HANDLE
040301606



BIG GRABBER
SHOOTA
040301904



BIG GRABBER
SLUGGA
040301906



WRECKER TRUKK
WRECKER BASE
040301513



WRECKER TRUKK
WRECKER PEDAL
040301608



BIG GRABBER
HAMMER
040301905

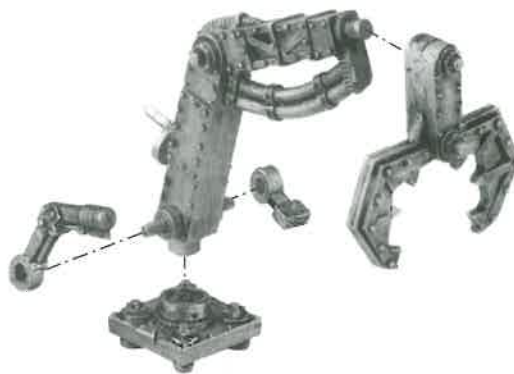


BIG GRABBER
BLOWTORCH
040301907

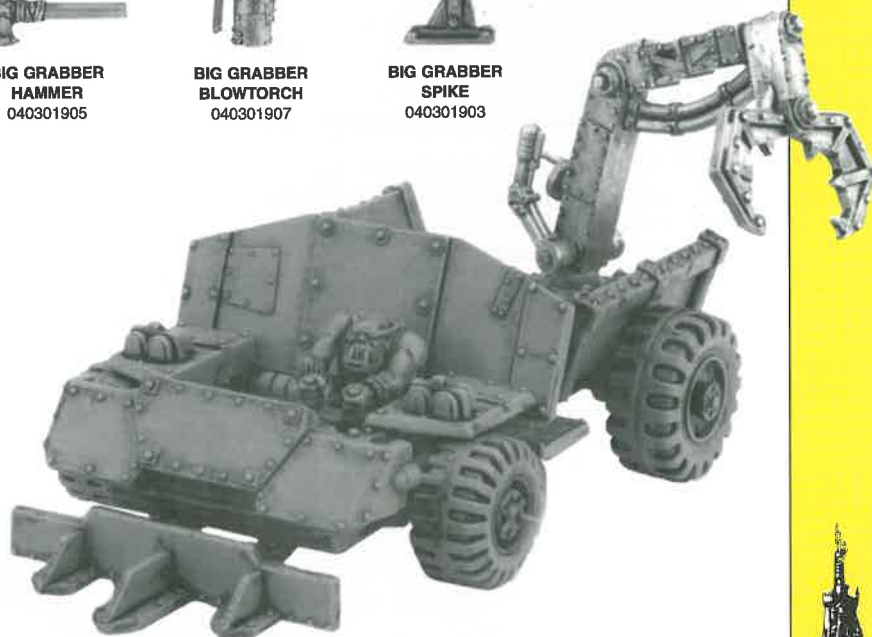


BIG GRABBER
SPIKE
040301903

BIG GRABBER



- A COMPLETE BIG GRABBER TRUKK
CONSISTS OF:**
- 1 x BIG GRABBER JAWS
 - 1 x BIG GRABBER CRANE
 - 1 x WRECKER TRUKK WRECKER BASE
 - 1 x WRECKER TRUKK WRECKER HANDLE
 - 1 x WRECKER TRUKK WRECKER PEDAL
 - 1 x BIG GRABBER HAMMER
 - 1 x BIG GRABBER SHOOTA
 - 1 x BIG GRABBER SLUGGA
 - 1 x BIG GRABBER BLOWTORCH
 - 2 x BIG GRABBER SPIKE



BIG GRABBER ON TRUKK

Designed by Norman Swales and Brian Nelson

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THE CITADEL[®] JOURNAL[™]

**The dawn
of a new
era for the
Citadel
Journal**

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dawn of a new
era for the Citadel
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have just discovered
cameras and
photography!**

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Genestealer Cults in Necromunda...

Wood Elf tactics...

How to run a Warhammer 40,000 campaign...

**The biggest list of Gobbo Models
ever seen...**

The inevitable Dok Butcha's Klinik...

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lot of hassle!
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• DOK BUTCHA'S KLINIK •

Eldar Exarch Jetbike *by Iain Compton*

Iain of GW Studio fame has always liked fast and manoeuvrable armies and the Eldar fulfil this criteria more than adequately. In Iain's opinion, Exarchs are the best at 'carving people up' and with this in mind he created 'Morgwath the Avenging Angel'.

Iain converted the jetbike first, which only required the addition of the Black Ark prow from the Man-o-War range. This was a perfect fit after a little trimming. The horns were then bent slightly to follow the line of the carapace.

Next came the far more difficult task of...

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• WOOD ELF TACTICS
• NECROMUNDA TERRAIN
• GENESTEALER CULTS
• TEA WITH THE PERRYS
• MONSTA GOBBO LIST
• GAMES DAY MAYHEM

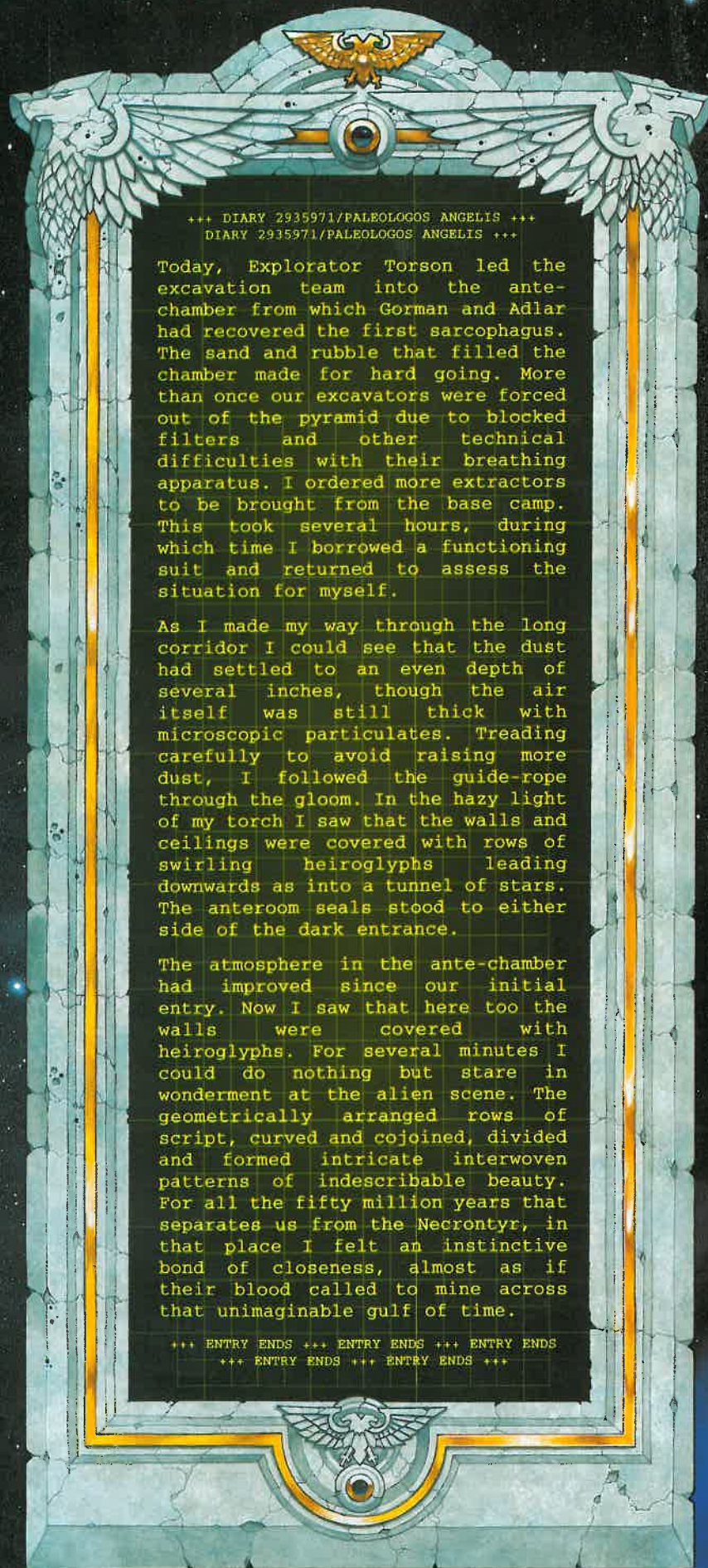
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Chaos vs Eldar!

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play and
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card building
FREE
inside!



Tzeentch
Lord of Change

BARRAGE ATTACK!

THE IMPERIAL GUARD
MOBILISE IN EPIC 40,000

