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WHITEDWARF

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Andy Chambers



Robin Dews



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Games Workshop Stores are much more than just places where you buy games – they are the centre of hobby gaming in your area. Our friendly staff are more than happy to help you with any questions or queries you might have about the Games Workshop world of hobby gaming. Throughout the year, there are regular activities including workshops and demonstrations of all kinds that everyone is welcome to come along to and join in with. Drop in to or call your local Games Workshop Store for more details, plus up-to-the-minute news of any other special events. See your store manager for details.

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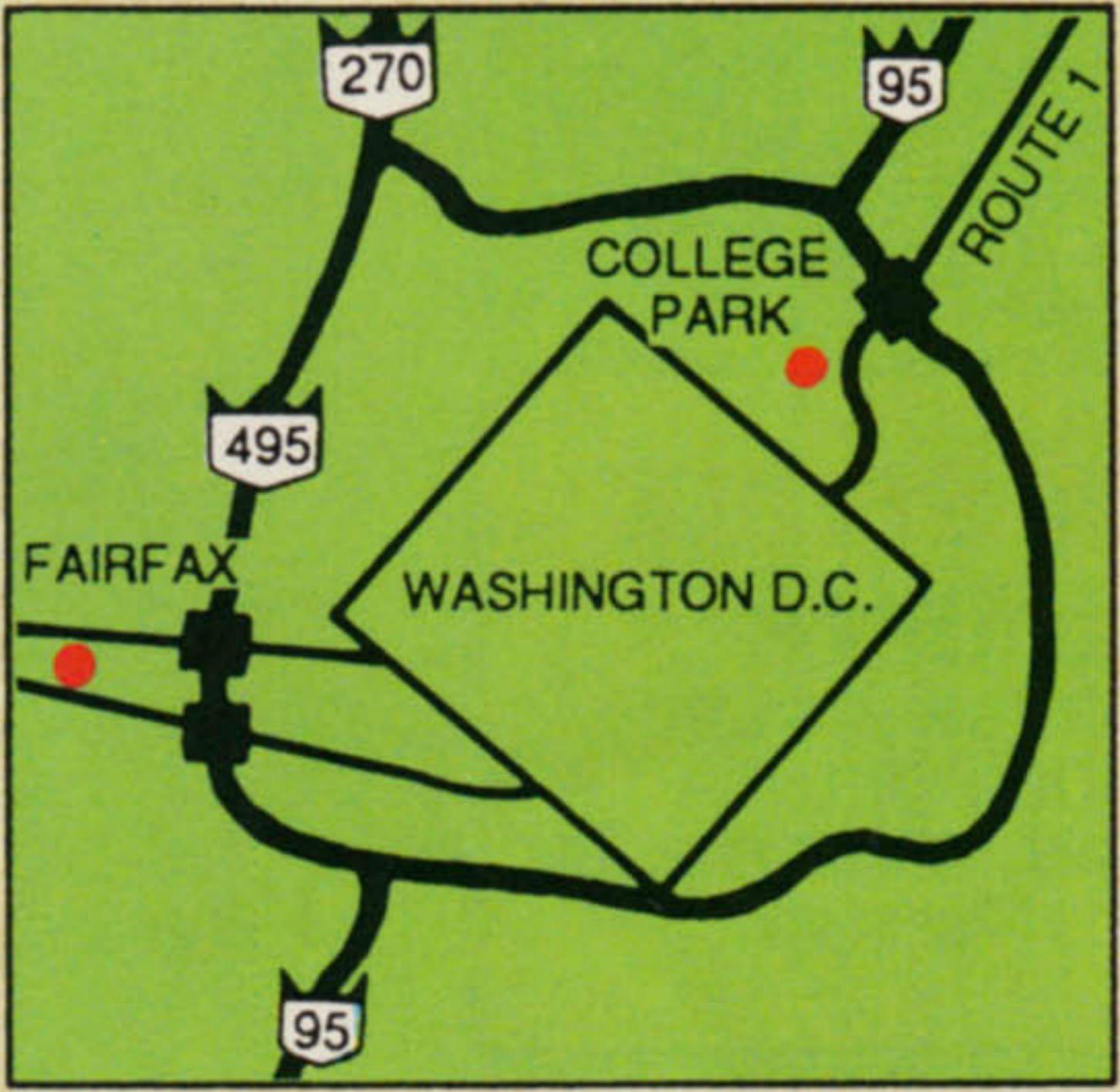


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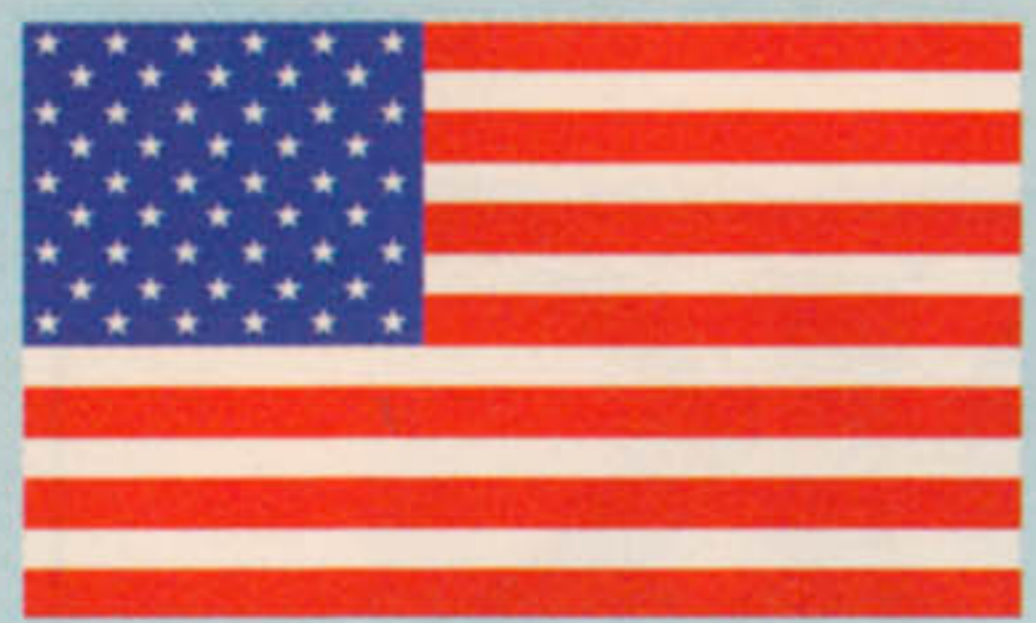
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Throughout the summer, all Games Workshop stores in the USA and Canada will be holding special **Summer Scorchers** days. There'll be a host of gaming events, special deals, drawings, give-aways, demonstrations and competitions.

That's not all... everyone who comes along to a **Summer Scorchers** will be entered into a Grand Prize Draw. The winner will be given an all expenses paid trip to the US Citadel Miniatures factory in Baltimore.

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GAMES™ WORKSHOP AND CITADEL™ NEWS

GOLDEN DEMON AWARDS 1992

At 10.00am on **Saturday the 18th April**, the doors will open at the **Birmingham NEC** for the **Golden Demon Awards 1992 Grand Finals**. We printed the programme in last months White Dwarf, but more and more events are being added all the time.

D-ROK are taking time out of their gruelling tour schedule to come along to Golden Demon, so if you want to get your copy of *Oblivion* signed by the band, watch out for them on the day.

SPACE HULK COMPUTER GAME

For some months now we've been in the process of developing a series of computer games based upon the Warhammer Fantasy and Warhammer 40,000 game worlds. We've had plans to do this for a long time, but we wanted the games to be created by a company that could really come to grips with the depth and excitement of our worlds. **Electronic Arts**, the computer game people responsible for hits such as **Populous** and **Powermonger** were given the job and are currently putting the finishing touches to the first of these games - **Space Hulk**. From the demos we've seen so far, the game is going to be really spectacular, capturing all of the excitement and suspense of the original but with the added sounds and spectacular graphics of a computer game. **Electronic Arts** will also be at the Golden Demon awards with a special working demo of the **Space Hulk** game. You'll have the chance to take your squad of terminators in against the fully animated Genestealers - who are run by the computer. There's going to be a huge monitor screen too, so everyone else can see the action as your Space Marines move into the deadly interior of a Space Hulk.



ON TOUR WITH UFO



D-ROK (left to right) Sigh, John, Adam and Parnell

From Dumfries in Scotland to Redruth in Cornwall, **D-ROK** have taken the country by storm on their **OBLIVION 92 TOUR**. They might not have played absolutely every possible gig in Britain, but after a 32 date tour it must seem like it! All the music magazines are talking about D-ROK, which goes to show that although it's hard work out on the road,

it's certainly worth the effort. As the last gig on the tour loomed near, the band were looking forward to a bit of a break! No such luck however, as Gary at Warhammer records has received the great news that classic British hard rock band **UFO** have chosen D-ROK to support them on their imminent British Tour.



UFO (left to right) Laurence, Phil, Pete and Clive

UFO are one of the best known British rock bands, with millions of albums sold worldwide and numerous hit singles. They are celebrating the re-union of founder members 'Wild' Pete Way on bass and Phil Mogg on vocals with a great new album "High stakes and dangerous men" and a tour of Britain and Europe. The UK dates are:

APRIL



- 21st: NOTTINGHAM Rock City
- 22nd: LONDON Town and Country
- 23rd: BRADFORD Queens Hall
- 25th: MANCHESTER International II
- 26th: BIRMINGHAM Institute
- 27th: BRISTOL Bierkeller



There is every chance that D-ROK will stay with UFO as support for the tour as it heads into Europe, taking Warhammer Rock to France, Germany and Spain.

This is great timing, (you could almost believe that we planned it this way) as **Oblivion** is available on general release as of April 13th. So if you haven't already got *Oblivion* from your local Games Workshop store, you will be able to find it in all major record stores - HMV, Virgin and Our Price, as well as through all specialist rock stores. In fact if you happen to be in the area, we are even getting *Oblivion* released as far afield as the frosty climes of Iceland!

GAMES WORKSHOP™



CHAOS ROADSHOW!

So far... Luton, Edinburgh, Manchester and Dudley have all felt the terror of the Chaos Roadshow. Games Workshop's artists, games designers, modellers and painters are now poised to invade Hull, Sheffield, Oxford and London - Croydon. On the anniversary of each store's opening, the Roadshow will be crashing into town for a massive birthday binge. There'll be Warhammer participation games, special offers, live 'Eavy Metal painting demo's, Modelling Workshop's, competitions and special Chaos Roadshow T-shirts!

We never know exactly where or when the Roadshow will be turning up next, so watch out for news in White Dwarf and you Games Workshop store. Come along and join in the fun and if you bring along your best painted army banner you could win a prize.



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FANTASY BATTLE

EMPIRE WAR WAGON

By Rick Priestley

From its workshops in the artisan quarter of Altdorf, the skilled inventors of the Engineers School create new and deadly weapons of war for the Empire army. Amongst the many experimental and innovative machines of destruction is the War Wagon – a mobile tower laden with soldiers armed with deadly weapons.

Pulled by two mighty steel clad war horses the War Wagon is one of the many unusual war machines developed by the Imperial School of Engineers. Based in Altdorf, the School is home to some of the finest and most imaginative minds in the whole Empire. Its chief patron is the Emperor himself, who spends vast amounts of gold to support the School's alchemical and mechanical researches. He is also a great enthusiast and takes a personal interest in the latest projects.

The School of Engineers is not wholly concerned with weapons, but in a hard and dangerous world it is inevitable that many of its enterprises should be directed to the invention and development of ever more powerful devices of war.

The War Wagon is an armoured battle tower capable of crushing enemies beneath its iron-shod wheels. The tower itself is built high off the ground so that it is very difficult to attack the crew inside. Protected by the tower's high sides are six Engineers armed with a variety of different experimental weapons.

The **Hochland Long Rifle** is a weapon developed from the long hunting rifles of the Hochland foresters. These weapons are very accurate because the barrels are grooved, or rifled, which makes the lead shot spin in flight which in turn means it is more accurate. This deadly long ranged firearm is used to pick off enemy leaders and generals in the opposing army.

The **Repeater Musket** is a repeating musket which unleashes a volley of devastating fire and which can slay many enemies at once. It is a bulky weapon with a cylindrical six-part firing chamber. As the chamber is spun round small hammers bang down onto the powder charge and ignite each firing chamber in turn.

The **Blunderbuss** fires a hail of shot and can hit dispersed targets. It is loaded with lead shot, nails, rusty bolts, and bits of jagged metal from the scrap pile.

The **Ball and Chain** needs all a man's strength to swing over the side of the War Wagon to knock off enemy cavalry or other attackers. The chain part is especially long, and as the War Wagon moves forward the spiked ball cuts a path of destruction through enemy ranks.

The **Man Catcher** is an iron collar with spring-loaded spikes. It is used to grab enemy riders by the throat and pull them from their horses, and it can also be used to pluck an infantryman from the ground.

An Engineer armed with a **Hook Halberd** keeps enemy troops at bay, knocking them down as they attempt to climb the armoured sides of the War Wagon.

MOVEMENT

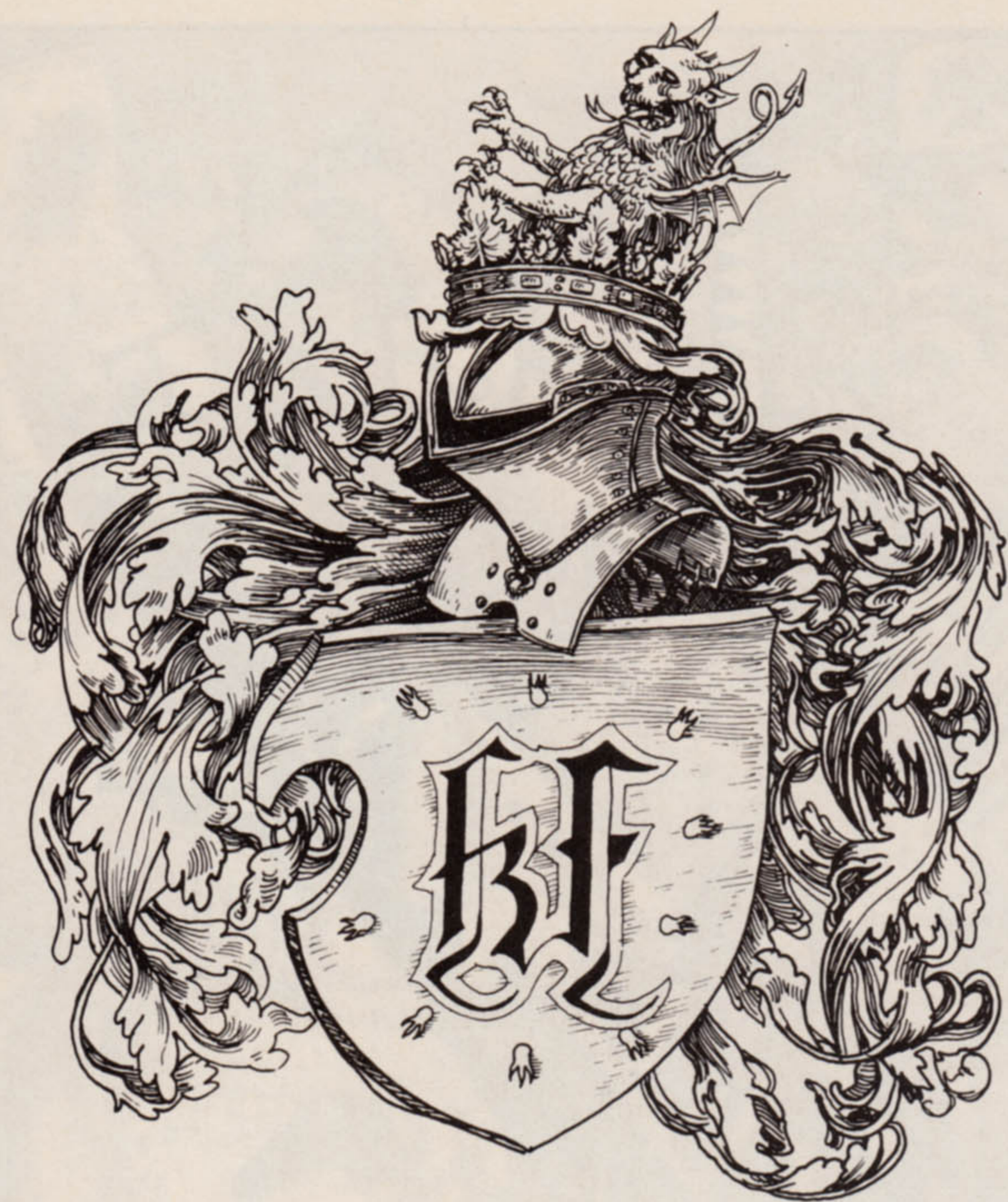
The War Wagon moves at a rate of 6" per turn and may charge up to 12". The War Wagon can turn on the move without penalty, but cannot cross difficult ground or obstacles. If one horse is slain the wagon moves at 3"; if both horses are slain it cannot move at all.

CREW

The Engineers in the War Wagon can see over troops and obstacles which are lower than they are – this means the rifle and blunderbuss can fire over the heads of troops below them. The crewmen can fight or shoot from any position in the armoured tower, and can be moved freely to face whichever direction you wish.

	M	WS	BS	S	T	W	I	A	Ld	Save
Crewman	-	3	3	3	3	1	3	1	7	6+
War Horse	-	3	-	4	3	1	3	1	-	6+
War Wagon	-	-	-	-	8	6	-	-	-	4+





In hand-to-hand combat the War Wagon crew can fight against any enemy attacking from the front, sides or rear. The war horses can only fight against frontal attackers. Enemy can fight against horses, wagon or crew if attacking from the front, or wagon or crew if attacking from the sides or rear. If attacking crew the wagon's high sides count as cover and reduce the chance of hitting by -2.

The War Wagon's crew is protected from enemy fire by the high armour-plated sides. Any enemy shooting therefore suffers a -2 to hit penalty. If the War Wagon is hit by a war engine such as a Stone Thrower place the template as normal and work out damage on horses, crew members and the wagon if they lie under the template.

The War Wagon has a toughness of 8 and 6 wounds. It takes damage just like any large model, and once all its wounds are gone it is wrecked. A wrecked War Wagon cannot move – its wheels are broken, its axles smashed, its armour hangs loosely on the tower, and the horses break free from their shattered yoke. However, even in this condition the War Wagon is not useless. If its crew are alive they can fight from the broken remains of their tower, and they still gain the full benefits of cover as described above.

Once a War Wagon is wrecked the model is left in place. It cannot move, and it presents an impassable obstacle to movement.

WEAPONS

Hochland Long Rifle

The deadly accurate long barrelled rifle is the favoured weapon of hunters in the Hochland forests, and with the addition of a special sniper sight the weapon is lethal in the hands of an expert marksman. The rifle can be used to fire at any model the shooter can see – even a hero or leader accompanying an enemy unit. A Hochland Long Rifle has a

range of 40" and any hits inflicted at up to half range suffer a reduced armour saving throw of -1. Hits have a strength of 4.

Repeater Musket

This unusual weapon has a heavy revolving chamber which has six separate barrels. The chamber is spun round and heavy firing pins ignite the barrels in turn, unleashing a volley of fire against the target. When you shoot the repeater musket you can automatically fire again if you hit, and you can keep on firing so long as each shot hits, up to a maximum of six shots. It doesn't matter whether hits score wounds or whether these are saved; the repeater musket can continue to fire so long as it hits. Each shot can be at the same target or you can change targets so long as the new one is within 2" of the previous one. This means you can shoot down a row of troops, picking off each one in turn!

Man Catcher

If you score a hit with the Man Catcher roll a D6. If the score is more than the target's toughness or a 6 regardless of the target's toughness, the Man Catcher wedges round the target's throat, breaking his neck and killing him instantly. No saving throw is permitted for armour.

Blunderbuss

To use the Blunderbuss you will need a special template (see opposite). The template is a long triangle 8" long and 4" wide. The triangular spread shows the area covered by the lead shot, nails, bolts, and other spare odds and ends rammed into the wide barrel. To fire the Blunderbuss place the template with the pointed end touching the Blunderbuss and the template over your chosen target. All models under the template are automatically hit. Work out wounds and saves as normal.

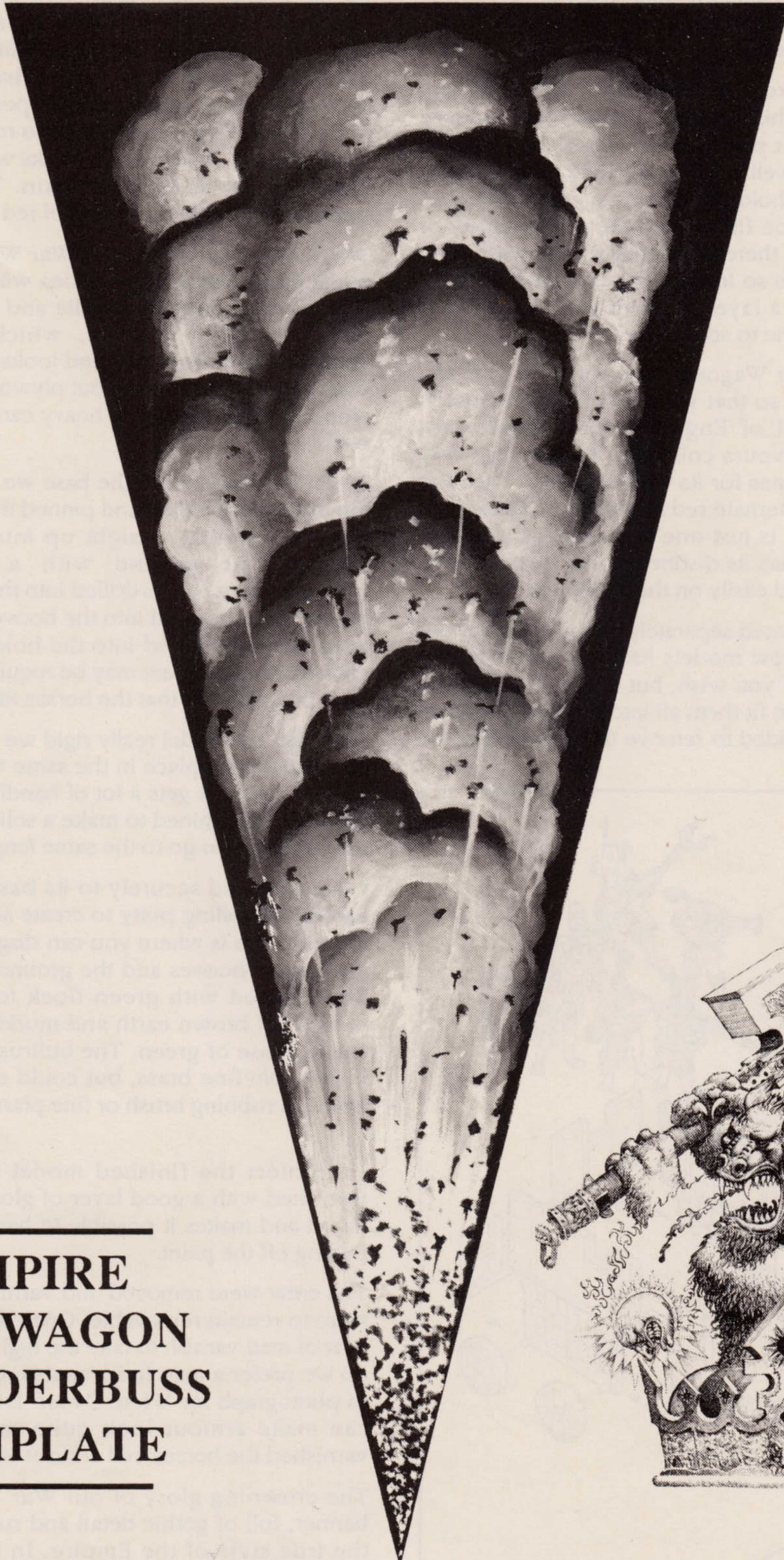
Hook Halberd

The Hook Halberd is used to hook a passing enemy and drag him off his feet before dispatching him with the heavy blade. The model armed with a Hook Halberd adds +1 to his initiative value and +1 to his strength value.

Ball and Chain

The Ball and Chain is so heavy that it needs all a man's strength just to hold it. As the War Wagon gallops past enemy troops the wielder tries to manoeuvre his spiked ball so that it knocks riders off their mounts or sends foot troops flying. The model armed with a ball and chain adds +1 to his strength value and all armour saving throws are ignored if the target is struck.

Weapon	Range	Strength	Special Rules
Hochland Long Rifle	40"	4	-1 saving throw at under half range
Repeater Musket	20"	4	If you hit roll again – up to 6 shots.
Man Catcher			If you hit roll a D6 - if score exceeds target's toughness it is slain without a saving throw.
Blunderbuss	8"	3	All targets under template are hit
Hook Halberd			+1 initiative and +1 strength (ie I4 and S4)
Ball and Chain			+1 strength and ignore armour saves (ie S4).



**EMPIRE
WAR WAGON
BLUNDERBUSS
TEMPLATE**



Cut out or photocopy your template
and glue to a stiff piece of card.

MODELLING THE WAR WAGON

The War Wagon is a large multi-part kit and makes an ideal project for experienced or ambitious modellers. The pieces go together very well considering their size, but as with any large casting you must be prepared to put some effort into making the components fit.

Metal models are not like plastic kits – the pieces will vary slightly in shape – and this is where your skill and patience are important. Large flat pieces of cast metal are prone to slight distortion so it is well worth going for a dry run, using blu-tac or plasticine to hold the model together. Any gaps between casting can be filled with modelling putty or plasticine. Incidentally, there is nothing wrong with using plasticine to fill in gaps so long as you are careful when handling the model – a layer of paint and varnish will toughen up the plasticine to some extent.

We assembled our War Wagon's main tower but left the horses and crew aside so that we could paint the model properly. The School of Engineers is a flamboyant organisation which favours colourful, bright, and very individual colour schemes for its war machines. Our War Wagon is finished in alternate red and yellow panels with black frames, but this is just one of countless possible schemes. Every crew has its distinctive colour pattern so that it can be recognised easily on the battlefield.

The crewmen were painted separately and also favour red and yellow. The six crew models have slots and can be fitted into slottabases if you wish, but if you decide to do this you won't be able to fit them all into the War Wagon at the same time. We decided to remove the tabs so that we

could crowd the crew inside, making the tower look as if it is brimming with soldiers. It is a simple matter to remove the tab with a modelling knife or snips – a pair of large nail clippers is also quite useful for this sort of work. As always, be careful when handling modelling tools. Once painted the finished crew can be either balanced inside the War Wagon or glued permanently in position. Ours are held by more blu-tac as this enables us to rearrange the models for photography. In battle this works well as it means you can remove crew as they are slain. The horses were also painted in the theme colours of red and yellow.

We decided to mount our War Wagon onto a purpose-made base. This is a good idea with all large models as it makes them easier to handle and more stable. The base measures 60 x 130mm, which is big enough to accommodate the model and looks about right. We used a thick piece of plasti-card, but plywood, any kind of suitable wood, or even a sheet of heavy card would work perfectly well.

To fix the model onto the base we removed the tabs from the horses and drilled and pinned the horses' feet. This was done by drilling straight up into each hoof where it touched the ground with a modelling drill. A corresponding hole is drilled into the base. A small piece of wire is cut and glued into the hooves. Once dry these wire pegs are then glued into the holes in the base. A small amount of adjustment may be required and the pins can be bent into place so that the horses fit properly.

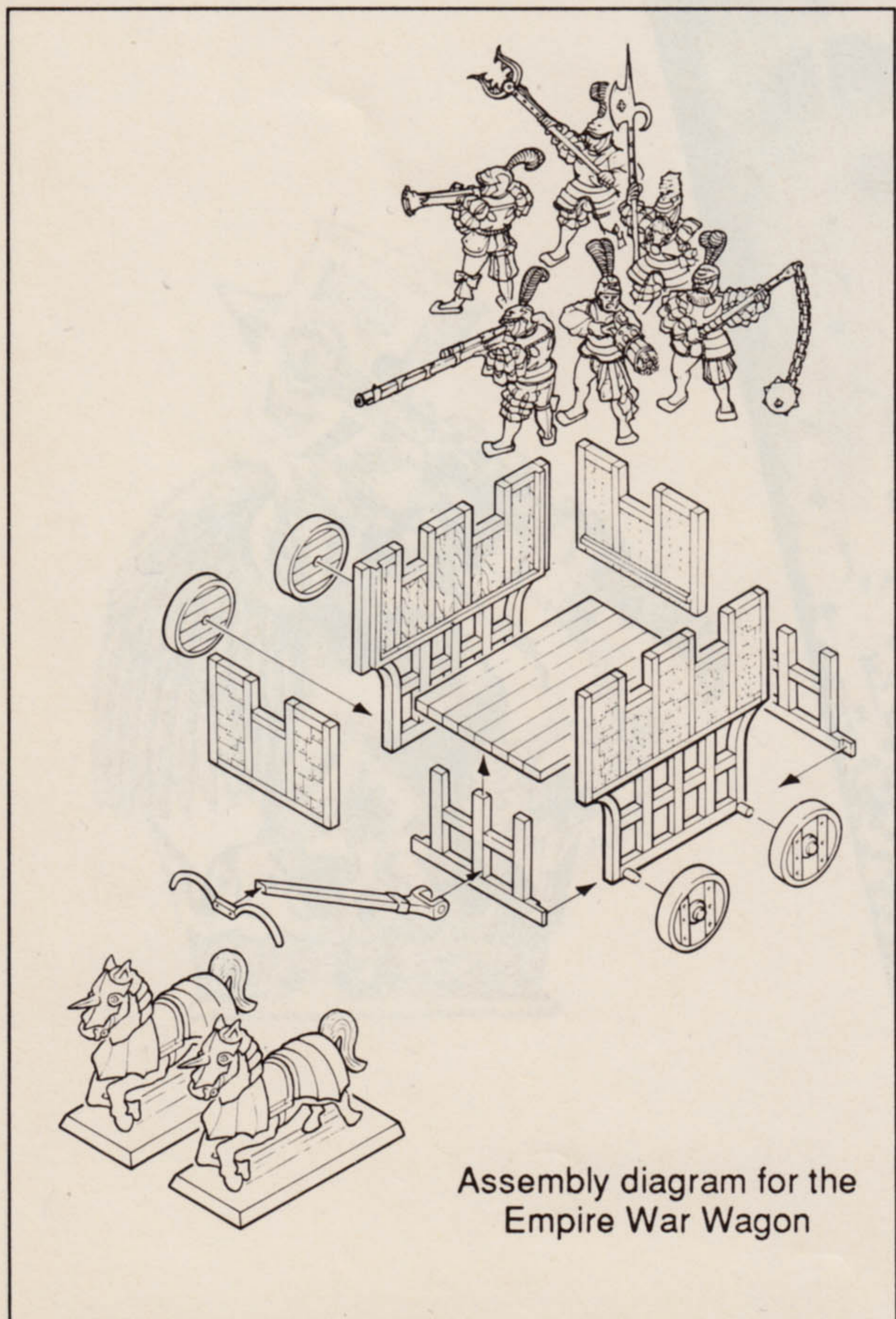
To make our model really rigid we also drilled and pinned the wheels into place in the same way. Our collection has to be tough as it gets a lot of handling and gaming use, so we were determined to make a solid and secure base. You may not wish to go to the same length of course!

Once fastened securely to its base this was finished by adding modelling putty to create slight undulations in the ground. This is where you can disguise any gaps between the horses' hooves and the ground. The base was further embellished with green flock to represent grass and patches of brown earth and muddy puddles to break up the expanse of green. The bullrushes and grass tufts are made from fine brass, but could equally well be bristles from a scrubbing brush or fine plastic rod.

To protect the finished model the whole piece was varnished with a good layer of gloss varnish – this is very tough and makes it possible to handle the model without pulling off the paint.

The crew were removed and varnished separately as they were to remain removable. Once dry we applied a further coat of matt varnish to take the high gloss off the model, as on we prefer a matt finish as this makes the models easier to photograph for White Dwarf. However, the gloss effect can make armour look quite special, so we re-gloss varnished the horses' red armour to make it glisten.

The crowning glory of our War Wagon is its splendid banner, full of gothic detail and sumptuous decoration in the true style of the Empire. In fact we have added a second banner since these photographs were taken, and we'll be publishing both as colour cut-out banners in next month's White Dwarf. Both banners were drawn by John Blanche and hand painted by Tim Prow in glorious rich colour.







KNIGHTS OF THE WHITE WOLF



KISLEV WINGED LANCER
STANDARD BEARER



KISLEV WINGED LANCER
DRUMMER



KISLEV WINGED LANCER
CHAMPION



AVERLAND
HALBERDIER



TALABHEIM
ARCHER



TALABHEIM
SWORDSMAN



GOLD WIZARD

KNIGHTS OF THE WHITE WOLF

Knight: The knight's armour is painted onto a base coat of Chaos Black. Then mix a very dark grey from Chaos Black, Space Wolf Dark Grey and a little Skull White. Paint on progressively lighter shades of grey, adding a little more white to your mix each time.

For the metallic areas, the base coat is also Chaos Black. When the base coat is dry, mix a dark chainmail colour from Metallic Blue, Chaos Black and Silver. Keep shading the highlights in lighter tones until the top highlights are pure Silver.

The wolf skin round the knight's shoulders has for its base coat a mix of Snakebite Leather and Bleached Bone. Wait for the base coat to dry, then drybrush in lighter and lighter shades, adding more Bleached Bone and Skull White to your basic mix until the final coat is pure white.

Horse: The base coat for the knight's horse is a mid-grey colour, a mixture of Chaos Black, Skull White and Space Wolf Dark Grey. Keep adding more white to the base mix, and progressively paint the horse in lighter shades of grey to accentuate its musculature. The dapples are added in pure Skull White. Put a little white paint on a fine brush, gently wipe the colour off (as if you were drybrushing), and apply the dapples lightly with the almost-dry brush. The edges of the dapples should softly blend in with the darker grey of the horse's body.

For the horse armour, use a base coat of Go Fasta Red highlighted with Blood Angel Orange, Bad Moon Yellow, and Skull White. When the red was dry, very fine black lines were painted into the crevices of the armour to delineate the armour plates. The saddle cloth was painted with Enchanted Blue and Bad Moon Yellow. When the paint had thoroughly dried, the horse armour was given a coat of gloss varnish to give it the appearance of lacquered leather.

KISLEV WINGED LANCERS

Knights: The knights' armour was given a base coat of Chaos Black highlighted with Chainmail. The gold breast plates were painted with Burnished Gold from the new Metallic paint set. The standard was lightly sketched onto paper with a sharp pencil, then coloured in; the principal colours being Skull White, Moody Blue, Go Fasta Red and Bad Moon Yellow. Notice how the wavy yellow borders are echoed on the knight's back banner.

The 'spine' of the back banner was painted in Go Fasta Red, and the winding snake designs added in Bad Moon Yellow. The lower part of the feathers was undercoated in Space Wolf Grey, and the tips in Chaos Black. The feathers on the Champion's back banner are tipped in red. Add Skull White to your grey mix and progressively drybrush the base of the feathers up until the top coat is nearly pure white. Remember to keep using a very dry brush, or you'll risk obscuring the fine detail on the feathers. The black tips are highlighted in a mixture of Chaos Black and Space Wolf Grey. Keep the highlights subtle, or the black feathers will look too grey.

The middle portion of the shield is painted in a mix of Moody Blue and Enchanted Blue, and the rim is painted in Skull White. When the base coat was dry, the eagle's head was carefully painted on in pure Skull White. It was then outlined in Chaos Black. For this you will need a brush that comes to a very fine point, and which holds paint well. Use watered down Chaos Black, and carefully outline the design.

Standard Bearer's Horse: The standard bearer's palomino horse is painted in a base coat of Bad Moon Yellow, Snakebite Leather and Skull White. Lighten the base colour by adding more Yellow and White, but be careful to keep the shading subtle on such a pale-coloured horse. The mane and tail are painted in Elf Grey, highlighted up by adding Bleached Bone and Skull White to the basic colour. For the leather harness use Snakebite Leather mixed with Orc Brown.

Drummer's Horse: The base coat of the drummer's horse is formed from a mix of Snakebite Leather, Bestial Brown and Go Fasta Red. Using Snakebite Leather and Orc Brown, gradually lighten the base colour until the final highlight is Orc Brown. For increased realism, the horse's legs can be left a darker shade of brown. The horse's mane and tail are first painted in a Chaos Black/Space Wolf Grey mix, then dry brushed-in lighter tones of this colour, achieved by adding more and more Skull White.

Champion's Horse: The Champion's horse is actually white, but has been dyed red to make it look more terrifying. For the white part of the horse use a basic mix of Skull White, Chaos Black and Space Wolf Grey. Keep adding white to your basic colour and highlighting up to pure white. For the 'red' part of the horse, use a base colour of Go Fasta Red mixed with Terracotta, then ink wash red. Highlight with Go Fasta Red and Blood Angel Orange. The horse's breast strap is painted in stripes of turquoise highlighted with white, and a mix of Snakebite Leather and Bleached Bone highlighted with white.

AVERLAND HALBERDIER

The Averland Halberdier's distinctive uniform is quartered in black and yellow. For the black parts, use a base coat of Chaos Black shaded up with Skull White to a lightish grey. For the yellow parts, use a base coat of Bad Moon Yellow which is then washed in a mixture of Yellow and Orange Ink. When the ink wash is dry, highlight with a mixture of Bad Moon Yellow and Skull White. The feather is painted in Woodland Green, followed with a wash of Green Ink. Drybrush in Scorpion Green, then highlight in Goblin Green.

TALABHEIM TROOPS

The Archer and Swordsman both wear quartered red and white uniforms. For the white cloth, paint on a base coat of Bleached Bone and highlight with Skull White up to pure white. The red cloth is painted in Go Fasta Red, highlighted with Blood Angel Orange, then Bad Moon Yellow and a touch of white.

The breastplate is given a base coat of Go Fasta Red and Terracotta. Shade with lighter mixes of Blood Angel Orange and Bad Moon Yellow and Skull White.

GOLD WIZARD

The wizard's colour scheme is limited to yellow, with touches of red and blue to bring out the model's character and detail. For his yellow robes, follow the same procedure as the Averland Halberdier's uniform. The blue borders are first painted in Moody Blue, then drybrushed in progressively lighter shades achieved by adding Enchanted Blue, then Skull White. The red trimmings are Go Fasta Red highlighted with Blood Angel Orange, Bad Moon Yellow, and Skull White. For the gold areas (the eagle and parts of the staff, and the wizard's medallion) use a base coat of Burnished Gold, and then wash over with Brown and Yellow Ink. Highlight in Burnished Gold.

CHOOSING AN EMPIRE ARMY

Since the Empire army list was first published in White Dwarf 147, we've played lots more games with our armies and many of you have written in with comments on the list and how well the army performs on the battlefield. We've thought about all this and decided that although organising your forces in groups of 5 or 10 models is fine when you start to collect your

army, this method becomes impractical as the size of your army grows. We've therefore added a new column to the army list summary allowing you to purchase additional models for your regiments. The basic points value for a minimum-sized unit is still included, but you can now expand your units by adding the extra models as you wish.

TROOPS

TROOPS	YOU MAY INCLUDE	BASIC POINTS COST	ADDITIONAL MODELS
Reiksguard Knights	1 unit	240 for 5 models	40 points per model
Knights Panther	1 unit	210 for 5 models	36 points per model
Knights of the White Wolf	1 unit	210 for 5 models	36 points per model
Kislev Winged Lancers	1 unit	150 for 5 models	24 points per model
Kislev Horse Archer	As many units as you wish	80 for 5 models	12 points per model
Pistoliers	As many units as you wish	100 for 5 models	20 points per model
Reiksguard Regiment	1 unit	200 for 10 models	12 points per model
Halberdier Regiment	As many units as you wish	110 for 10 models	8 points per model
Spearmen Regiment	As many units as you wish	90 for 10 models	7 points per model
Tilean Crossbow Regiment	As many units as you wish	100 for 10 models	8 points per model
Handgunner Detachment	As many units as you wish	40 for 5 models	8 points per model
Archer Detachment	As many units as you wish	35 for 5 models	7 points per model
Greatsword Detachment	As many units as you wish	40 for 5 models	8 points per model
Swordsmen Detachment	As many units as you wish	35 for 5 models	7 points per model
Flagellant Warband	1 unit	50 for 5 models	10 points per model
Empire Dwarf Regiment	As many units as you wish	120 for 10 models	10 points per model
Halfling Regiment	As many units as you wish	50 for 10 models	4 points per model

WAR MACHINES

The Empire is renowned for its cannon foundries and the Imperial Gunnery School at Nuln is the most advanced in the world. Three types of artillery have been included: Great Cannons, Mortars, and Volley Guns. The Empire's arsenal also includes Steam Tanks and Battle Wagons. Note that there are special limitations regarding how many artillery pieces, Steam Tanks and War Wagons you can include in your army. These limitations are explained in the text and are summarised below.

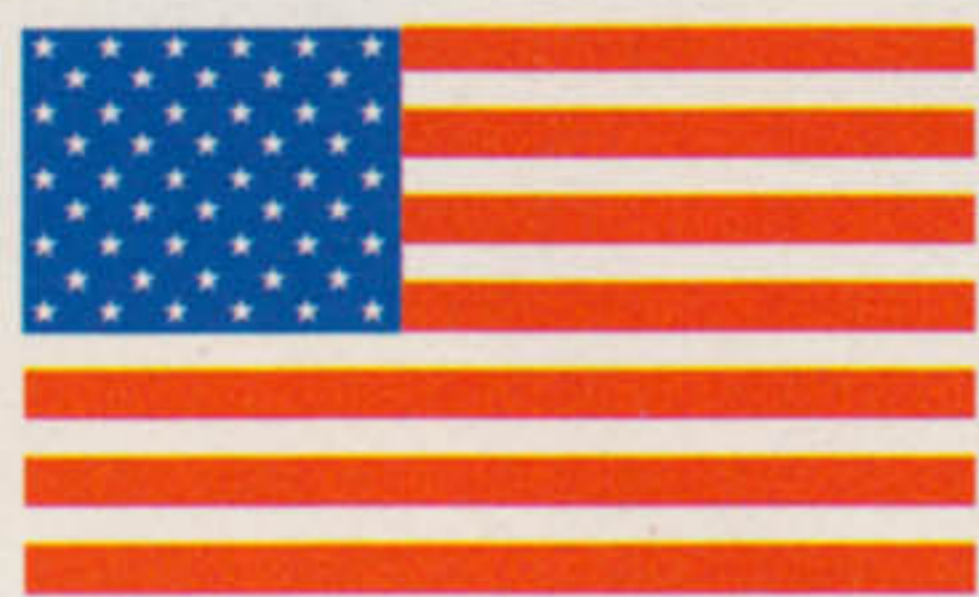
WAR MACHINE	YOU MAY INCLUDE	POINTS COST
Great Cannon	Up to 1 artillery piece for every 2 Empire human infantry units (but not Dwarfs or Halflings)	100 per cannon and crew
Mortar	See above	100 per mortar and crew
Volley Gun	See above	50 per volley gun and crew
Steam Tank	1 per 2 Empire human infantry units (not Dwarfs or Halflings) up to a maximum of 8	Model in preparation
War Wagon	1 per 2 Empire human infantry units (not Dwarfs or Halflings)	250 per wagon and crew

CHARACTERS

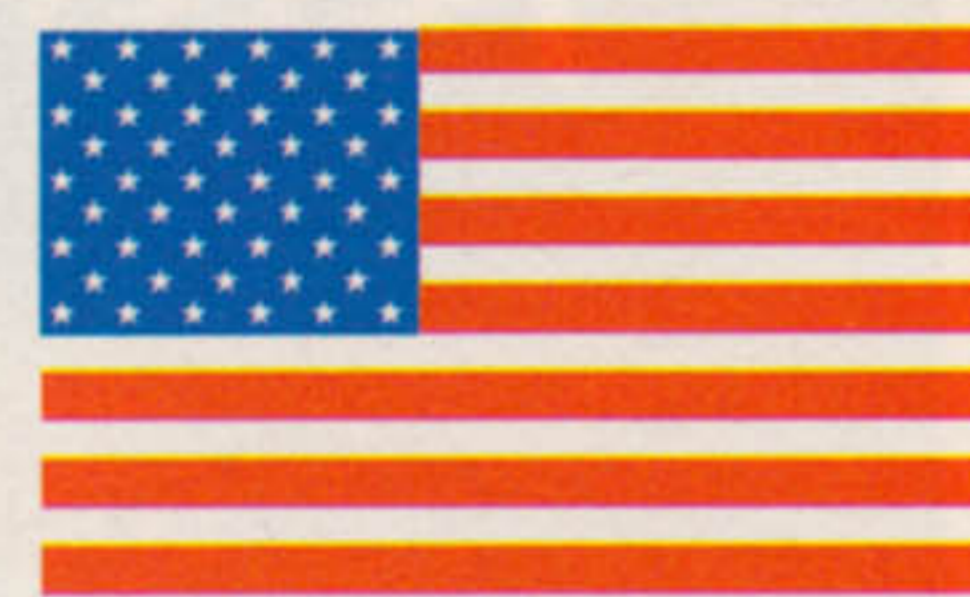
The Empire army may include a wide assortment of characters including the Emperor Karl-Franz, the Grand Theogonist, the Emperor's Champion and Battle Banner, and Empire Battle Wizards. Some characters are individuals and can only be represented once, eg the Emperor. In other cases you can include several characters of the same type, eg Battle Wizards. The total number of characters you can include is limited by the size of your army. You may include up to 1 character for every 2 Empire infantry units. In the case of characters, Halflings and Dwarf regiments **do** count towards this total.

TROOPS	YOU MAY INCLUDE	POINTS COST
Emperor Karl Franz	1	150
Champion of the Empire with Battle Banner	1	150
Grand Theogonist and War Altar	1	150
Elector Count	As many as you wish	100
Empire Battle Wizard	As many as you wish, but you may not have more Battle Wizards than other characters	Lvl 1 Wizard - 50 Lvl 2 Wizard - 100 Lvl 3 Wizard - 150
Ice Queen of Kislev	1 if you have at least 1 unit of Kislev troops	200

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SATURDAY 20th JUNE

Space Marine

Death on a Hiveworld – A regiment of the Imperial Guard has rebelled against the Imperium and taken control of the Hiveworld of Tortua. The Imperial Inquisition suspects the hand of Chaos is behind the rebellion. The Blood Angels chapter of the Space Marines are sent in to cleanse the planet, but they must succeed before the Exterminatus order is given!

SUNDAY 21st JUNE

Space Hulk

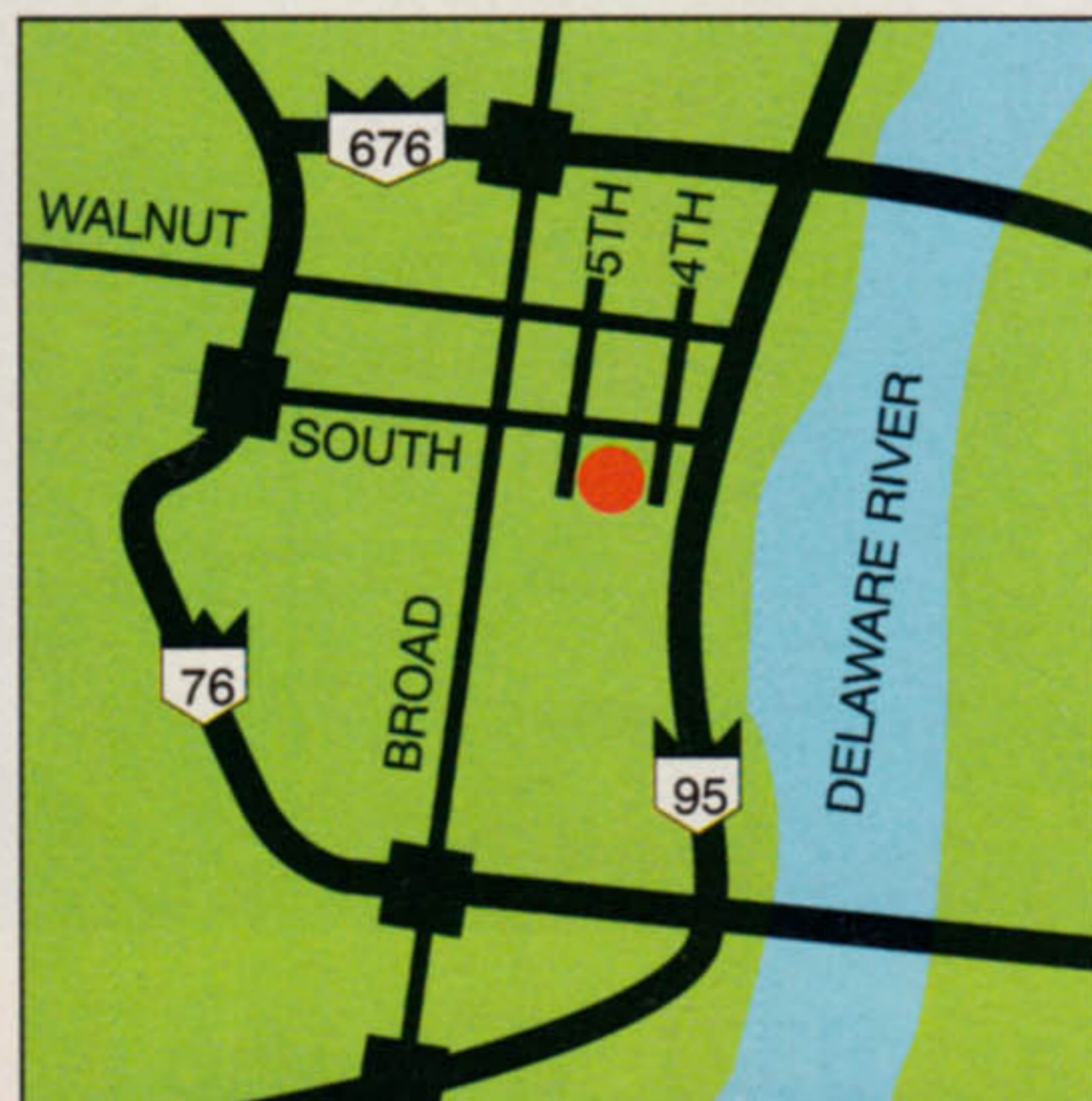
Exodus – Your Space Marine Terminator Squad have just assaulted a Space Hulk and placed timed demolition charges in the centre of the doomed ship. However in the course of the battle, your detection and communications equipment was knocked out. Can your squad escape the Hulk before the explosives tear it apart?

Warhammer Fantasy Battle

A huge Chaos army has invaded the Empire. Bring along a regiment of Empire or allied troops to help repulse the attack or a regiment of Chaos to join in the invasion.

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MB17 HIGH ELF DRAGONLORD

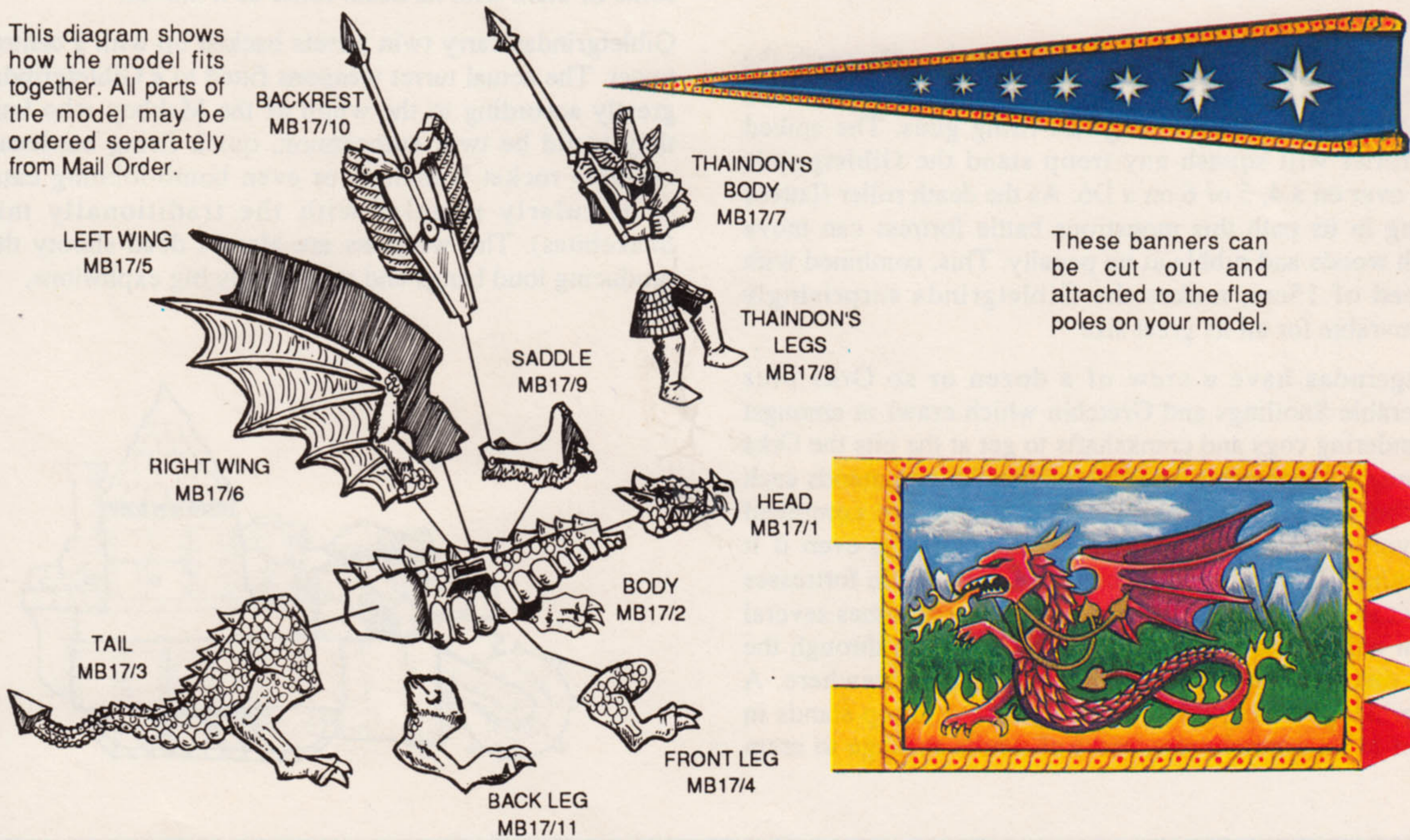


THAINDON ELF-LORD OF CALEDOR
RIDING KARGOS THE DESPOILER
FIRE-DRAKE OF THE RED DRAGONS

Designed by Aly and Trish Morrison



This diagram shows how the model fits together. All parts of the model may be ordered separately from Mail Order.



These banners can be cut out and attached to the flag poles on your model.

This is a Marauder Miniatures expert kit, and requires a degree of modelling skill to assemble. We do not recommend this kit for young or inexperienced modellers.

The High Elf Dragonlord kit is supplied in a boxed set with complete Warhammer Fantasy Battle profiles for both Thaindon and Kargos.

SPACE MARINE™

EPIC ORK VEHICLES

By Andy Chambers and Jervis Johnson

No sooner had we finished work on the 'Renegades' expansion for Space Marine than we immediately turned our attention to the Ork and Squat races. We know that lots of gamers with Ork armies have been patiently waiting for the rules and Epic army cards for their forces, so in this special preview of our work to date we present the rules for all the major Ork vehicles.

██████████ GIBLETGRINDA BATTLE FORTRESS ██████████

In the time of the Waa-Ork the talented Ork engineers known as Mekboyz go into a frenzy of weapon building and invention. Some dedicate themselves to building the monstrous Gargants which embody the essential spirit of Orkiness, others construct massive mobile fortresses which are more akin to land battleships than ordinary tanks or battlewagons. On the attack the battle fortresses thunder forward at the head of the Ork charge, hammering the foe with salvos from their great cannon while enemy fire bounces off their thick armour.



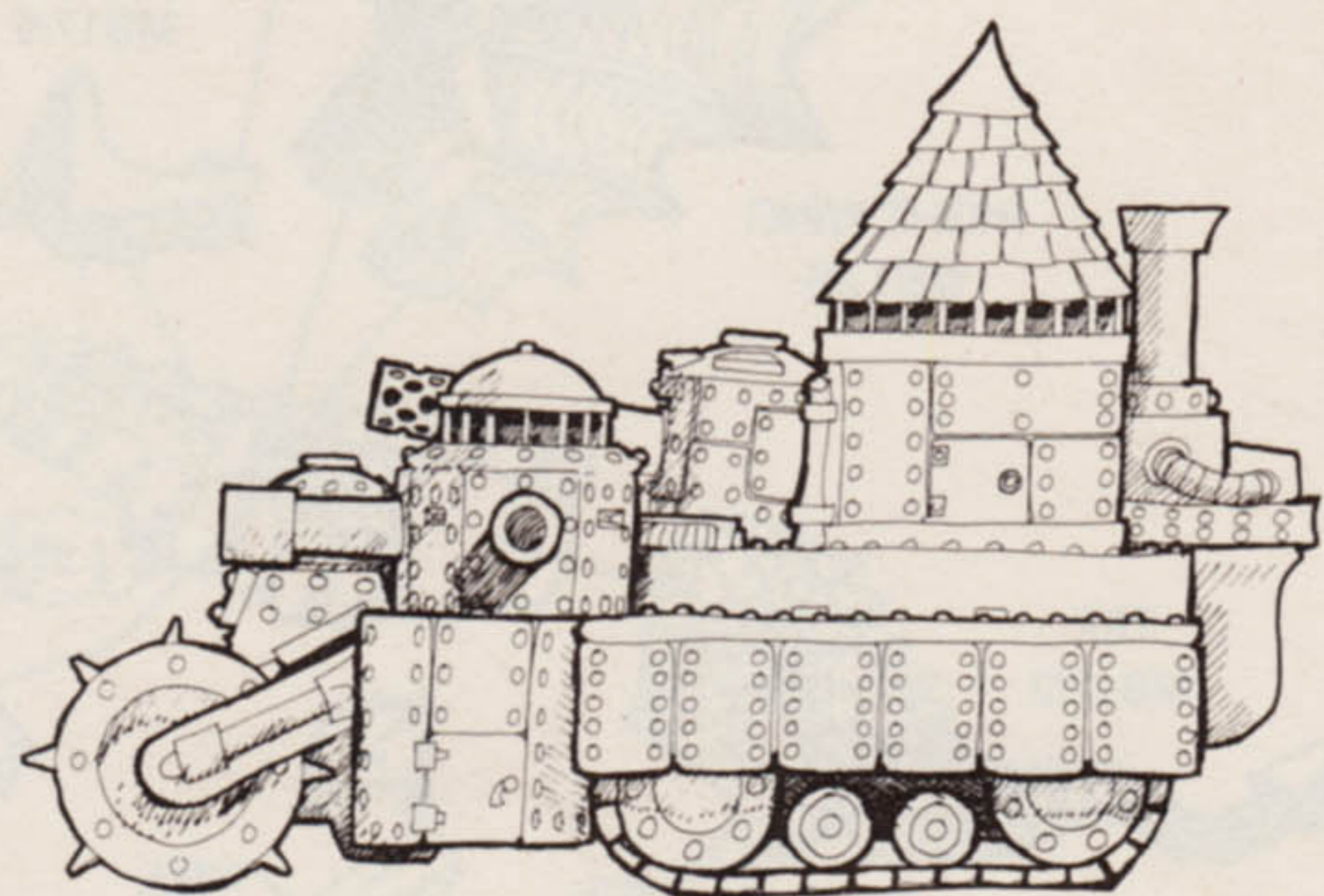
Gibletgrinda battle fortresses are built to literally crush the opposition with their huge spiked death rollers and are armed with plenty of turrets carrying fast-firing guns. The spiked death roller will squash any troop stand the Gibletgrinda moves over on a 4, 5 or 6 on a D6. As the death roller flattens anything in its path this monstrous battle fortress can move through woods and rubble at no penalty. This, combined with its speed of 15cm, makes the Gibletgrinda surprisingly manoeuvrable for all its great size.

Gibletgrindas have a crew of a dozen or so Orks plus innumerable Snotlings and Gretchin which crawl in amongst the thundering cogs and crankshafts to get at the bits the Orks can't reach. A powerful Ork Nob personally commands each battle fortress so they are not subject to the Ork command rule - you can always give a Gibletgrinda orders even if it isn't within 10cm of an Ork command unit. Battle fortresses can't act as command units themselves but sometimes several of them will attack together on a flank or punch through the line at one point while the Ork clans attack elsewhere. A Gibletgrinda is so big it can carry up to five troop stands in addition to its normal crew, most of whom manage to cram

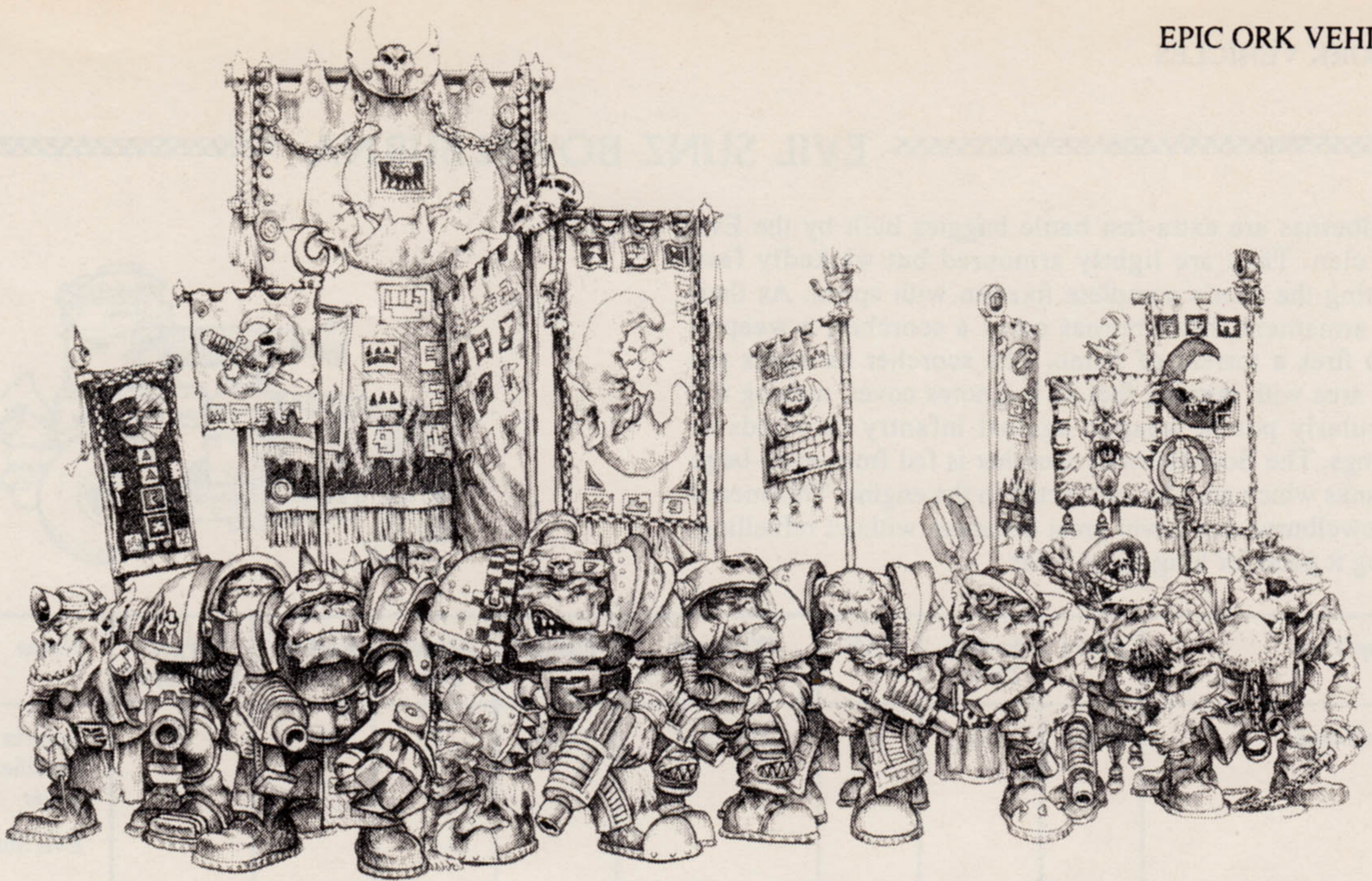
inside but quite a few hang on the outside anyway for the thrilling ride.

The extra thick armour plate which protects the Gibletgrinda gives it an armour saving throw of 1 or more on a D6. This means the Gibletgrinda is impervious to attacks without at least a -1 saving throw modifier unless shot at from the flank or rear, rendering Imperial Guard and Space Marine tactical troops helpless against it. In close combat the Gibletgrinda is a terror, crushing enemy infantry and vehicles as it rolls over them. Because of its unstoppable momentum the Gibletgrinda can't be pinned in close combat by anything smaller than a super heavy tank or Titan. If troop stands or lighter vehicles engage a Gibletgrinda in close combat it can simply move past them in the next movement phase, possibly crushing some of them with its death roller as it moves.

Gibletgrindas carry twin turrets backed up with a central gun tower. The actual turret weapons fitted to a Gibletgrinda vary greatly according to the whim of the Mekboy who built it - they could be twin autocannon, quick firing battlecannon, multiple rocket launchers or even bomb-lobbing catapults (particularly popular with the traditionally minded Snakebites). The weapons are always dead shooty though, producing loud bangs and satisfyingly big explosions.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gibletgrinda	15cm	1+	+8	Autocannon	50cm	5	5+	-1	Death Roller



NOBZ WARBIKES

The Nobz warbike is the ultimate in personal transport for Nobz who want fast personal mobility, with no waiting around for the rest of the Boyz. The bike is driven by one of the Boyz from the Nob's own household who can be trusted to pile on the speed and get where the action is fast! This leaves the Nob free for the real fun which (as everybody knows) is firing the biggest, loudest and most devastating weapon that he can carry. It is particularly useful to have

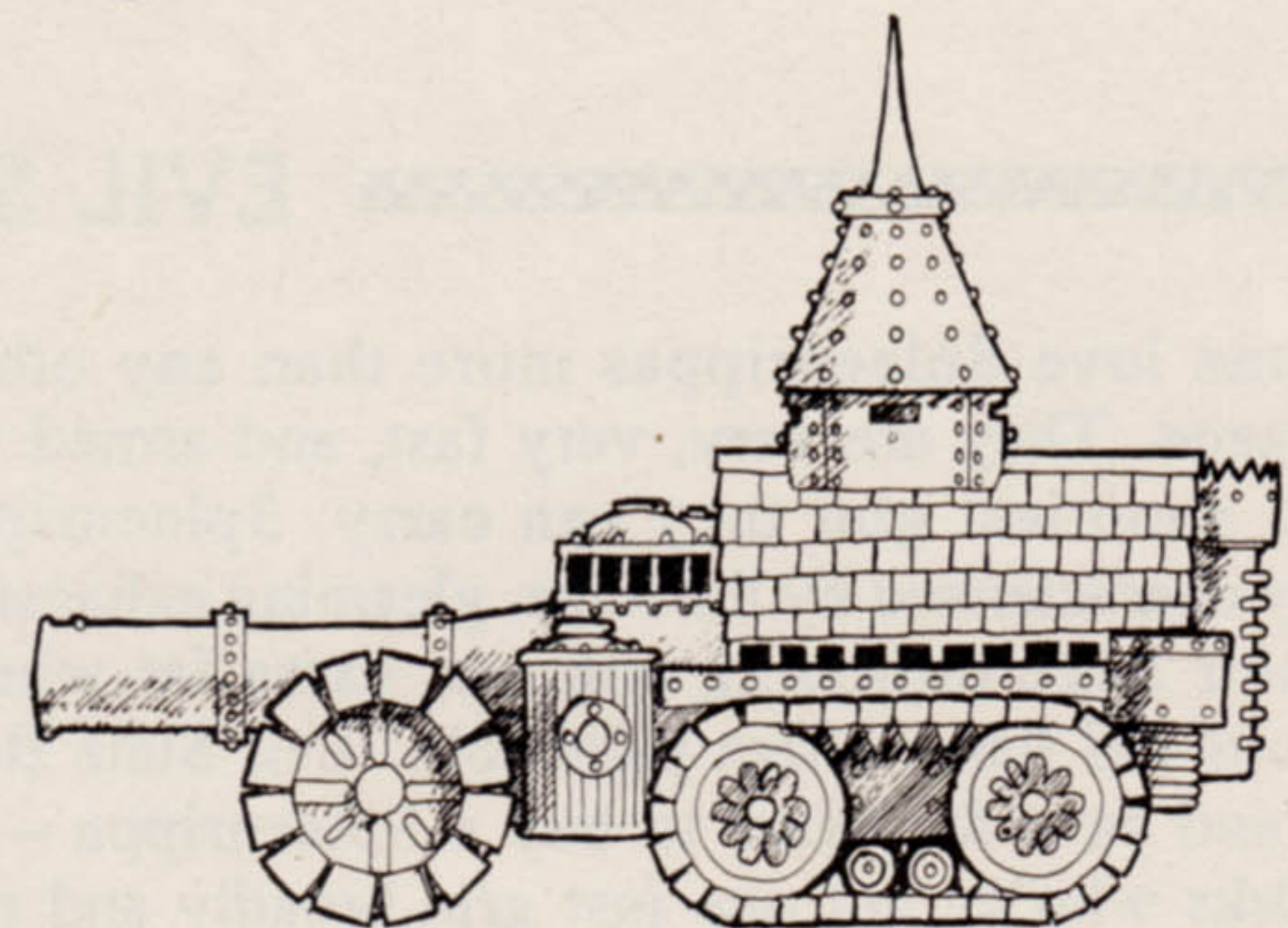
Nobz mounted on warbikes if the clan includes any vehicles like wartracks or buggies, as these can all too often disappear off into the middle of enemy lines never to be seen again if the Nobz can't keep up with them. You can make Nobz warbikes by sticking a banner pole onto an ordinary warbike stand or, if you are feeling more ambitious, by cutting the bases off some Nobz models and sticking them onto the back of a warbike. Bikes are mounted two to a 20mm base.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Nobz Warbike	30cm	6+	+5	Bolters	25cm	2	5+	-2	Command unit

BRAINCRUSHA

The Braincrusha is an Ork battle tank mounting a truly gigantic cannon. When the Braincrusha fires it bucks up into the air, the front wheels lifting as its massive cannon hurls monster shells at the enemy from exceptionally long range. The sheer size of the shells fired by a Braincrusha means they can smash armoured tanks like eggs. The weight of the shell is often sufficient to rip off turrets and overturn vehicles even if the armour isn't pierced. The Braincrusha cannon fills almost the entire body of the tank, so the crew have to squash together in a small tower over the gun's breech, which vibrates with the concussion of the cannon's recoil. This could well be the reason why the gun is known as a Braincrusha! Orks love loud noises and explosions so the crew are happy enough to be deafened for a few days after

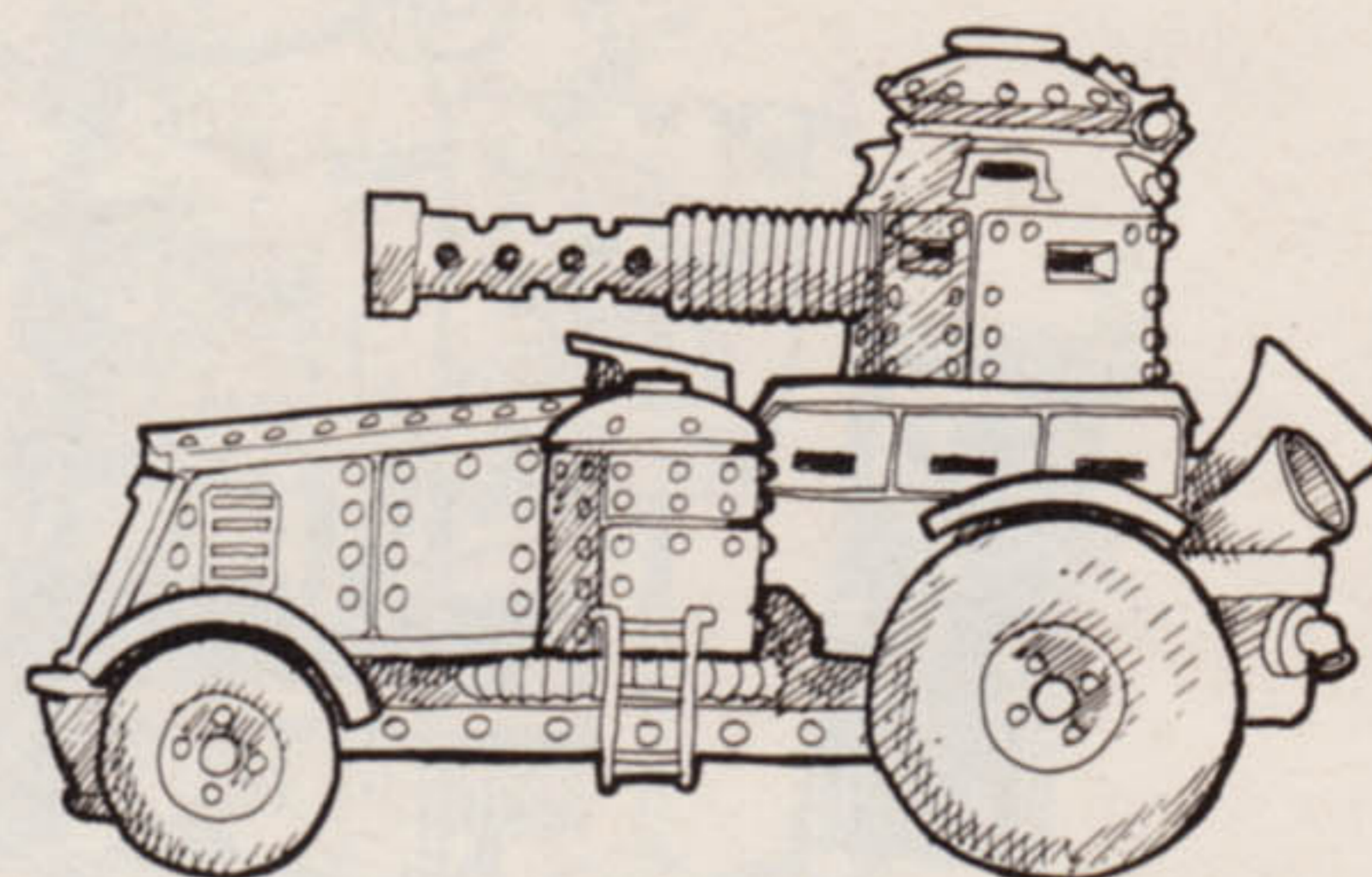
every battle for the opportunity to fire such a loud and destructive gun.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Braincrusha	15cm	4+	0	Braincrusha cannon	100cm	1	3+	-3	

EVIL SUNZ BOWELBURNA

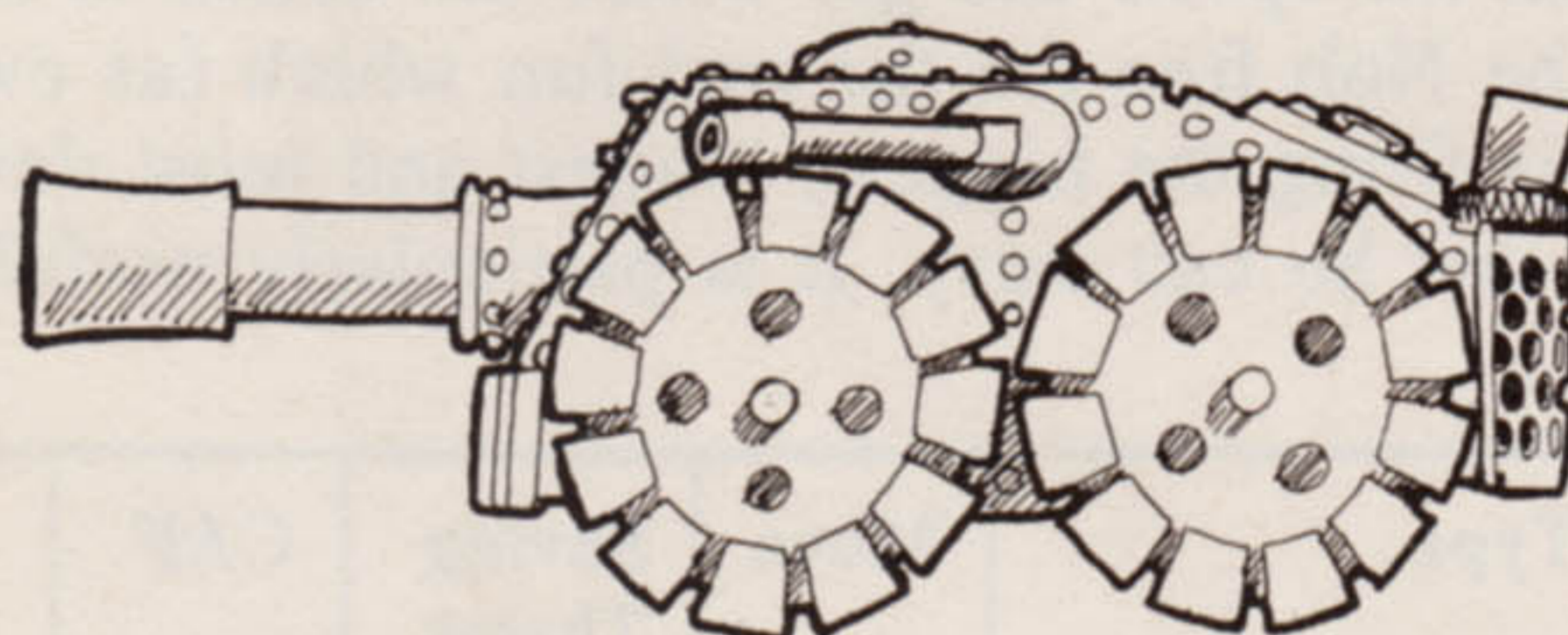
Bowelburnas are extra-fast battle buggies built by the Evil Sunz clan. They are lightly armoured but wickedly fast, reflecting the clan's complete fixation with speed. As their main armament Bowelburnas carry a scorcher, a weapon which fires a torrent of flame. The scorcher saturates the target area with burning fuel so it ignores cover, making it a particularly potent weapon against infantry in woods or buildings. The Bowelburna's scorcher is fed from extra-large fuel tanks which are also connected to the engine. This means the Bowelburna can travel great distances without refuelling, making it good for long-range raids.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bowelburna	30cm	5+	+1	Scorcher	15cm	1	4+	0	Ignores to hit modifiers for cover Evil Sunz only

EVIL SUNZ GOBSMASHA

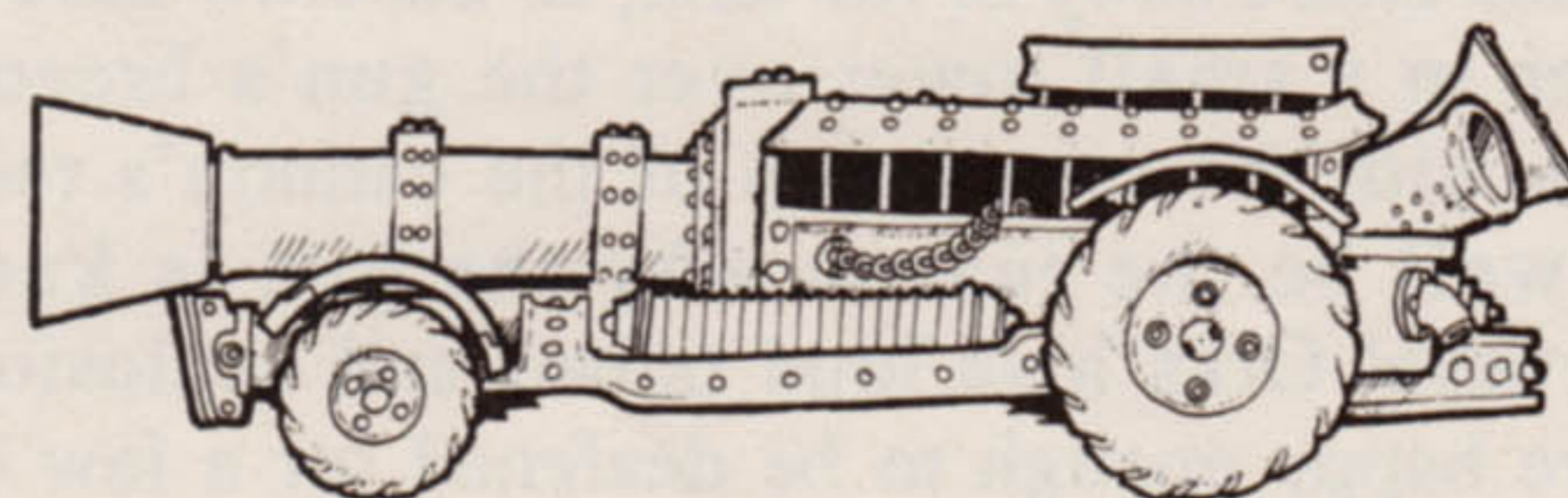
The Gobsmasha is an Evil Sunz war buggy characterised by its blocky, armoured hull and four large metal wheels. The Gobsmasha benefits from having thicker, fully enclosed armour and a bigger gun than ordinary war buggies. Evil Sunz use Gobsmashas to teach their young and impetuous Wildboyz the benefits of Orkish kultur and the joys of driving around at high speed – the heavier armour comes in particularly handy when the Wildboyz keep crashing into things. In battle each Gobsmasha is crewed by two or three Wildboyz (who jump around and try to grab the steering wheel off each other) and a hoary old Ork veteran (who fires the gun and stops the young Orks doing anything too daft).



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Gobsmasha	25cm	5+	0	Autocannon	50cm	1	5+	0	Evil Sunz only

EVIL SUNZ SPLEENRIPPA

Evil Sunz love Spleenrippas more than any other kind battlewagon. They are very, very fast, and armed with the biggest, shootiest gun they can carry. Spleenrippas are typically characterised by the huge, gleaming exhausts jutting from their huge throbbing engines, extra fat wheels and sumptuous red flame-effect paint jobs. Evil Sunz Boyz will scrimp and save for years to buy a Spleenrippa – and the lucky Orks who've got one just grin broadly and roar into battle, leaving the envious Boyz to eat their dust.

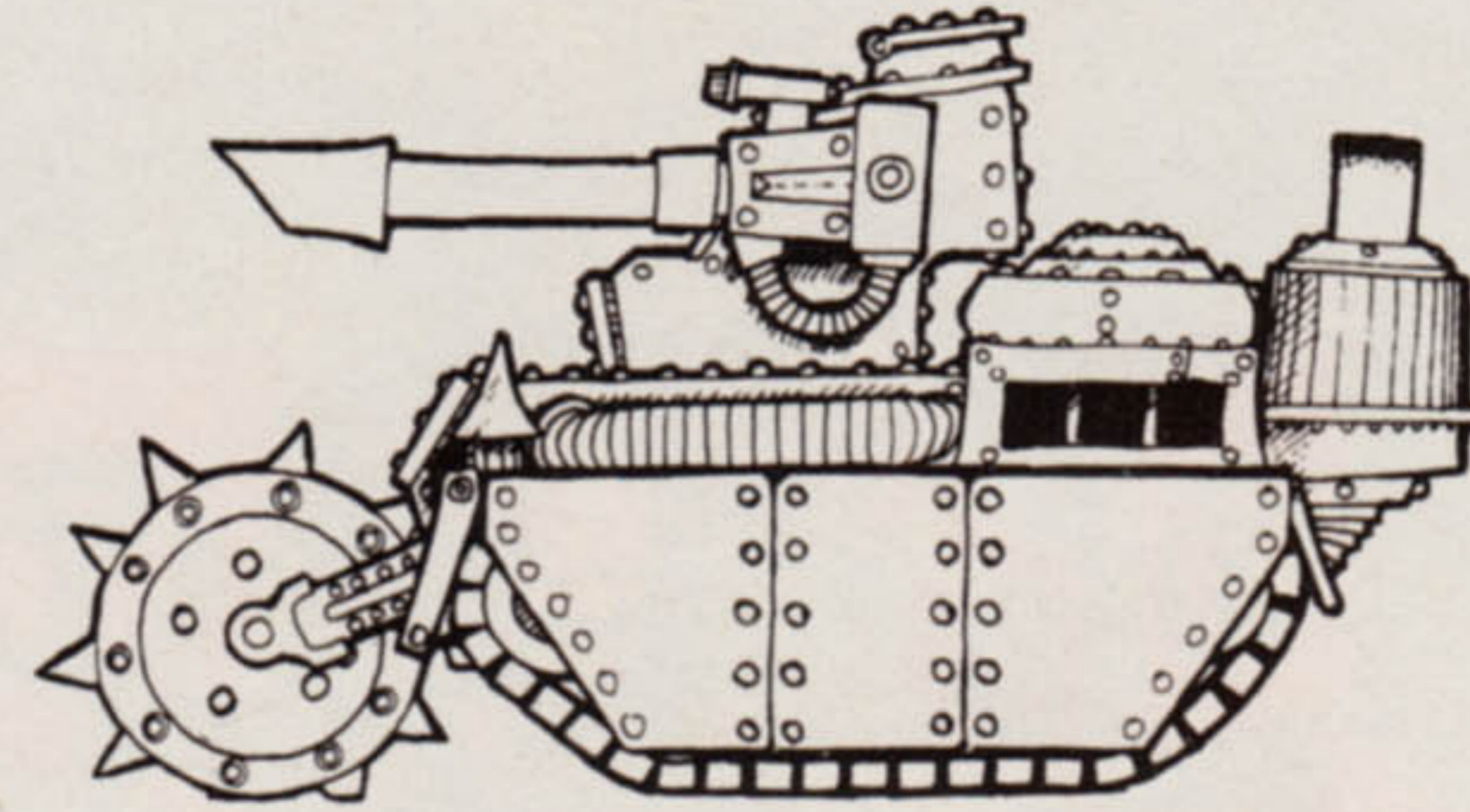


Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Spleenrippa	30cm	5+	0	Battlecannon	75cm	1	4+	-2	Evil Sunz only

BONECRUNCHA AND BONEBREAKA

The Bonecruncha and Bonebreaka are two variant types of Ork attack tanks used by all Ork clans. The main difference between the two tanks is that they carry different turret guns – twin autocannon on the Bonecruncha and a single heavy battlecannon on the Bonebreaka. Both tanks have a huge spiked death roller mounted on their front hull, like the one fitted to the Gibletgrinda battle fortress. This is what gives them their names, because they crunch and break the bones of the enemies they run over! A Bonecruncha or Bonebreaka can try to run over enemy troop stands simply by moving over them. Each stand suffers a hit on a D6 roll of 4, 5 or 6. If the troops don't get squashed or make their saving throw (assuming they have one) the Bonecruncha or Bonebreaka is bogged down in close combat and its movement ends.

If it squashes the troops the tank can keep moving and try to squash another victim until it runs out of movement or fails to squash a target and gets caught in close combat.



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bonecruncha	20cm	4+	+4	Autocannon	50cm	2	5+	-1	Deathroller
Bonebreaka	20cm	4+	+4	Battlecannon	75cm	1	4+	-2	Deathroller

SKULLHAMMA BATTLE FORTRESS

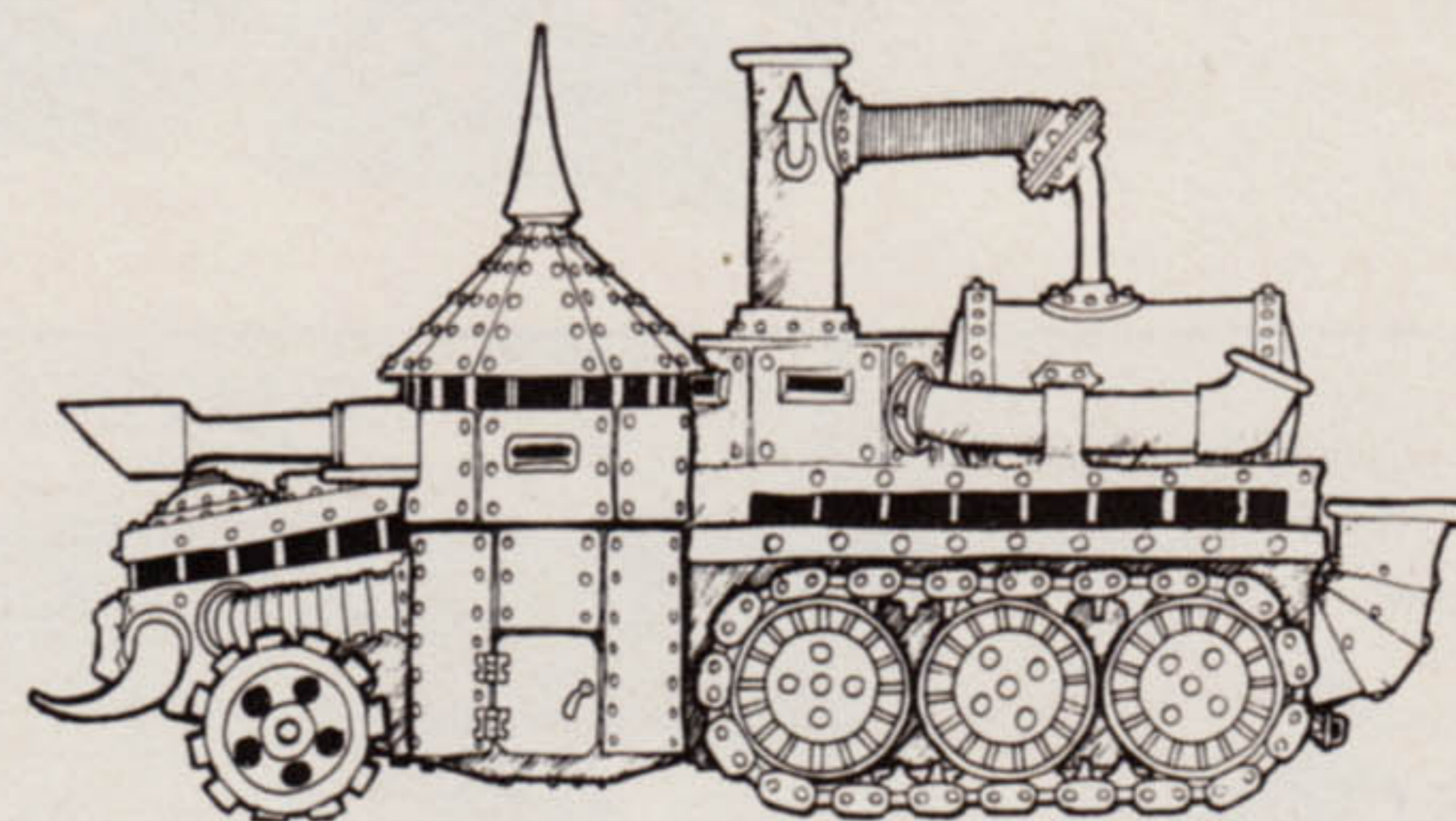
Skullhammas are a special sort of battle fortress commonly built by Evil Sunz or Speed Freek Mekboyz from other clans. Like the Gibletgrinda, the Skullhamma battle fortress is covered in massively thick armour plating and has twin turrets bristling with a fearsome array of weapons. Instead of having a gun tower and death roller the Skullhamma has a supercharged triple-overpressure turbo engine which occupies almost half of its hull. In short, Skullhammas are built for speed.

pinned by normal troops and vehicles in close combat, so they can break through enemy lines with ease. Unlike the Gibletgrinda, the Skullhamma is heavily armoured all round so it can flank its opponents without worrying about being hit in weaker side or rear armour. As they are battle fortresses Skullhammas can always be given orders, even if they aren't within 10cm of a command unit - the Nob in command onboard the battle fortress tells the crew what to do. Up to five troop stands can fit into a Skullhamma - though getting the crew to slow down so they can get off is sometimes a problem! The weapons fitted to the Skullhamma are designed to devastate the enemy with long range salvos from heavy, armour-busting weaponry. Often Skullhammas will use their high speed to get round enemy tanks and pick them off from the rear, or else hang back and use their long range guns to great effect.

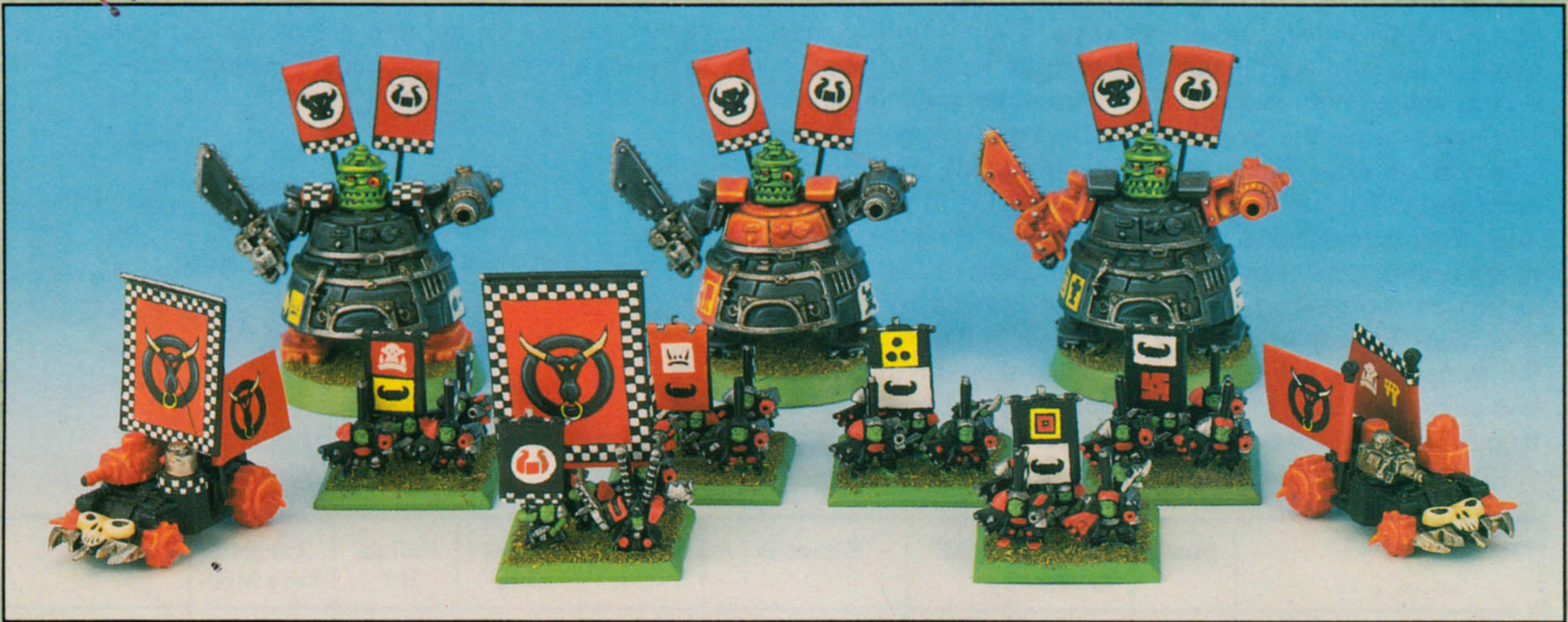


When a Skullhamma is moving at top speed the turbo supercharger cuts in and sends it hurtling forward at mind-boggling speed, the front wheels lift off the ground and a huge plume of churned dust rises behind it. Orks find speed addictive, it stimulates their brain and causes an intense feeling of euphoria. Consequently it is common to find the crews of Skullhammas never get off their battle fortresses: they live, eat and sleep in them - just occasionally slowing down long enough to send off Gretchin servants in search of more food and fuel. Because of the specially supercharged engine on a Skullhamma it can move at triple normal rate when it is on charge orders, ie a maximum move of 45cm.

Like a Gibletgrinda, the Skullhamma is too big to be



Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Skullhamma	15cm	1+ all round	+4	Battlecannon	75cm	2	4+	-2	Carries 5 stands



GOFF WARBOSS AND STOMPERS



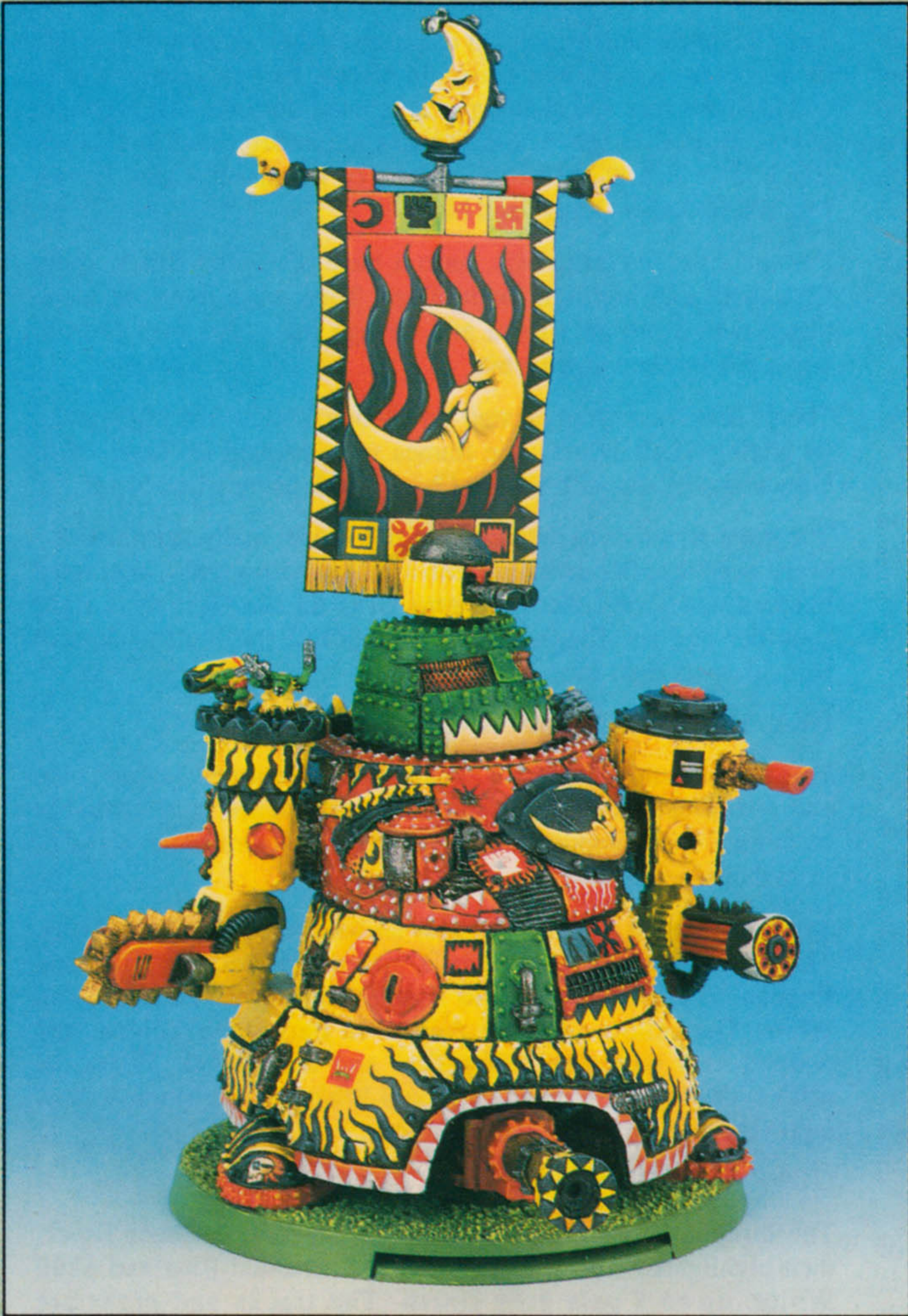
GOFF BRAINCRUSHAS



DEATHSKULLS CLAN



GOFF GUTRIPPAS



BAD MOON GREAT GARGANT



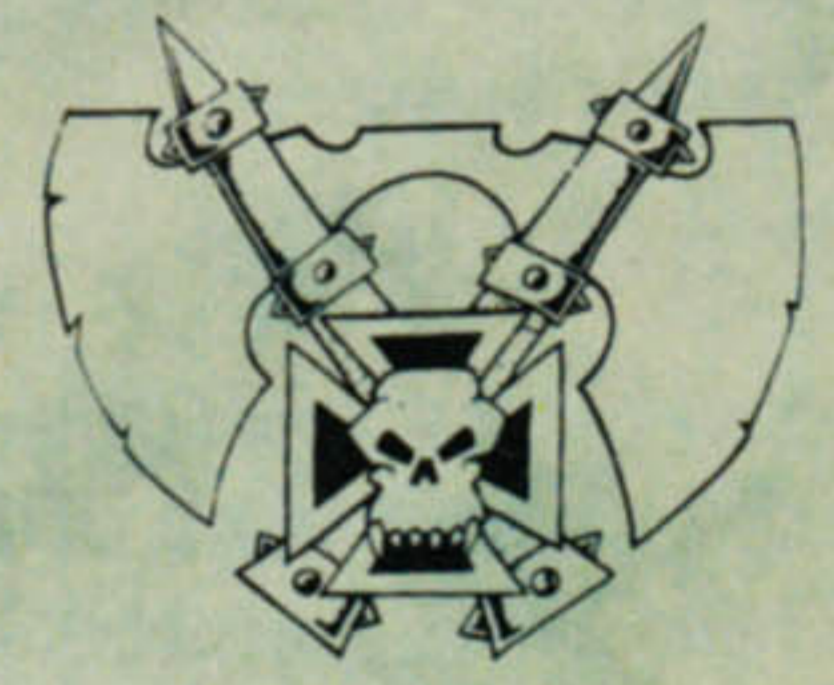
DEATHSKULL GIBLETGRINDA



BAD MOON WEIRDBOY TOWER



GOFF LUNGBURSTAS



BLOOD AXE CLAN

GOFF WARBOSS AND STOMPERS

The Goffs' preferred colour is black, but we've added touches of red and green detail to brighten them up and make them stand out on the battlefield. Goblin Green was used for the Orks' faces, and if you like, this can be washed over with Green Ink for extra detail. The guns can be brought out by drybrushing them with Chainmail.

The banners were made from plasticard, and glued onto brass rods for poles. The unit banners are so small you can only fit quite basic designs onto them, but the larger banners were big enough for the Goffs' favourite symbol the horned skull.

Stompers: The Stompers were undercoated in Chaos Black, highlighted with a mix of black, Turquoise and Skull White. The red areas were painted in Go Fasta Red, first undercoated in Skull White. To shade the red, add Blood Angel Orange and Bad Moon Yellow to the red, and highlight in progressively lighter shades until you end up with pure yellow.

GOFF BRAINCRUSHAS

The Braincrushas were undercoated in Chaos Black, and the gun barrels then painted Skull White to show up the red properly. The roof areas were painted with a mix of Bleached Bone and Terracotta. Add more Bleached Bone and keep drybrushing until you finish off with pure Bleached Bone to bring out the detail on the roof plates. The banners were made from paper, painted with Bad Moon Yellow. The designs can be painted on, but we used transfers, which give a very bright, clean result, and save a lot of time and effort!

DEATHSKULLS CLAN

Orks of the Deathskulls clan wear blue, which they believe is a lucky colour. The Ork models were painted in Enchanted Blue, and Skull White added to the mix for the highlights. Use the same procedure as before for weapons (Chaos Black drybrushed with Chainmail) and the Orks' faces (Goblin Green).

The cream colour used on the command units is a mixture of Snakebite Brown and Bleached Bone. More Bleached Bone is added to the base colour to shade the highlights. The red detail is Go Fasta Red mixed with Blood Angel Orange, with Bad Moon Yellow mixed in for the paler highlights. Again, transfers were used for the banners.

GOFF GUTRIPPAS

These vehicles were base-coated in Chaos Black, which was shaded with a mixture of black, Turquoise and Skull White. The red areas were painted in Go Fasta Red over a white base, highlighted with Blood Angel Orange and Bad Moon Yellow. The gun barrel and the pipes at the rear of the Gutrippa were drybrushed with Chainmail.

BAD MOON GREAT GARGANT

The Gargant's head is painted Ork Green, then shaded with a mix of Woodland Green and Scorpion Green. Bilious Green is then added to the mix and shading is continued until the last highlight is pure Bilious Green. The eye plates are undercoated in a Chaos Black, and then painted in a mixture of Burnished Gold, Brown Ink, Blood Angel Orange and black.

For the rusty metallic bits, onto a base of Chaos Black apply Chainmail and highlight with silver. Then wash over the metal plates with a mix of Brown and Orange Ink – you may need to water this mixture down a bit.

The yellow areas were painted Bad Moon Yellow and highlighted by adding Skull White. The flames were painted in Space Wolf Grey and outlined with watery Chaos Black using a fine brush.

The great attention to detail makes this model really spectacular – every available flat area has been adorned with glyphs, decorated borders or flames. Note the two Orks on the Gargant's right shoulder and the flaming skull (symbol of the Kult of Speed) painted on its right foot.

DEATHSKULL GIBLETGRINDA

This is a unusually colourful model, painted in green, yellow, blue and red. Deathskulls are notorious scroungers, and probably 'acquired' the components for this vehicle from other clans or from their enemies.

Start by painting the vehicle with an undercoat of Chaos Black. The blue areas are painted in a mixture of Moody Blue and Enchanted Blue, shaded into lighter colours by adding Skull White. The yellow areas are painted in Bad Moon Yellow, and washed over with a mix of yellow and Orange Ink. When the wash is dry highlight by adding Skull White to Bad Moon Yellow until you get a nice, pale yellow colour.

GOFF LUNGBURSTAS


The Lungburstas are painted with a base coat of Chaos Black, then highlighted with a mix of black, Enchanted Blue and Skull White, up to a pale grey finish. The tracks and pipes are drybrushed in Chainmail and highlighted with Silver.


BLOOD AXE CLAN

The Rhinos of the Blood Axe Clan have been painted with a base coat of Battle Green, lightened with Skull White up to a pale light green. If you look closely, you will see that every Rhino is different, though they all have the crossed axes of the Blood Axe clan on their top side. Transfers were used as much as possible here to make the vehicles colourful and characterful, while maintaining a basic uniformity.

EVIL SUNZ SPLEENRIPPA SQUADRON

An Evil Sunz Spleenrippa Squadron consists of three Spleenrippas.



 **POINTS VALUE 100**

EVIL SUNZ SPLEENRIPPA SQUADRON

An Evil Sunz Spleenrippa Squadron may only be added to an Evil Sunz clan or a Kult of Speed. It forms a separate formation but is still subject to the special Ork command rule. Several Spleenrippa Squadrons can be added to an Evil Sunz Clan or Kult of Speed. Each squadron forms a distinct formation. For each Spleenrippa Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1



NOBZ WARBIKES

A Nobz Warbikes Mob consists of five Nobz Warbike stands.



POINTS VALUE 200

NOBZ WARBIKES

Nobz Warbike Mobz can be added to an Evil Sunz clan or a Kult of Speed. Each Nobz Warbike Mob forms a separate command unit. Several Warbike Mobz can be added to an Evil Sunz clan or Kult of Speed, each forming a distinct formation. For each Nobz Warbike Mob you add, the break point of the clan goes up by +3 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

BRAINCRUSHA SQUADRON

An Ork Braincrusha Squadron consists of three Braincrushas.



POINTS VALUE 200

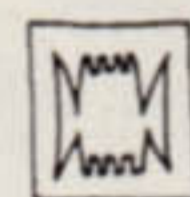
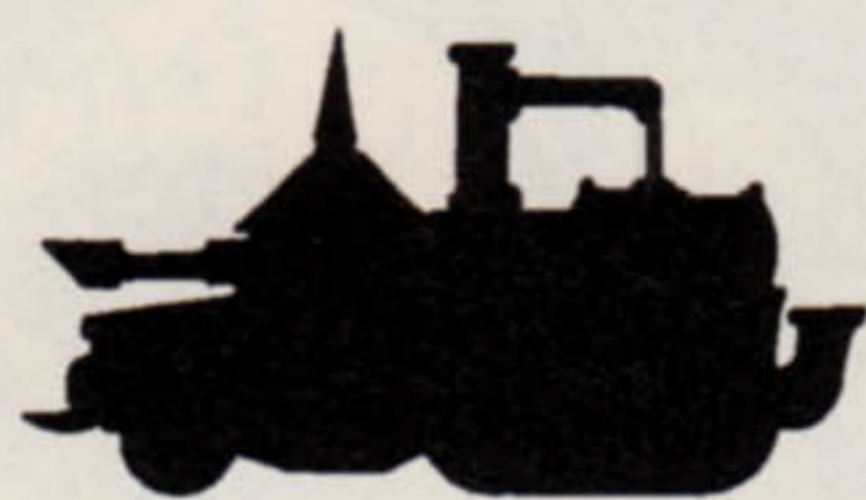
BRAINCRUSHA SQUADRON

A Braincrusha Squadron forms a separate formation but is still subject to the special Ork command rule. Several Braincrusha Squadrons can be added to an Ork clan. Each Braincrusha Squadron forms a distinct formation, and for each squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

SKULLHAMMA BATTLE FORTRESS

One Skullhamma Battle Fortress.



POINTS VALUE 100

SKULLHAMMA BATTLE FORTRESS

The Skullhamma Battle Fortress forms a separate formation and is not subject to the Ork command rule. Several Battle Fortresses can be added to an Ork clan. Each Battle Fortress forms a distinct formation. As a single vehicle the Skullhamma cannot be broken, only destroyed.

VICTORY POINTS 1

Your opponent gains 1 VP when the Skullhamma is destroyed.

GIBLETGRINDA BATTLE FORTRESS

One Gibletgrinda Battle Fortress.



POINTS VALUE 100

GIBLETGRINDA BATTLE FORTRESS

The Gibletgrinda Battle Fortress forms a separate formation and is not subject to the Ork command rule. Several Battle Fortresses can be added to an Ork clan. Each Battle Fortress forms a distinct formation. As a single vehicle the Gibletgrinda cannot be broken, only destroyed.

VICTORY POINTS 1

Your opponent gains 1 VP when the Gibletgrinda is destroyed.

BONECRUNCHA SQUADRON

An Ork Bonecruncha Squadron consists of three Bonecrunchas.



POINTS VALUE 200

BONECRUNCHA SQUADRON

A Bonecruncha Squadron forms a separate formation but is still subject to the special Ork command rule. Several Bonecruncha Squadrons can be added to an Ork Clan, and each squadron forms a distinct formation. For each Bonecruncha Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

BONEBREAKA SQUADRON

An Ork Bonebreaka Squadron consists of three Bonebreakas.



POINTS VALUE 200

BONEBREAKA SQUADRON

A Bonebreaka Squadron forms a separate formation but is still subject to the special Ork command rule. Several Bonebreaka Squadrons can be added to an Ork Clan, and each squadron forms a distinct formation. For each Bonebreaka Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

EVIL SUNZ BOWELBURNIA SQUADRON

An Evil Sunz Bowelburna Squadron consists of five Bowelburnas.



POINTS VALUE 100

EVIL SUNZ BOWELBURNIA SQUADRON

An Evil Sunz Bowelburna Squadron may only be added to an Evil Sunz clan or a Kult of Speed. It forms a separate formation but it is still subject to the special Ork command rule. Several Bowelburna Squadrons can be added to an Evil Sunz Clan or Kult of Speed. Each squadron forms a distinct formation. For each Bowelburna Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

EVIL SUNZ GOBSMASHA SQUADRON

An Evil Sunz Gobsmasha Squadron consists of five Gobsmashas.



POINTS VALUE 100

EVIL SUNZ GOBSMASHA SQUADRON

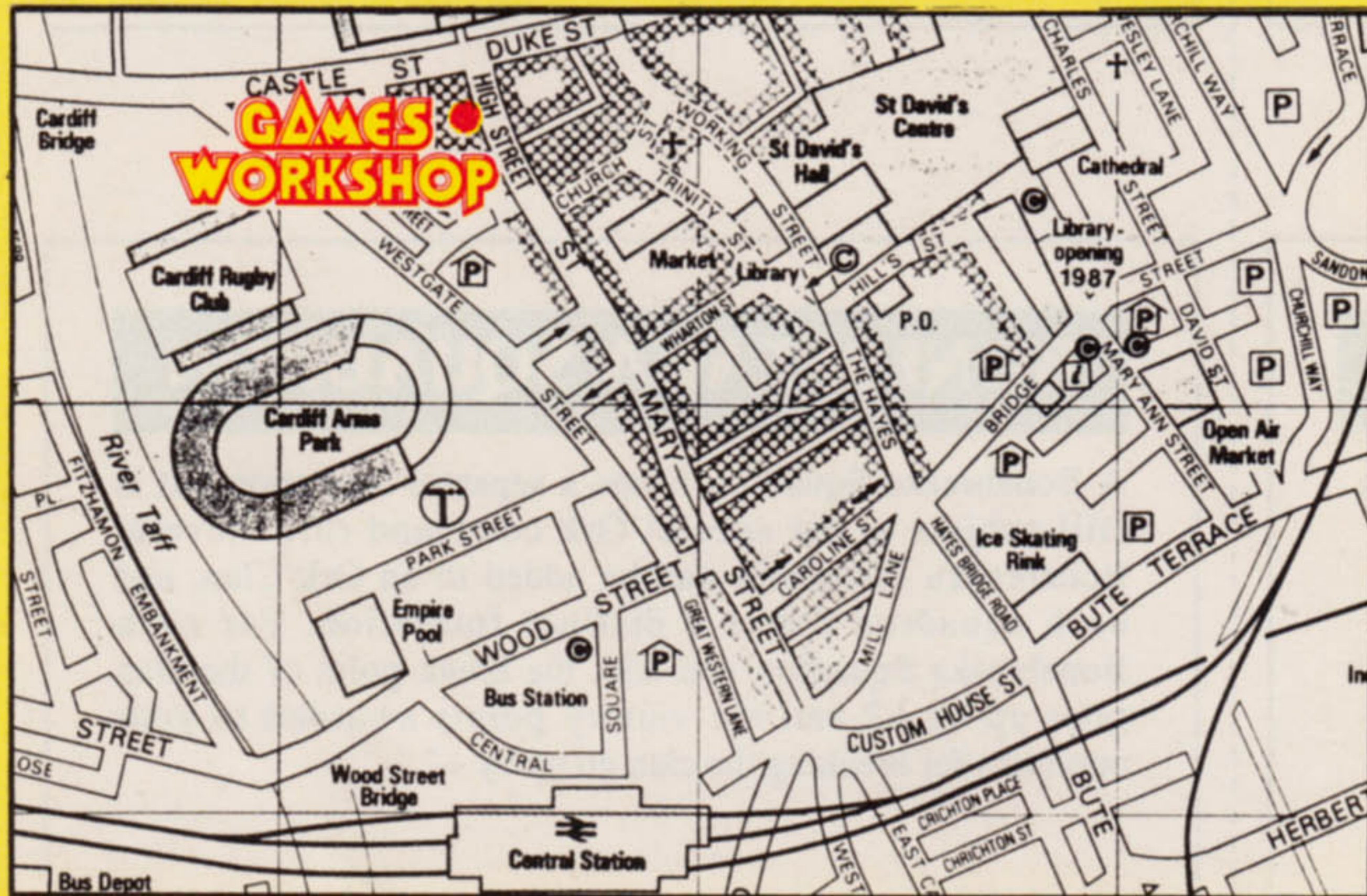
An Evil Sunz Gobsmasha Squadron may only be added to an Evil Sunz clan or a Kult of Speed. It forms a separate formation but is still subject to the special Ork command rule. Several Gobsmasha Squadrons can be added to an Evil Sunz Clan or Kult of Speed. Each squadron forms a distinct formation. For each Gobsmasha Squadron you add, the break point of the clan goes up by +3 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

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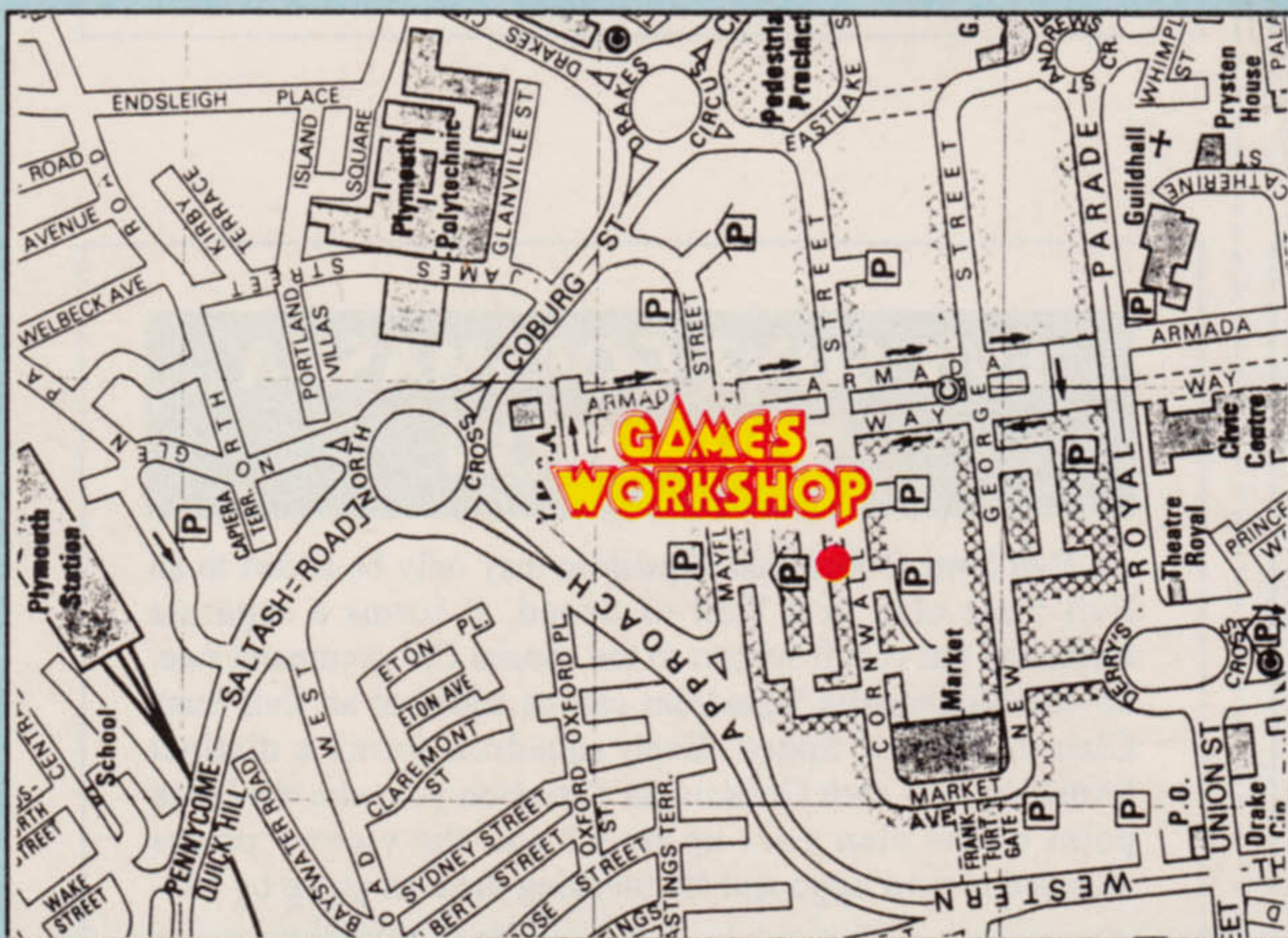
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BIKES, TRIKES AND WAR WALKERS

BY ANDY CHAMBERS

As a further taster of our forthcoming Warhammer 40,000 Vehicles Guide this month we bring you datafaxes for Squat and Imperial bikes, Squat Trikes and Imperial bike and sidecar combinations along with special rules to cover bikes and trikes in all situations. Due to popular demand we also present the rules for Eldar War Walkers.

Some time ago, in White Dwarf 128, we published an exciting new set of vehicle rules for Warhammer 40,000. These introduced a unique targeting system which employed a cut-away style diagram of the vehicle and a clear acetate targeting grid. At the time we promised to periodically print new vehicle diagrams in White Dwarf to cover the full range of vehicles available in Warhammer 40,000. We are pleased to be able to finally round out this list of vehicle datafaxes by printing those for Imperial and Squat bikes and trikes plus the Eldar war walker.

The warring races of the 41st millennium employ all kinds of well armed and highly mobile troops for reconnaissance and seizing forward positions from the enemy. Bikes and trikes fulfill these roles throughout the Imperium and the Squat Home Worlds, with squads of bikers acting as shock/assault troops and trikes carrying heavy weaponry providing highly mobile support. Away from the battlefield bikes and trikes are invaluable in scouting and pursuit, compiling vital data on enemy troop movements and harrying opposing forces with lightning raids.

Eldar forces use jet bikes to fulfill these roles under normal circumstances but amongst the Craftworld colonies on the

thickly forested Maiden Worlds jet bikes are severely limited by the dense forest canopy. Instead, Eldar war walkers are used with great success to scout and ambush enemy forces. The war walker's heavy firepower coupled with its great manoeuvrability has also made it a massive success on all kinds of worlds, from dust bowls to primæval swamps.

BIKE AND WAR WALKER DATAFAX

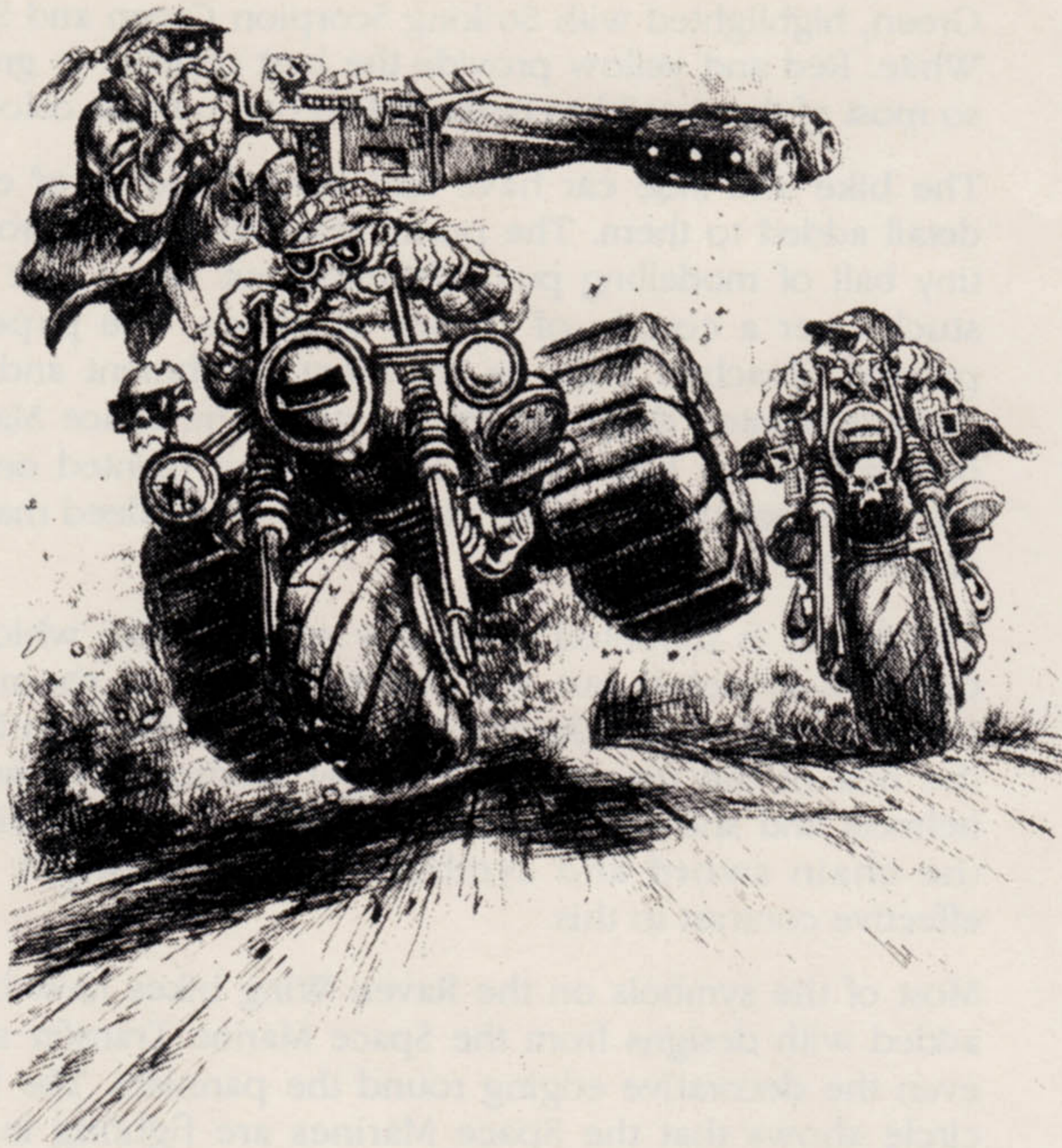
The bikes, trikes and Eldar war walker featured in this article all use standard datafax record sheets which show their movement stats, weapons, arcs of fire, points values, targeting diagrams and other information. These are used in conjunction with the Vehicle Targetting Grid supplied in White Dwarf 128. The Targetting Grid is now also available through Games Workshop Mail Order or from your local Games Workshop store.

USING BIKES AND WAR WALKERS IN GAMES

Bikes and trikes can be bought to mount individual characters and entire squads in accordance with the rules in the various specific army lists though the points costs for doing so need to be recalculated using the new points values given on the datafax. It's also possible to mount part of a squad on bikes or trikes if desired. It's not unusual for some members of a squad to be mounted so that they can act as couriers or rove ahead of the main group scouting. Simply pay the requisite number of points to buy the bikes or trikes and remove the appropriate number of models from the squad. Mounted squad members are not tied to their original squad by the unit coherency rules. They form a new separate unit altogether and it can be assumed that a senior trooper or veteran is leading them. Even Imperial Guard squads are permitted to split up if some of them are mounted. Troops on bikes must stay within 6" of each other to maintain unit coherency.



Squat Biker



Any number of war walkers can be purchased by Eldar forces up to a maximum of one per Guardian or Scout squad the Eldar player is using. War walkers act as independent vehicles and do not need to maintain any kind of unit coherency.

MOVING BIKES, TRIKES AND WAR WALKERS

Bikes, trikes and war walkers move like normal vehicles, having a slow, a combat and a fast speed. Bikes are unusual because they can accelerate very quickly, so they are capable of going from slow speed to fast speed in one turn whereas most vehicles must spend a turn at combat speed before they can move at fast speed. However it is worth noting that bikes can only decelerate at the same rate as other vehicles. Bikes may also attempt special skid turns as described below. Terrain effects on movement for bikes and war walkers are as follows:



War Walkers have long legs so they are excellently equipped to cross all but the densest terrain with ease. They can cross all linear obstacles (hedges/walls/ditches/etc) without penalty, and can move unhindered over any terrain type other than woods and deep water. Walkers can only move through woods at slow speed. They cannot move through deep water at all, but may cross shallow streams and fords without penalty.

Bikes and the larger three wheeled trikes are very much like contemporary motor cycles and trikes. A bike cannot

cross a linear obstacle of any kind - if it attempts to do so it will crash. Bikes may cross difficult or very difficult ground, including woods, at slow speed only - at faster speeds they crash and incur damage. They may not cross water other than shallow streams and fords.

BIKE SKID TURNS

A bike travelling at slow speed can make as many turns as the player wishes, but when travelling at faster speeds bikes are limited to one or two turns exactly like other vehicles. However, bikes are also allowed to make additional turns of up to 45° called *skid turns*. Skid turns allow a bike to change direction several times even while travelling at high speed. These manoeuvres are quite dangerous and call for extra skill on the part of the rider. The biker revs his engine and swings his machine round in a controlled skid, dipping low to the ground to balance the machine. This is a spectacular manoeuvre - all the more so when it goes wrong!

A bike wishing to make a skid turn must take a *skid test*. A bike may attempt as many skid turns as the player wishes, but a separate test must be made for each. Skid turns can be made immediately after normal turns or after each other, allowing the biker to turn 90° or more. Of course, the greater the change in direction the more tests the biker will have to take and the greater the chance of crashing.

BIKE SKID TEST CHART

BIKE SPEED		RESULT
Combat / Fast		
-	1	The bike crashes and is destroyed together with its rider. The flaming wreck travels straight forward for the remainder of its maximum fast move, and then explodes with an area radius of 1" causing a strength 4 hit on any target within the effect area. If the bike hits something before its move is complete, work out normal collision damage and then the bike explodes.
1	2	The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. No weapons may be fired from the bike this turn, including any fired by a passenger (who is more interested in holding on than shooting).
2-3	3-4	The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. The rider may not fire any weapons, including bike weapons, this turn. A passenger or sidecar crewman may shoot as normal.
4+	5+	The biker successfully completes the manoeuvre.

WAR WALKER, BIKES AND TRIKES

Eldar War Walker: The main part of our existing Eldar army is from the Alaitoc Craftworld but we decided to include a contingent of Biel-tan troops for a little variety. This War Walker will form the start of that contingent, and we are planning to supplement it with a squad of Guardians or some more vehicles.

The main colours of Biel-tan are green and white. For the green we used a base coat of Ork Flesh highlighted with Goblin Green and Bilious Green and the white was shaded with a little Elf Grey. The craftworld symbol is clearly displayed on the War Walker's leg and the red heart motif has been extracted and repeated on various parts of its body. Red has been used for a relief colour on other parts of the model and provides a striking contrast to the green and white.

One of the most striking aspects of the colour scheme is the thorn pattern that has been added to the leg and the gun-shield. This is much easier than it looks! The first thing to do is sketch out a design on a piece of paper, which will save you having to work it out as you actually paint.

The pattern is basically made up of a series of connected S-shapes with small sharp triangles added for the thorns. You need to thin down some Skull White and use your very best detail brush to ensure that you get a smooth, even line. The thorns are the easiest bit, as you will find that the point of the brush naturally forms into the shape that you are trying to paint. If you go wrong you can paint out the mistake with a little of the background colour and try again.

Raven Wing Bikes: The Raven Wing is the second company of the Dark Angels Space Marine Chapter. It is completely mobile, which makes it a quick and deadly attacking force. Both of these bikes are from the Raven Wing, and have been painted up as an allied contingent to our Blood Angel army to add a bit of colour and variation.

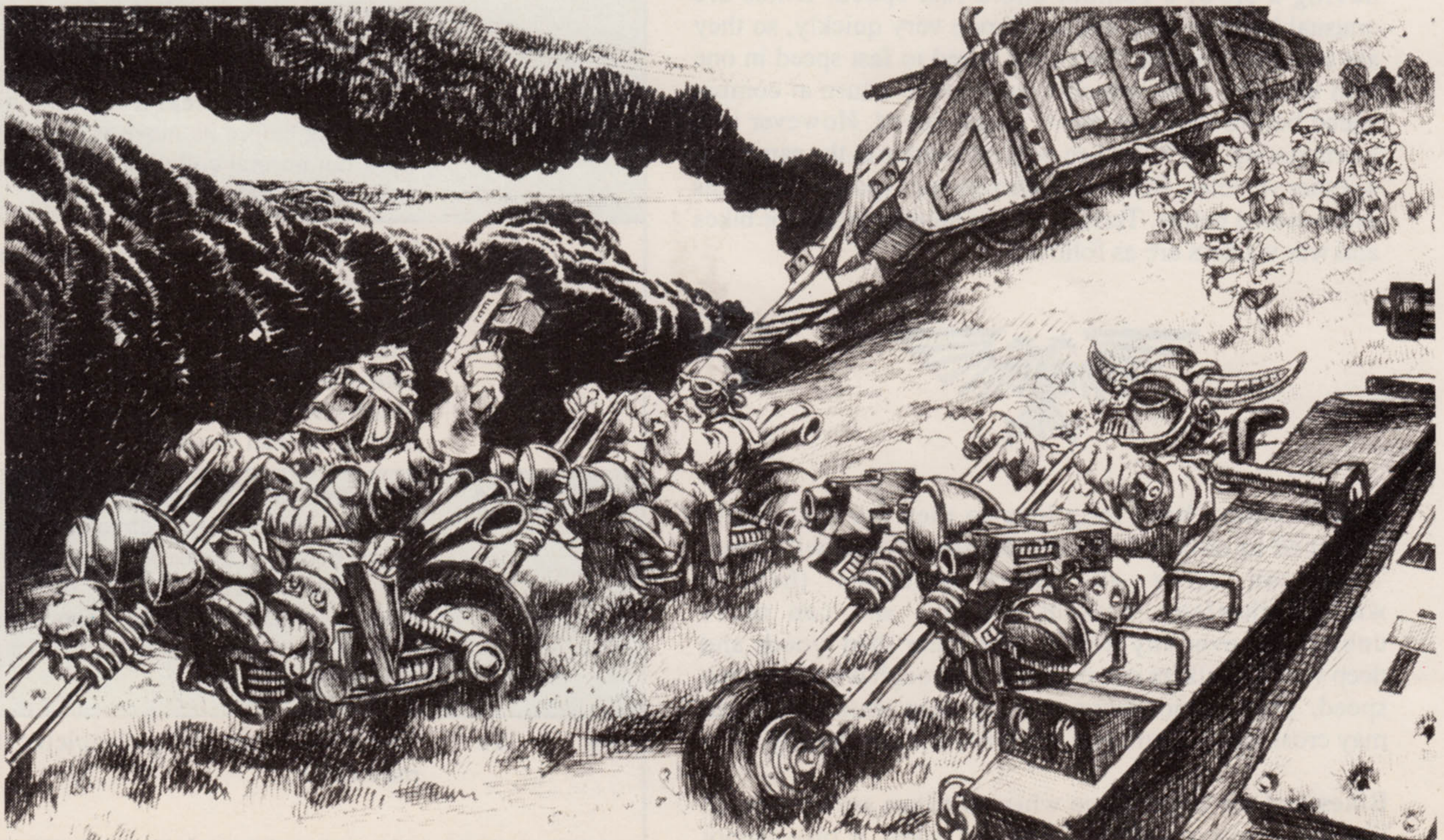
The Space Marines were given a base coat of Salamander Green, highlighted with Striking Scorpion Green and Skull White. Red and yellow provide the best contrast to green, so most of the detail has been picked out in these colours.

The bike and side car have had several pieces of extra detail added to them. The purity seals were made from a tiny ball of modelling putty flattened out into a disc and stuck over a couple of stripes of paper. The paper is painted Bleached Bone to represent parchment and the putty is painted deep red for the wax. The Space Marine on the side car has an Iron Halo honour painted on his leg, in recognition of some particularly brave deed that he carried out.

The Medic is mounted on a new style of bike which is covered in detail but still leaves plenty of room for painting insignia and decoration. To distinguish them from the rest of the troops, Dark Angel Medics have white helmets and shoulder pads. The golden yellow detail on the chain sword and symbols provide a bright and effective contrast to this.

Most of the symbols on the Raven Wing bikes have been added with designs from the Space Marine Transfer set – even the decorative edging round the panniers. The blue circle shows that the Space Marines are fighting in the same Campaign as the Blood Angels (see White Dwarf 139).

Squat Heavy Weapons Trike and Bike: These have both been painted in a distinctive red and gold colour scheme. The gold was given a base coat of Burnished Gold, highlighted with Shining Gold and Mithril Silver. Areas of fine detail were given a wash of Brown and Yellow Ink for deep shading before they were drybrushed with Shining Gold for the highlights.





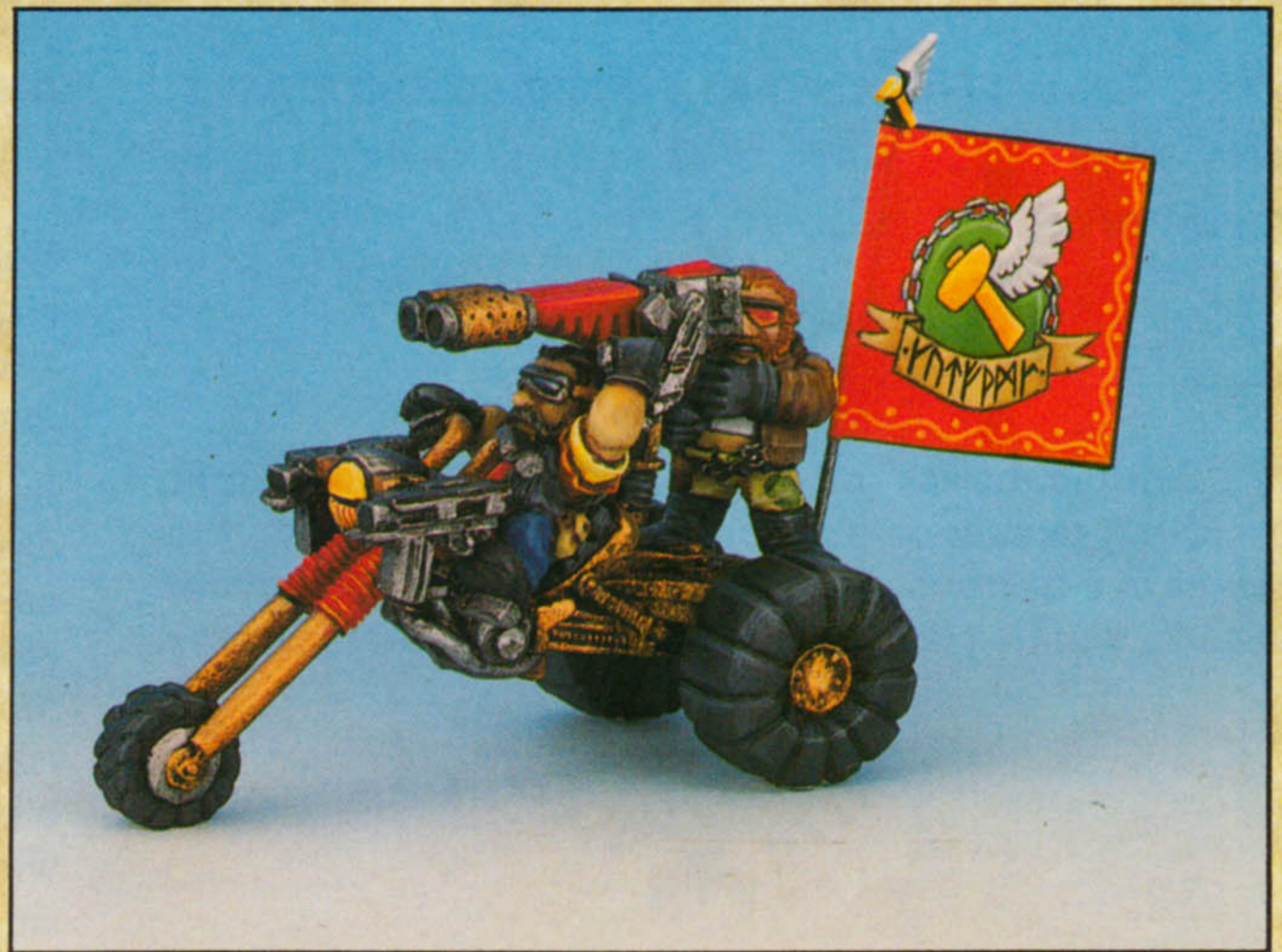
EAVY METAL



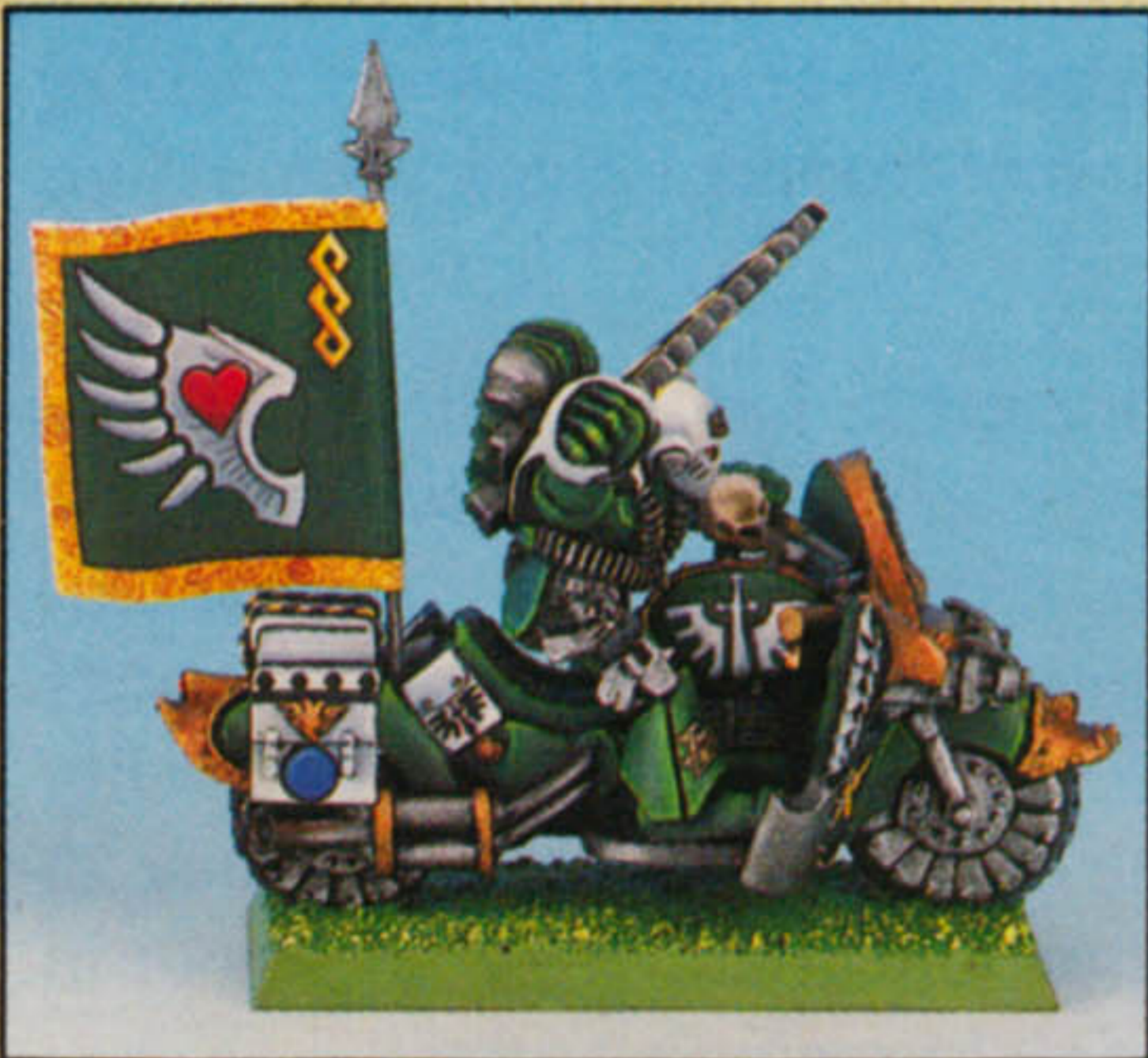
ELDAR WAR WALKER FROM THE BIEL-TAN CRAFTWORLD



SQUAT BIKER



SQUAT ENGINEERS GUILD HEAVY WEAPONS TRIKE



INSETS: The high level of detail on both of the Raven Wing Bikes has been achieved through the use of decals from the Space Marine Transfer set.



DARK ANGELS RAVEN WING MEDIC



DARK ANGELS RAVEN WING BIKE AND SIDECAR

MOUNTING, DISMOUNTING AND FALLING OFF BIKES

A trooper can mount a stationary bike or trike which is within 2" of him at the end of his move and ride off at the start of his next turn. A passenger can jump on or off a bike at any point in the bike's movement but obviously if the bike is travelling quickly this is rather risky. If the bike is moving up to 10", then troops may mount or dismount it without risk. If it is moving more than 10" then a model trying to jump on or off sustains an automatic hit with the strength shown on the chart below. Any model suffering damage is allowed its normal saving throw and sustains 1 wound if this is failed.

A rider can jump off a moving bike if he wants to but this is even more dangerous! A moving bike without a rider will fall over and slide on a D6 roll of 2 or more at the start of its movement. If it doesn't slide it will move out of control.

MOUNTING/ DISMOUNTING A SPEEDING BIKE CHART

BIKE MOVES	0-10"	11	12	13	14	15	16	17	18	19	20+
STRENGTH OF HIT	None	1	2	3	4	5	6	7	8	9	10

CRASH!

If a vehicle moves into another vehicle, dreadnought, building, terrain or obstacles that it cannot cross, this results in a collision. Where a vehicle collides with another vehicle, building or dreadnought, both may suffer damage.



Collisions against other vehicles, dreadnoughts and buildings are worked out using the chart below. Cross reference the speed of the fastest vehicle involved to determine the penetration value of the collision.

Speed	0-5	6-10	11-15	16-20	21+
Penetration	D6	2D6	3D6	4D6	5D6

All vehicles, dreadnoughts, and buildings involved in the crash are affected by the collision. Refer to the targeting diagrams for the vehicles and dreadnoughts. Any vehicle or dreadnought target location with equal to or less armour than the dice score is penetrated and damage is worked out as normal. Thus in a collision with a penetration value of 18 any target areas with a value of 18 or less are penetrated.

A bike or trike which crashes into a larger vehicle is an exception, as it will only cause damage on one location, randomised from all those that have an armour value equal to or less than the penetration score. In the case of buildings, damage is worked out if the penetration equals or exceeds the building's damage value. Against uncrossable terrain, including walls, trees, and other terrain

which the vehicle is unable to cross, work out damage in the same way. As no other vehicles are involved the speed will be the vehicle's own speed and only the vehicle will sustain damage.

A vehicle, other than a bike or trike, which is travelling at slow or combat speed may run into foot trooper models without suffering damage. Bikes/trikes and all vehicles moving at fast speed will suffer a randomly located hit with 2D6 armour penetration if they run into foot trooper models during their movement.

Models which are run over must make a successful armour saving throw or they sustain D6 wounds.



Victims may attempt to dive out of the way of oncoming vehicles by rolling equal to or less than their initiative characteristic value on a D6. A roll of a 6 always fails regardless of the model's initiative. Models diving out of the way are positioned to either side of the vehicle and are not harmed.

CLOSE COMBAT

War walkers cannot fight in close combat, their stomping and kicking troopers as they move is covered above. Bikes and trikes can run over models as they move as well though this is rather risky due to their lighter construction.

In addition bikers often carry swords or pistols to fight in close combat, the great speed of bikes means that a biker can strike at an enemy as he hurtles past. Riders and passengers on bikes and trikes can also take blows at other models as they pass them during their move. This is handled slightly differently to ordinary close combat as the bike or trike is not halted when it moves into close combat with a foot trooper, instead the rider or passenger makes a single attack out of the normal turn sequence when the bike moves into contact and the foot trooper strikes back before the bike hurtles on.

The biker is always considered to have a better initiative than his target but he can only strike one blow regardless of his Attacks characteristic, likewise the foot trooper can only make one blow in return regardless of his Attacks characteristic. Roll for hits and calculate damage normally. A biker can only make one close combat attack against an enemy model during his movement and may not shoot in the same turn that he made a close combat attack.

SHOOTING

Eldar war walkers carry two weapons but their complex and sophisticated targeting mechanisms mean that both can be fired simultaneously by the single crewman. Bikes carry twin boltguns mounted to fire directly ahead. The rider can fire these during the shooting phase at targets in his forward arc unless he's trying to control his bike after a skid turn or suffering damage effects which prevent him shooting. Trikes carry a pintle-mounted weapon which can fire under the same restrictions. Instead of firing weapons mounted on the bike or trike a rider can fire a pistol during the shooting phase. A passenger can fire any basic weapon if he doesn't fire his pintle-mounted weapon. The advantage of firing a bolt pistol or bolter instead of a mounted weapon is that the biker has an unrestricted fire arc so he can shoot all round.

IMPERIAL BIKE & SIDECAR DATA RECORD: IMP 9

The bike and sidecar is a multi-purpose attack and support vehicle mounting twin fixed boltguns and a pintle mounted multi-melta. Both weapons have sophisticated targeting devices in common with most Imperial vehicle armament. The bike and sidecar sees extensive service with Space Marine forces throughout the Imperium.

Type Squat Bike

Crew 1 Driver
1 Gunner

Slow Speed 8

Fast Speed 24

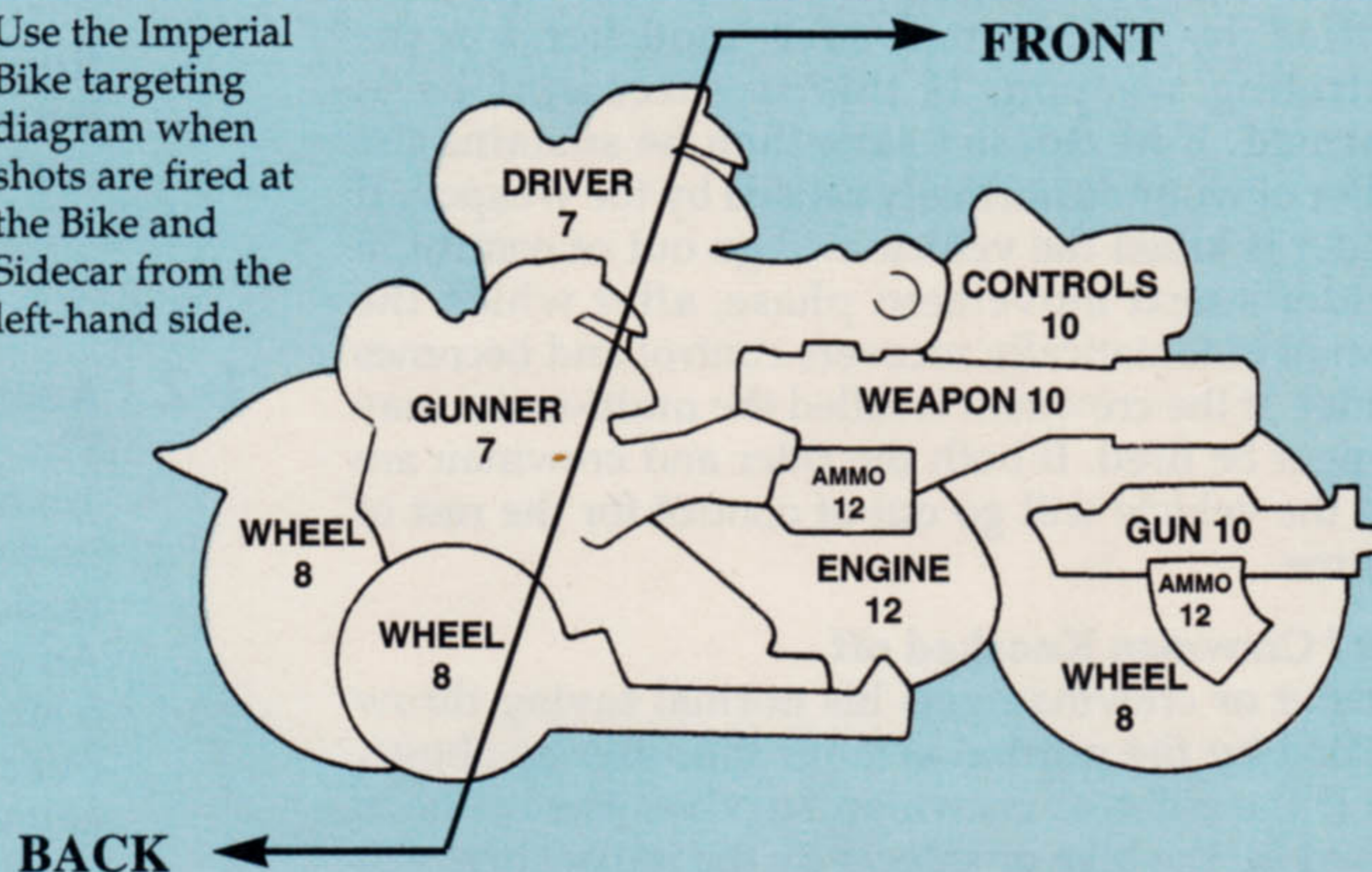
Combat Speed 18

Transport None

Points Value 30



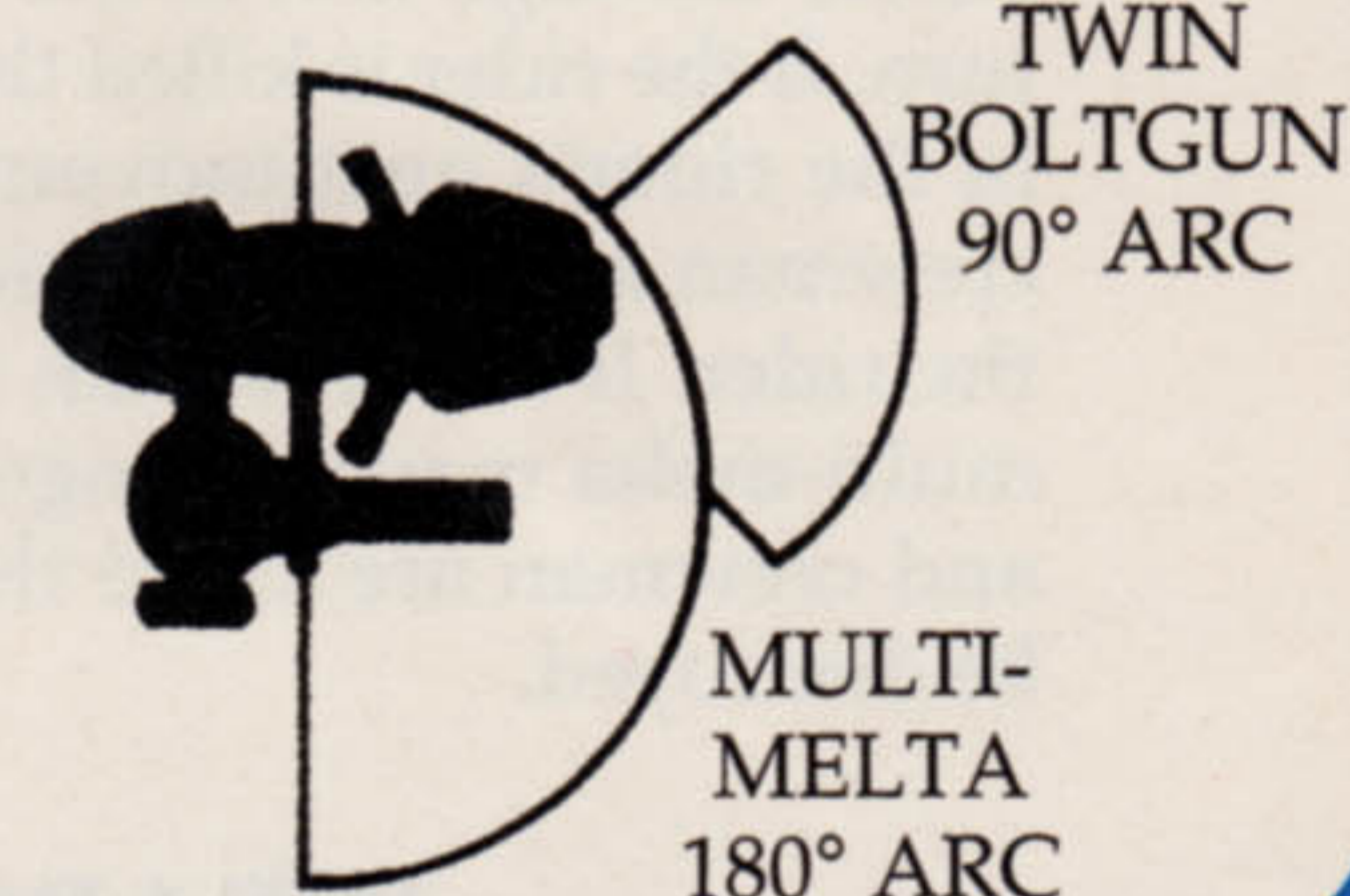
Use the Imperial Bike targeting diagram when shots are fired at the Bike and Sidecar from the left-hand side.



WEAPONS

Twin Boltguns and Targeter with 90° field of fire to front

Multi-Melta and Targeter with 180° field of fire to front



GUILD TRIKE

DATA RECORD: SQUAT 2

This distinctive vehicle is used exclusively by the renowned Squat Guild of Engineers. The very sound of the thundering four-stroke engines of Guild Trikes is enough to send foes scurrying for cover and if they don't the barrage of melta-fire that follows will make them wish they had. Guild trike teams are famed for their fearless leaps and daredevil skid turns, evading enemy fire as they make their hit and run attacks with stunning bravado.

Type Squat Bike

Crew 1 Driver
1 Gunner

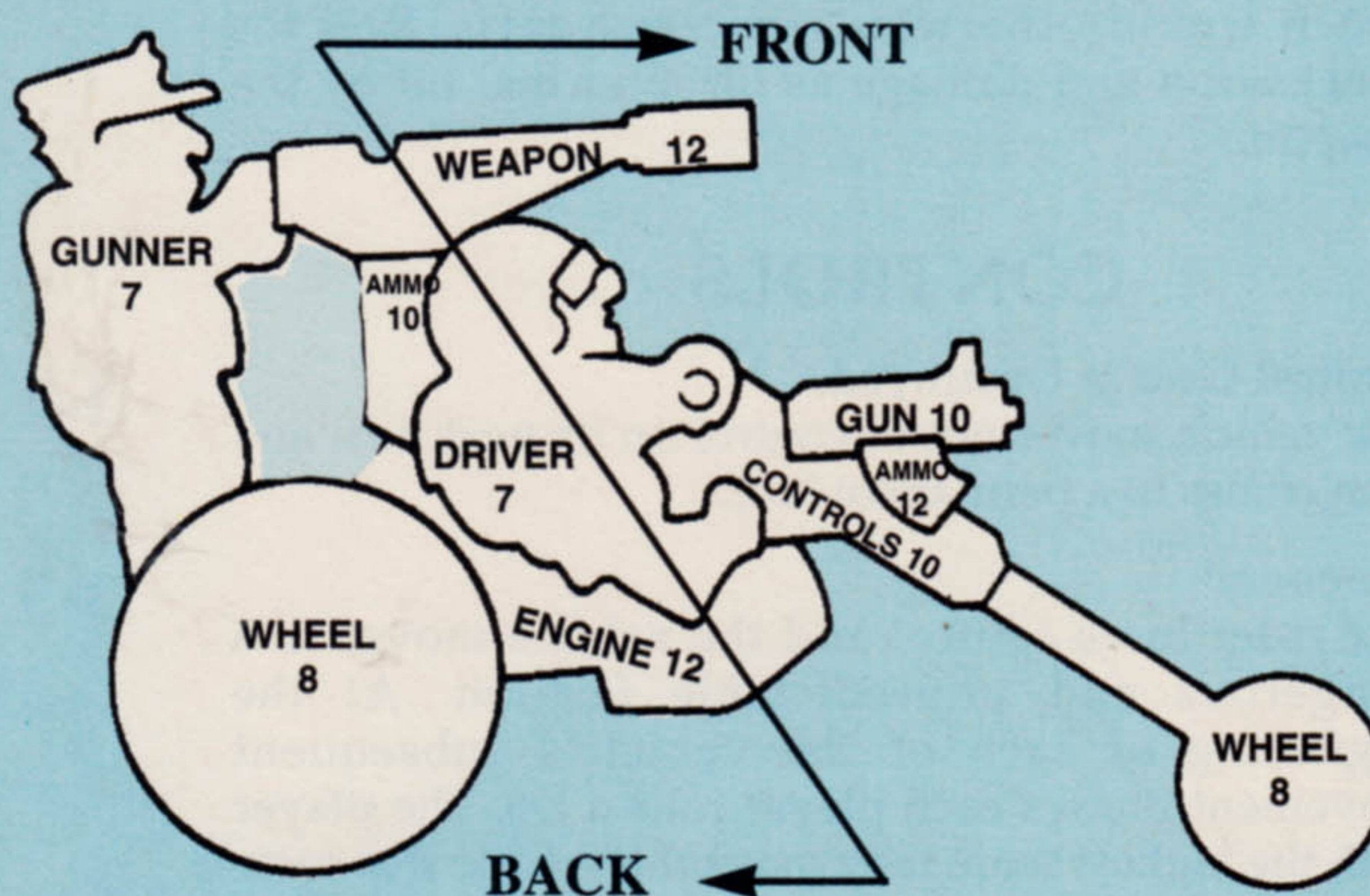
Slow Speed 8

Fast Speed 24

Combat Speed 18

Transport None

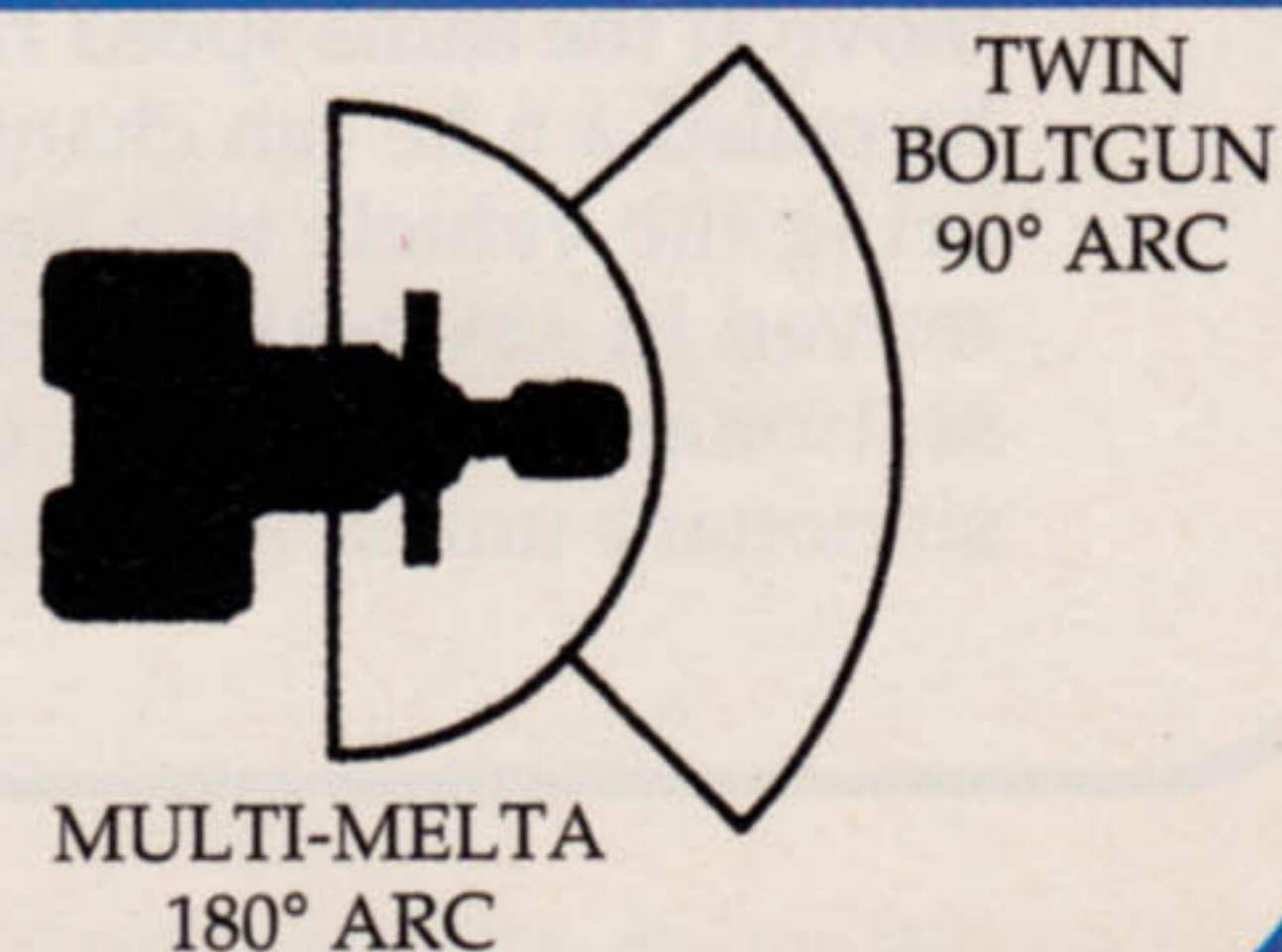
Points Value 30



WEAPONS

Twin Boltguns with Targeter and 90° field of fire forwards

Multi-Melta with Targeter and 180° field of fire to front



GUILD TRIKE AND IMPERIAL BIKE & SIDE CAR DAMAGE TABLES

RIDER / CREWMAN

1-4 Rider / Crewman is Hit.

The rider or crewman gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the rider is killed the vehicle will go out of control in the rider's next movement phase, after which the crewman automatically recovers control and becomes the rider. If the crewman is killed the multi-melta may no longer be fired. If both the rider and crewman are killed the vehicle will go out of control for the rest of the game.

5-6 Rider / Crewman Knocked off.

The rider or crewman gets his normal saving throw modified by the normal armour modifier as above. Even if the rider or crewman survives the hit he is knocked off the bike or sidecar by the impact and will suffer damage if it is moving at more than 10" that turn. If the rider is killed the bike will go out of control in the rider's next movement phase, after which the crewman automatically recovers control and becomes the rider. If the crewman is killed or knocked off the multi-melta may no longer be fired. If both the rider and crewman are killed the vehicle will flip over and be destroyed.

WEAPON

1 The weapon is jammed or partially damaged and cannot be used until it has been repaired. The crewman can repair the weapon by rolling a 4, 5 or 6 at the start of his turn. If the crewman attempts a repair he can't do anything else and the weapon cannot be fired in the same turn that it is repaired.

2-5 The weapon is destroyed and can no longer be used.

6 The weapon explodes and is destroyed. The explosion also causes a randomly located hit on the vehicle. Use the vehicle's target diagram and reroll any result which would otherwise indicate a miss. Roll for penetration and damage as for a normal hit by the weapon.

CONTROLS

1-3 Control Gear is Destroyed.

The vehicle moves out of control on its next turn and then comes to a permanent halt.

4-6 Vrooom!

The rider loses control and the vehicle moves in a dangerous and unpredictable fashion. At the beginning of each of the vehicle's subsequent movement phases each player rolls a D6. The player with the highest score may move the vehicle that turn. If the player who won has rolled 1-5 the vehicle must move at the same speed rate as in the previous turn. If he rolled a 6 he can change the speed rate but cannot bring the vehicle to a halt. Otherwise the vehicle is moved in any way the controlling player wishes. If stationary when hit the vehicle must remain stationary unless a player rolls a 6, in which case he

can increase the speed and get the vehicle started. Whichever player moves the vehicle, his opponent may fire one of its weapons during the shooting phase. Although the enemy player may be moving or firing the vehicle, these actions still take part during the vehicle's own movement or shooting phase - not during the enemy player's turn.

AMMO

1-2 Ammo Set on Fire

The weapons magazine is split open and the ammunition starts to burn. At the beginning of each of its following turns roll a D6, and the magazine will explode and destroy the vehicle one roll of 4, 5 or 6. An exploding vehicle automatically causes 1 strength 6 hit on all models within a 3" radius circle positioned over the centre of the vehicle. Exploding vehicles cause D6 wounds on any targets damaged by the blast. If the rider and/or crewman survive they're thrown off the vehicle at its current speed. Work out damage accordingly.

3-6 Ammo is Hit and Explodes

The ammo is hit and explodes, wrecking the vehicle. The explosion automatically causes 1 strength 4 hit on all models within a 1" radius circle positioned over the centre of the vehicle. Exploding vehicles cause D6 wounds on any targets damaged by the blast. If the rider and/or crewman survive the explosion they are thrown off as above.

WHEELS

1-2 Wheel Damaged

The wheel and mountings are badly buckled. From now on the vehicle's maximum speed is reduced to its slow rate only.

3-6 Wheel Blown Off

The wheel is blown off. If the vehicle is stationary it is permanently halted. If moving the vehicle will flip over and slide forwards at its current movement rate in the next movement phase. Work out any damage from collisions as normal. The rider and crewman fall off and will suffer damage if the vehicle is moving at more than 10" that turn.

ENGINE

1-2 Engine is Destroyed

The vehicle coasts 1D6" to an immediate halt and remains immobilised for the remainder of the game.

3-5 Engine is Destroyed.

If moving when hit the vehicle moves out of control in its next turn and then comes to a permanent halt. If stationary when hit the vehicle is halted for the rest of the game.

6 Engine is Destroyed and Bursts into Flames.

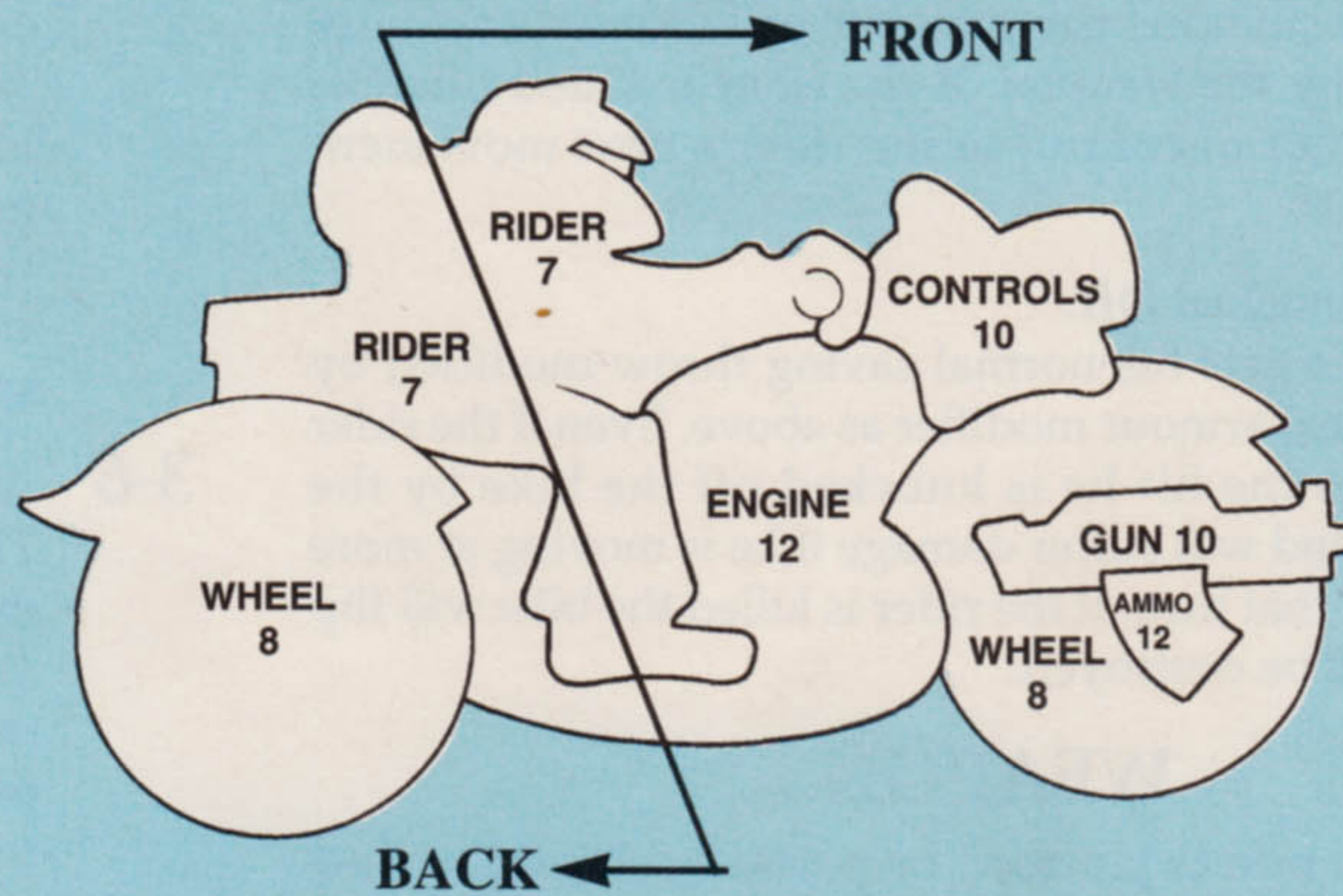
If moving the vehicle will tip over and slide forwards at its current movement rate in the next movement phase. Work out any damage from collisions as normal. At the end of its move the vehicle explodes causing a strength 4 hit inflicting a D6 wounds on all models within a 1" radius

IMPERIAL BIKE

DATA RECORD: IMP 10

Bikes are common vehicles throughout the galaxy. They are used extensively by the Imperial Guard and the Space Marines for reconnaissance and pursuit missions. Bandits and road pirates throughout the Imperium also use bikes to hunt down their pray. This Data Record represents the standard Imperial Guard or Space Marine bike, but can also be taken as good for any kind of bike.

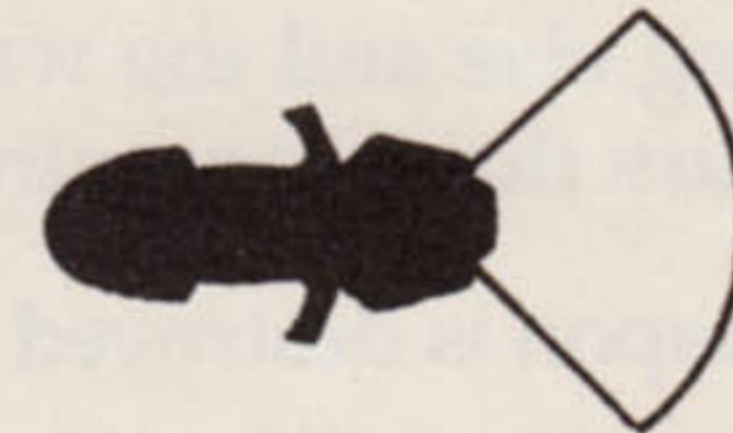
Type	Bike
Crew	1 Rider
Slow Speed	10
Fast Speed	32
Combat Speed	16
Transport	None
Points Value	15



WEAPONS

Twin Boltguns with Targeter and a 90° field of fire to the front

TWIN BOLTGUNS 90° ARC

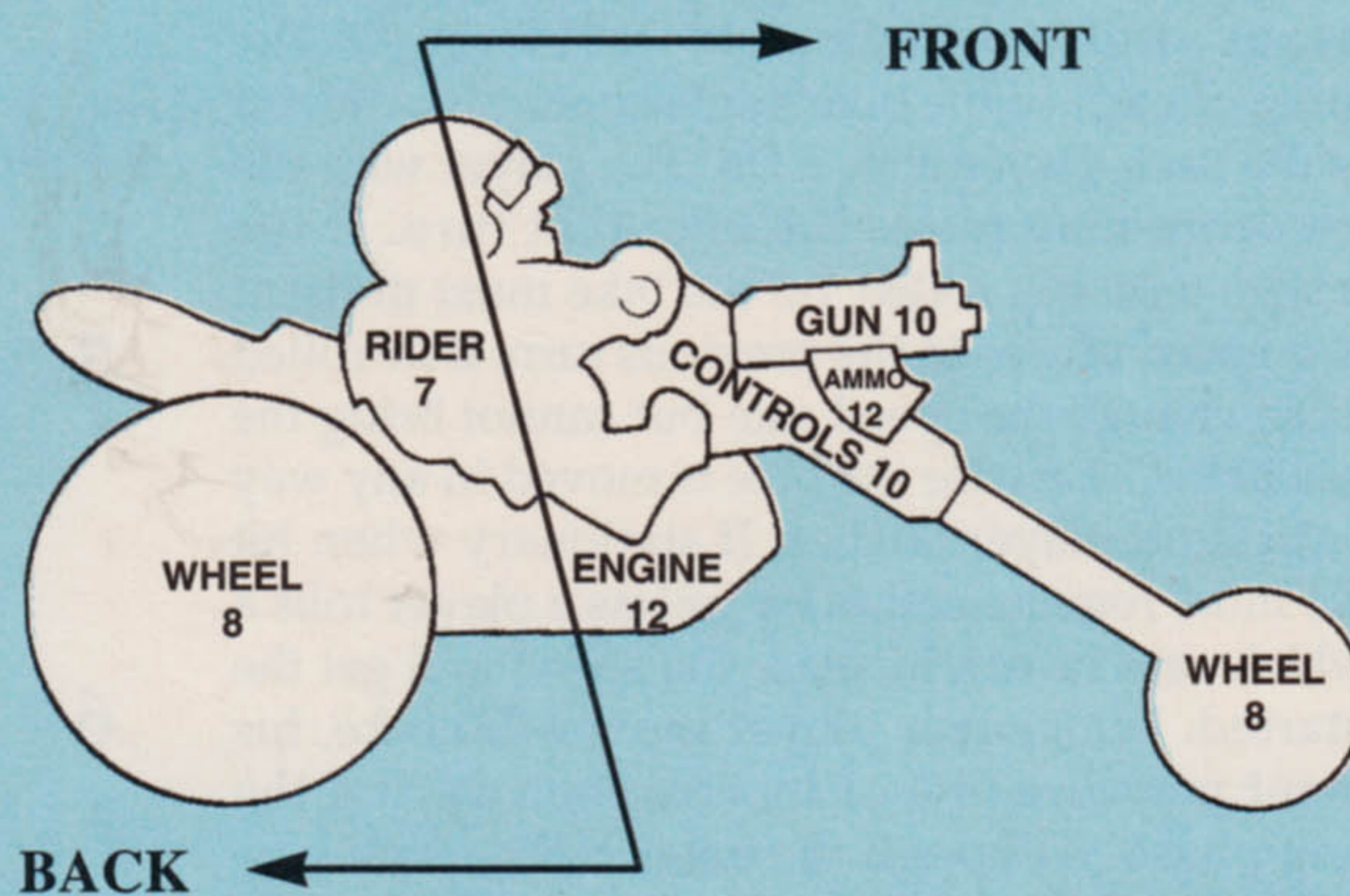


SQUAT BIKE

DATA RECORD: SQUAT 1

Squats use bikes and small trikes extensively for personal transportation across the bleak and inhospitable landscape of the Squat Homeworlds. A number of younger Squats get so attached to the idea of roaring around at high speed that they mount weapons on their bikes and use them on the battlefield. The Engineers Guild is most renowned of all for its love of bikes and trikes (or Hogs and Sickles as they call them in their obscure technical jargon), often fielding entire squads of Guild Bikers in support of the foot warrior brotherhoods.

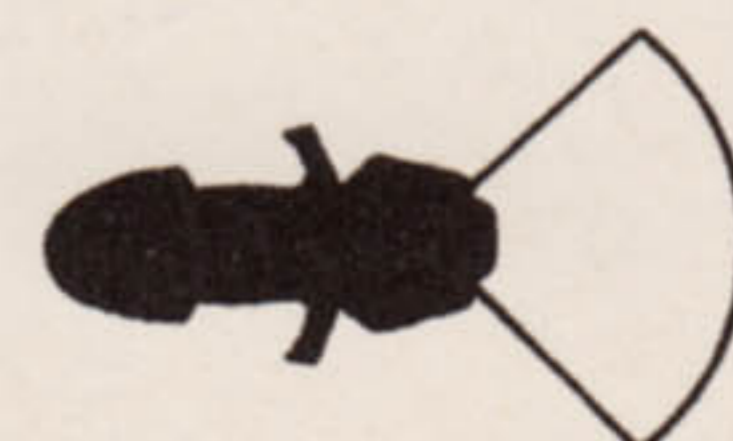
Type	Squat Bike
Crew	1 Rider
Slow Speed	10
Fast Speed	32
Combat Speed	16
Transport	None
Points Value	15



WEAPONS

Twin Boltguns with Targeter and a 90° field of fire to the front

TWIN BOLTGUNS 90° ARC



IMPERIAL AND SQUAT BIKE DAMAGE TABLES

RIDER

- 1-4 Rider is Hit.**
The rider gets his normal saving throw modified by the normal save modifier for the penetrating weapon. If this is successful he is unharmed. If he doesn't save then he sustains the number of wounds normally caused by the weapon. If the rider is killed the bike will go out of control in the rider's next movement phase.
- 5-6 Rider Knocked Off.**
The rider gets his normal saving throw modified by the normal armour modifier as above. Even if the rider survives the hit he is knocked off the bike by the impact and will suffer damage if he is moving at more than 10" that turn. If the rider is killed the bike will flip over and be destroyed.

WEAPON

- 1** The weapon is jammed or partially damaged and cannot be used until it has been repaired. The rider can repair the weapon by rolling a 4, 5 or 6 at the start of his turn. If the rider attempts a repair he can't do anything else and the weapon cannot be fired in the same turn that it is repaired.
- 2-5** The weapon is destroyed and can no longer be used.
- 6** The weapon explodes and is destroyed. The explosion also causes a randomly located hit on the vehicle. Use the vehicle's target diagram and reroll any result which would otherwise indicate a miss. Roll for penetration and damage as for a normal hit by the weapon.

CONTROLS

- 1-3 Control Gear is Destroyed.**
The bike moves out of control on its next turn and then comes to a permanent halt.
- 4-6 Vrooom!**
The rider loses control and the bike moves in a dangerous and unpredictable fashion. At the beginning of each of the bike's subsequent movement phases the each player rolls a D6. The player with the highest score may move the bike that turn. If the player who won has rolled 1-5 the bike must move at the same speed rate as in the previous turn. If he rolled a 6 he can change the speed rate but cannot bring the bike to a halt. Otherwise the bike is moved in any way the controlling player wishes. If stationary when hit the bike must remain stationary unless a player rolls a 6, in which case he can increase the speed and get the bike started. Whichever player moves the bike, his opponent may fire one of its weapons during the shooting phase. Although the enemy player may be moving or firing the bike, these actions still take part during the bike's own movement or shooting phase - not during the enemy player's turn.

AMMO

- 1-2 Ammo Set on Fire**
The weapons magazine is split open and the ammunition starts to burn. At the beginning of each of its following turns roll a D6, the magazine will explode and destroy the bike on the roll of a 4, 5 or 6. An exploding bike automatically causes 1 strength 6 hit on all models within a 3" radius circle positioned over the centre of the bike. Exploding bikes cause D6 wounds on any targets damaged by the blast. If the rider survives he's thrown off the bike at its current speed. Work out damage accordingly.
- 3-6 Ammo is Hit and Explodes**
The ammo is hit and explodes, wrecking the bike. The explosion automatically causes 1 strength 4 hit on all models within a 1" radius circle positioned over the centre of the bike. Exploding bikes cause D6 wounds on any targets damaged by the blast. If the rider survives the explosion he's thrown off as above.

WHEEL

- 1-2 Wheel Damaged**
The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
- 3-6 Wheel Blown Off**
The wheel is blown off. If the bike is stationary it is permanently halted. If moving the bike will flip over and slide forwards at its current movement rate in the next movement phase. Work out any damage from collisions as normal. The rider will fall off and suffer damage if the bike is moving at more than 10" that turn.



ENGINE

- 1-2 Engine is Destroyed**
The bike coasts 1D6" to an immediate halt and remains immobilised for the remainder of the game.
- 3-5 Engine is Destroyed.**
If moving when hit the bike moves out of control in its next turn and then comes to a permanent halt. If stationary when hit the vehicle is halted for the rest of the game.
- 6 Engine is Destroyed and Bursts into Flames.**
If moving the bike will tip over and slide forwards at its current movement rate in the next movement phase, work out any damage from collisions as normal. At the end of its move the bike explodes causing a strength 4 hit inflicting a D6 wounds on all models within within a 1" radius.

ELDAR WAR-WALKER DATA RECORDS: ELDAR 1

The Eldar War-Walker is a unique adaption of the walking type of vehicle. It consists of a robotic frame built around a driving position from which its solitary Eldar crewman controls the War-Walker's movements. The Eldar pilot is not protected by armour, but instead he is shielded by a protective powerfield. A powerfield is an invisible barrier of pure force which deflects or absorbs the energy of laser bolts and projectiles. A powerfield can only be penetrated by heavy weapons, so the pilot is completely protected from bolter and lasgun fire but has all the advantages of an open vehicle. The War-Walker is most extensively used by Eldar Scouts and Exodites in the dense terrain of the heavily-forested Maiden Worlds. Craftworld Guardian Squads also use the War-Walker's great mobility and good fire power for scouting and to mount flank attacks.

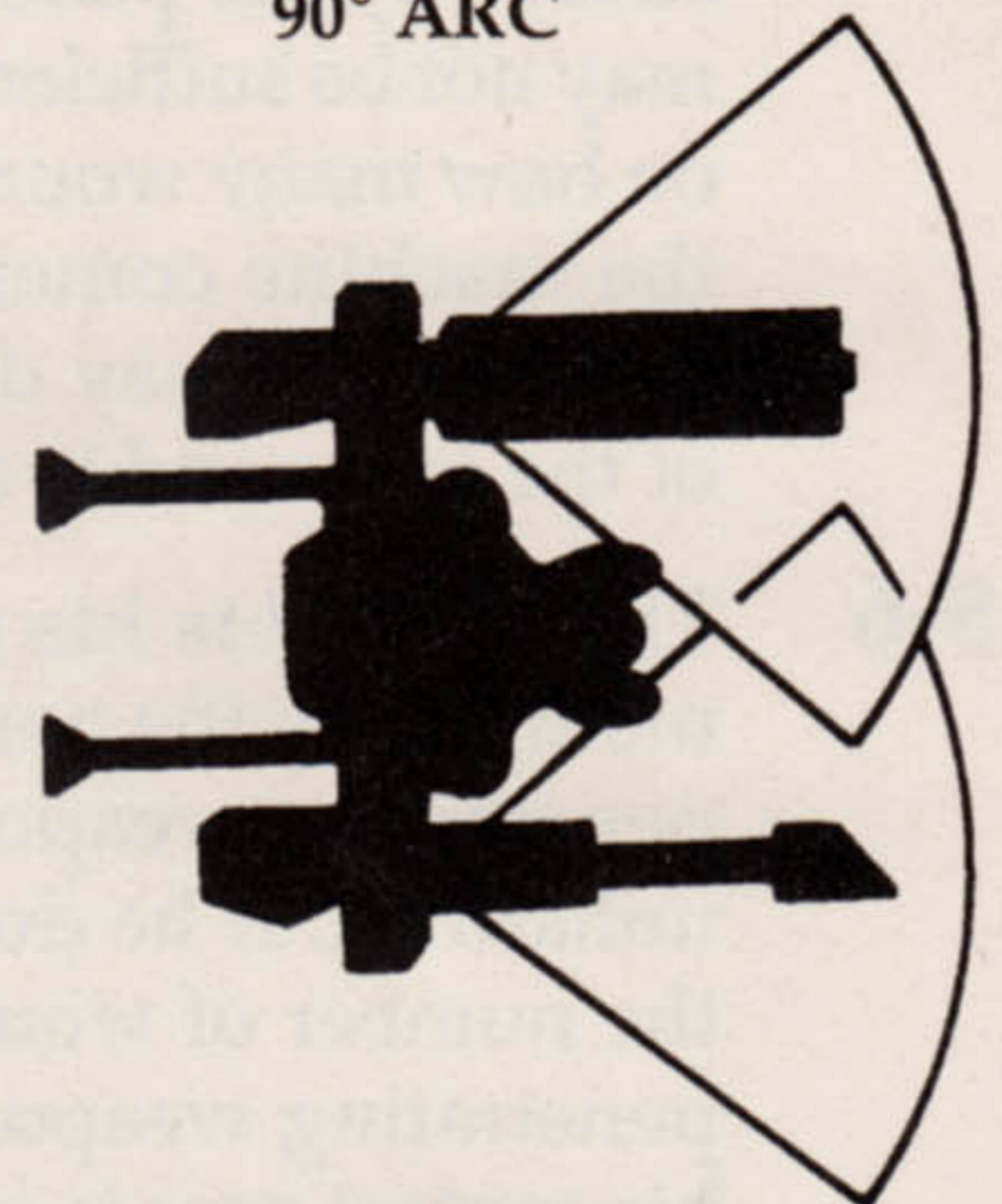
Type	Walker
Crew	1 Eldar
Slow Speed	6
Fast Speed	16
Combat Speed	8
Transport	None
Points Value	150

WEAPONS

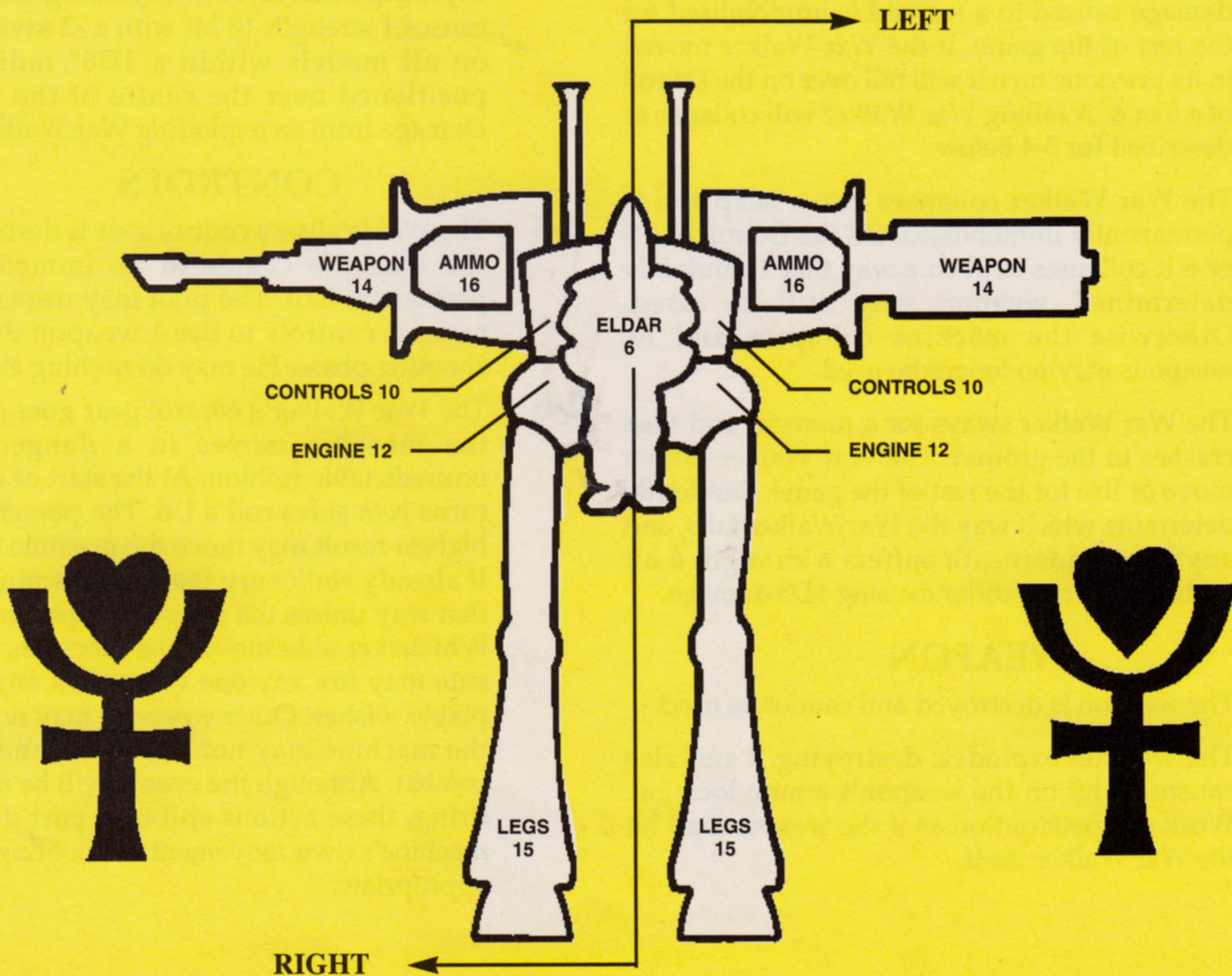
LEFT ARM
Scatter Laser with Targeter and a 90° field of fire to the front

RIGHT ARM
Las-Cannon with Targeter and a 90° field of fire to the front

SCATTER LASER
90° ARC



LAS-CANNON
90° ARC



ELDAR WAR WALKER DAMAGE TABLES

PILOT

- 1-2** The pilot's powerfield is penetrated and destroyed. Fortunately the hit is robbed of most of its force and doesn't injure the pilot, however the powerfield is knocked out for the rest of the game, reducing the armour value of the pilot location to 6.
- 3-4** The pilot is hit. He gets his normal saving throw of 5+ modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. This may or may not be sufficient to slay the pilot depending on how many wounds he has. If the pilot is slain the machine comes to an immediate halt. The War Walker may do nothing for the remainder of the game and is effectively destroyed.
- 5-6** The pilot gets his normal saving throw of 5+ modified by the normal armour modifier for the penetrating weapon. If this is successful he is unharmed. If he does not save then he sustains the number of wounds normally caused by the penetrating weapon. Even if the pilot survives his control gear is smashed and the War Walker comes to an immediate and permanent halt.

LEG

- 1-2** The War Walker is destabilised by the severe damage caused to a leg and is immobilised for the rest of the game. If the War Walker moved in its previous turn it will fall over on the D6 roll of a 5 or 6. A falling War Walker will collapse as described for 3-4 below.
- 3-4** The War Walker collapses into a heap and is permanently immobilised. On the D6 roll of a 5 or 6 it collapses in such a way that 1 randomly determined weapon may still be used. Otherwise the machine collapses and its weapons may no longer be used.
- 5-6** The War Walker sways for a moment and then crashes to the ground. The War Walker cannot move or fire for the rest of the game. Randomly determine which way the War Walker falls, and anything underneath suffers a strength 6 hit with a -3 save modifier causing 1D3 damage.

WEAPON

- 1-5** The weapon is destroyed and cannot be used.
- 6** The weapon explodes, destroying it and also causing a hit on the weapon's ammo location. Work out penetration as if the weapon had hit the War Walker itself.

ENGINE

- 1-2** The engine is badly damaged. The War Walker's maximum move is reduced to half rate.
- 3-4** The engine is destroyed and the War Walker comes to an immediate and permanent halt. It may still fire any weapons.
- 5-6** The engine is destroyed and bursts into flames. The War Walker is immobilised for the rest of the game and may not fire its weapons. At the beginning of each of its following turns, the machine explodes on the D6 roll of a 6. An exploding War Walker causes 1 strength 10 hit with a -3 save modifier on all models within a 1D6" radius circle positioned over the centre of the machine. Damage from an exploding War Walker is D6.

AMMO

- 1-3** The ammunition casing is split and starts to react with the air - shells begin to burn, batteries crack and smoulder. At the beginning of each of its following turns, the War Walker explodes on the D6 roll of a 4, 5 or 6. An exploding War Walker causes 1 strength 10 hit with a -3 save modifier on all models within a 1D6" radius circle positioned over the centre of the machine. Damage from an exploding War Walker is D6.
- 4-6** The ammunition is hit and the machine explodes instantly. An exploding War Walker causes 1 strength 10 hit with a -3 save modifier on all models within a 1D6" radius circle positioned over the centre of the machine. Damage from an exploding War Walker is D6.

CONTROLS

- 1-3** The War Walker's control gear is destroyed and the machine comes to an immediate and permanent halt. The pilot may use emergency manual controls to fire 1 weapon during the shooting phase. He may do nothing else.
- 4-6** The War Walker's control gear goes crazy and the machine moves in a dangerous and unpredictable fashion. At the start of each of its turns *both* sides roll a D6. The player with the highest result may move the machine that turn. If already stationary the machine must remain that way unless the controlling player rolls a 6. Whichever side moves the machine, the other side may fire any one weapon in any way the player wishes. Other weapons may not fire and the machine may not attack in hand-to-hand combat. Although the enemy will be moving or firing, these actions still take part during the machine's own movement or shooting phase as appropriate.

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Designed by Aly Morrison and Colin Dixon

SPACE HULK

STRIKE DEEP

By Dean H Bass

In the aftermath of the Great Ork War, the world of Armageddon is in ruins. Its industries have been smashed, its Hive Cities have been reduced to rubble. Its armies, although victorious, have taken many casualties. The three Marine Chapters assigned to the Armageddon campaign have begun withdrawal; their battle skills are required elsewhere in the Imperium. It is imperative that re-construction begin immediately or the people will starve. Unless this great work begins soon this strategically vital world will cease to be viable.

One of the few Hive-clusters to survive the war intact was the city of Infernus. Its Governor surrendered immediately rather than face the Ork scourge. At first it seemed that this treachery might prove to be a blessing in disguise; an intact Hive could feed and house many refugees. Now events have taken a darker turn.

Responding to a strange conjunction of cards during his reading of the Imperial Tarot, Brother Ishmael of the Inquisition disappeared in the lower levels of Infernus along with his six bodyguards. Assuming his disappearance to be the work of rogue Hive Gangs Colonel Makari of the local Defense Force launched a punitive expedition to the lower levels. One hundred troops went in. Three survivors came out. Two died of wounds in field hospital; the other, Captain Lune, went

insane, raving about monsters with claws. He was subsequently shot by members of the Arbites as he ran wild through the wards with a chainsword.

Colonel Makari notified Supreme Commander Dante's Headquarters. The Blood Angel Commander ordered the immediate evacuation of the lower levels of Infernus. All military forces in the region have been placed on a war footing. The lower levels have been quarantined. Nothing is to be allowed in or out until the Marines arrive. Bloody skirmishes have been fought along the perimeters of the cordon between men and four armed, superhumanly strong monsters. There can no longer be any doubt; Genestealers are present in Infernus.

No-one knows how long they've been there. Perhaps the Orks brought them. Perhaps they were there all along; a sinister explanation for the surrender of Infernus. It doesn't matter. They must be stopped.

Ten squads of Ultramarines under the command of Brother-Captain Antoninus have been rushed to Infernus Hive. More may follow as the situation permits. Antoninus has decided that he can't wait. He must attack at once, launching a surgical strike deep into the underlevels. The only hope of preserving the city and its vital facilities rests on nerve-gassing the Genestealers now.

CAMPAIGN RULES

The following missions chart the progress of Captain Antoninus and his men. The task force consists of 10 Squads, six with Librarians (of varying levels) and four with no Librarians. The Space Marine player takes a copy of the roster sheet to mark off casualties.

In Missions 1 to 4 the Space Marine player must choose two Squads from the roster to take part. For each mission at least one Librarian must be used.

At the end of each mission it will be noted whether the mission was a success, a failure or whether extra casualties will be incurred. In the case of there being extra casualties, two Space Marines must be removed from the remaining roster. These can both be from one Squad or one each from two different Squads. They may be taken from Squads which have already been engaged in combat, or from fresh Squads. In Missions 3 and 4 the Space Marine player may choose to use a Squad which has either been used in a previous mission or has taken incurred casualties. A major part of this campaign is trying to decide which Squads should be used for each mission and whether a full 10 Space Marines are needed or if you could get away with less.

For Missions 5 and 6 you need to decide which remaining troops you will use for each mission. By Mission 6 you may only have about 14 Space Marines left!

If you fail the campaign at any point, try playing it through again, making different tactical decisions.

Note that flamer and assault cannon ammunition will be fully replenished between missions, but that assault cannons won't have had time to cool down. Once an assault cannon has been reloaded, note this down for future missions. It may well explode!

NEW BOARD SECTIONS AND COUNTERS

This campaign comes with some new board sections and counters which will need gluing onto card. To play this campaign you will also need the board pieces from *Wolf Lair*, the campaign in White Dwarf 147.

OPTIONS

The missions in this campaign could be played on their own, or you could decide to play without the psychic rules. Both these options are covered after the missions.

1 – ENTRY POINT

Successful completion of the task depended upon getting the nerve gas to the right place and fast.

Two Squads were detailed to locate and secure a lift so that the nerve gas canisters could be easily shifted to the lower levels of the warren.

This part of the task was vital. The two Squads would be remembered in glory but only if they succeeded!

OBJECTIVES

The Space Marine player is attempting to gain a safe access to the lift by securing both entry points. The Genestealer player is trying to keep the Space Marines away from the lift.

FORCES

SPACE MARINES

The Space Marine player takes two Squads from the roster.

GENESTEALERS

The Genestealer player starts with 3 Blips and receives 2 Blips as reinforcements per turn (until entry points are closed). These are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol
- C 4th level psyker with lasgun
- D Non-psyker with laspistol and chainsword
- E Non-psyker with bolter
- F Non-psyker with plasma gun
- G Non-psyker with heavy bolter
- H Non-psyker with conversion beamer
- I Non-psyker with missile launcher
- J Non-psyker with autocannon

DEPLOYMENT

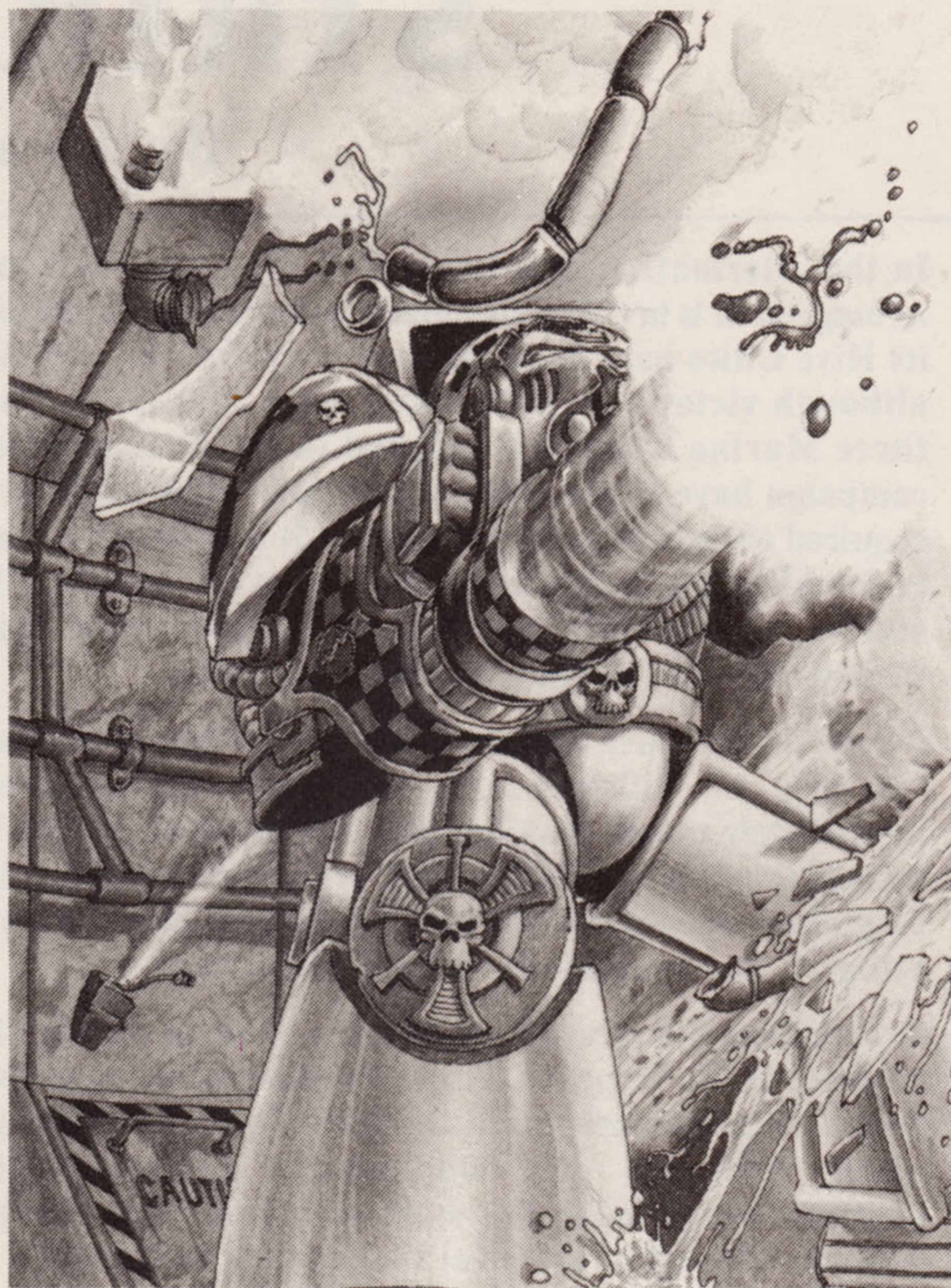
SPACE MARINES

The Space Marines start as one Squad per entry area.

GENESTEALERS

The starting force is placed as 1 Blip per marked room. The reinforcements enter as 1 Blip per entry point (while both entry points are open).

The Space Marines move first.



SPECIAL RULES

Both players use psychic cards.

Securing Entry Areas

The Space Marine player must secure both entry areas. When one entry point is secured the Genestealer player is reduced to 1 Blip per turn. When both entry points are secure the Genestealer reinforcements stop.

The Lift

Neither side will enter or attack the lift.

ENDING THE MISSION

The mission ends when either all the Genestealers or all the Space Marines are dead.

If all the Space Marines are killed before either of the entry points are secured the campaign is lost!

If all the Space Marines are killed but one entry point is secured then other Squads will finish the task but will take casualties. Remove two Space Marines from the remaining roster, either both from one Squad or one each from two different Squads.

If the Space Marines win carry on the campaign with no penalty.

2 – A NEED FOR POWER

The lift was now secure but there was no power and a delay at this early stage could be fatal!

Two Squads were detailed to strike out for the nearest power substation and re-route power to the lift.

It would be a desperate fight to hold the Genestealers off once the transfer started, but the mission had to succeed. Failure now would mean the Genestealers would be prepared for them once they reached the lower levels.

OBJECTIVES

The Space Marine player must reconnect the power supply to the lifts. This is done at the new control panel placed against the far wall of a room (this room was printed in White Dwarf 147). The Genestealer player is trying to prevent the Space Marine player from re-routing the power.



FORCES

SPACE MARINES

The Space Marine player uses any two fresh Squads from the roster.

GENESTEALERS

The Genestealer player starts with 2 Blips and receives 2 Blips as reinforcements per turn, increasing to four later. These are taken from the expanded Blip set or ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with laspistol
- C 4th level psyker with bolter
- D 4th level psyker with plasma pistol
- E Non-psyker with bolt pistol
- F Non-psyker with lasgun
- G Non-psyker with conversion beamer
- H Non-psyker with missile launcher
- I Non-psyker with autocannon
- J Non-psyker with Lascannon

DEPLOYMENT

SPACE MARINES

The Space Marines enter through the marked pitfalls as detailed in the special rules below.

GENESTEALERS

The Genestealers may use any entry points, but the two Blips must use different entry points. When starting, or after being increased to 4 Blips, then use 1 Blip per open entry point.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

Pitfall Entry Areas

The Space Marines enter through the marked pitfalls in the four corner rooms. The Space Marine player may split his forces between the four pitfalls as desired but must place the Space Marines beside the Pitfall room they will use before play starts.

When the game starts each Space Marine must jump through the pitfall using the rules in Deathwing. If any Space Marine falls prone then that pitfall is blocked until he gets up.

Securing Entry Areas

The Space Marine player may secure entry points. If there are more Genestealer reinforcements than entry points the Genestealer player loses the extra Blips.

Ambush Blips

If an ambush Blip is used and turns out to be a Genestealer it is an unarmed 4th level Hybrid Psyker.

Control Panel

Once a Space Marine reaches the control panel it will take four APs to switch the power on. Once the power is on the control panel must be defended for four complete turns.

As soon as the power is switched on the Genestealer reinforcements increase to four Blips per turn. If a Genestealer reaches the control panel before four turns have gone by, the mission fails.

ENDING THE MISSION

The mission ends at the start of the fifth turn after the power is switched on.

If the Space Marines failed to even switch the power on the campaign has failed!

If the Space Marines failed to hold the Genestealers off for four turns the power relay to the lifts will be destroyed and fresh Squads will need to try the task, taking casualties in the offensive. Remove two models from one Squad or one each from two different Squads on the roster.

If the Space Marines hold the Genestealers off for four turns the mission is a success.

3 – DEEP DOWN

As soon as the power transfer was complete a Cyber Altered Task Unit was sent down in the lift to check for signs of the foe.

The upper levels proved to be clear – obviously the Genestealers at the head of the lift and those at the substation were isolated pockets which could be dealt with later.



Finally contact was made down at the lower levels. The Genestealers were still unaware of the threat, but the Space Marines would need to move fast. Two Squads were sent down to establish a bridgehead. There was no turning back.

OBJECTIVES

The Space Marine player must secure all the Genestealer entry points. The Genestealer player must try and keep the entry points open.

FORCES

SPACE MARINES

The Space Marine player uses **any** two Squads from the remaining roster.

GENESTEALERS

The Genestealer player starts with 4 Blips and receives 2 Blips as reinforcements per turn until the second entry point is closed. These are taken from the expanded Blip set, but may not be ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol
- C 4th level psyker with laspistol
- D 4th level psyker with plasma pistol
- E Non-psyker with bolter
- F Non-psyker with lasgun
- G Non-psyker with plasma gun
- H Non-psyker with heavy bolter
- I Non-psyker with lascannon
- J Non-psyker with heavy plasma gun

DEPLOYMENT

SPACE MARINES

The Space Marines enter play from the lift as detailed in the special rules below.

GENESTEALERS

The starting force is placed as one Blip per marked room. While the Genestealers get two reinforcement Blips they may use any entry points that remain open, but must use separate entry points.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

The Space Marine player may secure entry points. When two points are secure, Genestealer reinforcements are reduced to 1 Blip.

Deployment From the Lift

The Space Marines deploy from the lift over the first five turns as detailed below:

Turn 1 – Place 4 Space Marines on the lift section. They may exit the lift immediately.

Turn 2 – Place a further 4 Space Marines on the lift section, but they may not exit.

Turn 3 – These Space Marines may now exit the lift.

Turn 4 – Place any remaining Space Marines on the lift section, but they may not exit.

Turn 5 – The last Space Marines may exit the lift.

ENDING THE MISSION

The mission ends with either the securing of the fourth Genestealer entry point or the death of the last Space Marine.

If all the Space Marines died before the second entry point was sealed the campaign has failed.



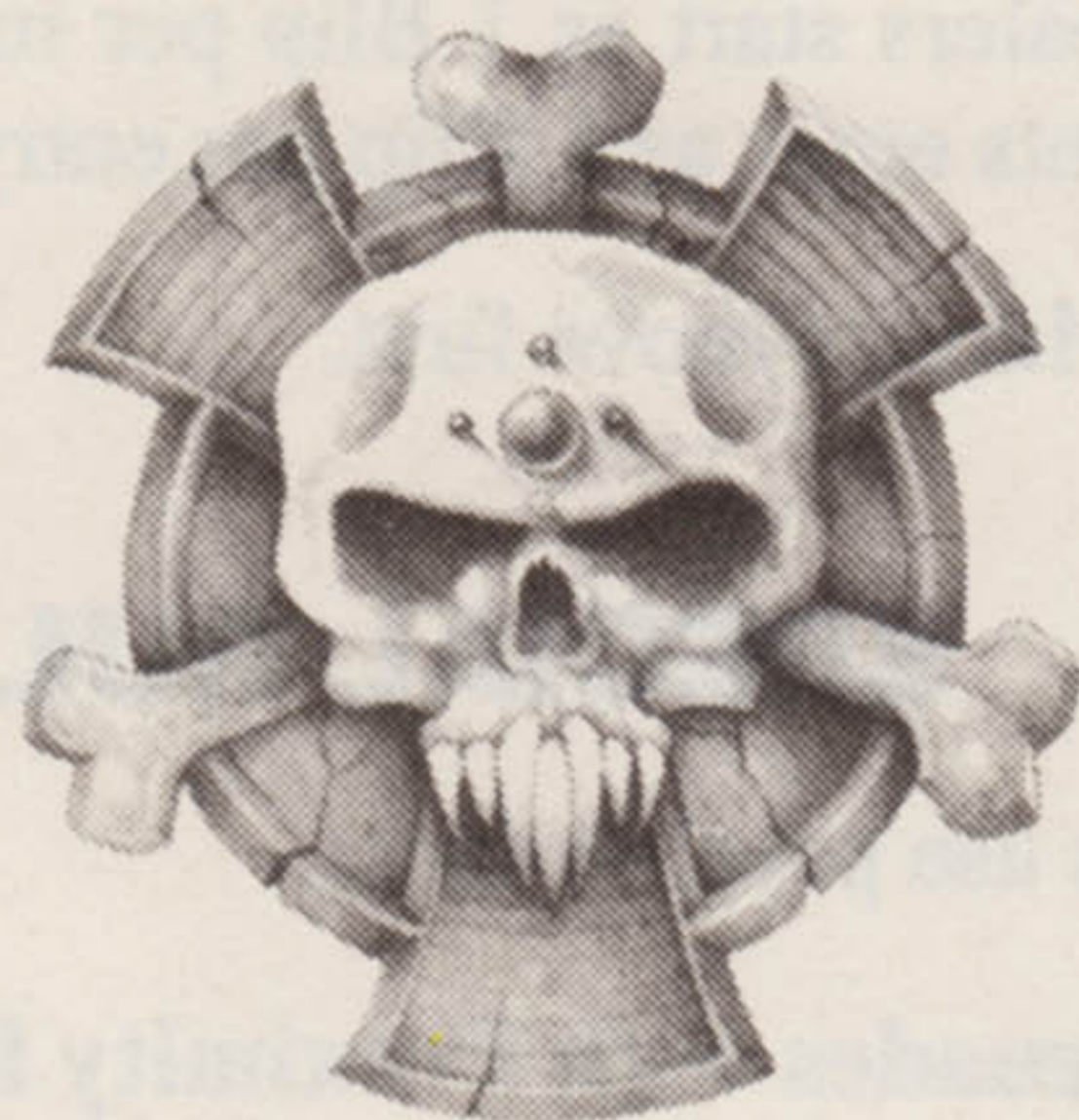
If all the Space Marines are killed but two or three entry points have been sealed the job will be finished by other Squads but they will take casualties. Remove two Space Marines from the remaining roster, either both from one Squad or one each from two Squads.

If the Space Marines secure all the entry points the mission is a success.

4 – THE RACE

What remained of the force was now gathered in the lower levels. The steaming pipes and rattling pumps didn't quite cover the skittering of claws as the foe scouted round the outer edges of the Space Marine cordon.

Now the Space Marines would need to locate the main body of Genestealers. Captain Antoninus had learned that all levels of the warrens had numerous computers tapped into the life support systems. Interrogation of one of these computers would pinpoint the main body of the horde.



The Squads were split. While two Squads stayed to defend the toxin and others pushed forwards to scout access ways, two Squads went in search of a computer.

OBJECTIVES

The Space Marine player must find the computer terminal and get the needed information. The Genestealer player must stop this from happening.

FORCES

SPACE MARINES

The Space Marine player uses **any** two Squads from the remaining roster.

GENESTEALERS

The Genestealer player starts with 2 Blips and receives 2 Blips as reinforcements per turn. These are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with lasgun
- C 4th level psyker with bolt pistol
- D 4th level psyker with plasma gun
- E 4th level psyker with lascannon
- F Non-psyker with laspistol and power sword
- G Non-psyker with plasma pistol
- H Non-psyker with missile launcher
- I Non-psyker with conversion beamer
- J Non-psyker with heavy bolter

DEPLOYMENT

SPACE MARINES

One Squad starts on each marked entry area.

GENESTEALERS

One Blip starts in each of the marked rooms. The reinforcement Blips may enter at either of the marked entry points.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

The Space Marine player may secure entry points. When both points are secure the Genestealer reinforcements stop.

Finding a Computer

Before the game starts, the Genestealer player places the computer counters (supplied later in this campaign) face down in the computer rooms. These rooms are marked with an 'X' on the map. Only one of the three computer counters is an active computer – the other two are damaged and beyond repair. As soon as a Marine stands in any square adjacent to the counter, he may turn it over and determine whether it's operative or not. The Marine player doesn't have to spend any AP's to turn the counter over.

Space Marines and the Computer

The Space Marines are trying to get information from the computer. To do this a Space Marine must spend an uninterrupted 10 APs at the control panel (any side of the computer counter). CPs may not be used. The Space Marine must not be attacked and must not use any APs or CPs for any other action or he will have to start over again.

Genestealers and the Computer

When a Space Marine finds the computer and starts to spend APs on information gathering the Genestealers will be alerted and will devote every effort in an attempt to destroy it. The roll to destroy the computer is the same as that to destroy a door.

ENDING THE MISSION

The mission ends when either the computer has been destroyed, or the Space Marines get the information needed.

If the Space Marines fail to spend even 6 APs on getting the information the campaign is failed.

If the Space Marines fail to get complete information but 6 or more APs have been spent in searching, further Squads can finish the job but will take casualties. Two Space Marines must be removed from the remaining roster, either both from one Squad or one each from two Squads.

If the information is found the mission is a success.

5 – PULL BACK

Information had been found which lead the Space Marines to believe that newly opened workings on the lowest level held the core of the Genestealers.

The Space Marines would not be able to push down further quickly enough to catch them. The core was already splitting up due to the threat of the approaching Space Marines.

The Space Marines needed to let them gather again for the nerve gas to be effective, but how could this be achieved? Maybe the foe could be fooled into thinking they had won!

Immediately the command went out to the outlying Squads... "PULL BACK!"

Immediately they started to retreat, but the Genestealers were very close. If the retreating Space Marines were not careful the retreat would become a rout.

OBJECTIVES

The Space Marine player is trying to retrieve as many Space Marines as possible by retreating across the board. The Genestealer player is trying to kill the Space Marines.

FORCES

SPACE MARINES

The Space Marine player has up to three Squads from the remaining roster up to a total of 12 Space Marines. Squads cannot be split. For example the Space Marine player could use a full fresh Squad plus a Squad of 3 and a Squad of 4. Two of these Space Marines are carrying plasma grenades with proximity fuses (see Special Rules).

GENESTEALERS

The Genestealer player starts with 5 Blips and receives 3 Blips as reinforcements per turn. These are taken from the expanded Blip set, but not ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol
- C 4th level psyker with bolt gun
- D 4th level psyker with heavy bolter
- E 4th level psyker with autocannon
- F Non-psyker with laspistol
- G Non-psyker with lasgun
- H Non-psyker with lascannon
- I Non-psyker with missile launcher
- J Non-psyker with conversion beamer

DEPLOYMENT

SPACE MARINES

If three Squads are being used simply place one Squad in each of the marked rooms, otherwise split the troops as required as long as there is more than one Space Marine in each room. The Space Marines can be placed on any facing.

GENESTEALERS

The Genestealers start as 1 Blip per marked room and the reinforcements enter as 1 Blip per entry point.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

Plasma Grenades with Proximity Fuses

Two of the Space Marine force are carrying newly developed plasma grenades. These grenades are armed with a special proximity fuse which automatically detonates the grenade. It costs 1 AP for a Space Marine to place a plasma grenade, and it is armed as soon as the Marine has moved 2 squares away from it.

The proximity fuse ensures that the next model or blip to enter an adjacent square triggers the grenade. The plasma grenade explodes with a burst of super-heated plasma, effecting the whole section, plus any square adjacent to the grenade. Roll for each model or blip as if attacked by a normal plasma grenade. The detonation is over in a flash, so plasma grenades do not block line of sight or movement.

Usually plasma grenades come in a unlimited supply, but in the case of grenades with proximity fuses, both Marines have only 5 each. Note which two Marines have the grenades and give them 5 counters each. When a grenade is dropped, place a counter in the square.

When it explodes the counter is discarded, so keeping a tally of the ammunition. If you wish to use these new plasma grenades in other games, it costs 1 AP's to equip a Marine with them. Note that plasma grenades with proximity fuses cannot be thrown.

ENDING THE MISSION

The mission ends when the Space Marines are all off the board, either dead or escaped.

The number of Space Marines that escape will probably have a direct bearing on the number of Space Marines available for Mission 6, so no other penalties are introduced for heavy losses. However, the Space Marine player should not be happy with less than four survivors.

6 – AIR GENERATOR

The ruse succeeded. The bulk of the Genestealer horde, believing themselves safe, had returned to the caverns.

With a few Space Marines still patrolling the area a final group was chosen to destroy the enemy.



An air generator supplying the new caverns had been traced. If two canisters of nerve gas could be introduced into the generator, the resulting spread into the caverns should despatch the main bulk of the Genestealers, leaving the planetary troops to hunt down and destroy the scattered survivors.

However, if Space Marines failed there wouldn't be enough of them left to make a second attempt. It was now or never!

OBJECTIVES

The Space Marine player is attempting to inject two canisters of nerve gas into the air generator (new counter) in the middle of the new room section. The Genestealer player must stop this from happening.

FORCES

SPACE MARINES

The Space Marine player has up to 14 Space Marines from the remaining roster. Two of these will start with the canisters.

GENESTEALERS

The Genestealer player starts with 4 Blips and receives 2 Blips as reinforcements per turn while two or more entry points are open. These are taken from the expanded Blip set, but are not ambush counters. The lettered Blips represent the following Hybrids:

- A Unarmed 4th level psyker
- B 4th level psyker with bolt pistol
- C 4th level psyker with lasgun
- D 4th level psyker with autocannon
- E 4th level psyker with missile launcher
- F Non-psyker with conversion beamer
- G Non-psyker with autocannon
- H Non-psyker with missile launcher
- I Non-psyker with conversion beamer
- J Non-psyker with heavy plasma gun

DEPLOYMENT

SPACE MARINES

The Space Marines may be spread as required over the three entry areas, but the two canisters must be in different areas.

GENESTEALERS

The starting force is placed as 1 Blip per marked room. The reinforcements enter play at different entry points while at least two entry points are open.

The Space Marines move first.

SPECIAL RULES

Both players use psychic cards.

Securing Entry Points

The Space Marine player may secure entry points. If three are secured the Genestealers are down to 1 Blip per turn. The reinforcements stop if all four entry points are secured.

The Air Generator

The Generator blocks LOS and movement. Neither side will purposely attack the generator. Section effect weapons, psychic powers which do damage and *Jinx* cannot be used on the room holding the generator.

Nerve Gas Canisters

Use the counters included in this article, or the ones from Space Hulk Campaigns to mark the position of the canisters.

The canisters of nerve gas are heavy so the carrying Space Marine can only move 4 APs a turn. CPs cannot be used to move them further. A Space Marine carrying a canister cannot use any weapons, but the canister can be put down for 1 AP and then weapons may be used. Picking up the canister cost 2 APs.



If a Space Marine carrying a canister is attacked by a Genestealer in close combat, the Space Marine cannot defend himself and is automatically killed! If a Space Marine carrying a canister is killed, or puts the canister down, another Space Marine can pick up the canister. Picking the canister up costs 2 APs, and as soon as it has been picked up the carrying Space Marine may no longer use CPs to move. Space Marines armed with lightning claws cannot carry the canister. The canisters cannot be destroyed except by a Vortex.

Genestealers and the Canisters

A Hybrid Genestealer may pick up and carry a canister using the same rules as Space Marines. A Hybrid with line of sight to a canister can order a Purestrain Genestealer to carry a canister.

A Purestrain can use all 6 APs to move and can fight or defend itself. The canisters may not be taken off the board.

Using a Canister

Once a Space Marine carrying one of the canisters has reached the air generator it takes 4 APs to attach it to the generator inlet.

Both canisters should be attached to the generator, but this must be done one canister at a time.

ENDING THE MISSION

The mission ends when either the two canisters are connected up or all the Space Marines are killed. If the Space Marines are killed without either canister being connected to the generator they have failed and the Chapter will spend decades trying to atone for their failure – Genestealers win.

If the Space Marines only manage to connect one canister some Genestealers will survive and the Imperial Governor will file a report damaging the reputation of the Chapter – a draw. If the Space Marines connected both canisters of gas their names will go down on the Chapter Roll of Honour, any survivors will be treated as heroes – Space Marines win.

STAND ALONE MISSIONS

If you wish you could play a mission on its own. There are two things you need: a choice of Space Marines and some victory conditions.

There are three ways to decide which Space Marines to use:

- a) For Missions 1-4 simply pick two random Squads from the roster, one with a Librarian and one without.
- b) For missions 1-4 roll on the Squad Set-up Table on page 31 of Space Hulk Campaigns for two Squads. Roll on the Set-up Table 12 or 14 Space Marines for the other two missions.
- c) Use the bidding system from Deathwing for all missions.

The victory conditions for the six missions are:

MISSION 1

The Space Marines win if both entry points are secured.

The Genestealers win if neither entry point is secured.

The mission is drawn if only one entry point is secured.

MISSION 2

The Space Marines win if the power is switched on and the control panel defended for four turns.

The Genestealers win if the power is not even turned on.

The mission is drawn if the power is switched on but not defended for four turns.

MISSION 3

The Space Marines win if all four entry points are secured.

The Genestealers win if less than two entry points are secured.

The mission is drawn if two or three entry points are secured.

MISSION 4

The Space Marines win if the information is fully gathered.

The Genestealers win if the computer is destroyed or all the Space Marines die before the information is fully gathered.

The mission is drawn if 6 or more APs are spent gathering information before the computer is destroyed or all the Space Marines die.

MISSION 5

The Space Marines win if 5 or more Space Marines escape off the board.

The Genestealers win if two or less Space Marines escape.

The mission is drawn if three of four Space Marines survive.

MISSION 6

The Space Marines win if both canisters of nerve gas reach the air generator.

The Genestealers win if neither canister of nerve gas makes it to the generator.

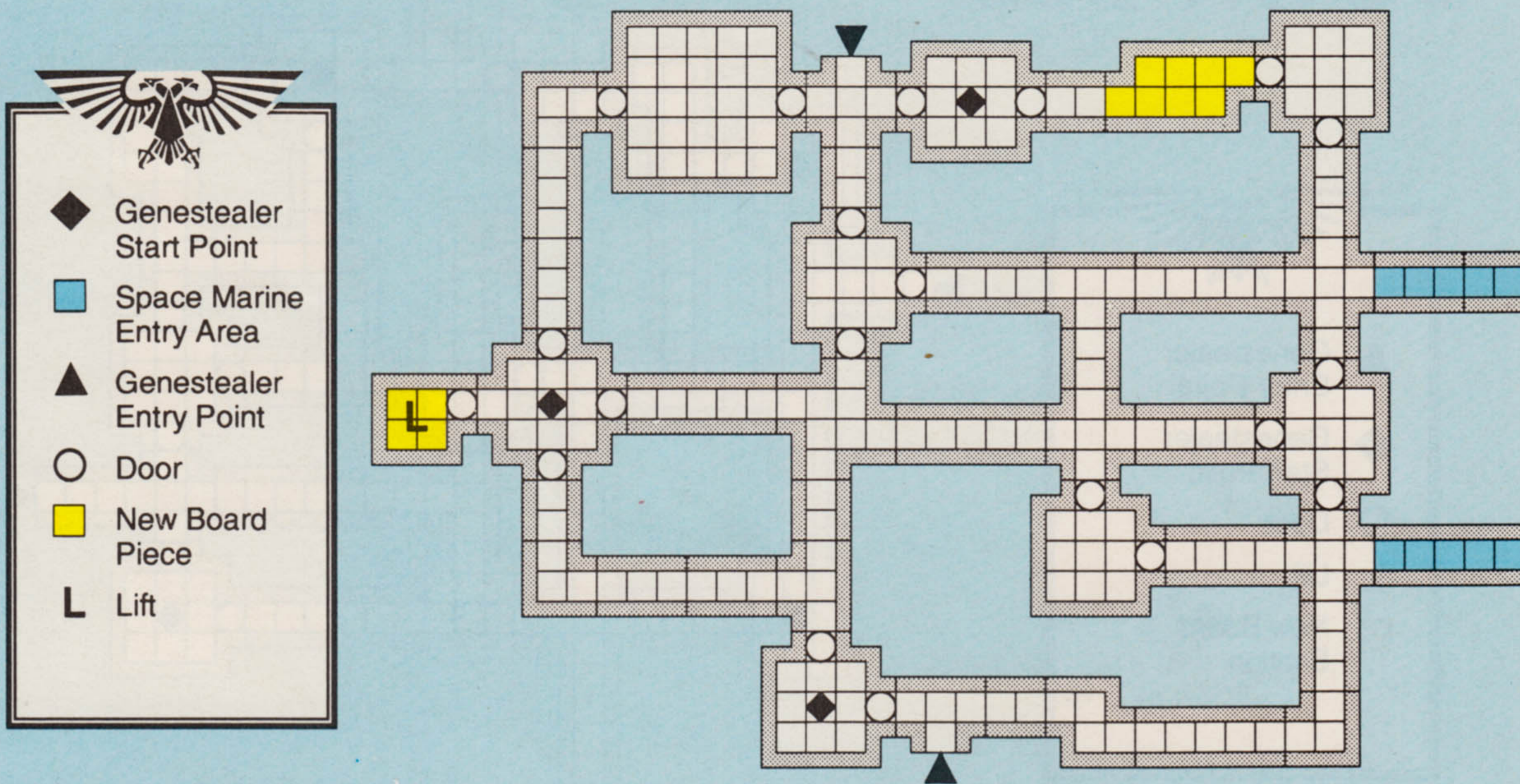
The mission is drawn if only one canister of nerve gas makes it to the air generator.



Psychic Combat

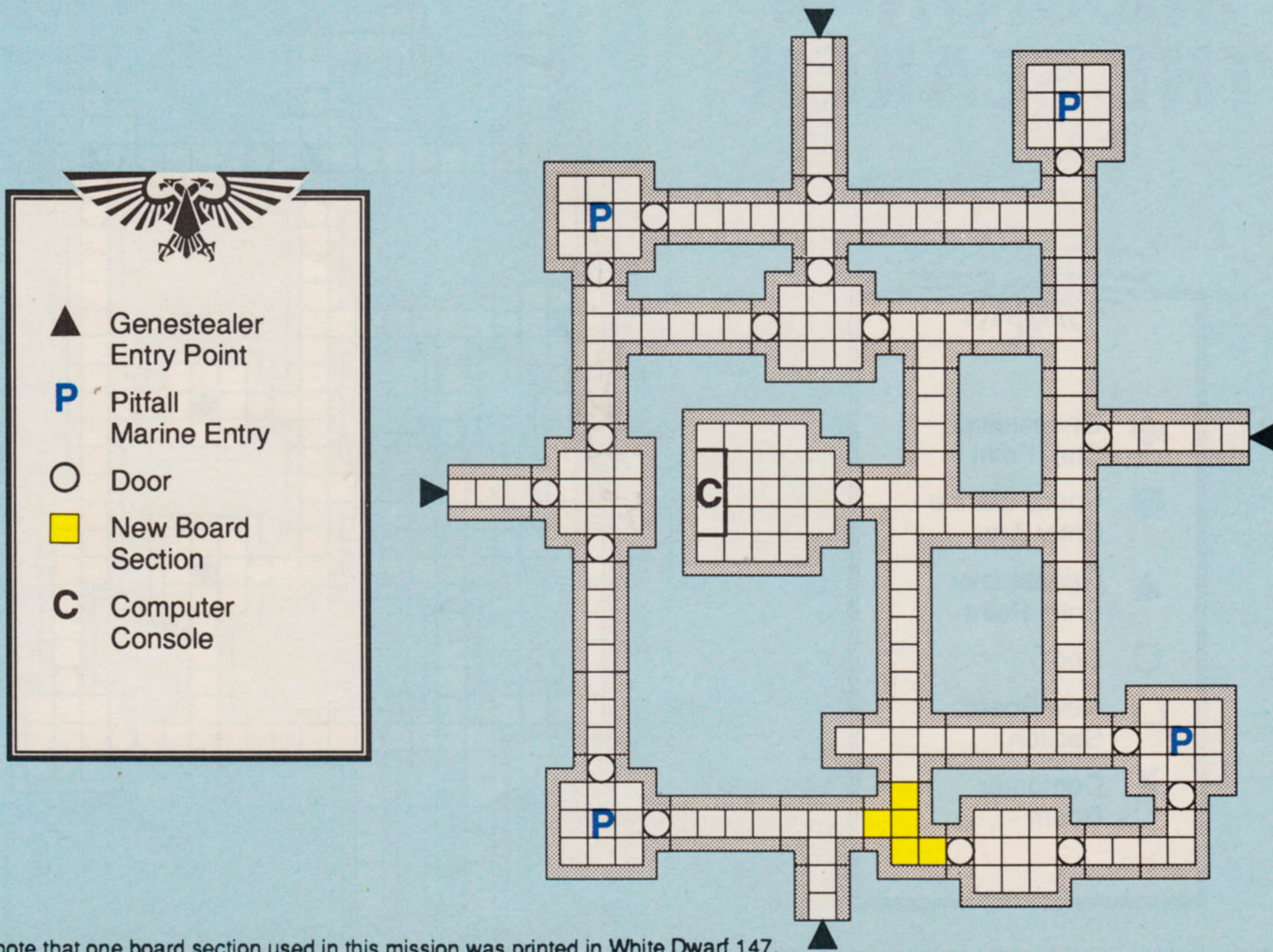
If you want to play these missions without using the psychic combat rules then simply use the Deathwing rules for Librarians and use all the Genestealer Hybrids as non-psykers.

MISSION 1: ENTRY POINT




Please note that one board section used in this mission was printed in White Dwarf 147.

MISSION 2: A NEED FOR POWER

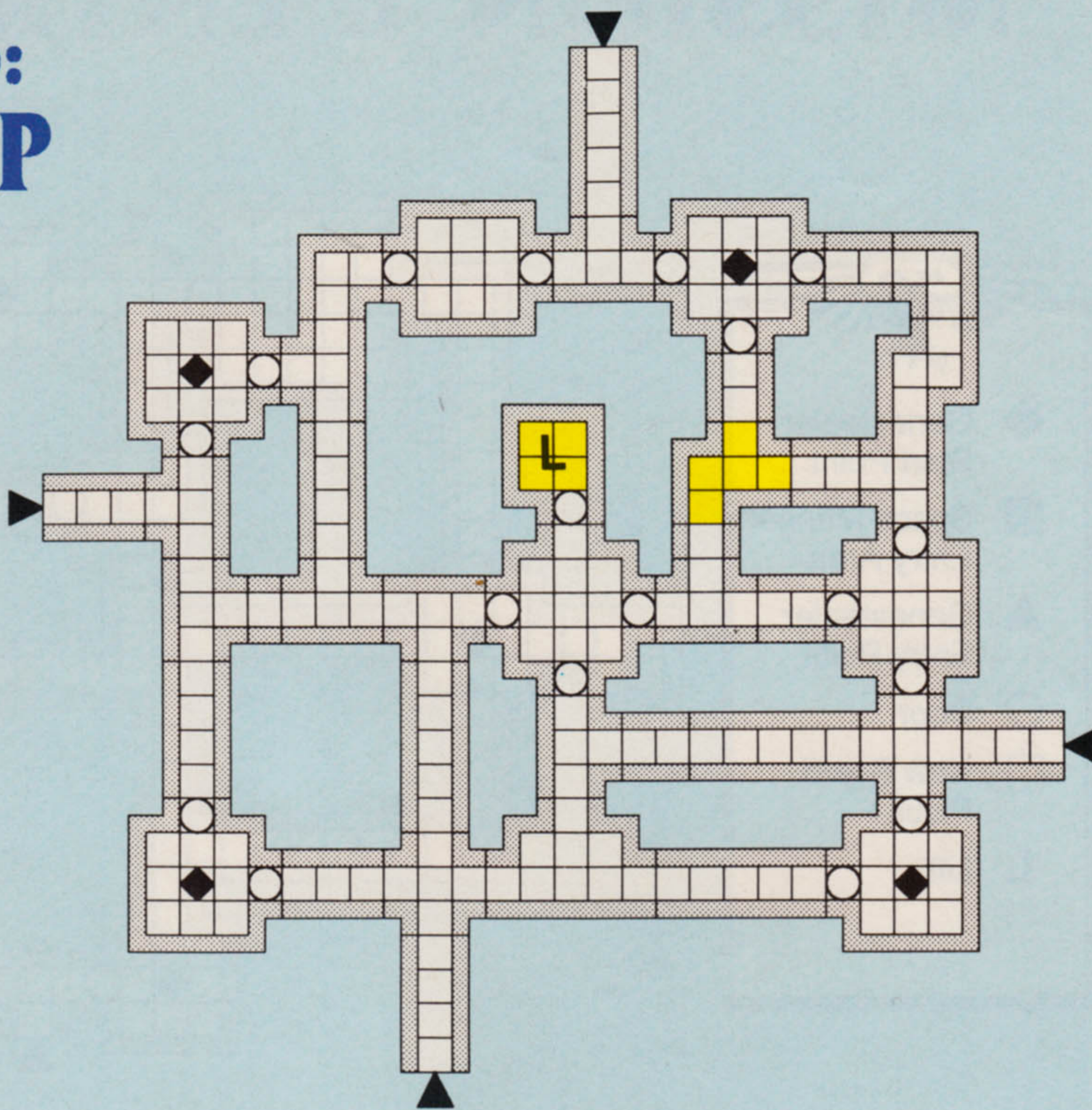


Please note that one board section used in this mission was printed in White Dwarf 147.

MISSION 3: DOWN DEEP




- ▲ Genestealer Entry Point
- ◆ Genestealer Start Point
- Door
- L Lift
- New Board Section

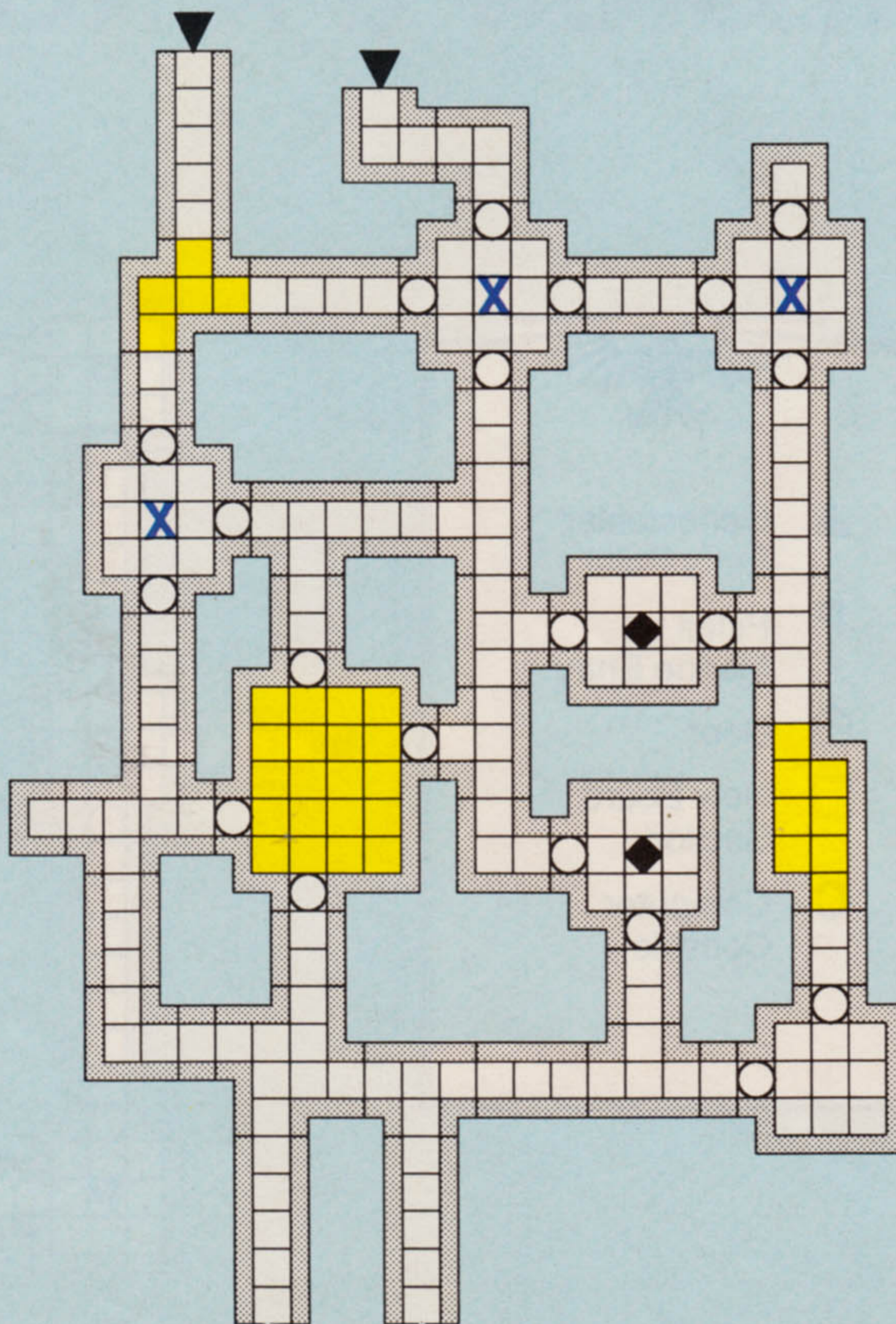


Please note that two board sections used in this mission were printed in White Dwarf 147.

MISSION 4: THE SEARCH

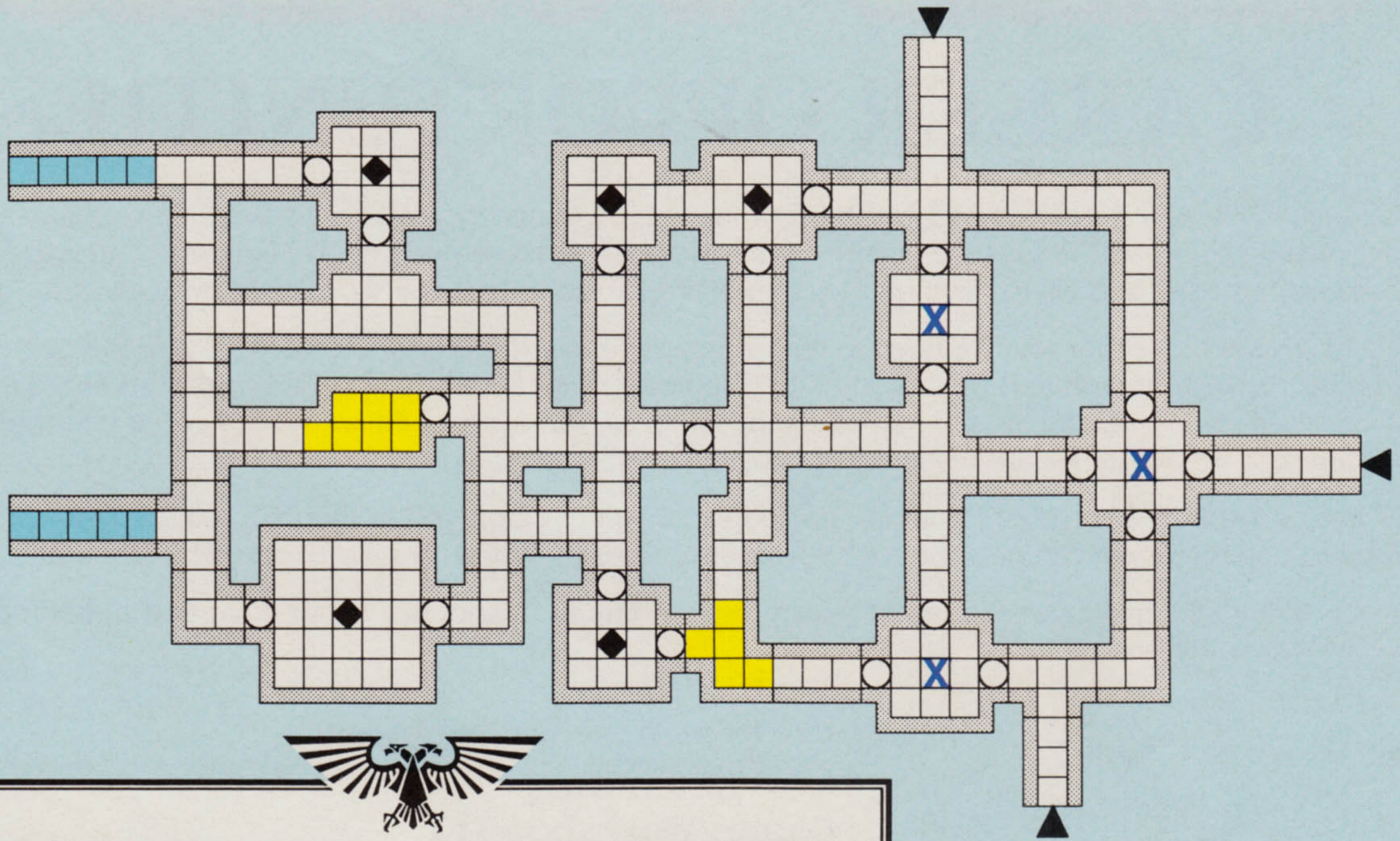








- ◆ Genestealer Start Point
- Space Marine Entry Area
- ▲ Genestealer Entry Point
- Door
- New Board Section
- X Computer Room



Please note that one board section used in this mission was printed in White Dwarf 147.

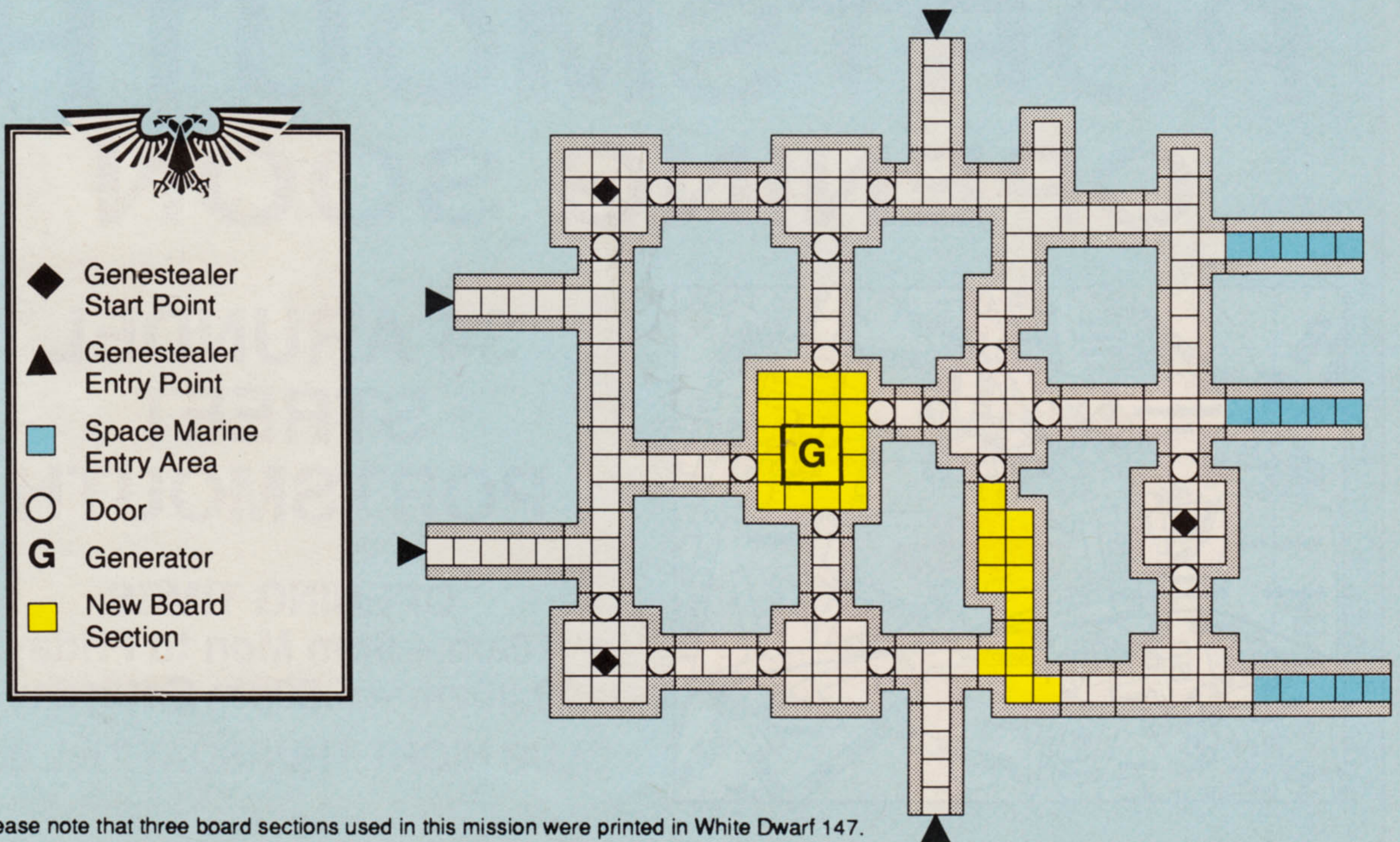
MISSION 5: PULL BACK










- | | | | |
|---|-------------------------|---|-------------------------|
|  | Space Marine Exit Point |  | Space Marine Start Area |
|  | Genestealer Entry Point |  | Door |
|  | Genestealer Start Point |  | New Board Section |

Please note that three board sections used in this mission were printed in White Dwarf 147.

MISSION 6: AIR GENERATOR



- | | |
|---|-------------------------|
|  | |
|  | Genestealer Start Point |
|  | Genestealer Entry Point |
|  | Space Marine Entry Area |
|  | Door |
|  | Generator |
|  | New Board Section |

Please note that three board sections used in this mission were printed in White Dwarf 147.

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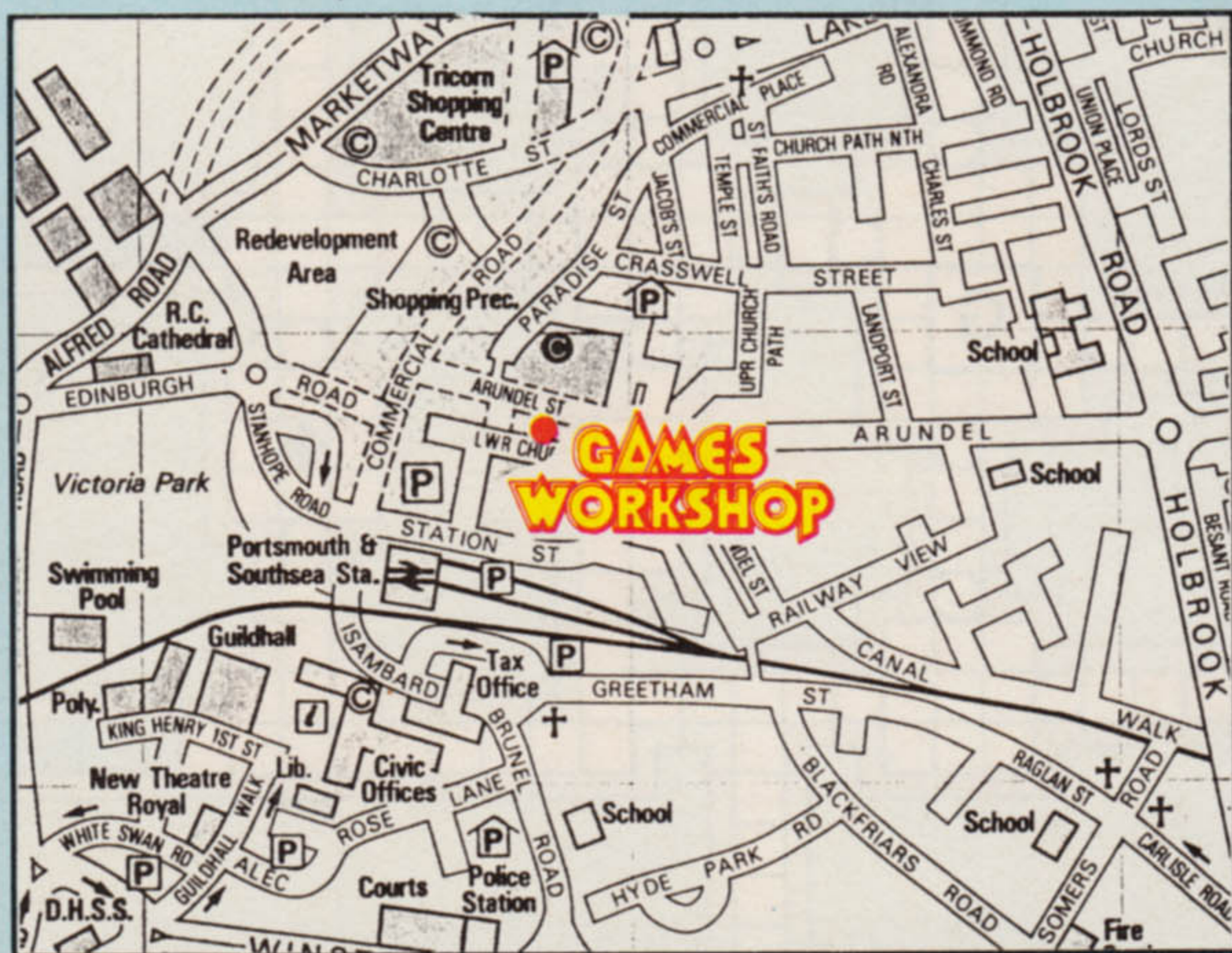
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You should write in the first instance to:

Helen King
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Chewton Street, Hilltop, Eastwood
Nottingham NG16 3HY

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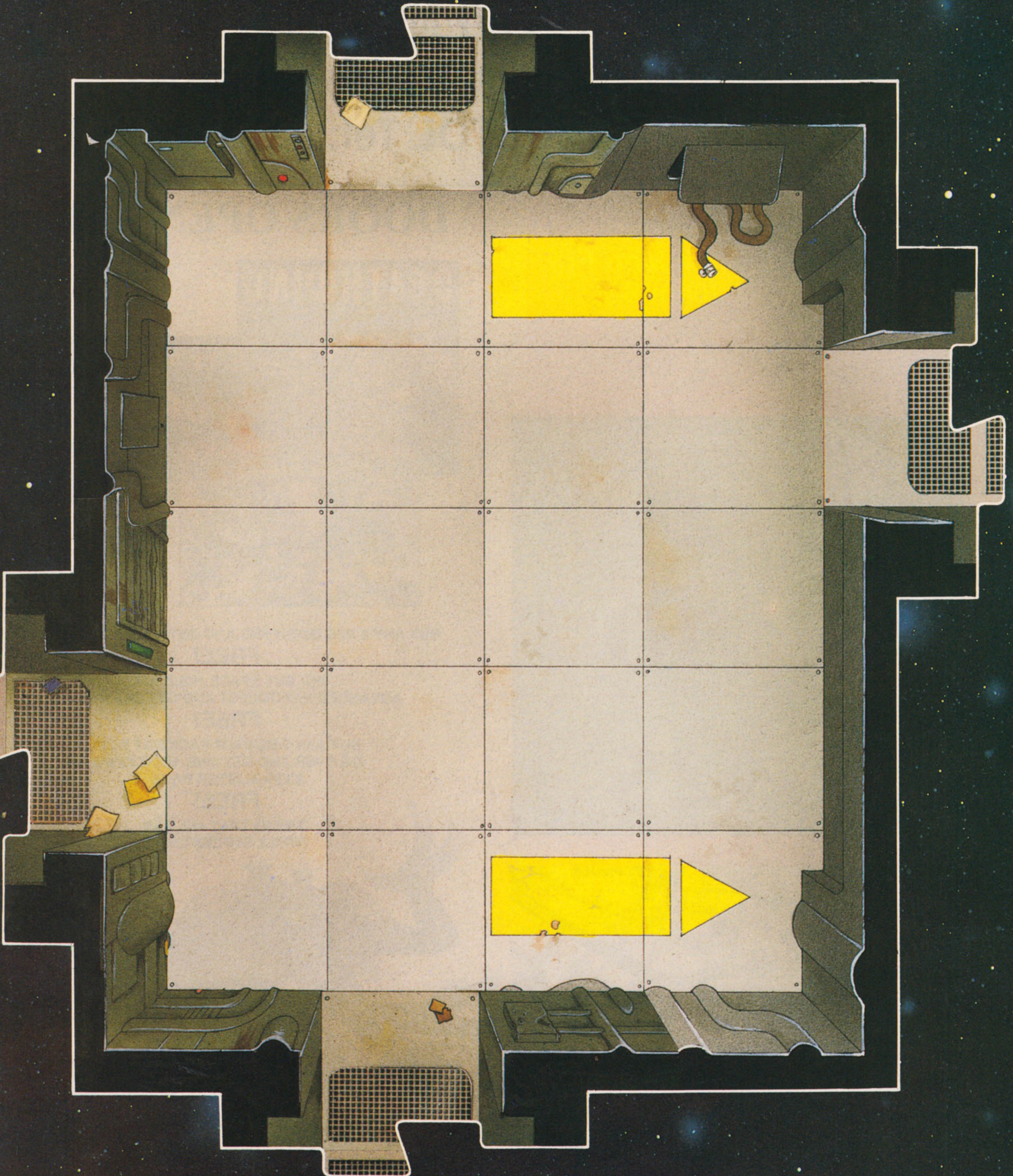


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NEW BOARD SECTIONS

On the following pages are the new board sections, plasma grenade and computer terminal counters you'll need for this campaign. We've also included a Campaign Roster Sheet, which should be photocopied before cutting out the floor plans. All you need do with the floorplans is stick them onto a piece of card, let them dry and cut them out with a sharp modelling knife or a pair of scissors. Take special care when you trim around the board joints to ensure that they link together with your existing Space Hulk floorplans.



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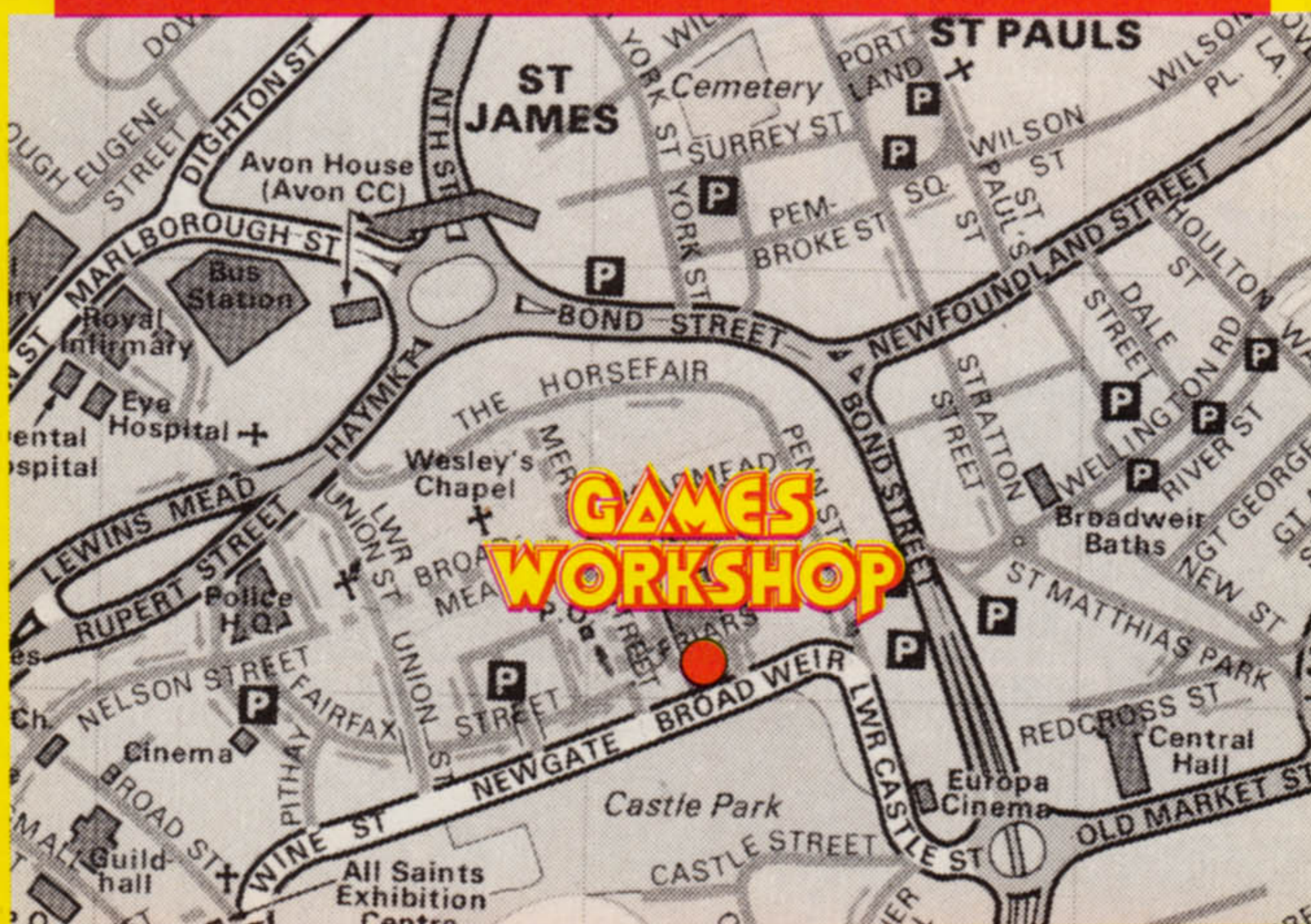
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 OR OVER AND GET ONE ADDITIONAL
 £3.99 BLISTER PACK
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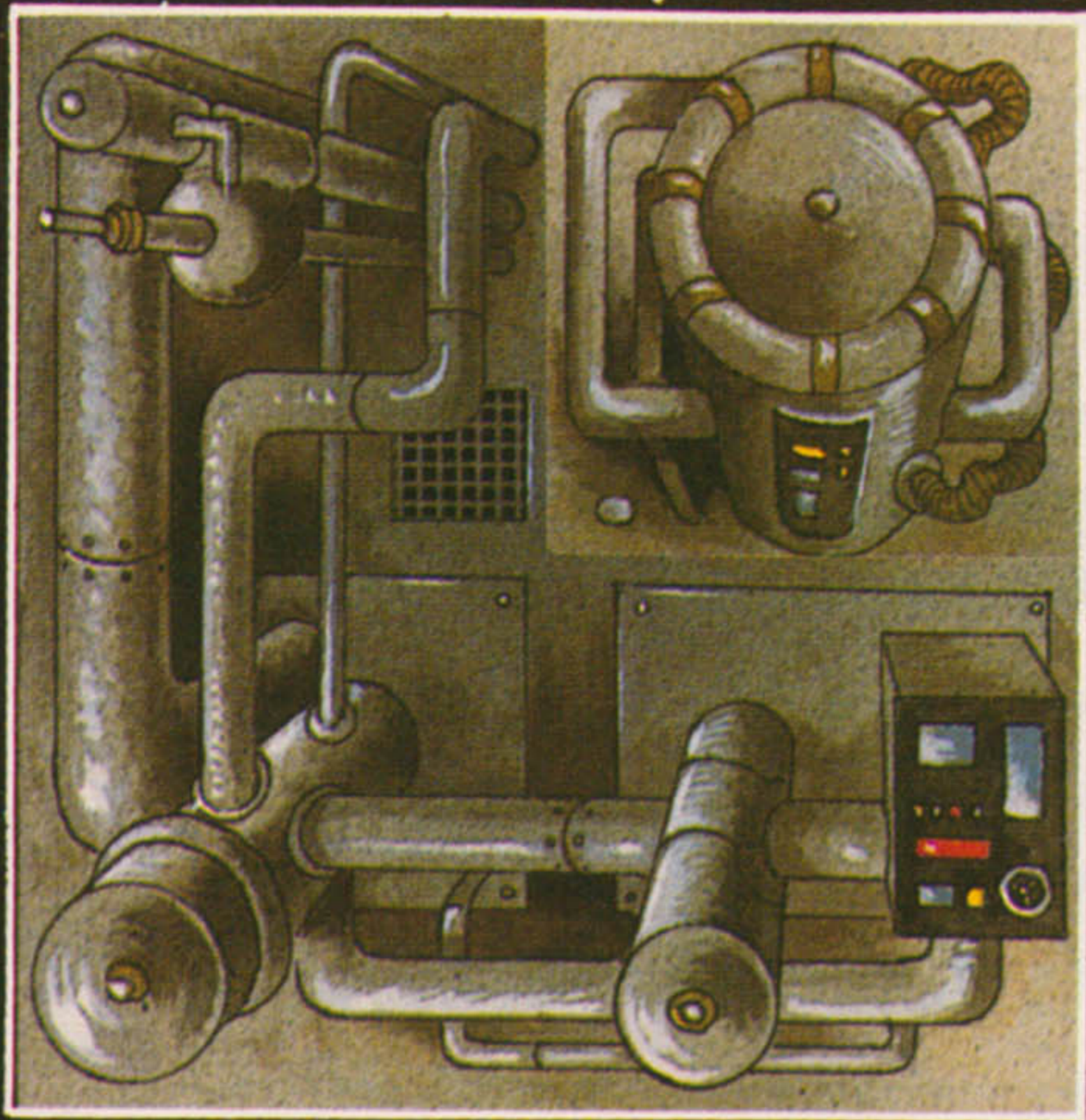
OFFERS LAST ALL DAY
 (WHILE STOCKS LAST)



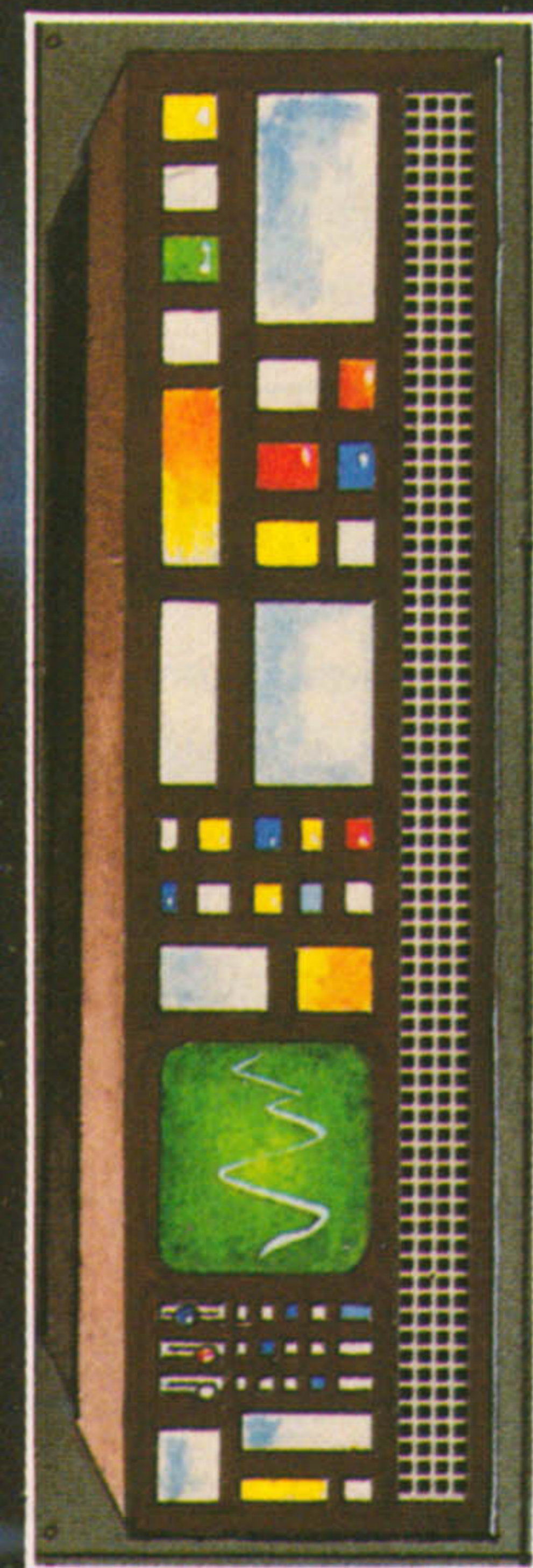
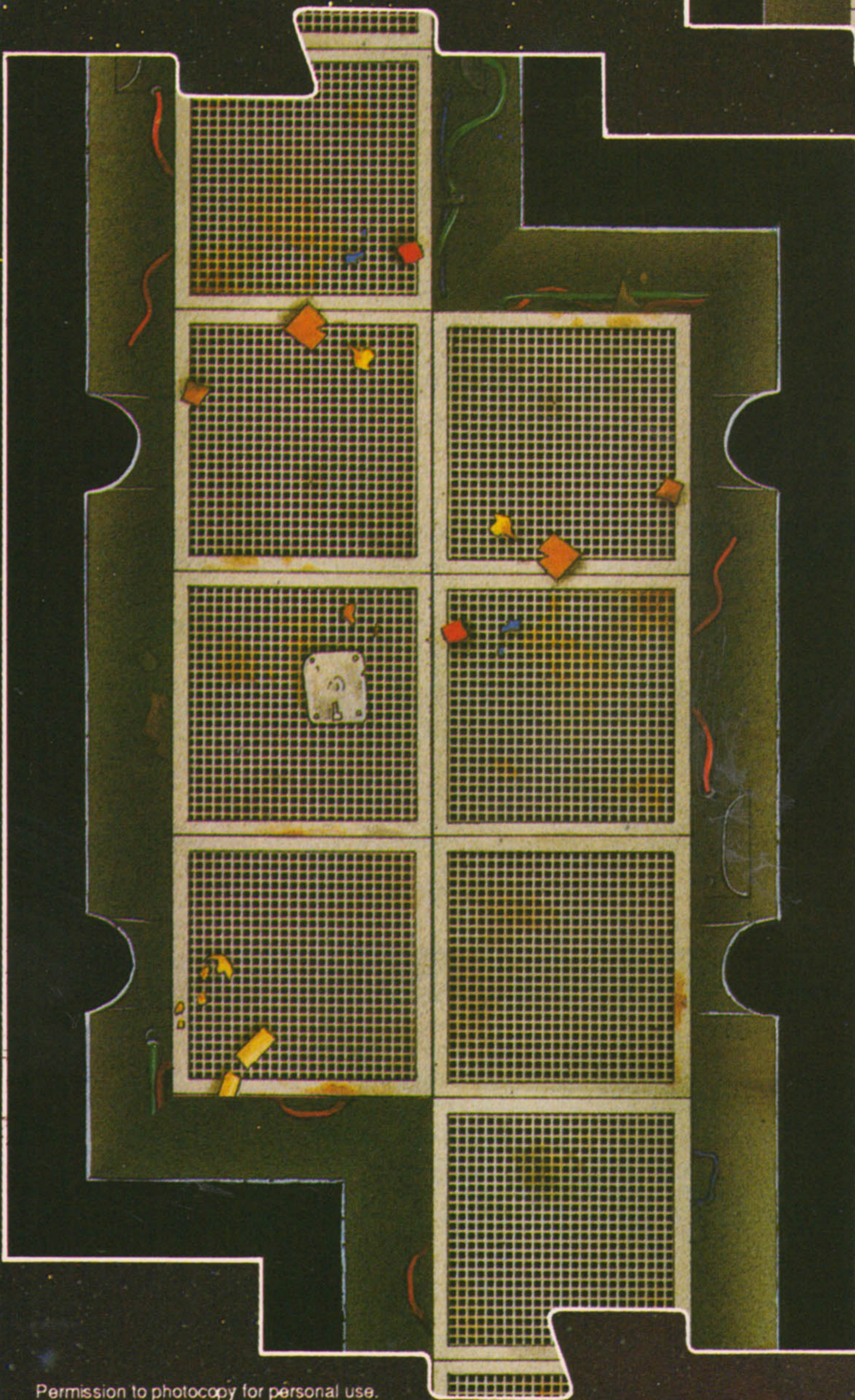
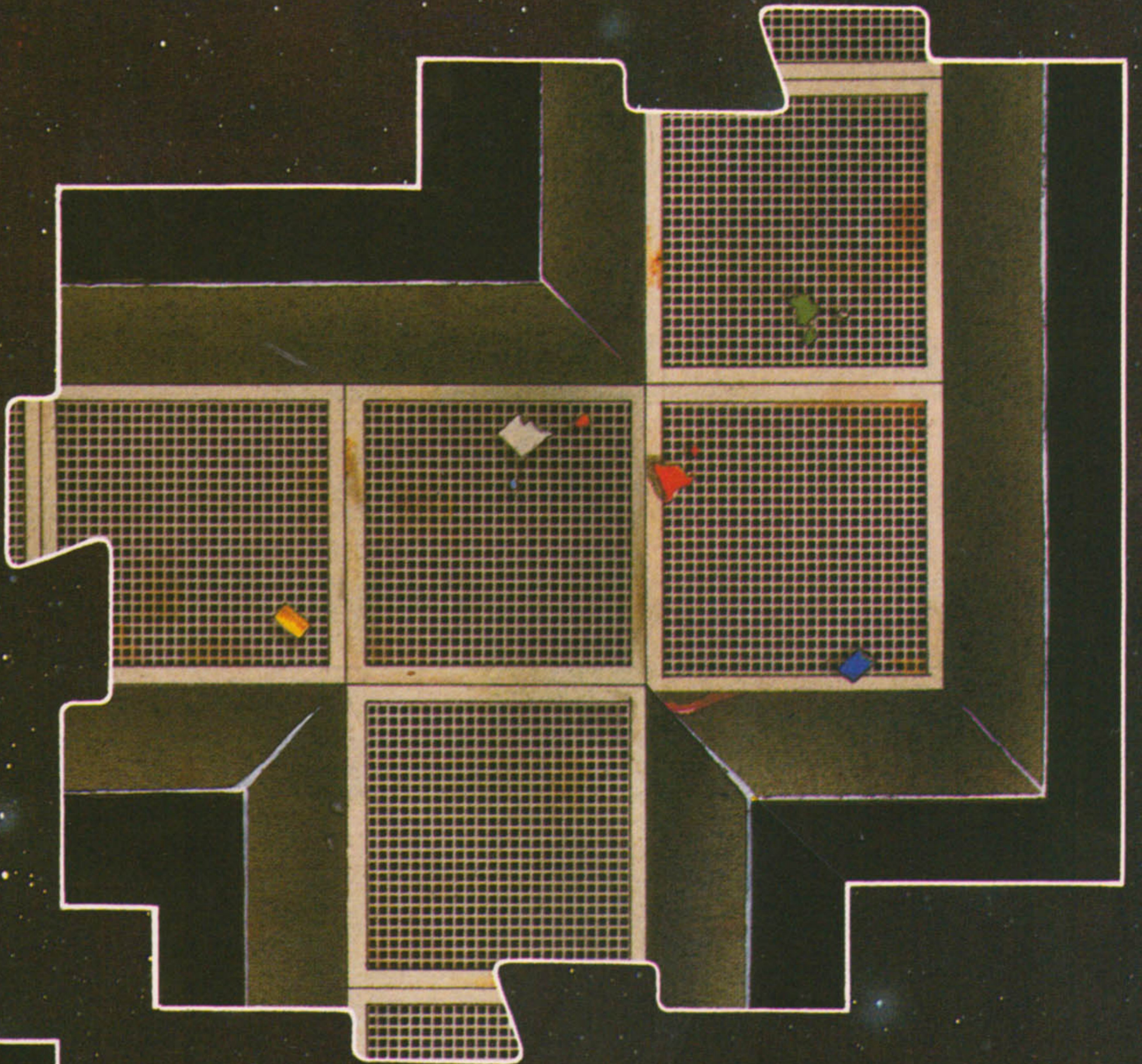
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PLEASE NOTE: YOU CANNOT USE THE VOUCHERS WITH ANY OF THE ABOVE OFFERS
 OR ON MB GAMES' HEROQUEST AND SPACE CRUSADE



GENERATOR



COMPUTER CONSOLE

STRIKE DEEP CAMPAIGN ROSTER

SQUAD PRIMUS

Sergeant with storm bolter and power glove

Codicier (level 2) with storm bolter and force axe

Space Marine with flamer (1 reload) and power glove

2 Space Marines with storm bolters and power gloves

SQUAD TERTIUS

Sergeant with storm bolter and power glove

Codicier (level 2) with storm bolter and force axe

Space Marine with flamer (1 reload) and power glove

2 Space Marines with storm bolters and power gloves.

SQUAD SECUNDUS

Sergeant with storm bolter and power sword

Space Marine with flamer (1 reload) and power glove

Space Marine with thunder hammer and storm shield

2 Space Marines with storm bolters and power gloves

SQUAD QUATRUS

Sergeant with storm bolter and power sword

Space Marine with assault cannon (3 reloads) and power glove

Space Marine with lightning claws

2 Space Marines with storm bolters and power gloves

SQUAD QUINTUS

Sergeant with storm bolter and power glove

Lexicanian (level 1) with storm bolter and force axe

Space Marine with flamer (1 reload) and power glove

Space Marine with thunderhammer and storm shield

Space Marine with storm bolter and power glove

SQUAD SEXTUS

Sergeant with storm bolter and power sword

Epistolary (level 3) with storm bolter and force axe

Space Marine with flamer (1 reload) and power glove

Space Marine with storm bolter and chain fist

Space Marine with storm bolter and power glove

SQUAD SEPTUS

Sergeant with storm bolter and power glove

Epistolary (level 3) with storm bolter and force axe

Space Marine with assault cannon (3 reloads) and power glove

Space Marine with storm bolter and grenade harness

Space Marine with storm bolter and power glove

SQUAD ANTONINUS

Captain with storm bolter, power sword and power glove with grenade launcher

Chief Librarian (level 4) with storm bolter and force axe

Space Marine with assault cannon (3 reloads) and power glove

2 Space Marines with storm bolters and power gloves.

SQUAD OCTUS

Sergeant with storm bolter and power glove

Space Marine with assault cannon (3 reloads) and power glove

Space Marine with lightning claws

Space Marine with storm bolter and grenade harness

Space Marine with storm bolter and power glove

SQUAD DECUS

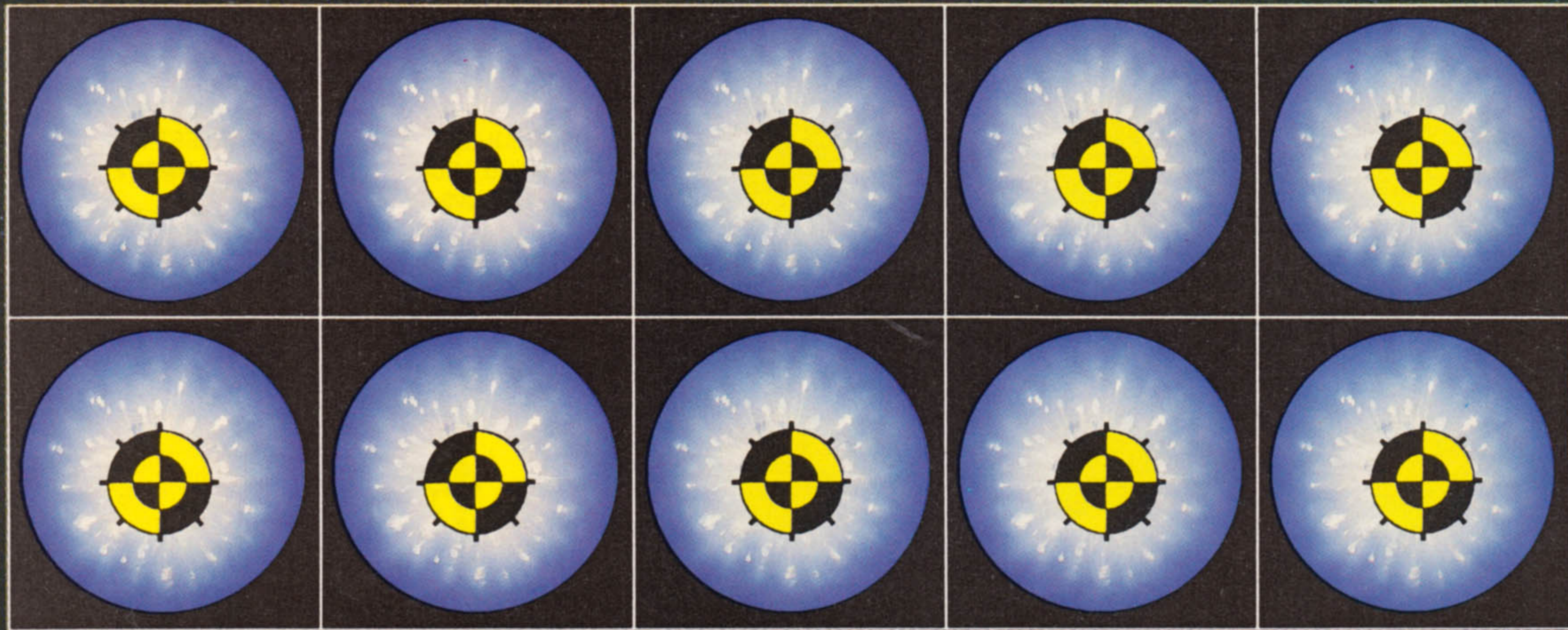
Sergeant with storm bolter and power glove

Space Marine with flamer (1 reload) and power glove

Space Marine with thunder hammer and storm shield

Space Marine with storm bolter and chain fist

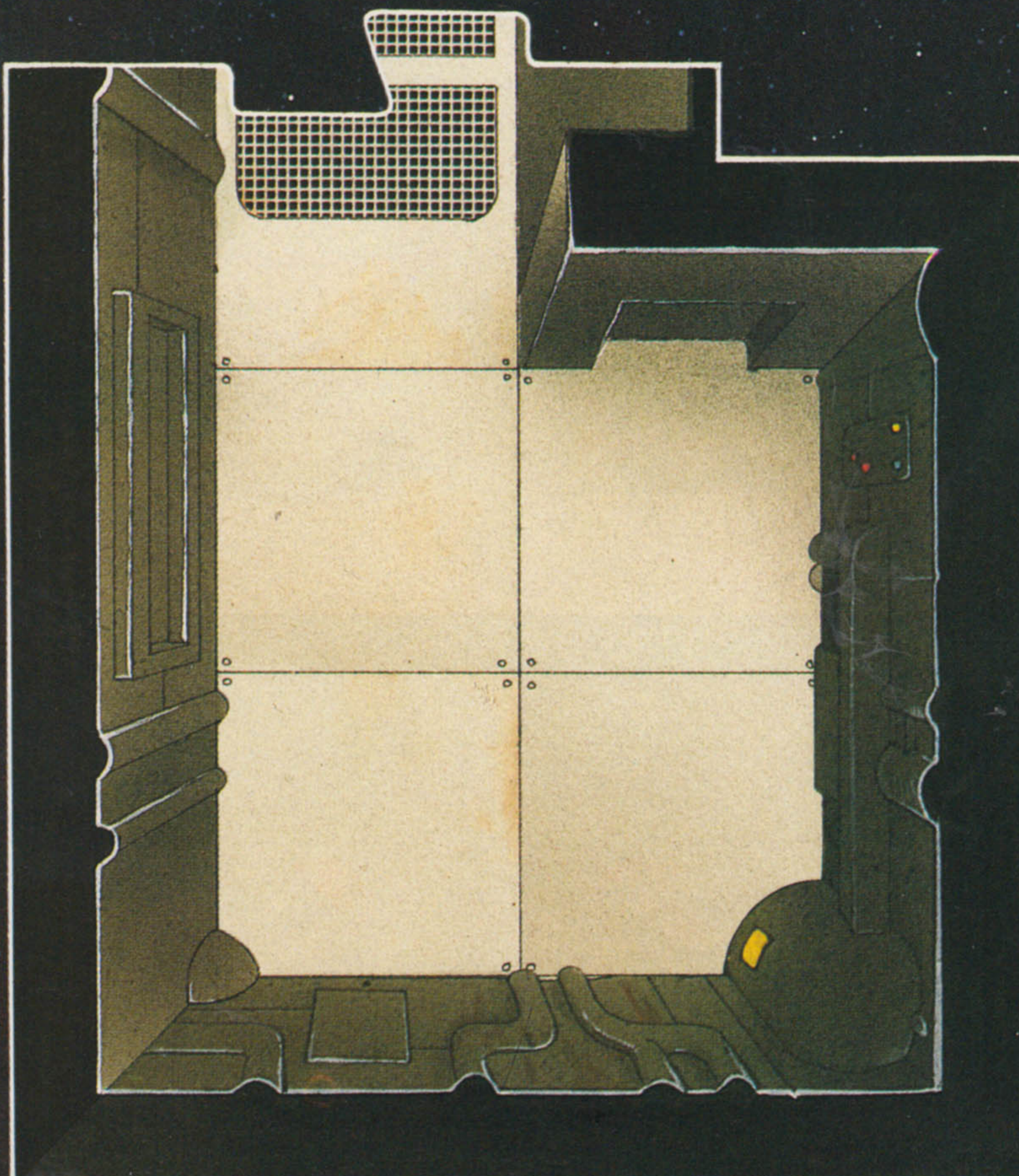
Space Marine with storm bolter and power glove.



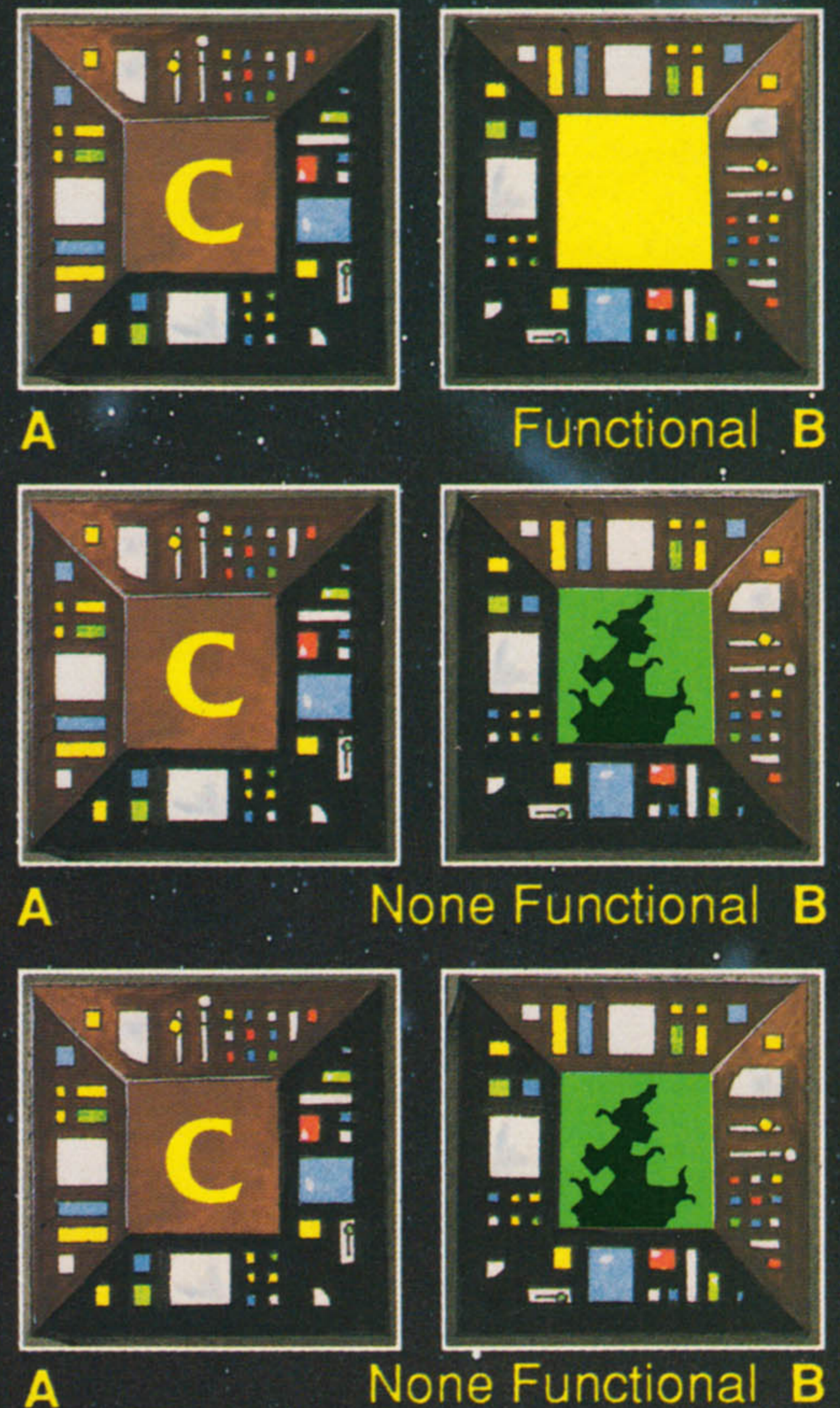
PLASMA GRENADES WITH PROXIMITY FUSES

COMPUTER TERMINALS

The functional and none functional computer terminals are all double sided. Stick all the counters marked 'A' to a piece of card. When they're dry, cut them out carefully with a sharp modelling knife or a pair of scissors. Then cut out all of the counters marked 'B' and glue them onto the reverse side.



COMPUTER TERMINALS



MM83 HIGH ELF MAGE Riding UNICORN



HIGH ELF
MAGE BODY
MM83/3



UNICORN BODY
LEFT SIDE
MM83/2



HIGH ELF
MAGE LEGS
MM83/4



UNICORN BODY
RIGHT SIDE
MM83/1

All parts of the High Elf Mage and Unicorn are available separately from Mail Order.

Model requires assembly

Designed by Trish Morrison

MM11 DWARF COMMAND GROUP



MM11/12

MM11/10

MM11/9

MM11/11

MM16 DWARF THUNDERERS



MM16/30

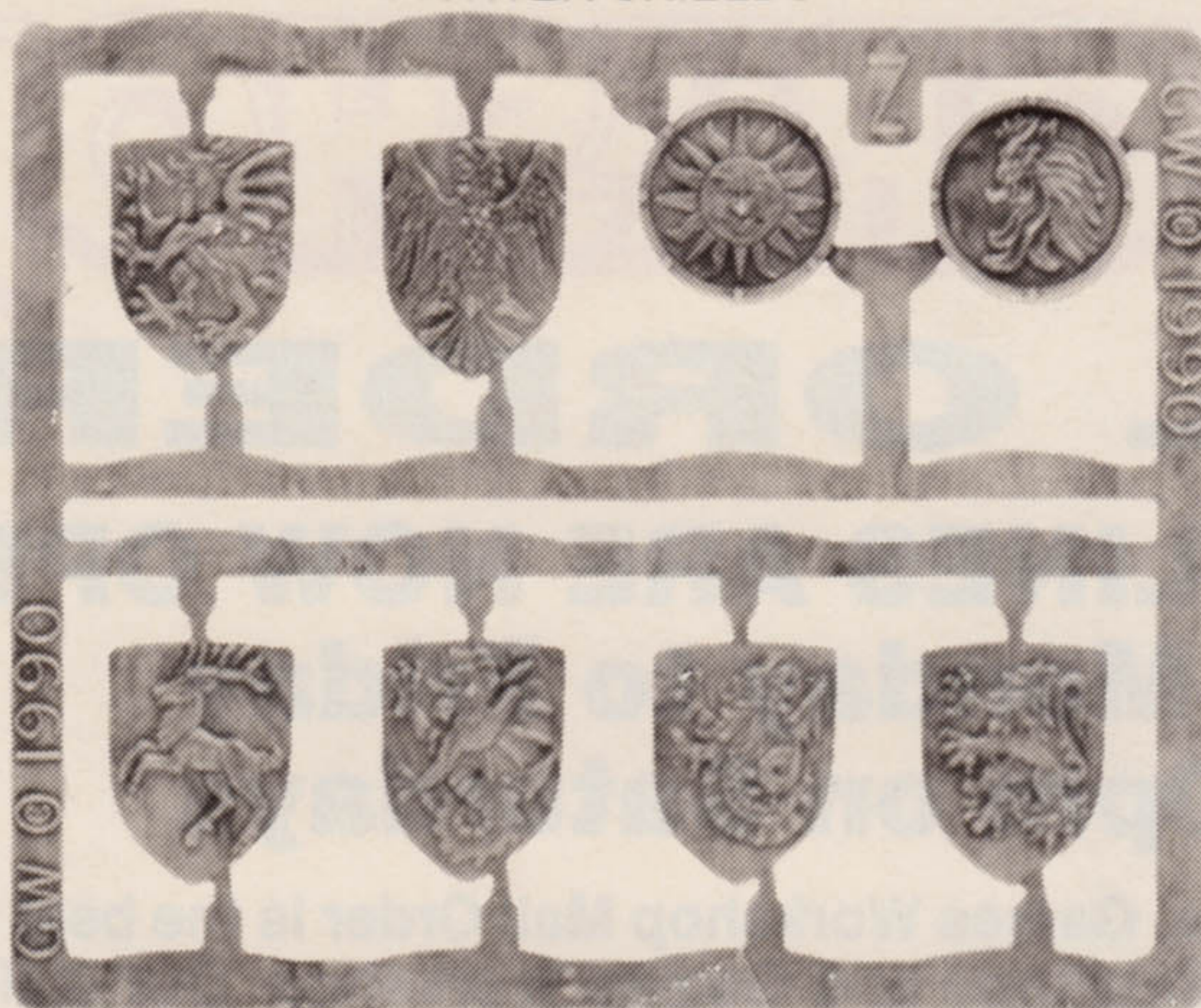
MM16/27

MM16/28

MM16/29

Designed by Aly Morrison and Colin Dixon

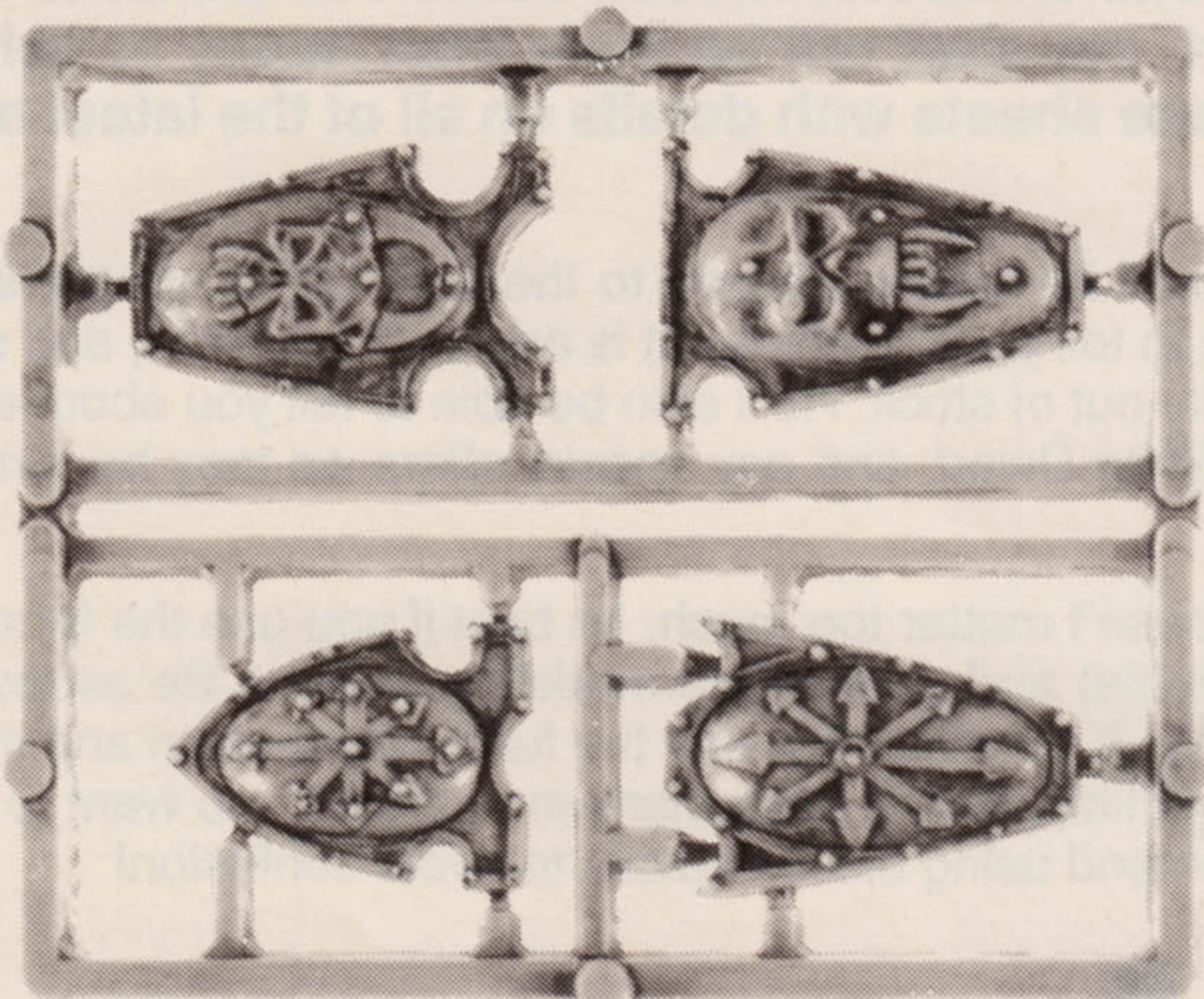
FIGHTER SHIELDS



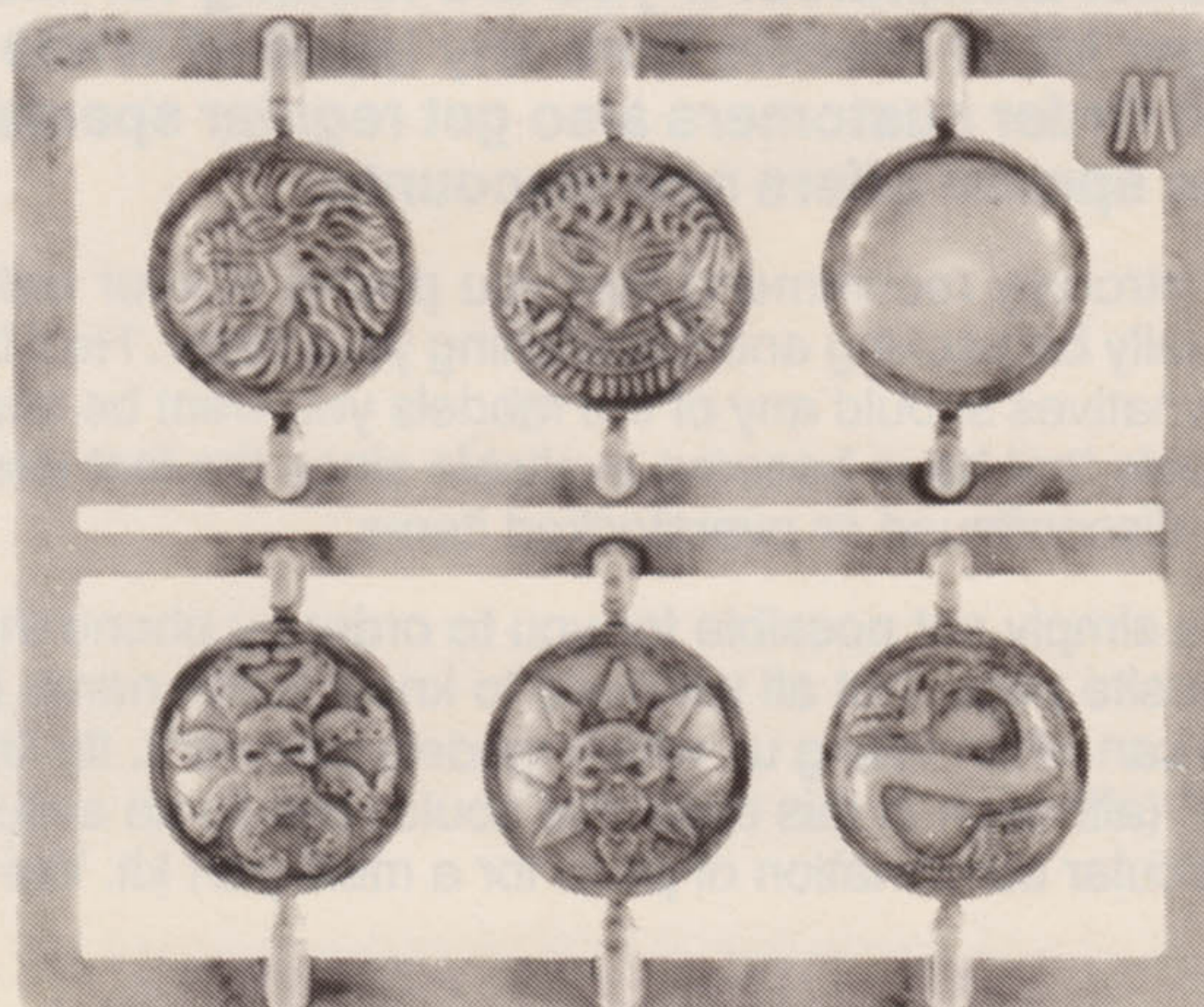
DWARF SHIELDS



CHAOS SHIELDS



DARK ELF SHIELDS



All Marauder Miniatures are supplied with appropriate plastic shields. Additional shields may be purchased at a cost of 15p per group.

MB17 High Elf Dragonlord £14.99 complete

MM83 High Elf Mage riding Unicorn £5.99 complete

MM11, MM15 and MM16 Dwarfs £1.00 each or £3.99 for 4

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METHODS OF PAYMENT

You can mail order by credit card (Access or Visa), international money order or cheque drawn on a British bank. For foreign orders, please send all payments in pounds sterling. Cheques should be payable to Marauder Miniatures Limited. UK customers please do not send cash.



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ADEPTUS MECHANICUS 072117/45	£1.00 EACH		GUILD MASTER 1 071034/7	£1.00 EACH		BIKER 4 071034/9	£1.00 EACH	
SERVITOR 072117/42	£1.00 EACH		GUILD MASTER 2 071034/1	£1.00 EACH		WOUNDED 2 071034/7	£1.00 EACH	
WARLORD 071034/8	£1.00 EACH		SQUAT 1 071034/6	£1.00 EACH		ADVENTURER 1 071034/1	£1.00 EACH	
HEARTH GUARD 1 071034/9	£1.00 EACH		SQUAT 2 071034/10	£1.00 EACH		ADVENTURER 2 071034/6	£1.00 EACH	
HEARTH GUARD 2 071034/7	£1.00 EACH		WOUNDED 071034/4	£1.00 EACH		ADVENTURER 3 071034/10	£1.00 EACH	
HEARTH GUARD 3 071034/1	£1.00 EACH		SQUAT 3 071034/5	£1.00 EACH		ADVENTURER 4 071034/7	£1.00 EACH	
HEARTH GUARD 4 071034/6	£1.00 EACH		BIKER 1 071034/5	£1.00 EACH		ADVENTURER 5 071034/6	£1.00 EACH	
TOTAL NO OF MODELS ORDERED						WOUNDED 3 071034/10	£1.00 EACH	
TOTAL PRICE £.....								

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Please specify which riders and/or gunners you require when ordering your bikes and trucks. If no selection is made, then we will pick out the most appropriate model for you.

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LORD OF CHANGE 2 076501/14	£1.50 EACH		DEAMONETTE 076501/12	5 FOR £2.50		BLOODTHIRSTER 076501/5	£1.50 EACH	
MAGNUS THE RED 076501/18	£1.50 EACH		FIEND 076501/13	5 FOR £2.50		BLOODTHIRSTER 2 076501/17	£1.50 EACH	
HORROR 076501/9	5 FOR £2.50		GREAT UNCLEAN ONE 076501/1	£1.50 EACH		ANGRON DAEMON PRIMARCH 076501/21	£1.50 EACH	
FLAMER 076501/10	5 FOR £2.50		GREAT UNCLEAN ONE 2 076501/16	£1.50 EACH		BLOODLETTER 076501/6	5 FOR £2.50	
KEEPER OF SECRETS 076501/11	£1.50 EACH		MORTARION DAEMON PRIMARCH 076501/20	£1.50 EACH		FLESH HOUND 076501/7	5 FOR £2.50	
KEEPER OF SECRETS 2 076501/15	£1.50 EACH		PLAGUE BEARER 076501/2	5 FOR £2.50				
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TOTAL NO OF MODELS ORDERED						TOTAL PRICE £.....		

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CODE	PRICE	QTY	CODE	PRICE	QTY
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EMPIRE COMMAND GROUP

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HALBERDIER 3 073958/8	£1.00 EACH		HALBERDIER 8 073958/13	£1.00 EACH		FOOTSOLDIER 3 073906/3	£1.00 EACH	
HALBERDIER 4 073958/9	£1.00 EACH		HALBERDIER 9 073958/14	£1.00 EACH		FOOTSOLDIER 4 073906/4	£1.00 EACH	
HALBERDIER 5 073958/10	£1.00 EACH		HALBERDIER 10 073958/15	£1.00 EACH				

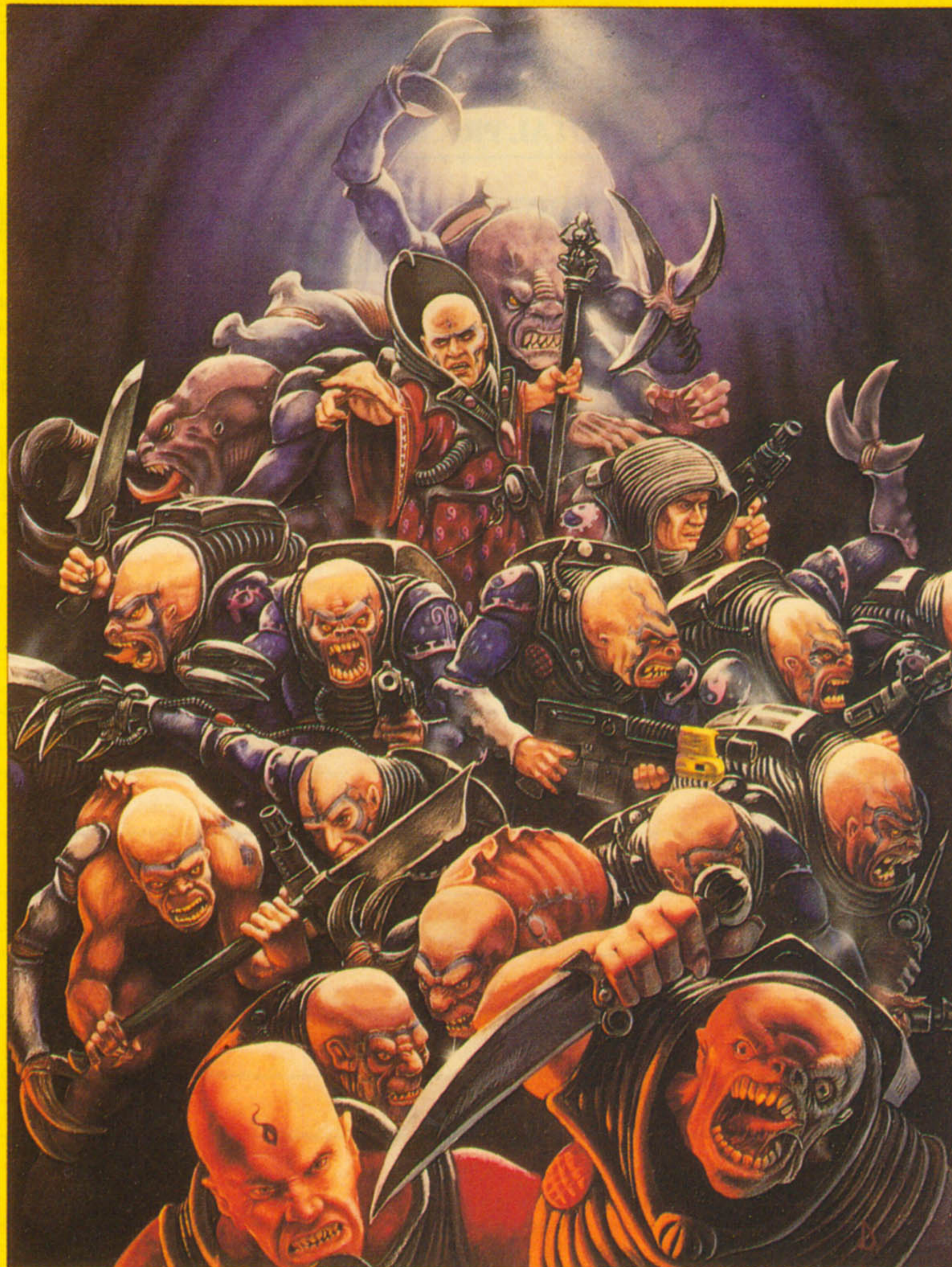
TOTAL NO OF MODELS ORDERED TOTAL PRICE £.....

IMPERIAL HALFLINGS

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HALFLING CHAMPION 073886/1	£1.00 EACH		HALFLING WITH SWORD 2 073886/5	£1.00 EACH		HALFLING WITH BOW 2 073886/9	£1.00 EACH	
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NEW MISSIONS AND RULES FOR SPACE HULK

This book includes four complete campaigns – linked series of four to six missions where the outcome of each mission affects your overall chances of success:

- **The Last Stand** – a spaceship lands near a small Space Marine outpost. There seems to be no life aboard. Then without warning Genestealers are pouring into the outpost from every side.
- **Genestealer Invasion** – the Space Marines of Deathwing board a derelict space hulk dating back to the Dark Age of Technology and battle against a Genestealer Patriarch and his brood.
- **Necromunda** – a Genestealer cult has taken control of part of the Acropolis Hive. If it cannot be surrounded and destroyed, millions of lives could be lost.
- **Sentinel V** – the Sentinel V space station has gone silent. Space Marine Terminators of the Space Wolves Chapter are sent to investigate.

You can also play all the campaign missions as one-off games – plus we've included four bonus stand-alone missions.

The rules cover Space Marines in power armour, new weapons and grenades – crack, frag, plasma, blind and melta – and Traitor Terminators, with new mission generator scenarios and mission generator campaign for fighting Imperial vs Traitor Space Marine battles.

PLUS NEW FULL-COLOUR BOARD SECTIONS AND AREA EFFECT MARKERS



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MINIATURES

**GAMES
WORKSHOP**

EPIC DAEMONS

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TZEENTCH



LORD OF CHANGE
076501/8



LORD OF CHANGE 2
076501/14



**MAGNUS THE RED
DAEMON PRIMARCH
OF TZEENTCH**
076501/18



HORROR
076501/9



FLAMER
076501/10

SLAANESH



KEEPER OF SECRETS
076501/11



KEEPER OF SECRETS 2
076501/15



**FULGRIM
DAEMON PRIMARCH OF
SLAANESH**
076501/19



DAEMONETTE
076501/12



FIEND
076501/13

NURGLE



GREAT UNCLEAN ONE
076501/1



GREAT UNCLEAN ONE 2
076501/16



**MORTARION
DAEMON PRIMARCH
OF NURGLE**
076501/20



PLAGUE BEARER
076501/2



BEAST OF NURGLE
076501/3

KHORNE



BLOODTHIRSTER
076501/5



BLOODTHIRSTER 2
076501/17



**ANGRON
DAEMON PRIMARCH
OF KHORNE**
076501/21



BLOODLETTER
076501/6



FLESH HOUND
076501/7

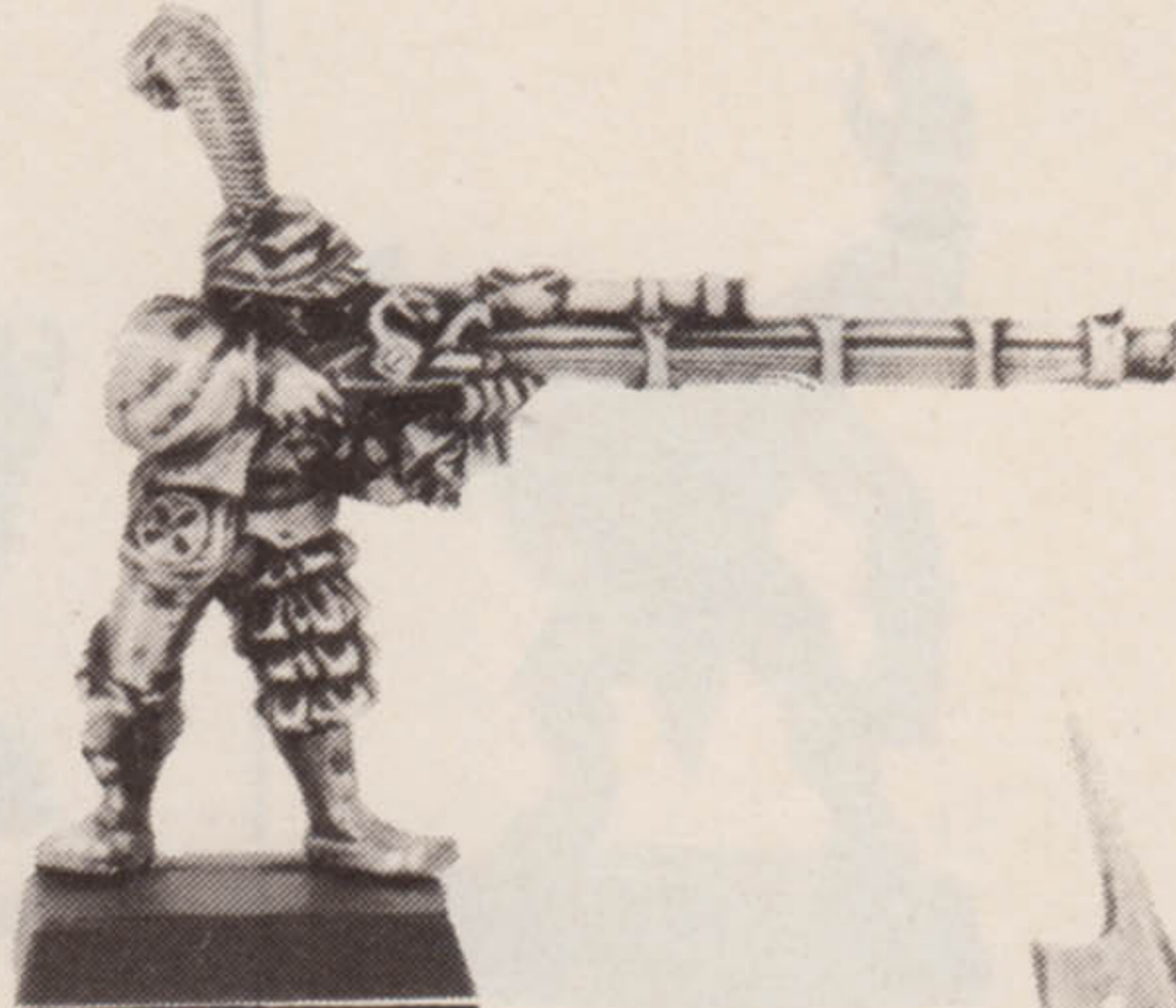
Designed by Jes Goodwin and Colin Dixon

EMPIRE

EMPIRE WAR WAGON CREW



CREWMAN WITH
REPEATING MUSKET
00811/8



CREWMAN WITH
HOCHLAND LONG RIFLE
00811/7



CREWMAN WITH
BLUNDERBUSS
00811/9



CREWMAN WITH
MAN CATCHER
00811/10



CREWMAN WITH
BALL AND CHAIN
00811/11



CREWMAN WITH
HOOK HALBERD
00811/12

EMPIRE COMMAND GROUP



HERO WITH SWORD 1
073919/6



CHAMPION WITH PISTOL
073919/4



HERO WITH HALBERD
073919/5



CAPTAIN
073919/1



HERO WITH SWORD 2
073919/7



STANDARD
073919/3



DRUMMER
073919/2



HERO WITH HAMMER
073919/8

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CITADEL
MINIATURES

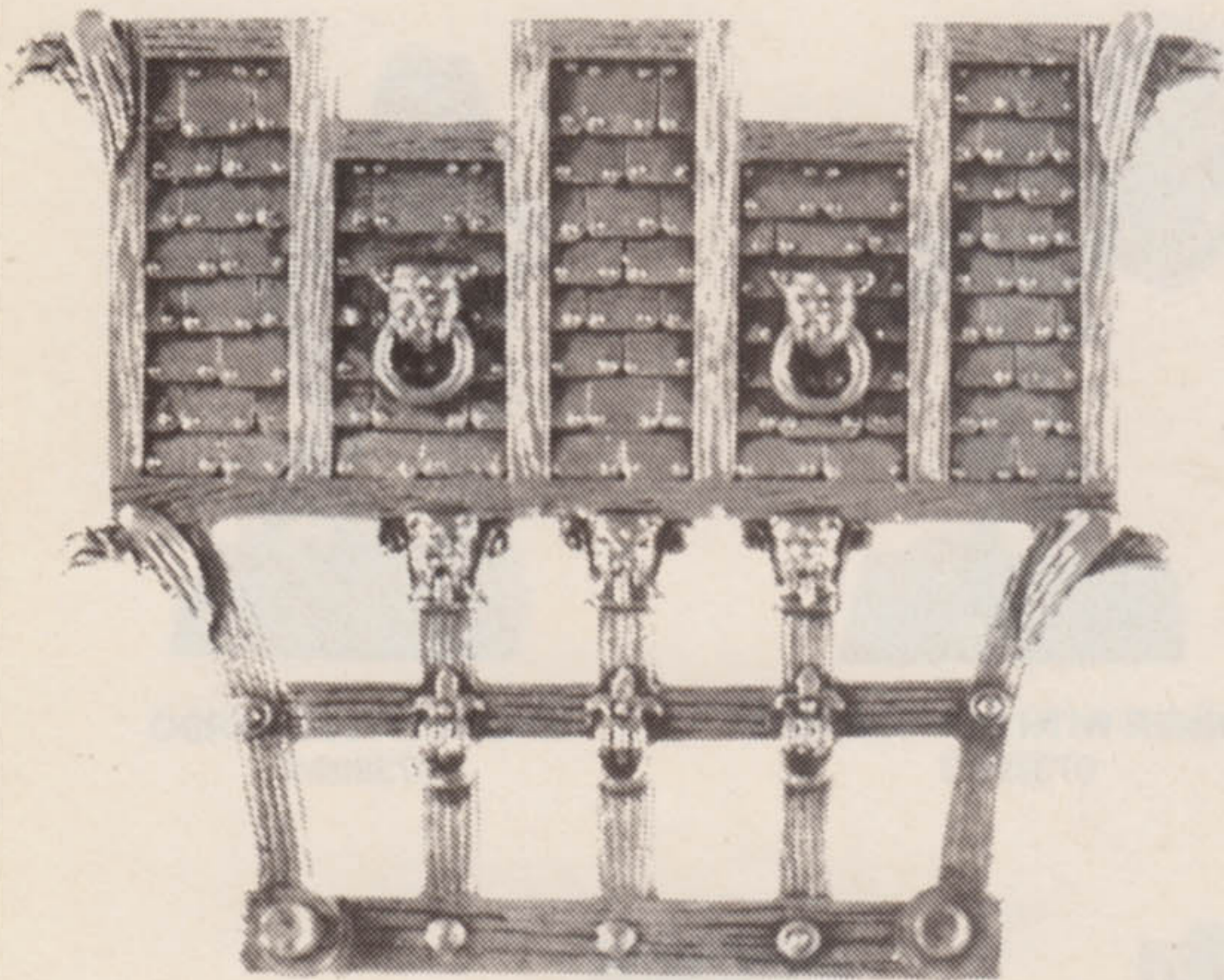
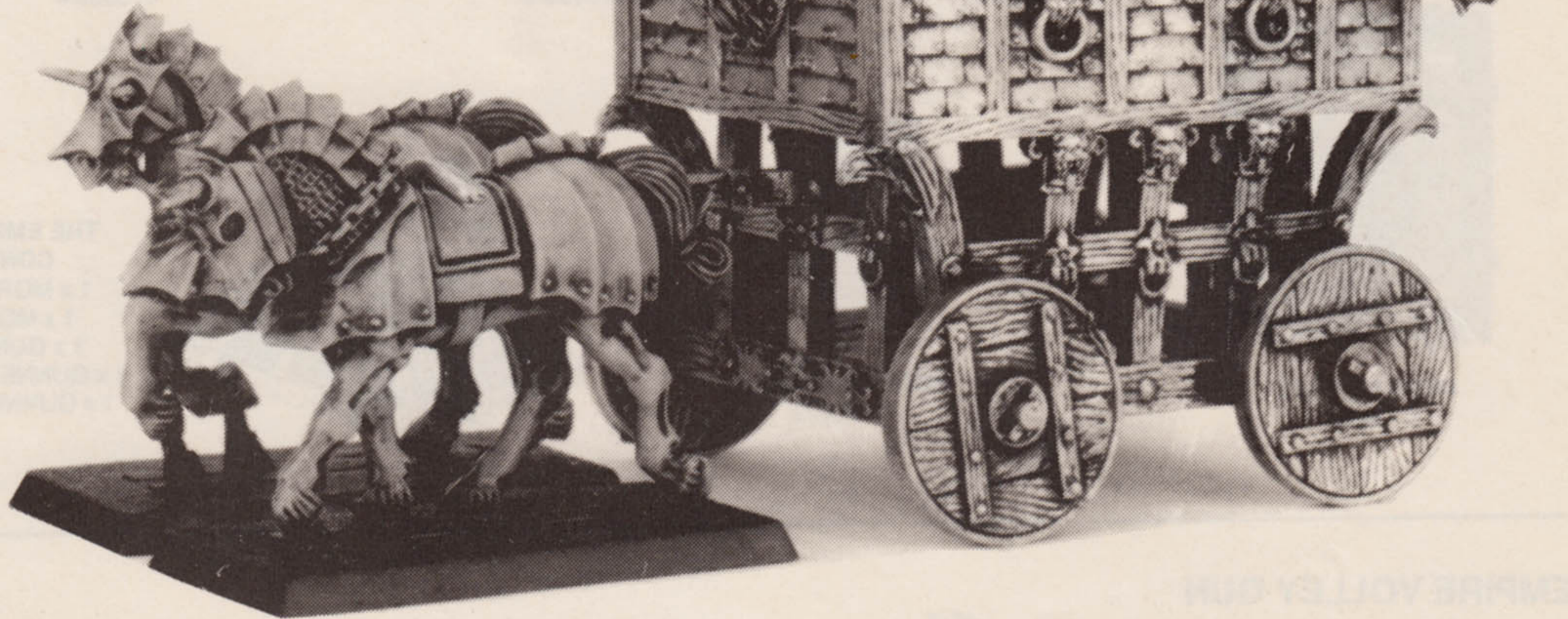
Designed by Alan and Michael Perry

EMPIRE

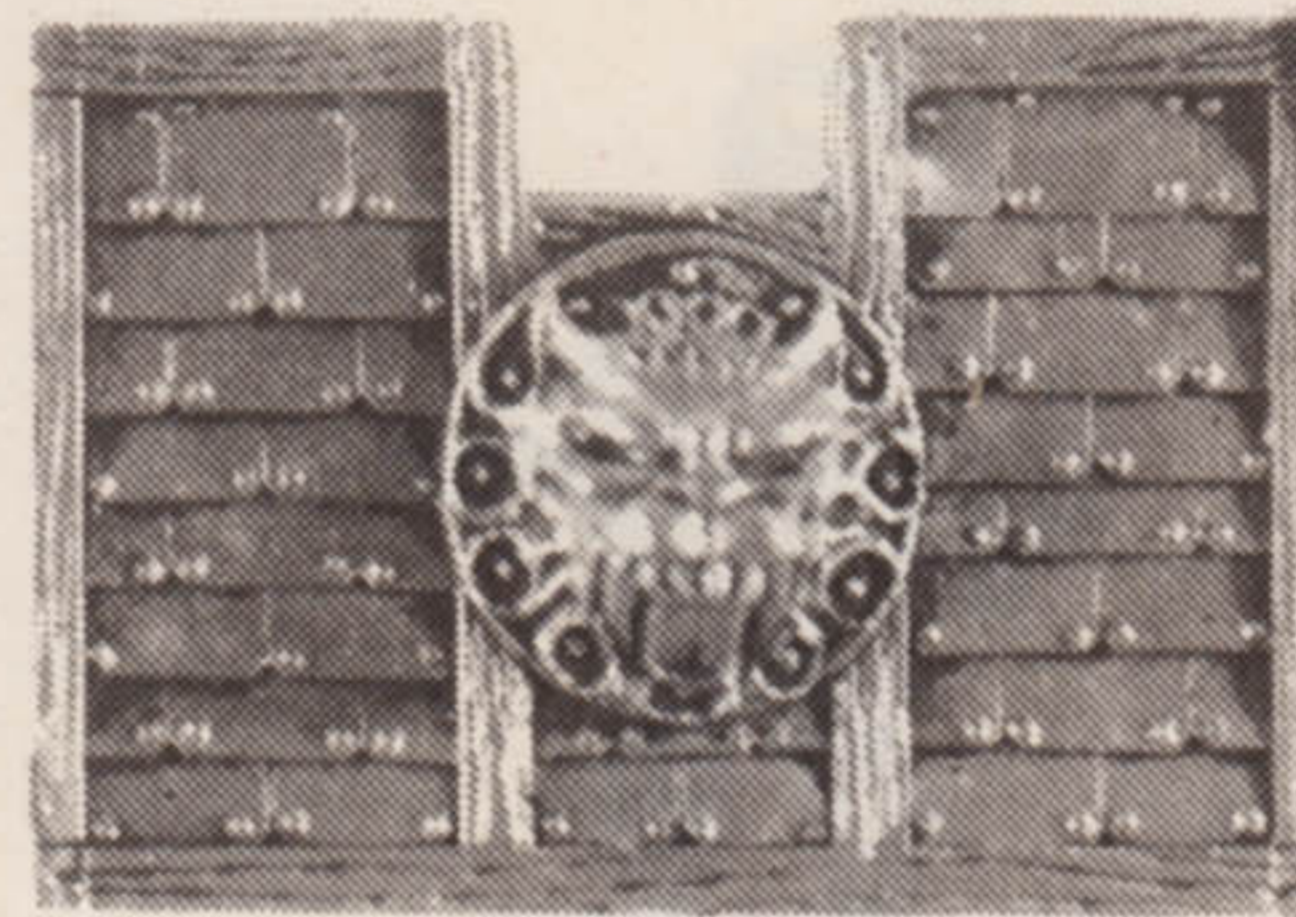
EMPIRE WAR WAGON

**THE COMPLETE WAR WAGON
CONSISTS OF:**

- 1 x WAR WAGON HAFT
- 1 x WAR WAGON YOKE
- 2 x WAR WAGON SIDE PANELS
- 2 x FRONT/REAR PANELS
- 2 x FRONT/REAR FRAMES
- 4 x PLASTIC WHEELS
- 2 x PLASTIC ARMoured HORSES
- 1 x CREWMAN WITH MAN CATCHER
- 1 x CREWMAN WITH HOOK HALBERD
- 1 x CREWMAN WITH BALL AND CHAIN
- 1 x CREWMAN WITH HOCHLAND LONG RIFLE
- 1 x CREWMAN WITH BLUNDERBUSS
- 1 x CREWMAN WITH REPEATING MUSKET



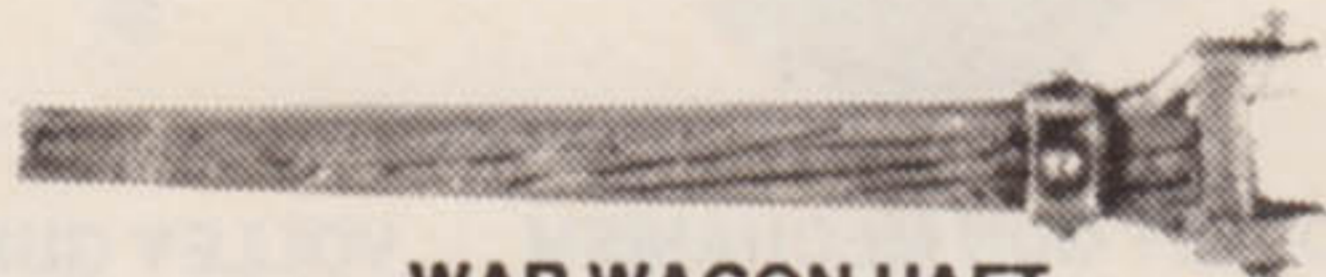
**WAR WAGON
RIGHT / LEFT SIDE PANELS**
00811/1



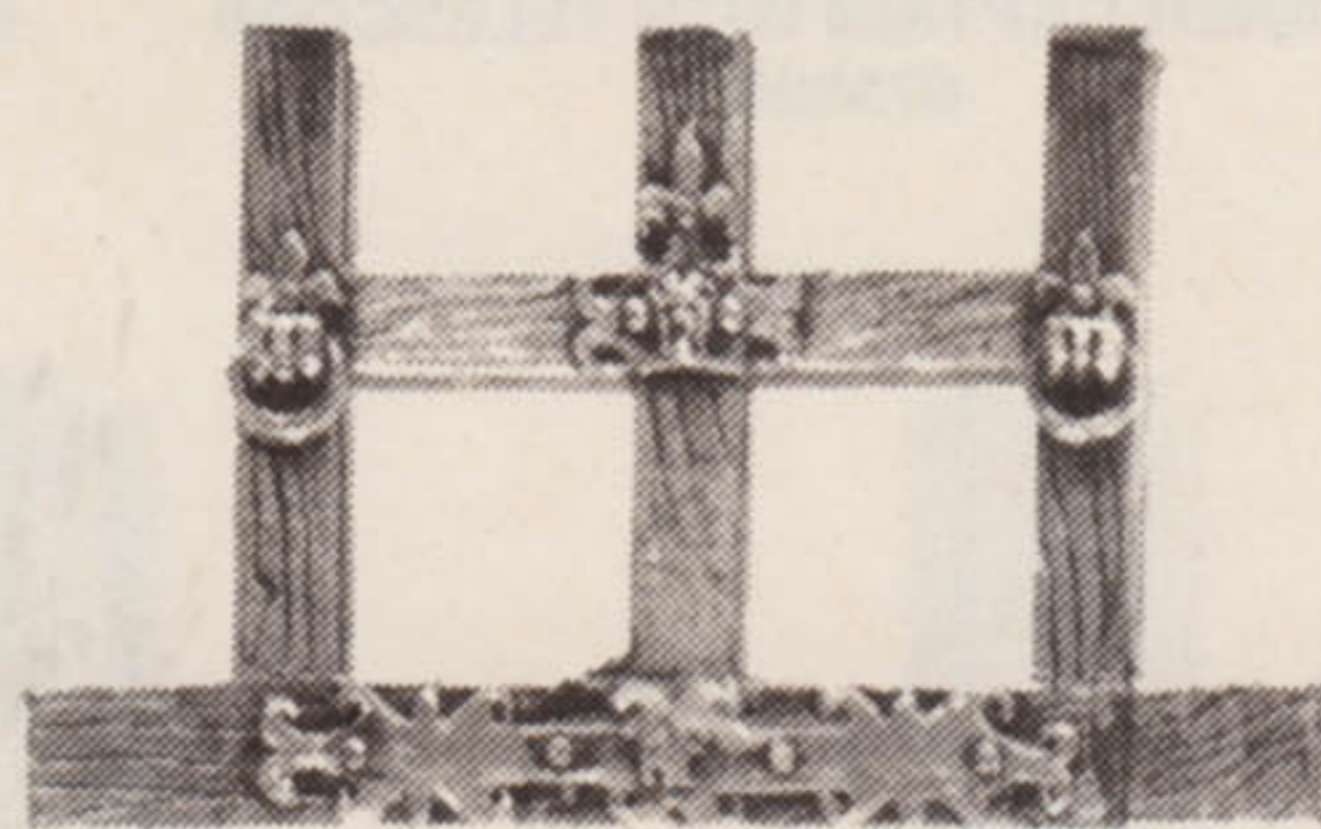
**WAR WAGON
FRONT / REAR PANELS**
00811/3



WAR WAGON YOKE
00811/6



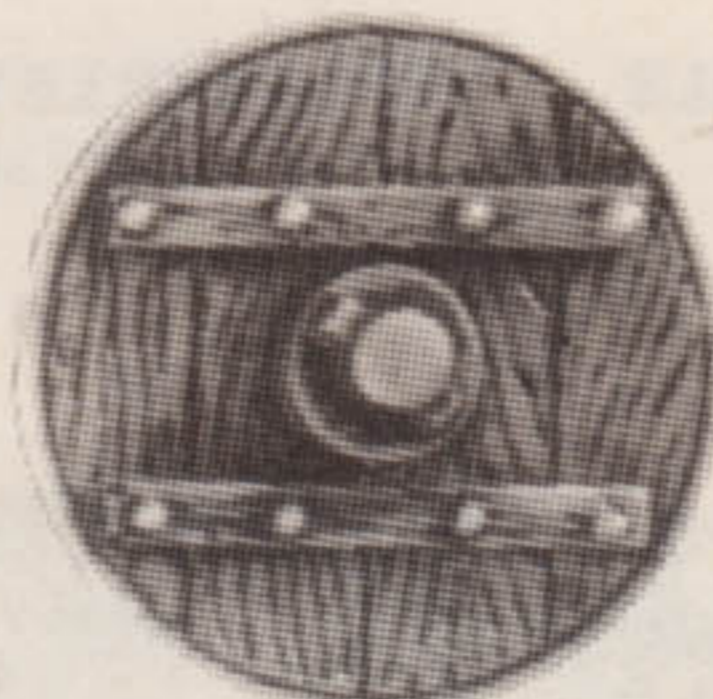
WAR WAGON HAFT
00811/5



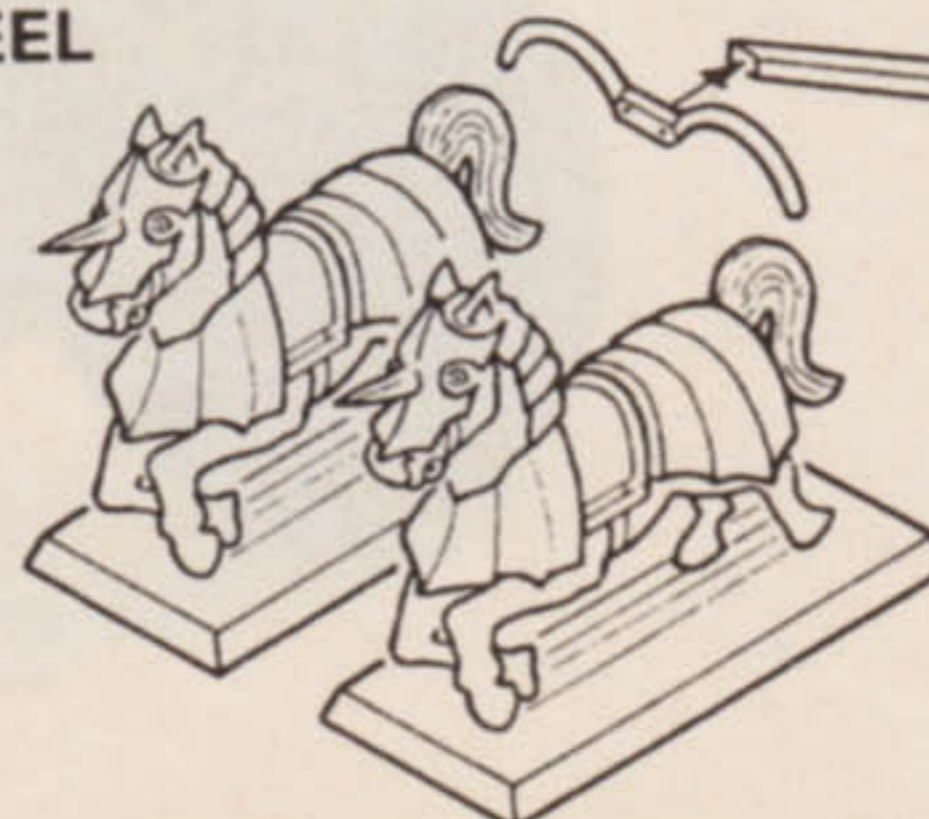
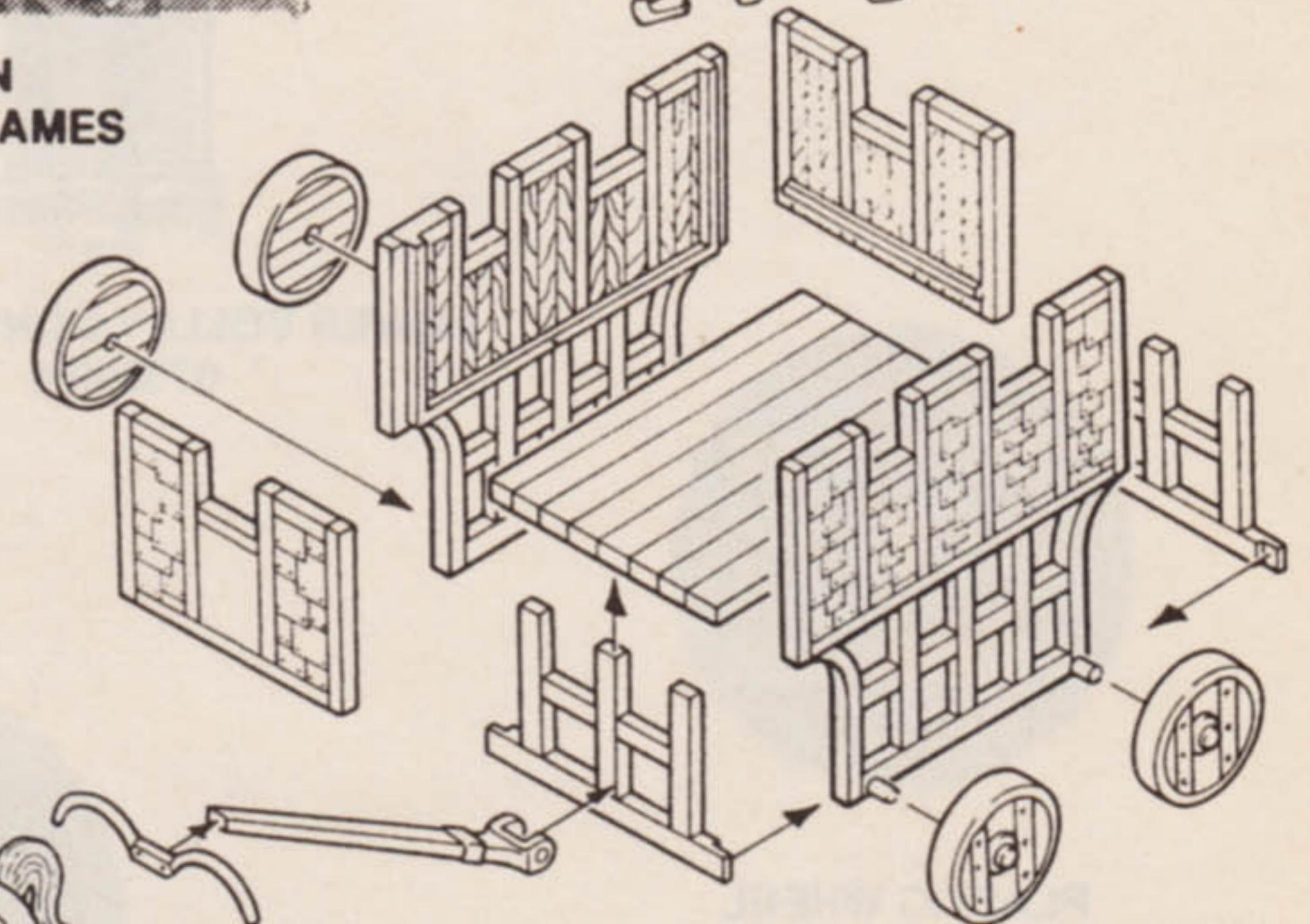
**WAR WAGON
FRONT / REAR FRAMES**
00811/4



WAR WAGON DECK
00811/2



PLASTIC WHEEL



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EMPIRE

EMPIRE MORTAR



GUNNER FIRING
073835/3



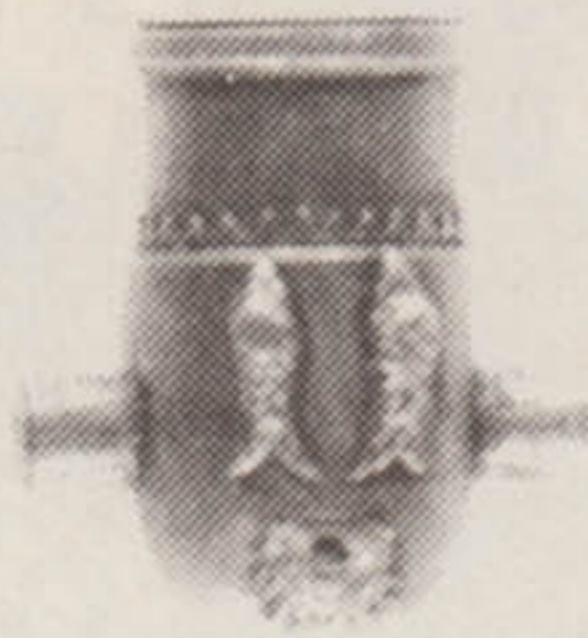
GUNNER WITH BUCKET
073835/5



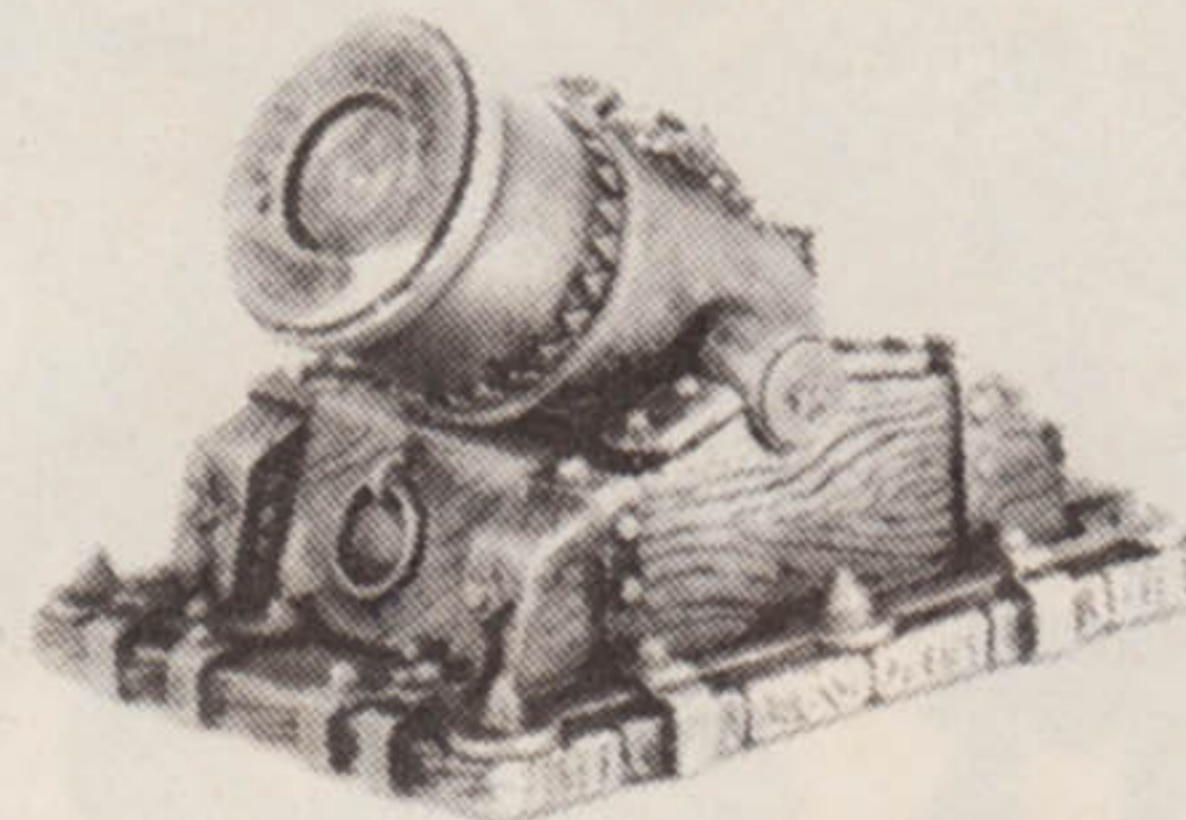
GUNNER WITH RAM 2
073835/4



MORTAR BASE
073835/1

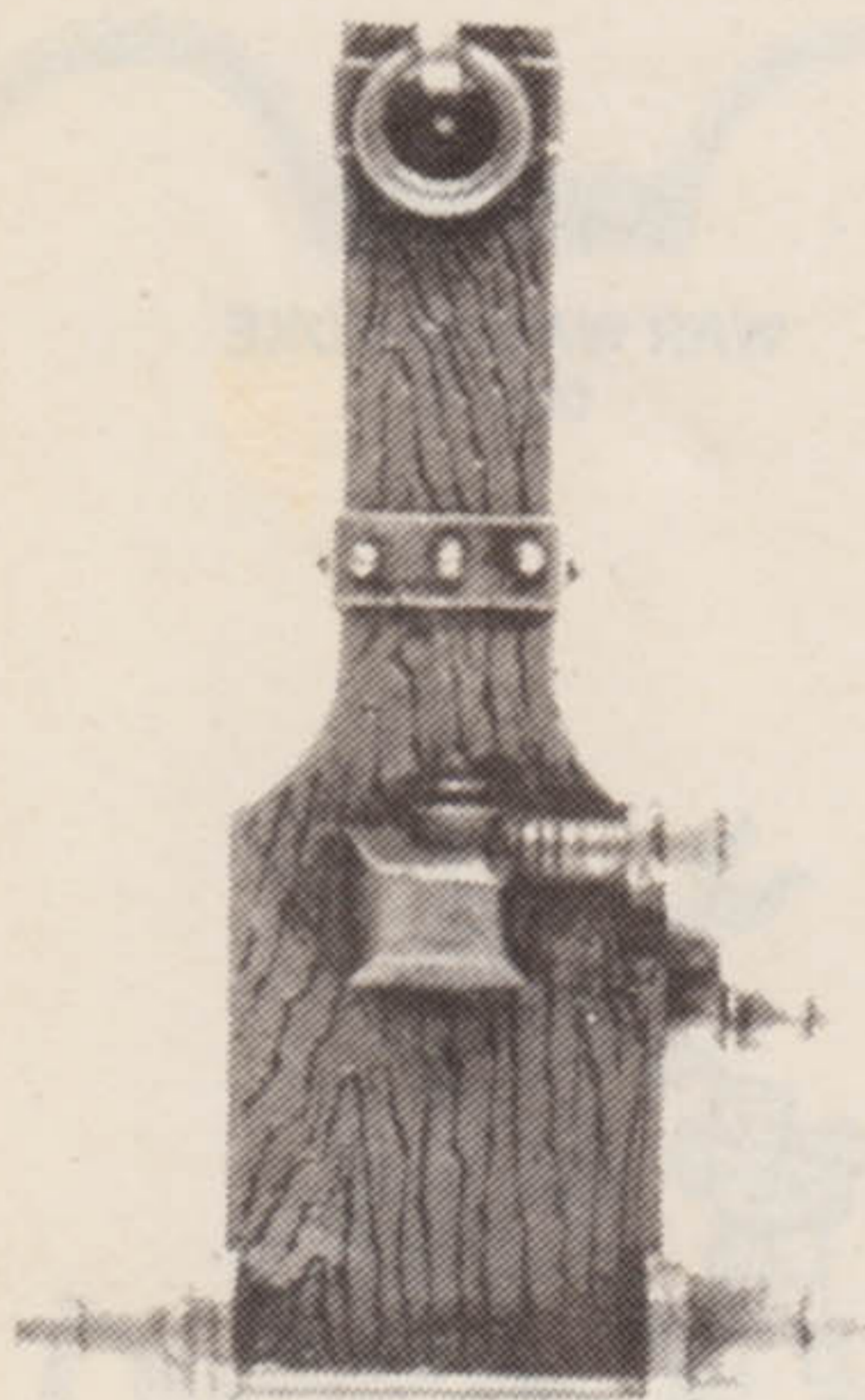


MORTAR BARREL
073835/2



THE EMPIRE MORTAR
CONSISTS OF:
1 x MORTAR BARREL
1 x MORTAR BASE
1 x GUNNER FIRING
1 x GUNNER WITH BUCKET
1 x GUNNER WITH RAM 2

EMPIRE VOLLEY GUN



VOLLEY GUN CARRIAGE
073899/7



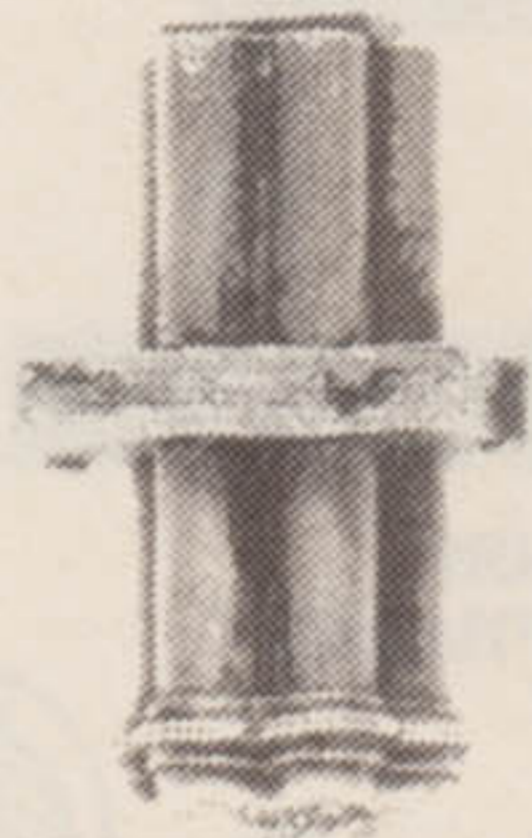
GUNNER CAPTAIN WITH TELESCOPE
073899/1



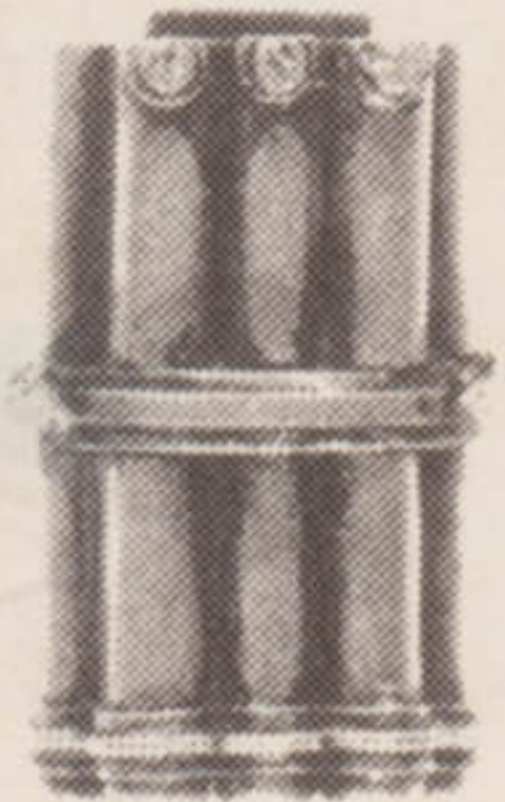
GUNNER WITH POWDER KEG
073899/3



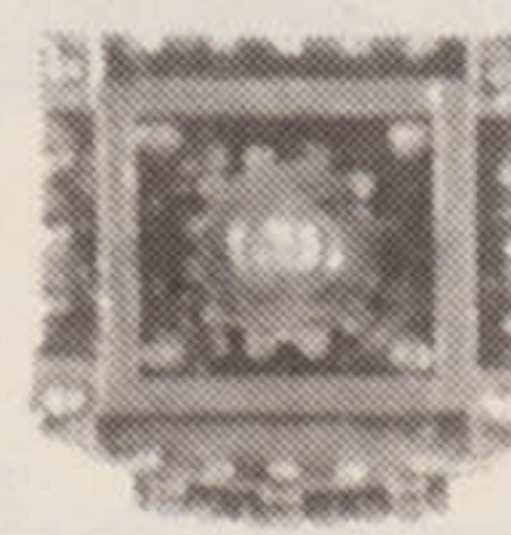
ENGINEER LEONARDO
073899/2



LOWER VOLLEY GUN BARRELS
073899/4



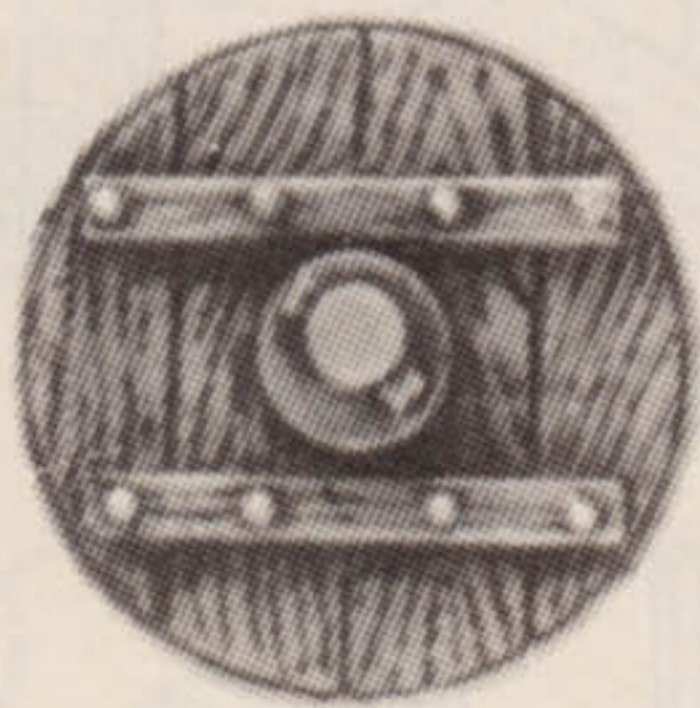
UPPER VOLLEY GUN BARRELS
073899/5



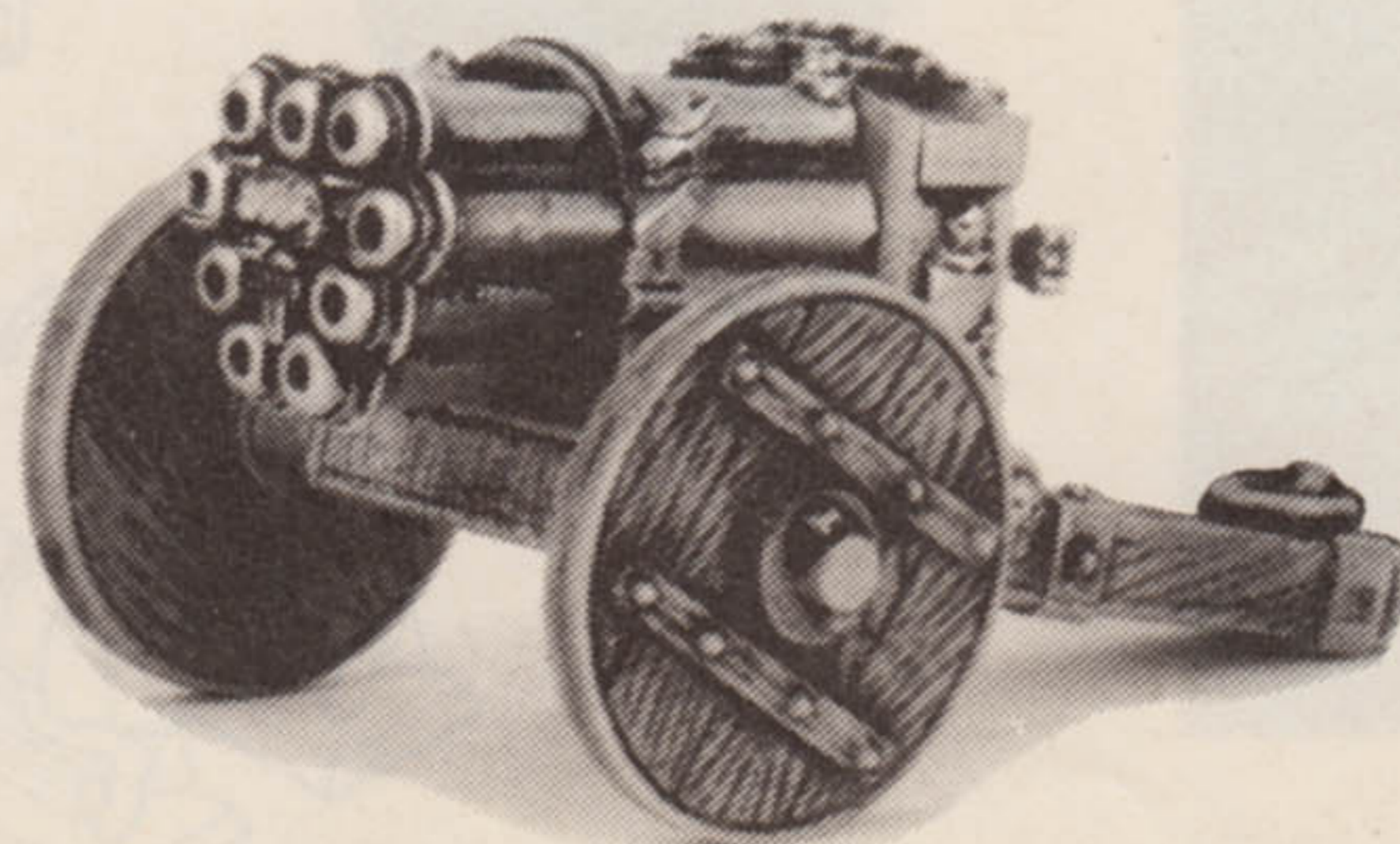
VOLLEY GUN MECHANISM
073899/6



VOLLEY GUN HANDLE
073899/8



PLASTIC WHEEL



THE COMPLETE EMPIRE VOLLEY GUN
CONSISTS OF :

- 1 x VOLLEY GUN CARRIAGE
- 1 x UPPER VOLLEY GUN BARRELS
- 1 x LOWER VOLLEY GUN BARRELS
- 1 x VOLLEY GUN MECHANISM
- 1 x VOLLEY GUN HANDLE
- 2 x PLASTIC WHEELS
- 1 x ENGINEER LEONARDO
- 1 x GUNNER CAPTAIN WITH TELESCOPE
- 1 x GUNNER WITH POWDER KEG

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Designed by Alan Perry and Norman Swales

EMPIRE

EMPIRE BATTLE WIZARDS



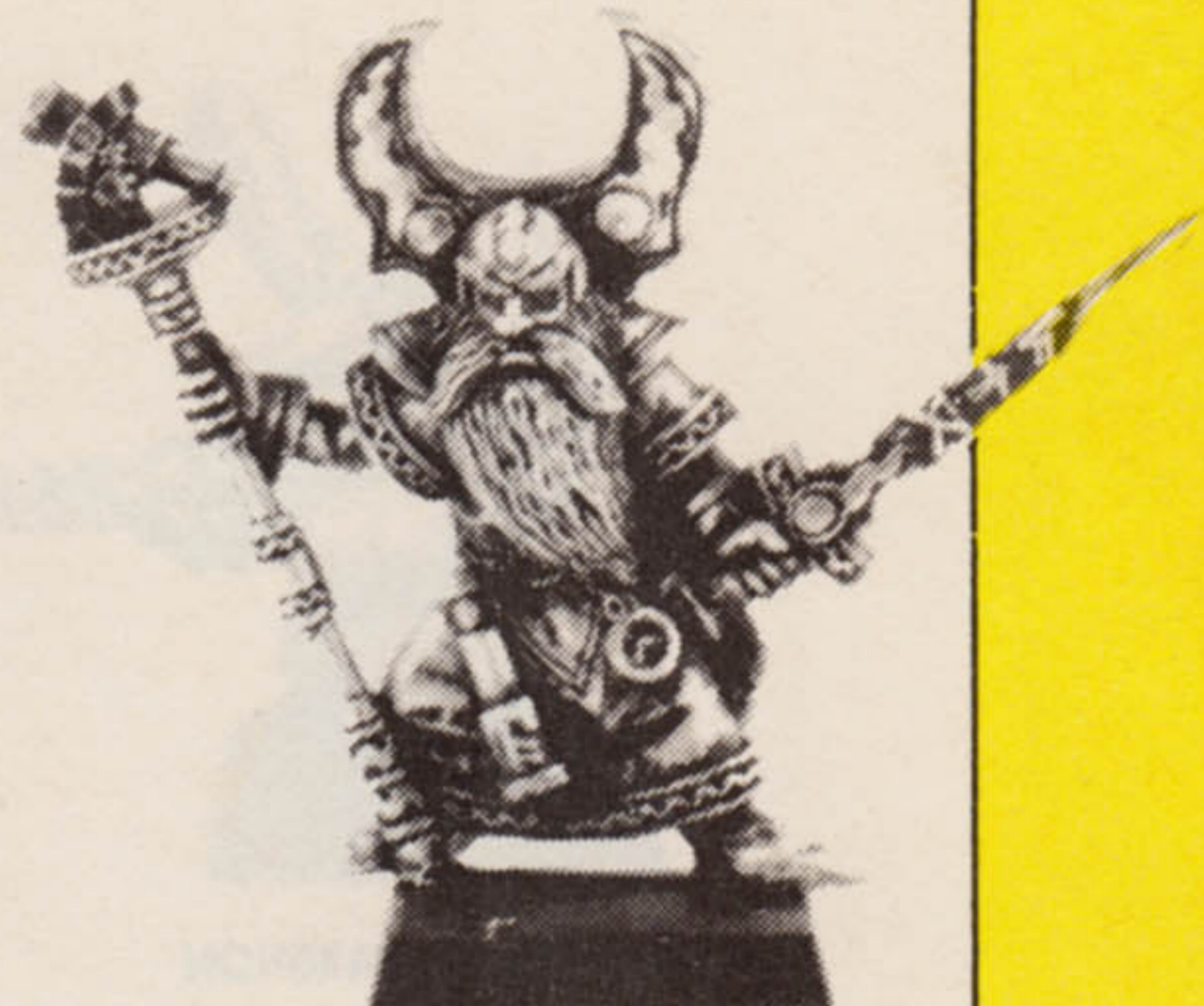
GOLDEN WIZARD
073874/4



GREY WIZARD
073874/3



BRIGHT WIZARD
073874/2



CELESTIAL WIZARD
073874/1

EMPIRE GREATSWORDS



GREATSWORD 1
073847/1



GREATSWORD 2
073847/2



GREATSWORD 3
073847/3

KNIGHTS OF THE WHITE WOLF



WHITE WOLF KNIGHT 1
073850/1



WHITE WOLF KNIGHT 2
073850/2



WHITE WOLF KNIGHT'S LEGS
073850/3

EXAMPLES OF THE COMPLETED WHITE WOLF MODELS
THESE MINIATURES ARE SUPPLIED WITH PLASTIC HORSES AS SHOWN

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Designed by Dave Andrews and Alan and Michael Perry

IMPERIAL HALFLINGS

IMPERIAL HALFLINGS



HALFLING CHAMPION
073886/1



HALFLING DRUMMER
073886/2



HALFLING STANDARD BEARER
073886/3



HALFLING WITH SWORD 1
073886/4



HALFLING WITH SWORD 2
073886/5



HALFLING WITH SPEAR 1
073886/6



HALFLING WITH SPEAR 2
073886/7



HALFLING WITH BOW 1
073886/8



HALFLING WITH BOW 2
073886/9

IMPERIAL HALFLING HOT POT CATAPULT



RULES FOR THE HALFLING HOT POT WILL BE FEATURED IN THE NEXT ISSUE OF WHITE DWARF

THE COMPLETE HALFLING CATAPULT
CONSISTS OF :
1 x HALFLING COOK WITH CLEAVER
1 x HALFLING WITH ROPE 1
1 x HALFLING WITH ROPE 2
1 x HALFLING COOKING POT
1 x CATAPULT BASE



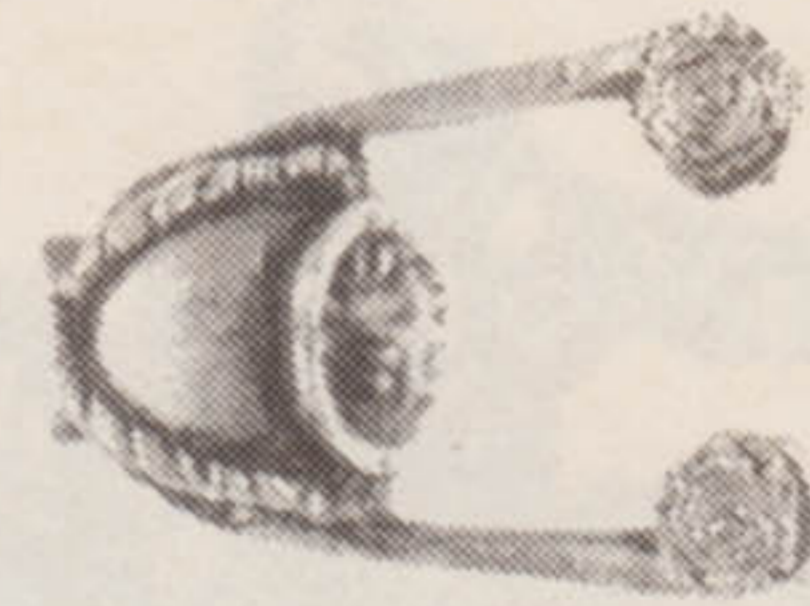
HALFLING COOK
WITH ROPE 1
073886/11



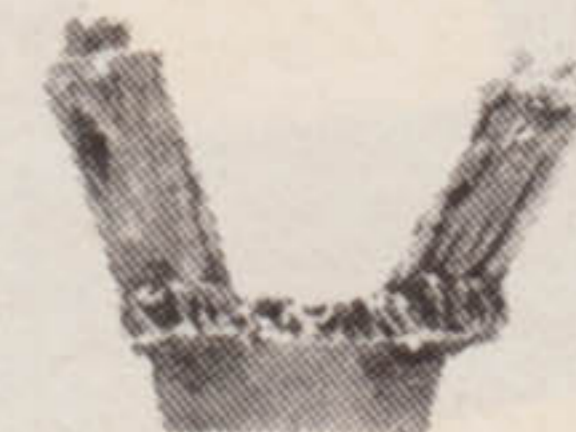
HALFLING COOK
WITH ROPE 2
073886/12



HALFLING COOK
WITH CLEAVER
073886/10



HALFLING
COOKING POT
073886/13



CATAPULT BASE
073886/14

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CITADEL™
MINIATURES

Designed by Alan and Michael Perry

EMPIRE

EMPIRE HALBERDIERS



HALBERDIER 1
073958/6



HALBERDIER 2
073958/7



HALBERDIER 3
073958/8



HALBERDIER 4
073958/9



HALBERDIER 5
073958/10



HALBERDIER 6
073958/11



HALBERDIER 7
073958/12



HALBERDIER 8
073958/13



HALBERDIER 9
073958/14



HALBERDIER 10
073958/15



FOOTSOLDIER 1
073906/1



FOOTSOLDIER 2
073906/2



FOOTSOLDIER 3
073906/3



FOOTSOLDIER 4
073906/4



HALBERD
073958/5



SWORD AND SHIELD
073906/5



TWO HANDED SWORD
073906/6

THESE FOOTSOLDIERS ARE SUPPLIED WITH SEPARATE PLUG-IN WEAPONS.
THE THREE MINIATURES ABOVE SHOW JUST SOME OF THE POSSIBLE COMBINATIONS.

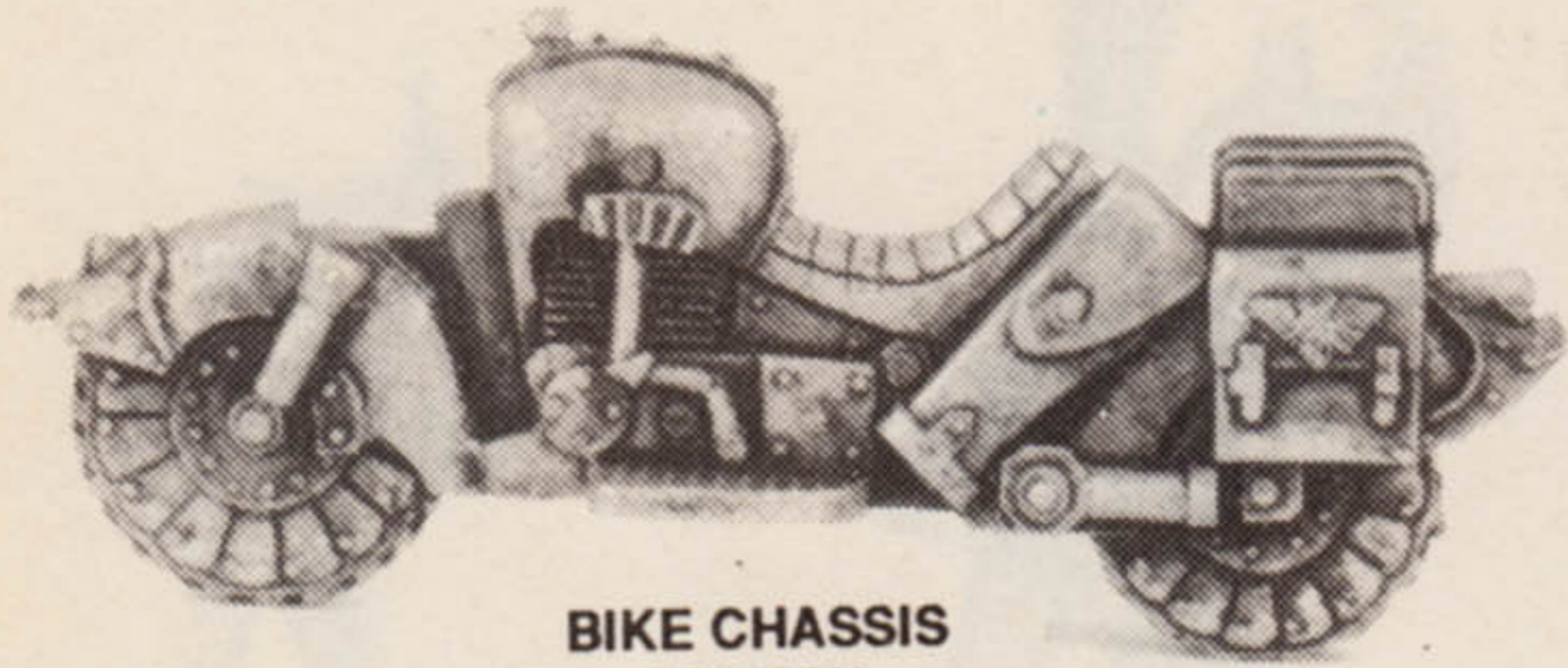
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MARINES ON BIKES

SPACE MARINE BIKE MKII



BIKE CHASSIS
070256/1



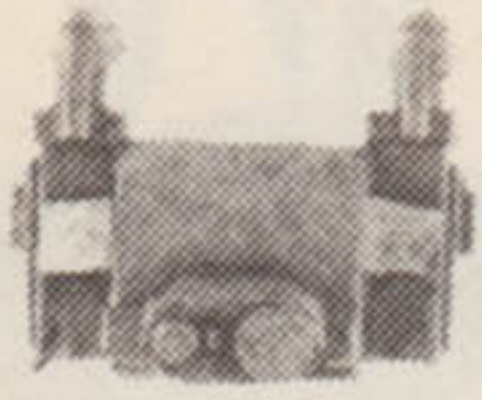
LEFTHAND
WINGED FAIRING
070256/3



RIGHTHAND
WINGED FAIRING
070256/2



THE COMPLETE BIKE MK II WITH
SPACE MARINE RIDER CONSISTS OF:
1 x BIKE CHASSIS
1 x TWIN BOLTERS
1 x HANDLE BARS
1 x SKULL GEAR STICK
1 x LEFTHAND WINGED FAIRING
1 x RIGHTHAND WINGED FAIRING
1 x RIDER BODY
1 x RIDER LEGS



TWIN BOLTERS
070256/5



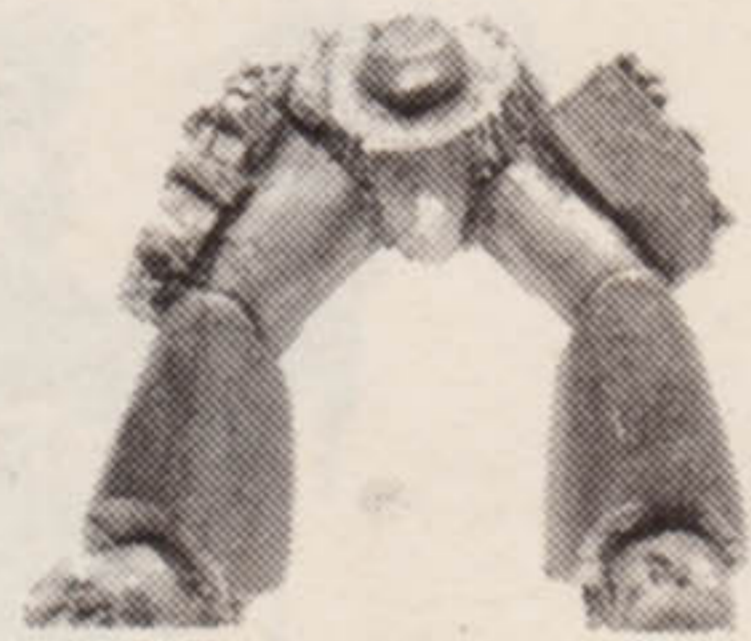
HANDLE BARS
070256/4



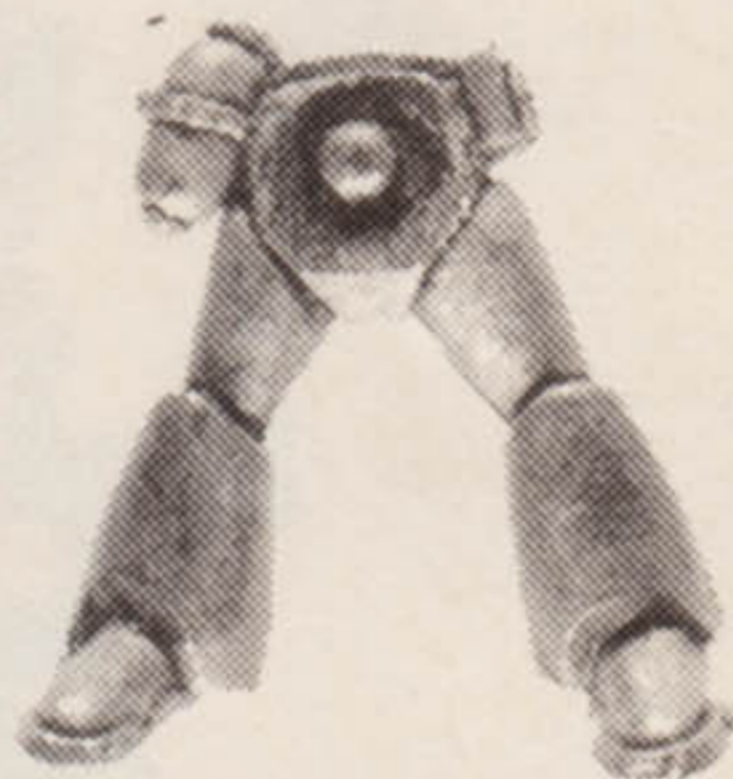
SKULL
GEAR STICK
070256/17

SPACE MARINE RIDERS

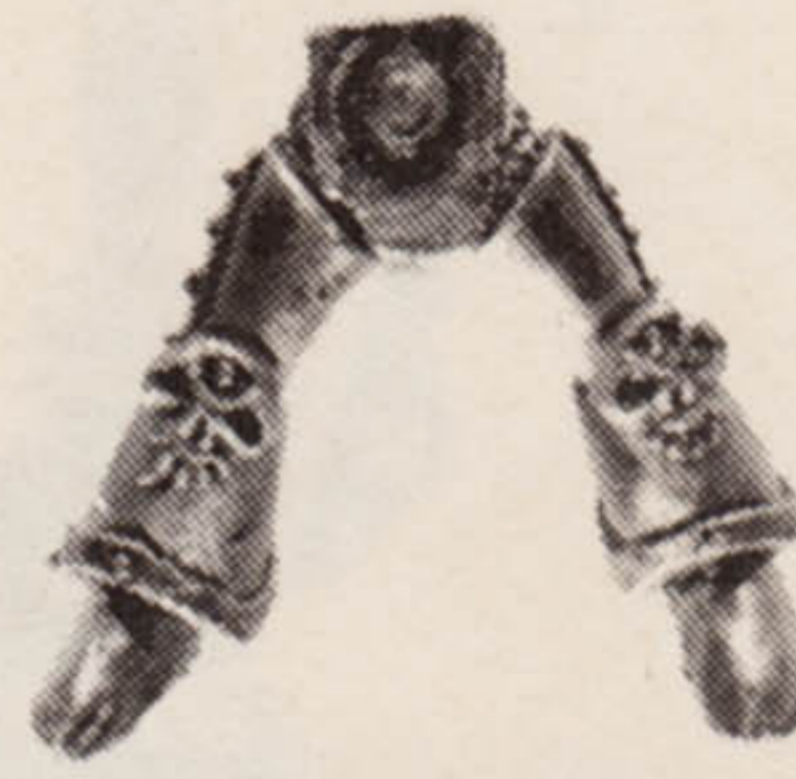
ALL OF THESE MODELS WILL FIT ON
THE JET BIKE AND THE BIKE. THESE
MODELS ARE ALSO SUPPLIED WITH
A SPACE MARINE BACK PACK AND
BANNER POLE SPRUE AS STANDARD



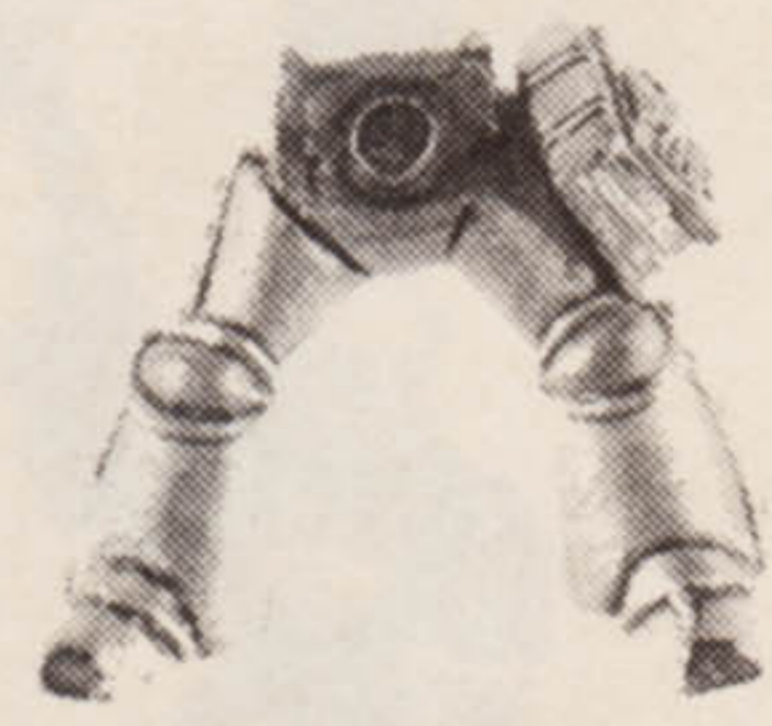
LEGS 1
070160/6



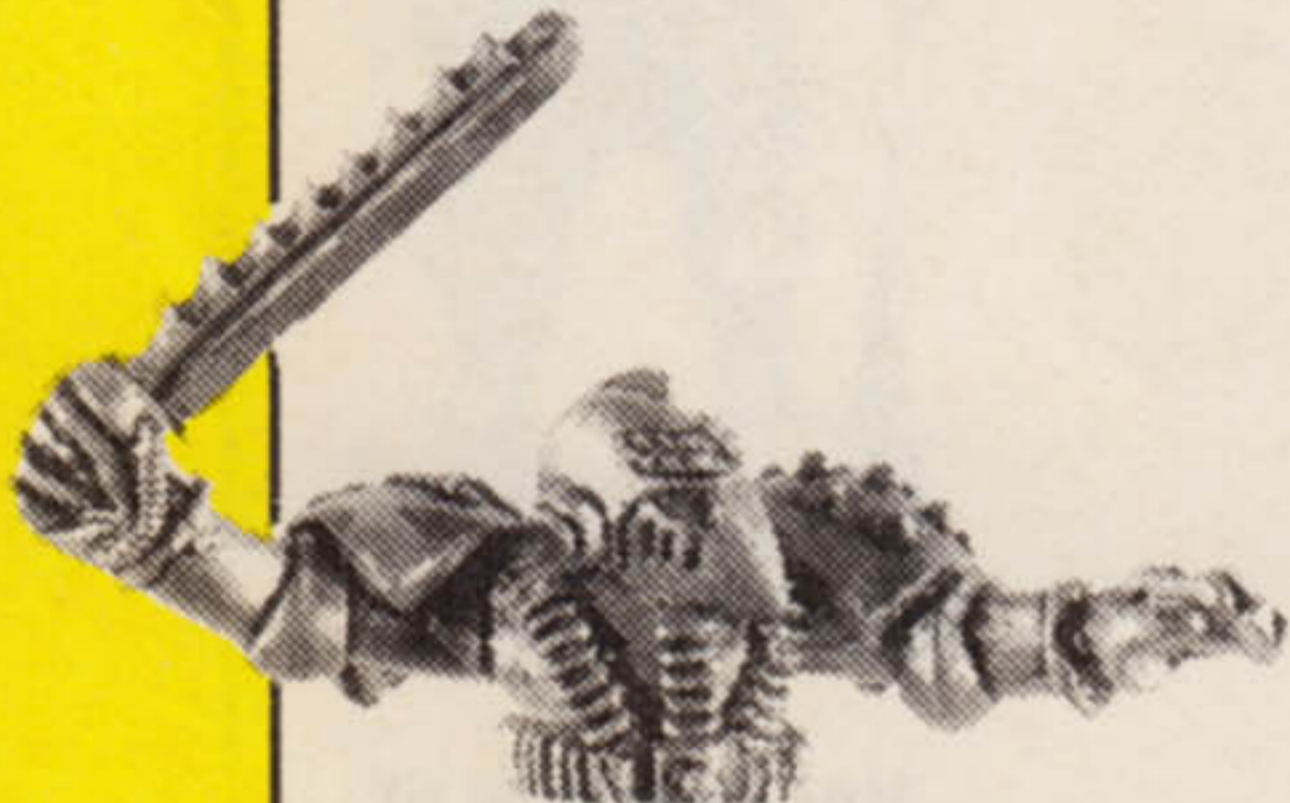
LEGS 2
070160/20



CHAPLAIN LEGS 1
070160/11



CHAPLAIN LEGS 2
070160/8



MEDIC AND
CHAIN SWORD
070160/12



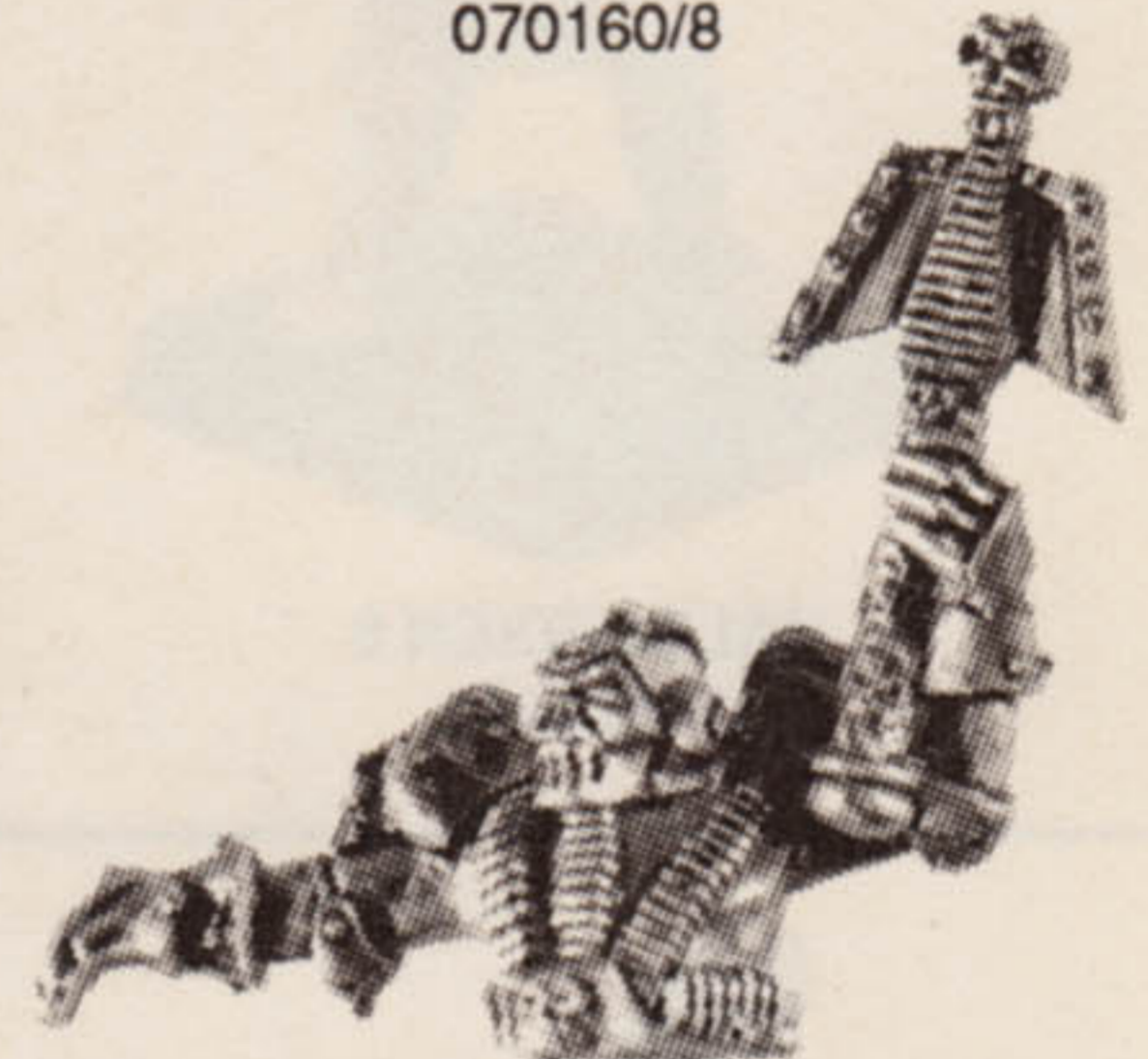
TECHMARINE
AND BOLT PISTOL
070160/15



MARINE
AND SCANNER
070160/14



CHAPLAIN AND
DEVOTION BANNER
070160/7



CHAPLAIN AND
CROZIUS
070160/10



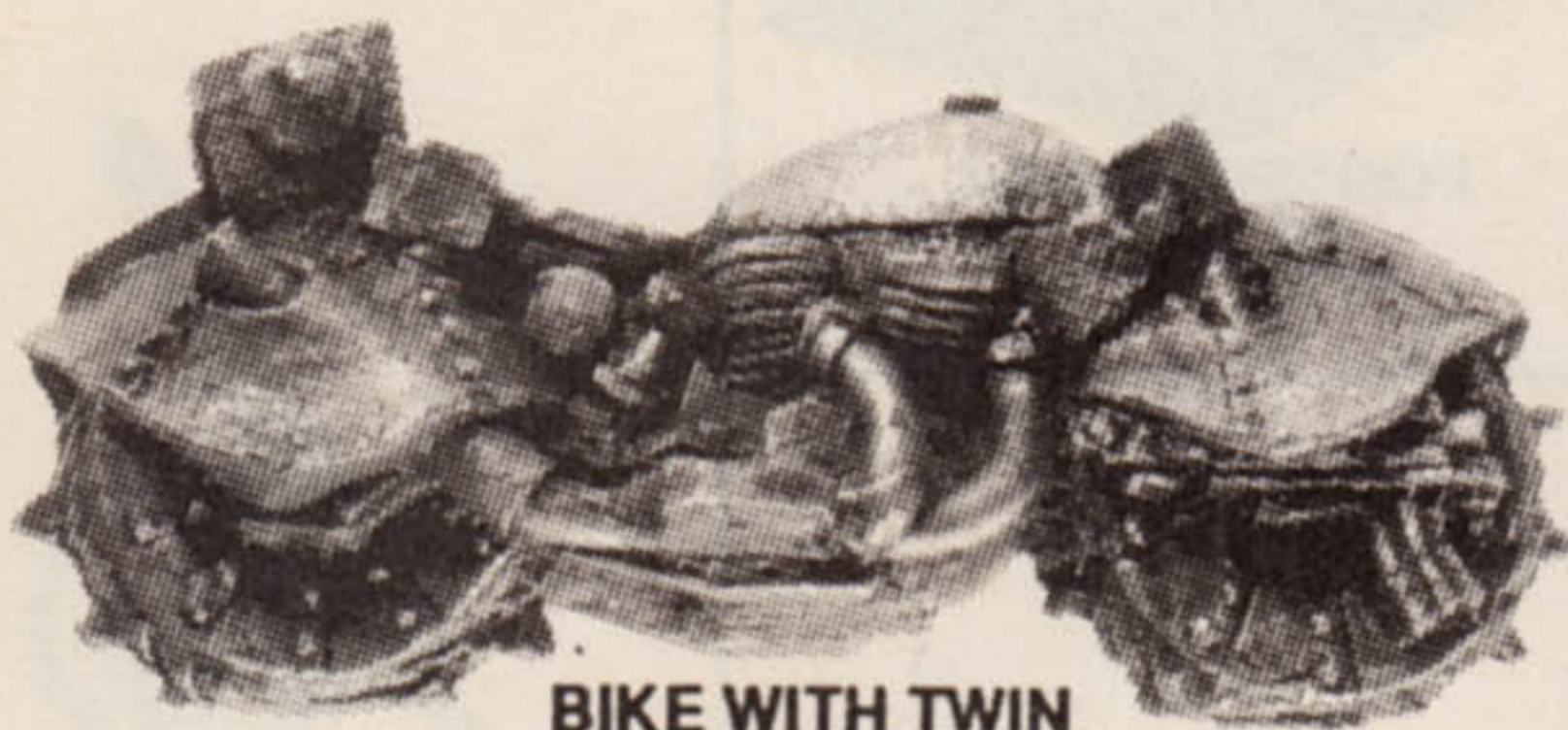
TECHMARINE
AND WRENCH
070160/13



MARINE AND
BOLT PISTOL
070160/16



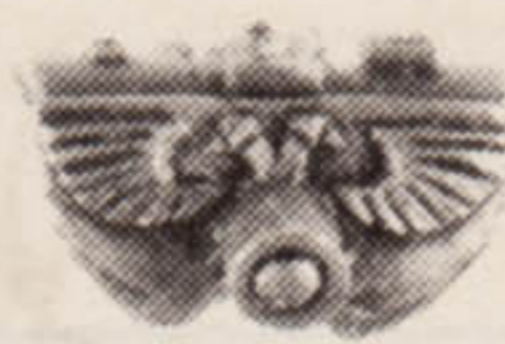
MARINE AND
BOLTER
070160/9



BIKE WITH TWIN
BOLTER MOUNTS
072060/1



BIKE FAIRING 1
072060/2A



BIKE FAIRING 2
072060/2B

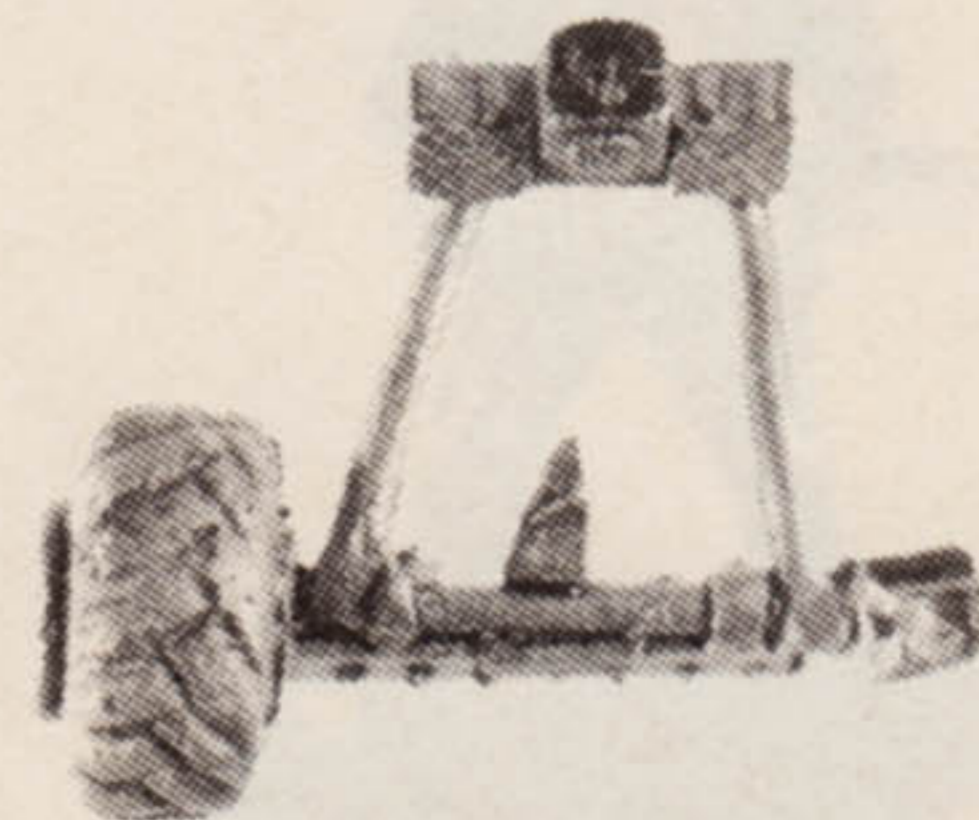
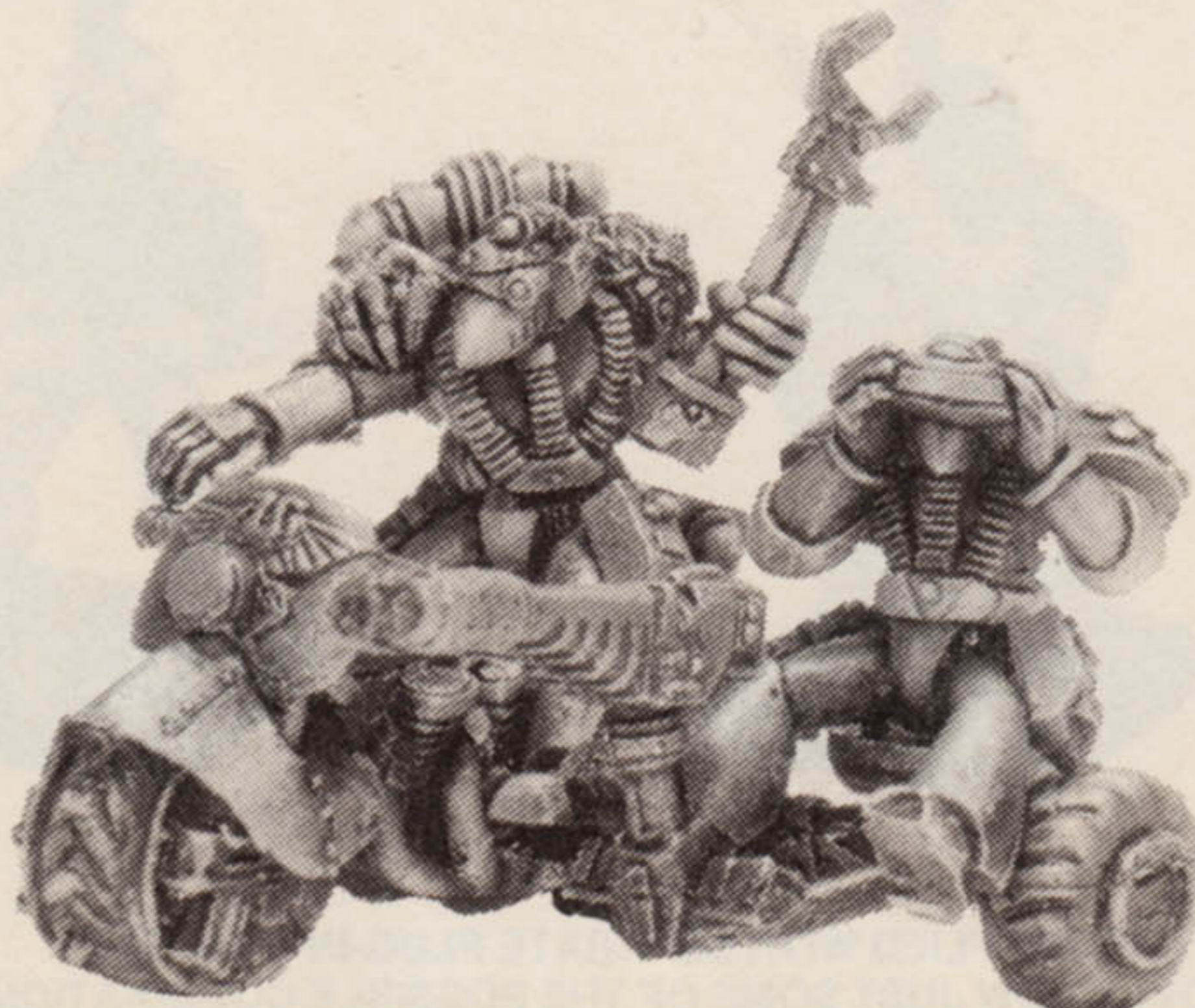


SIDECAR MULTI
MELTA
070160/4



SIDE CAR SEAT
070160/5

THE COMPLETE BIKE WITH SPACE
MARINE RIDERS CONSISTS OF:
1 x BIKE
1 x SIDE CAR CHASSIS
1 x SIDE CAR SEAT
1 x SIDECAR MULTI MELTA
1 x BIKE FAIRING
2 x RIDERS BODIES
2 x RIDERS LEGS
PLEASE STATE WHICH RIDERS
BODIES AND BIKE FAIRING YOU
REQUIRE WHEN ORDERING



SIDECAR CHASSIS
070160/3

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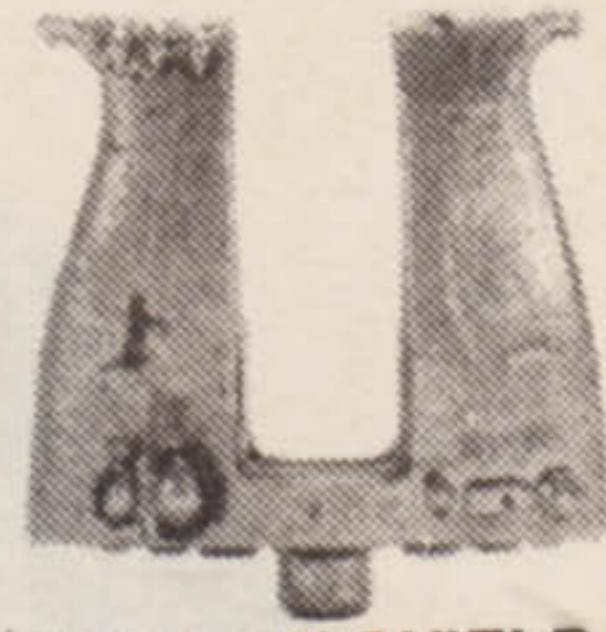
ELDAR DREADNOUGHTS



**EXECUTIONER CLASS
GHOST WARRIOR**
071521/17



**SPIRIT WARRIOR
HEAD**
071521/15



WEAPON SHIELD
071521/12



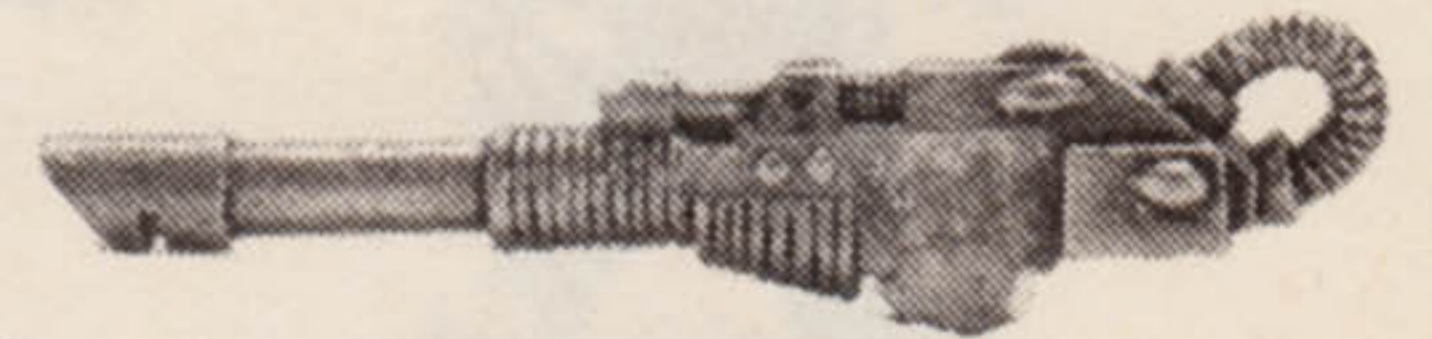
WEAPON MOUNT
071521/6



D-CANNON
071617/2



DUAL MOUNT
071521/20



LAS CANNON
071521/5



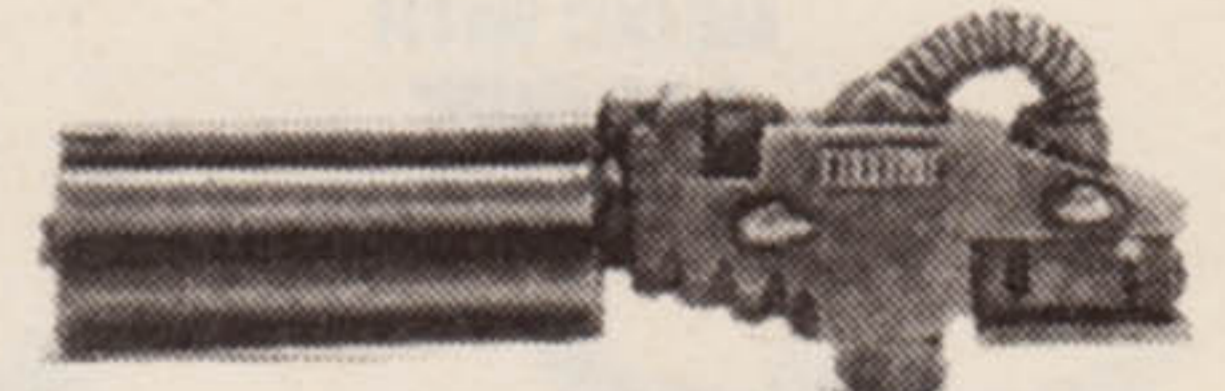
**ASSASSIN CLASS
GHOST WARRIOR**
071521/18



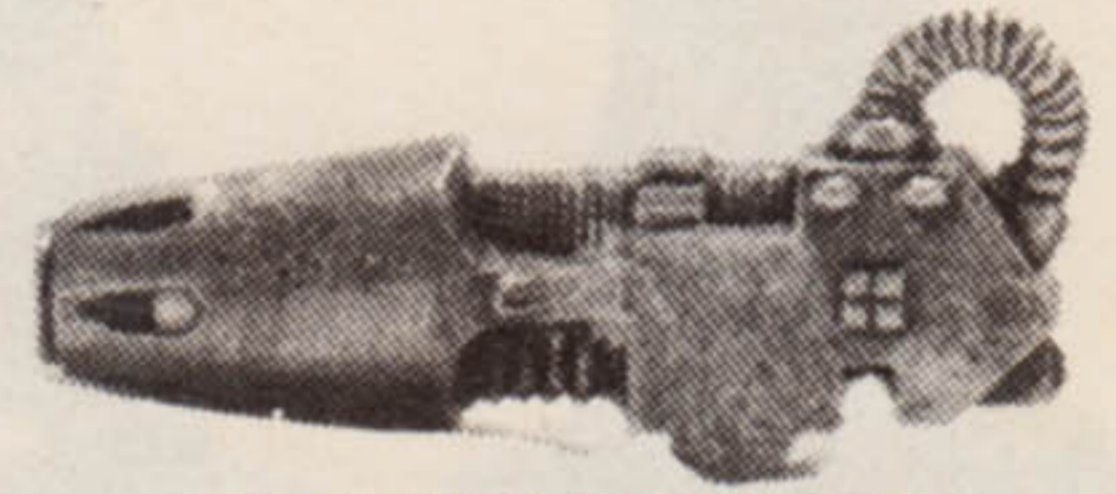
**WAR WALKER
PILOT 1**
071521/10



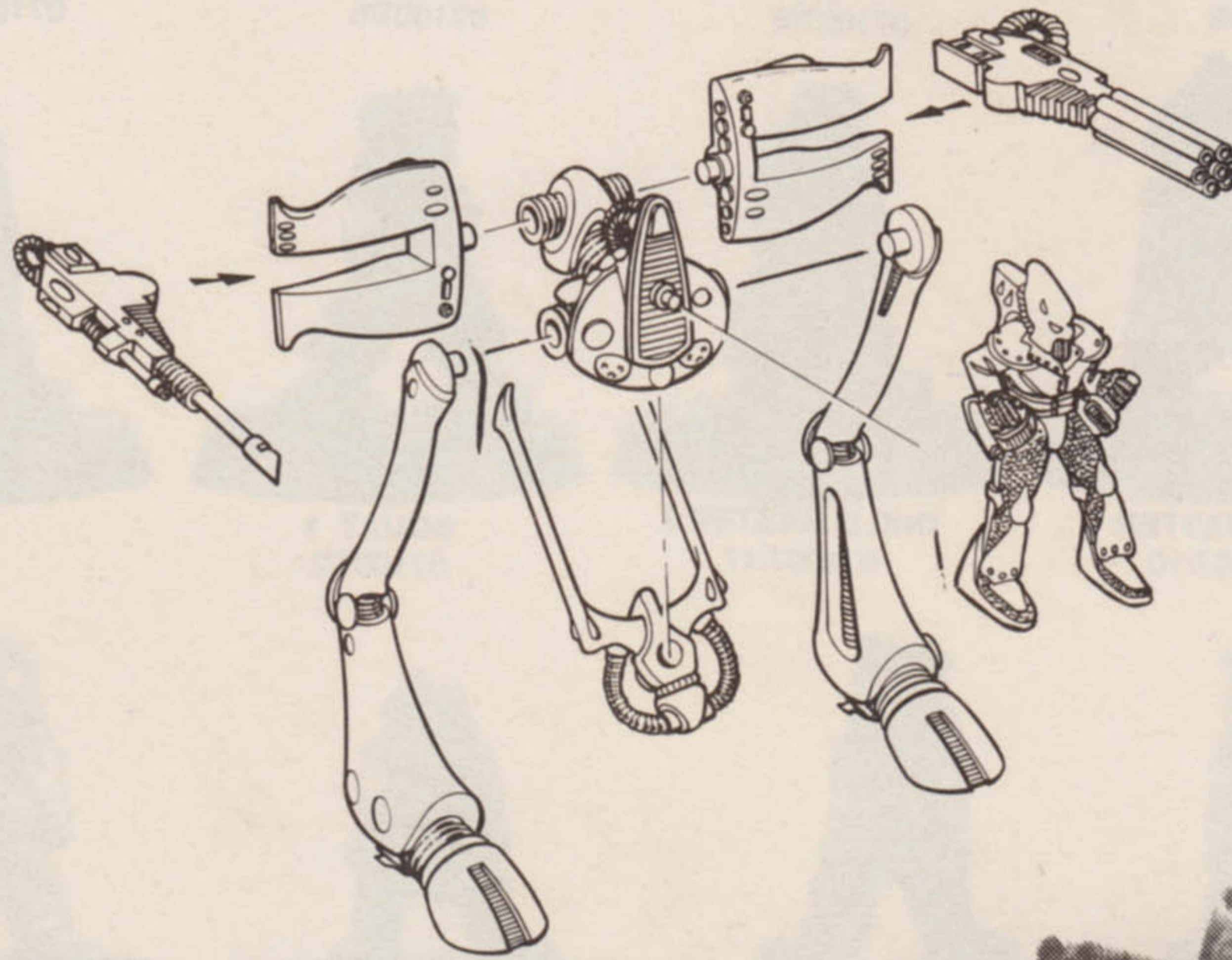
**WAR WALKER
PILOT 2**
071521/10



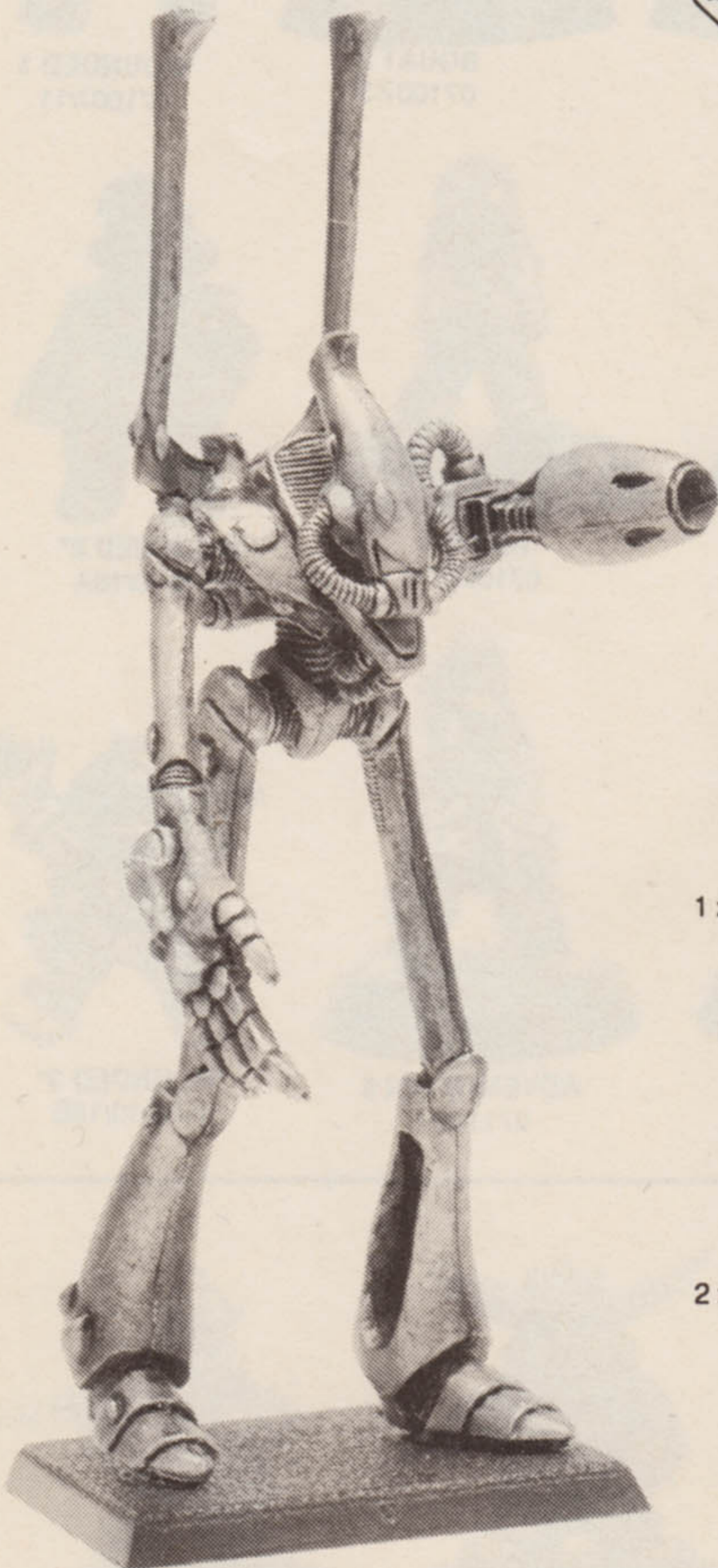
SCATTER LASER
071521/11



HEAVY PLASMA GUN
071521/16



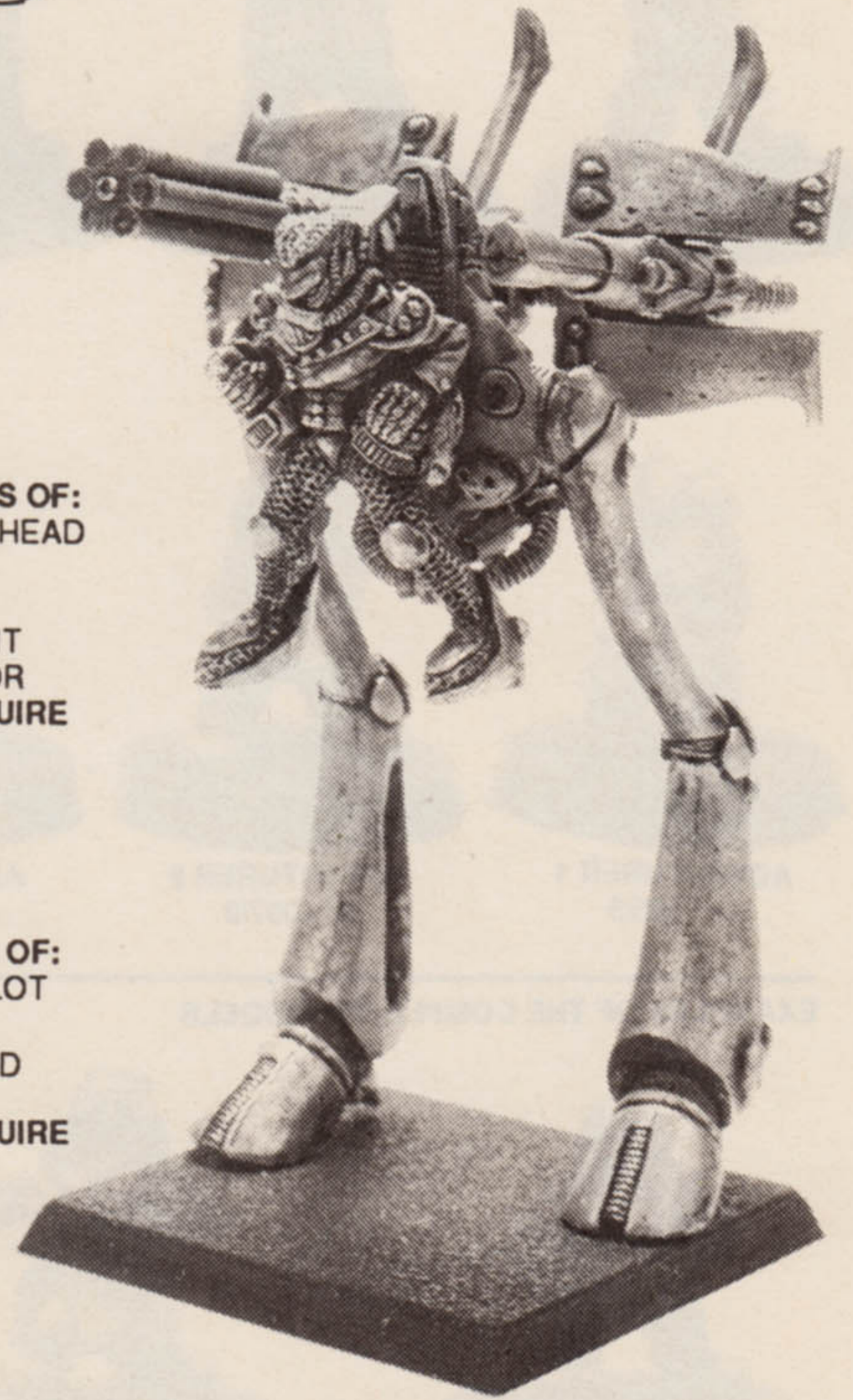
MISSILE LAUNCHER
071521/19



**VAMPIRE CLASS
SPIRIT-WARRIOR
WITH HEAVY PLASMA GUN**

EACH ELDAR SPIRIT WARRIOR CONSISTS OF:
 1 x TORSO 1 x SPIRIT WARRIOR HEAD
 1 x LEFT ARM OR 1 x RIGHT ARM
 1 x EXHAUST1 1 x RIGHT LEG
 1 x LEFT LEG 1 x WEAPON MOUNT
 1 x HEAVY WEAPON 1 x GHOST WARRIOR
PLEASE STATE WHICH ITEMS YOU REQUIRE

EACH ELDAR WAR WALKER CONSISTS OF:
 1 x TORSO 1 x WAR WALKER PILOT
 1 x EXHAUST 1 x RIGHT LEG
 1 x LEFT LEG 2 x WEAPON SHIELD
 2 x HEAVY WEAPON
PLEASE STATE WHICH ITEMS YOU REQUIRE



WAR WALKER

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**CITADEL
MINIATURES**

Designed by Jes Goodwin

SQUATS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



EXAMPLES OF THE COMPLETED MODELS



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Designed by Michael and Alan Perry

SQUAT BIKERS

SQUAT RIDERS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERISK ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



WARLORD
071034/4



HEARTH GUARD
071034/5



GUILD MASTER
071034/3



BIKER 1
071034/2



BIKER 2*
071034/8



BIKER 3*
071034/9



BIKER 4*
071034/7



BIKER 5
071034/1



BIKER 6*
071034/6

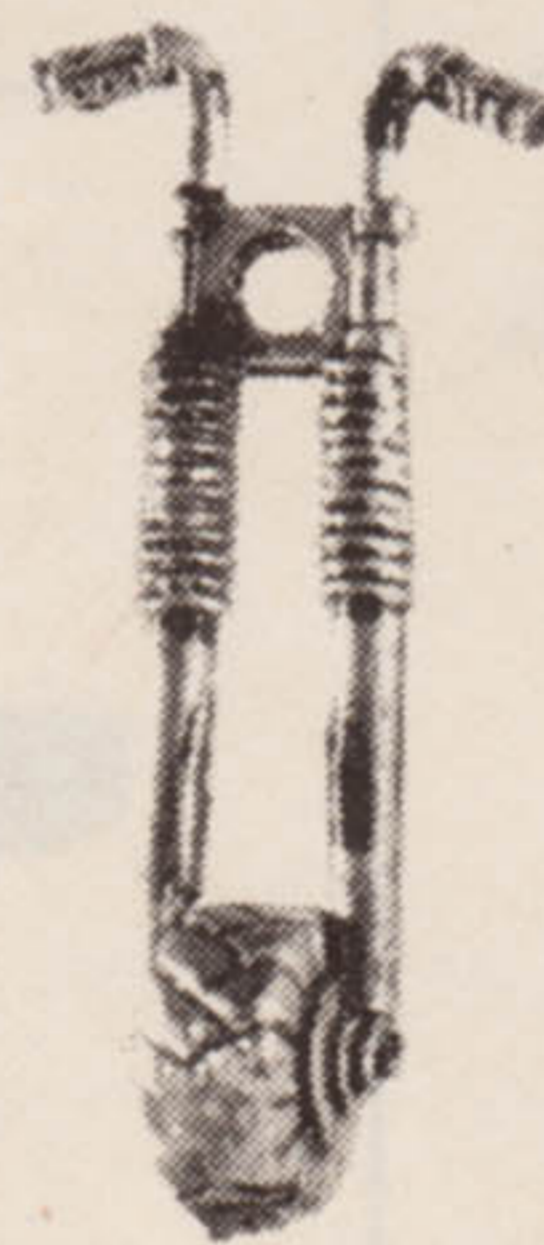


**LIVING ANCESTOR
SIDE CAR PASSENGER***
071034/10

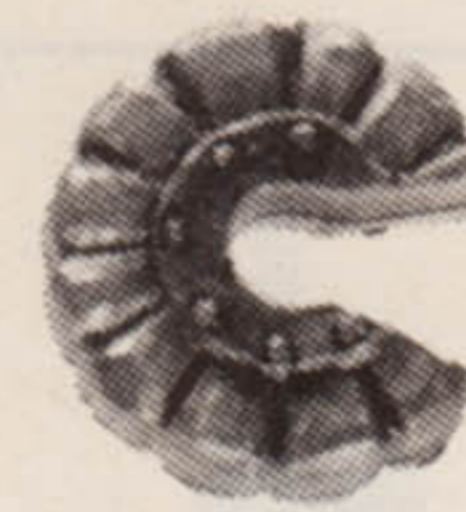
**THE COMPLETE BIKE / TRIKE
WITH SQUAT RIDER CONSISTS OF :**
1 x BOLTERS OR HEADLIGHTS
1 x BIKE CHASSIS
1 x FRONT WHEEL
1 x SQUAT RIDER
1 x BIKE WHEEL
OR 2 x TRIKE WHEELS



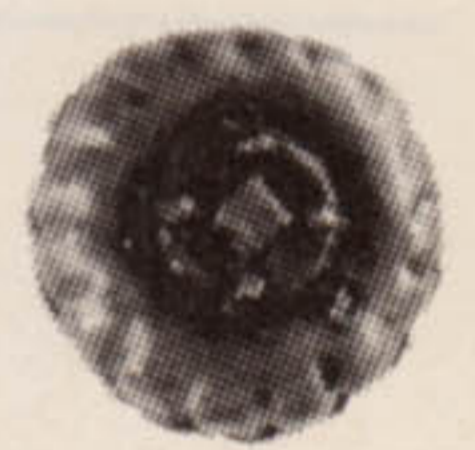
**SWIVEL MOUNTED
MULTI MELTA**
RTB3/E



FRONT WHEEL
071034/14



BIKE WHEEL
071034/17



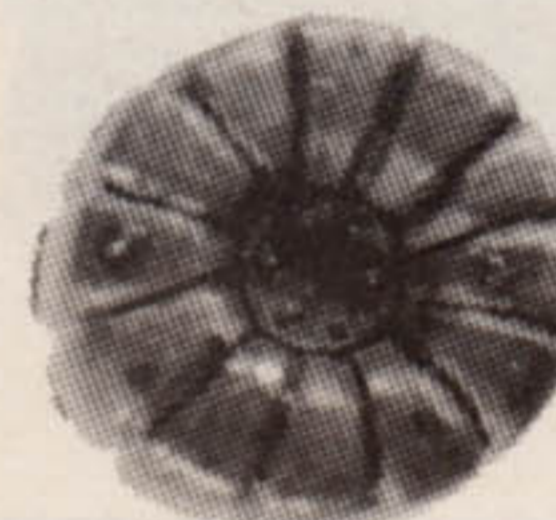
SIDE CAR WHEEL
071034/12



BOLTERS
071034/16A



HEAD LIGHTS
071034/16B



TRIKE WHEEL
071034/18



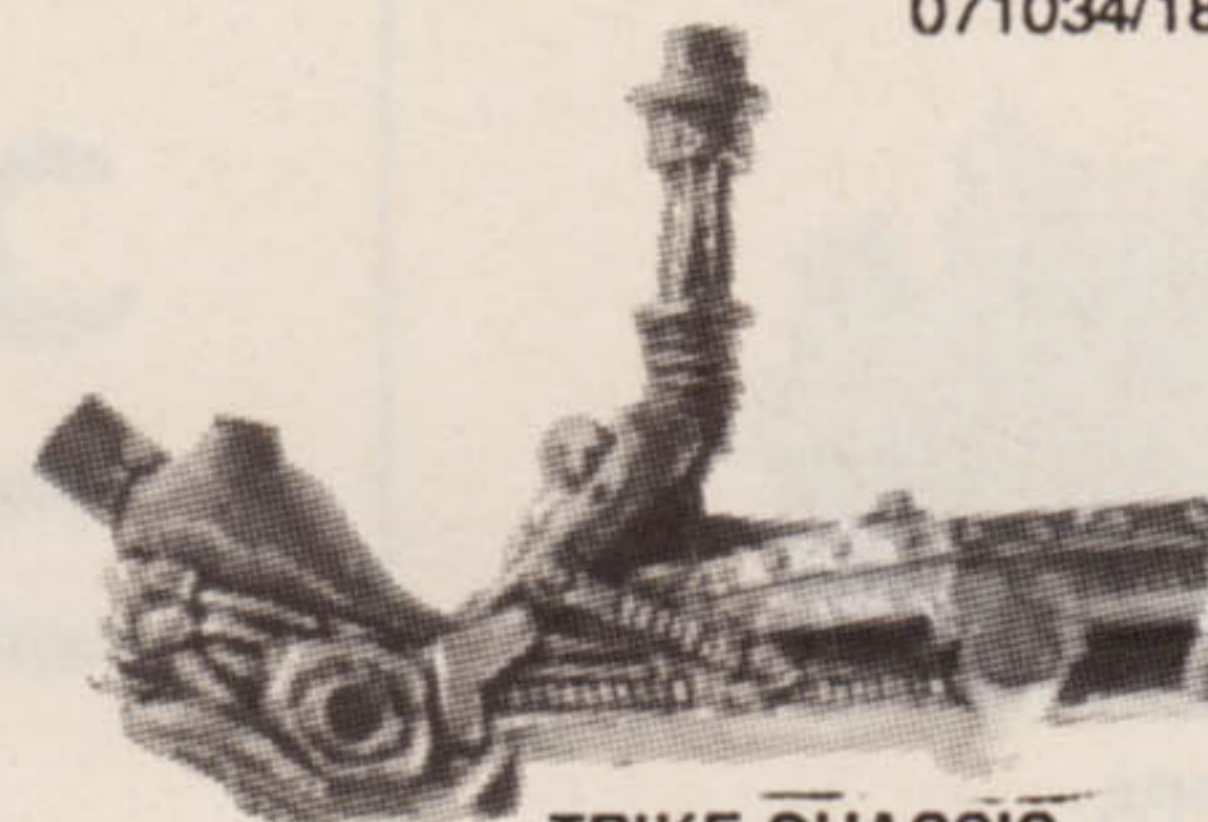
SIDE CAR
071034/11

**THE COMPLETE BIKE WITH LIVING ANCESTOR
SIDE CAR CONSISTS OF :**
1 x COMPLETE BIKE WITH SQUAT RIDER
1 x SIDE CAR WHEEL
1 x LIVING ANCESTOR
1 x SIDE CAR

**THE COMPLETE HEAVY WEAPON TRIKE
WITH SQUAT RIDERS CONSISTS OF :**
1 x BOLTERS OR HEADLIGHTS
1 x TRIKE CHASSIS
1 x FRONT WHEEL
1 x SQUAT RIDER
1 x PLASTIC ARMED SQUAT GUNNER
FROM OPPOSITE PAGE
2 x TRIKE WHEELS
1 x SWIVEL MOUNTED MULTI MELTA

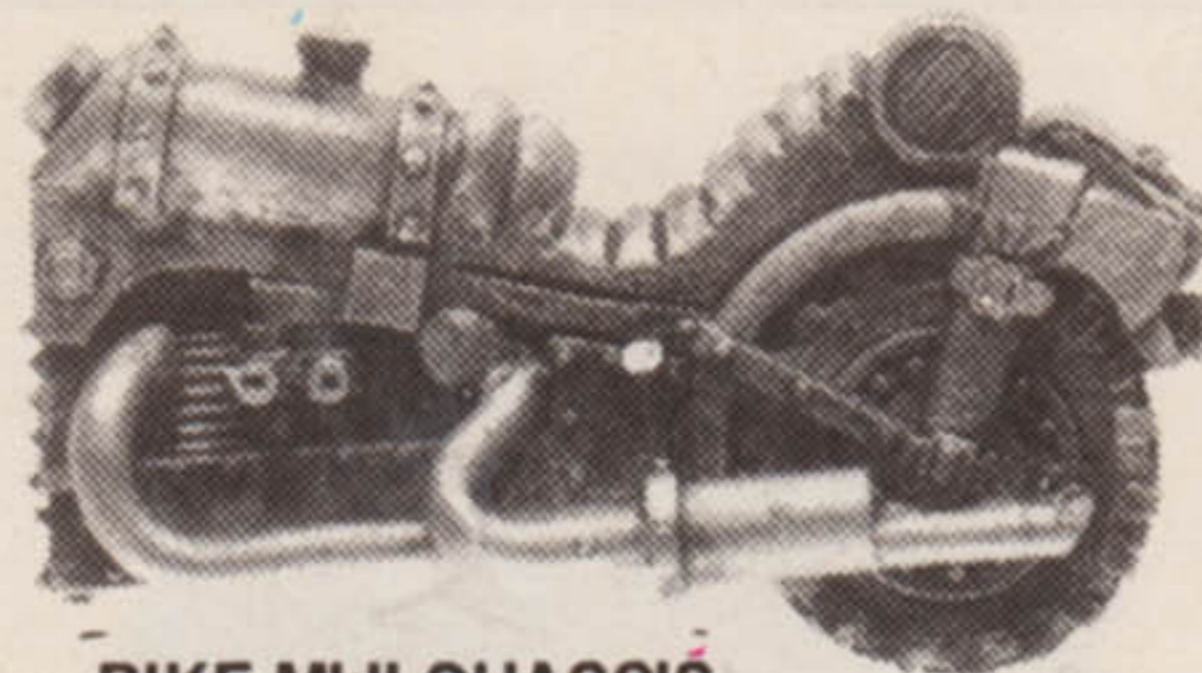


BIKE CHASSIS
071034/15

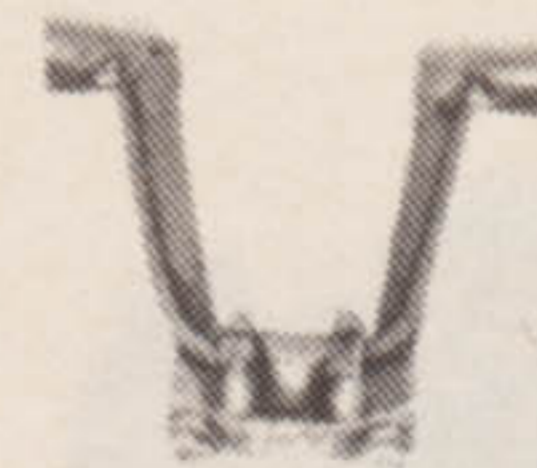


TRIKE CHASSIS
071034/13

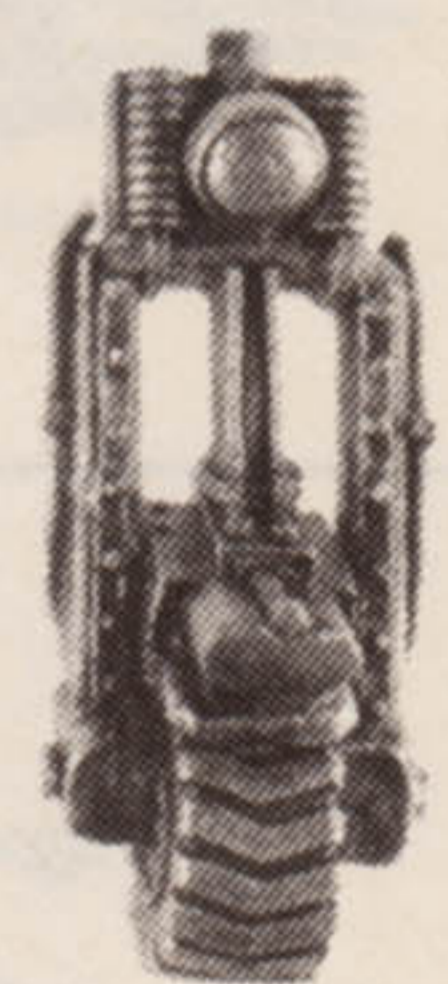
**THE COMPLETE SQUAT BIKE Mk II
WITH SQUAT RIDER CONSISTS OF:**
1 x BIKE MkII CHASSIS
1 x BIKE MkII FRONT WHEEL
1 x BIKE MkII HANDLEBARS



BIKE MkII CHASSIS
07114/1

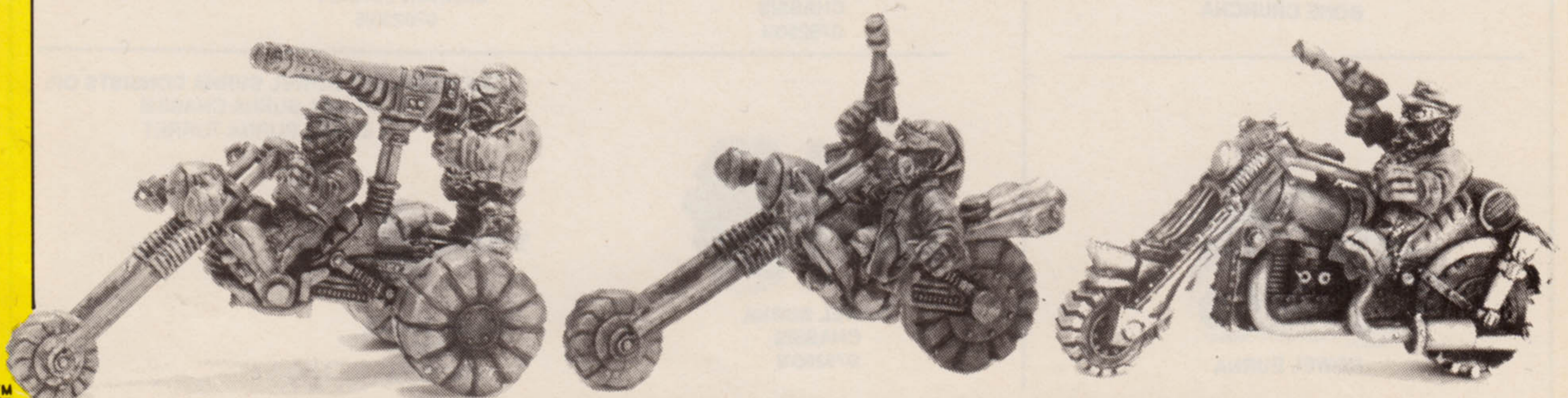


**BIKE MkII
HANDLEBARS**
07114/3



**BIKE MkII
FRONT WHEEL**
07114/2

PLEASE STATE WHICH ITEMS
YOU REQUIRE WHEN ORDERING



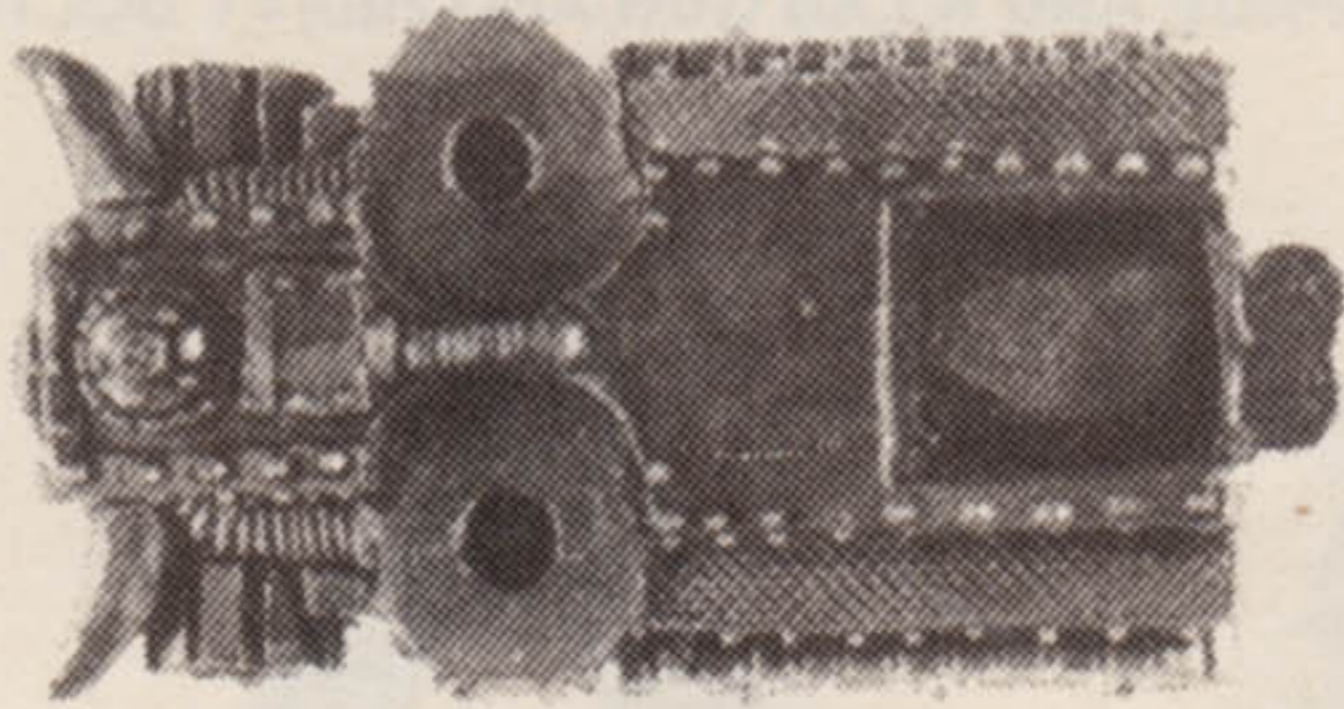
EXAMPLES OF THE COMPLETED SQUAT HEAVY WEAPON TRIKE , SQUAT BIKE AND SQUAT BIKE MkII

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ORK WAR MACHINES

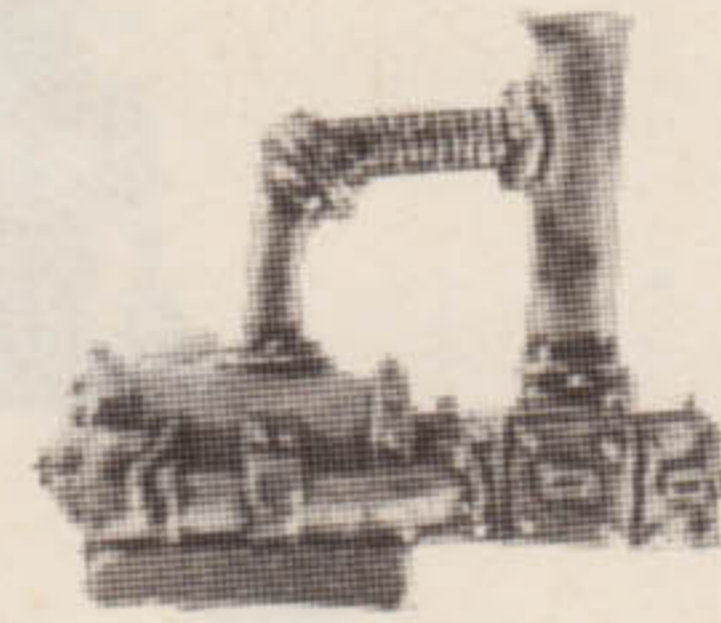


SKULL HAMMA

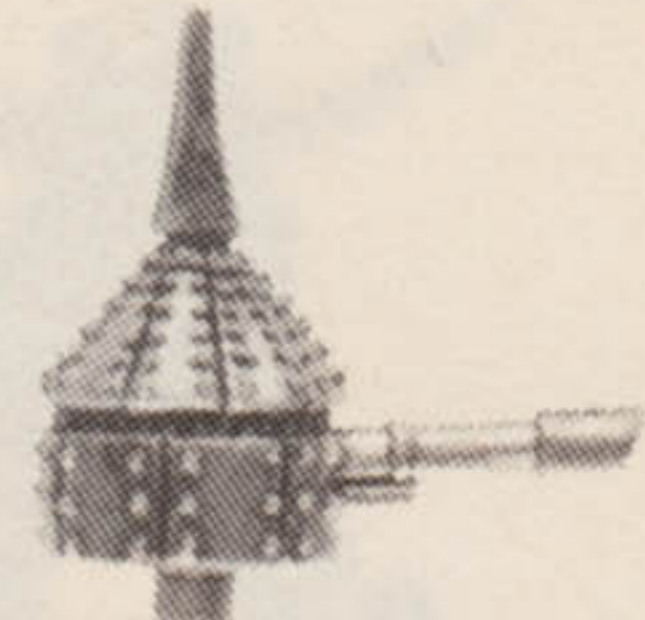


SKULL HAMMA CHASSIS
076247/1

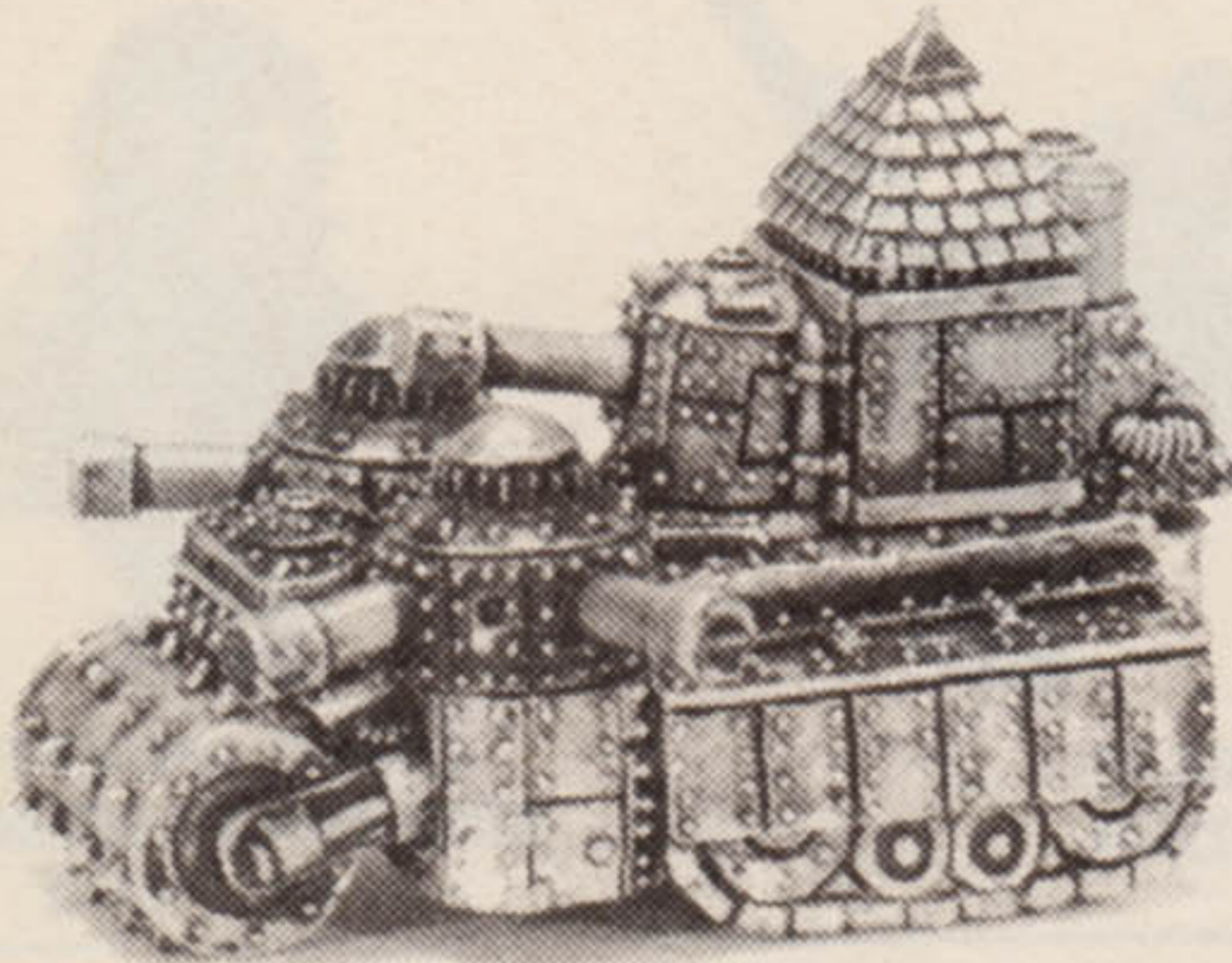
THE COMPLETE SKULL HAMMA CONSISTS OF:
1 x SKULL HAMMA CHASSIS
1 x BOILER
2 x SKULL HAMMA TURRETS



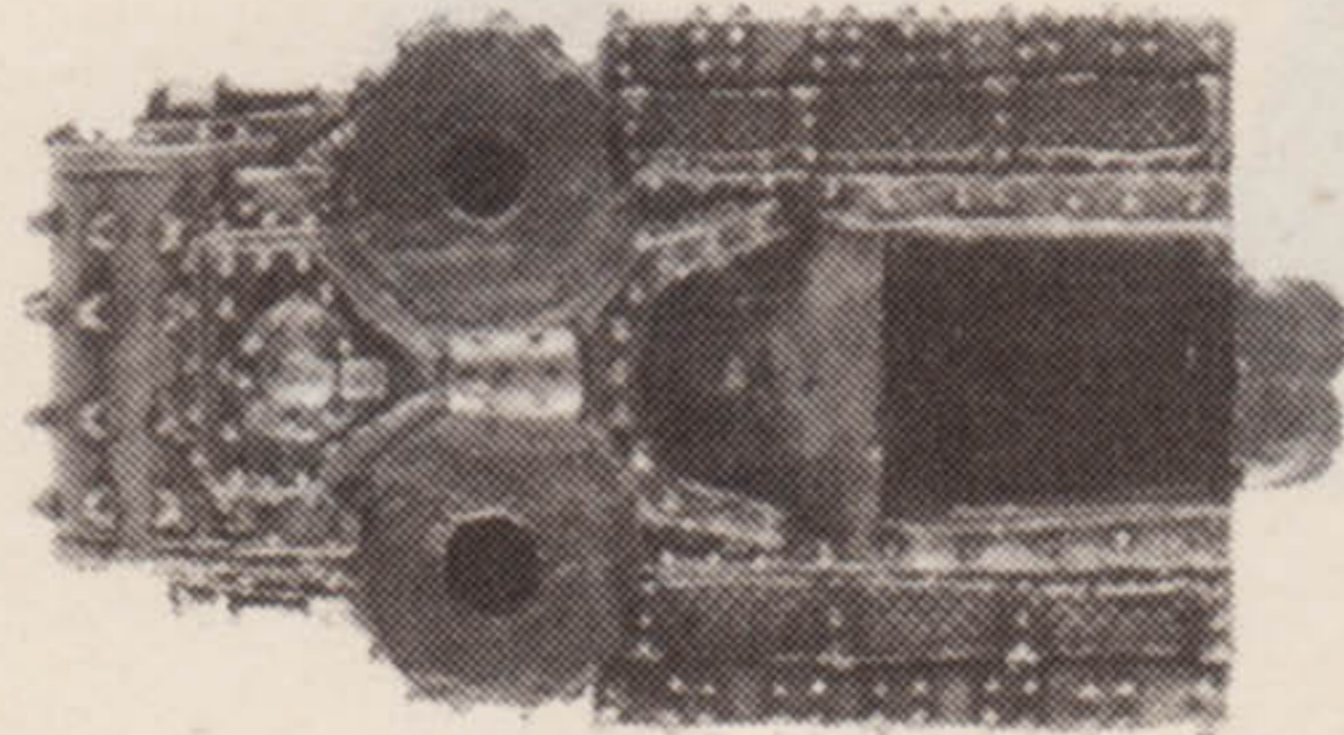
BOILER
076247/2



SKULL HAMMA TURRET
076247/3

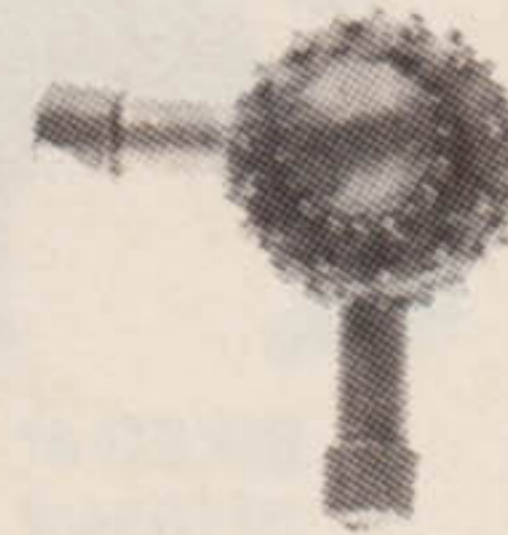


GIBLET GRINDA



GIBLET GRINDA CHASSIS
076247/4

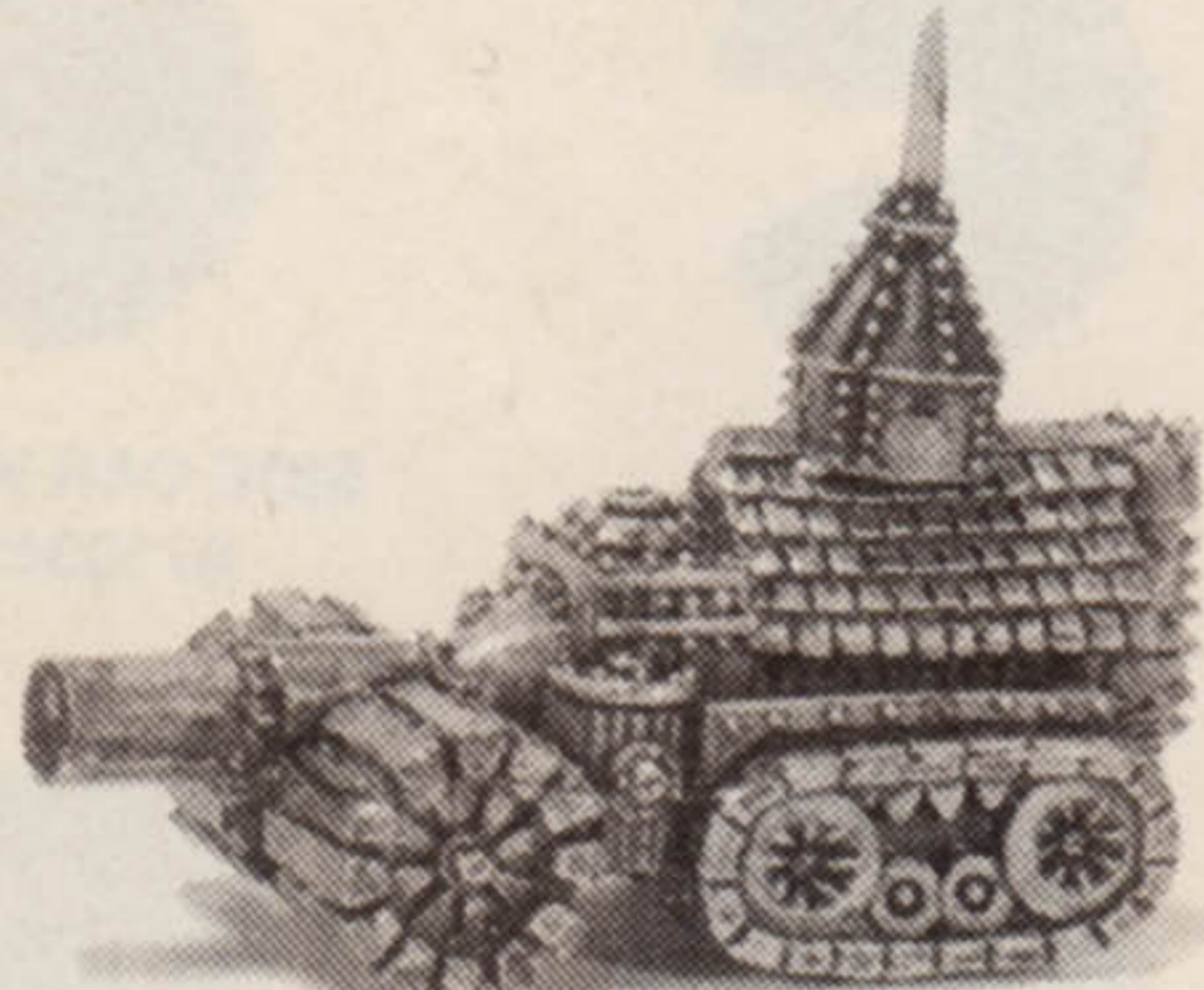
THE COMPLETE GIBLET GRINDA CONSISTS OF:
1 x GIBLET GRINDA CHASSIS
2 x GIBLET GRINDA TURRETS
1 x GIBLET GRINDA OBSERVATION TOWER



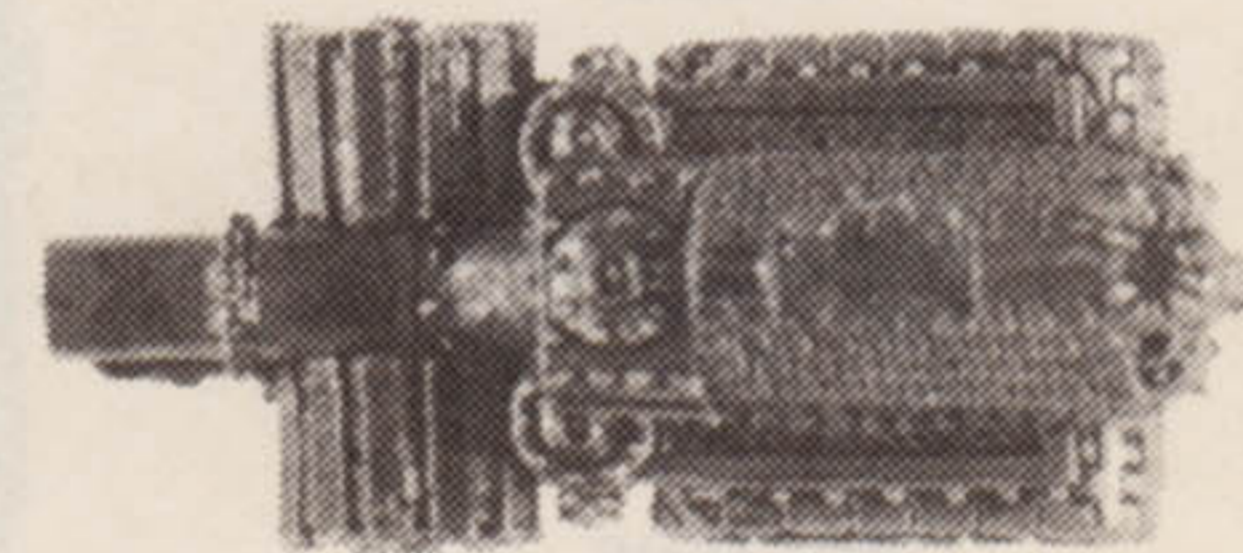
GIBLET GRINDA TURRET
076247/6



GIBLET GRINDA OBSERVATION TOWER
076247/5



BRAIN CRUSHA

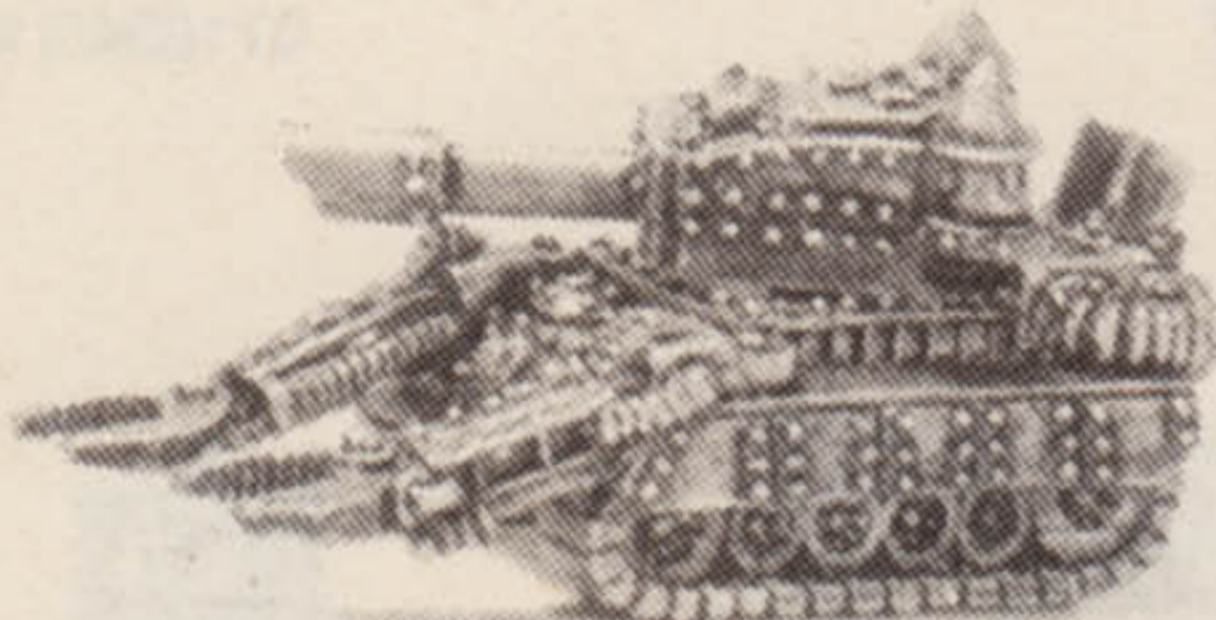


BRAIN CRUSHA CHASSIS
076250/7

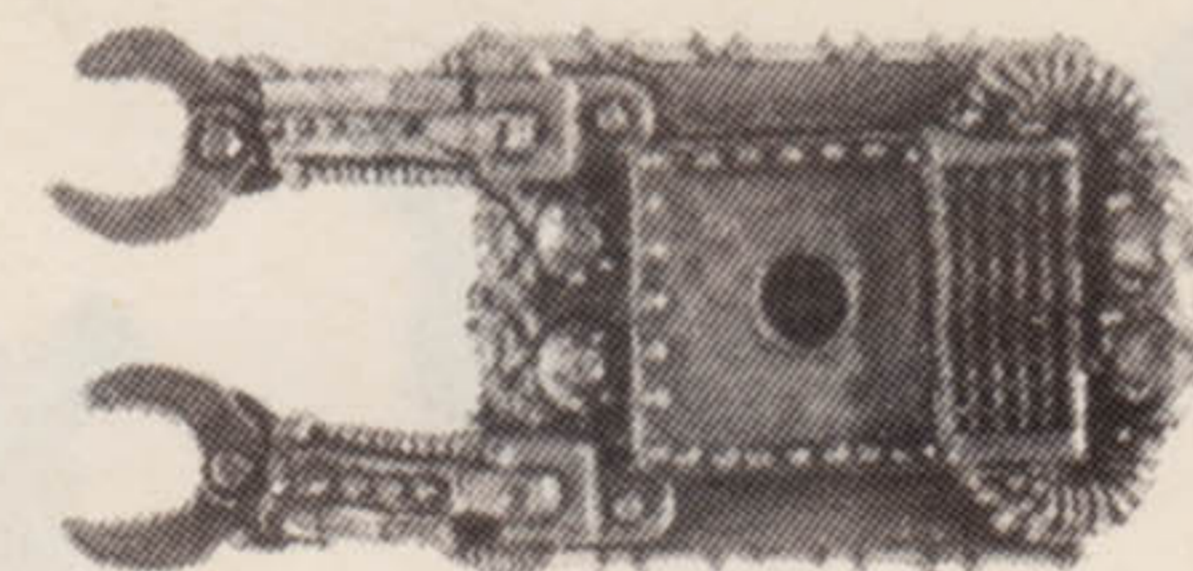
THE COMPLETE BRAIN CRUSHA CONSISTS OF:
1 x BRAIN CRUSHA CHASSIS
1 x OBSERVATION TOWER



OBSERVATION TOWER
076250/8

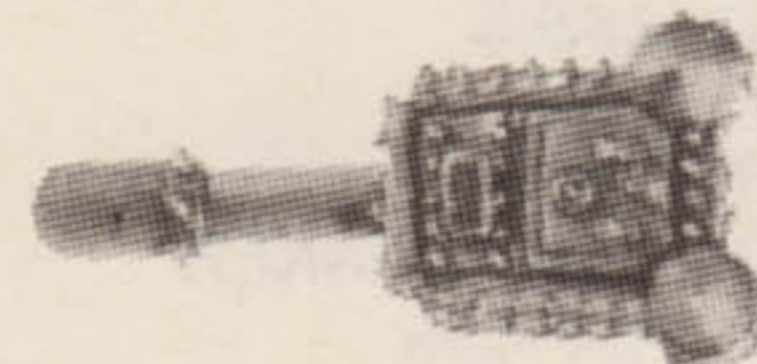


GUT RIPPA

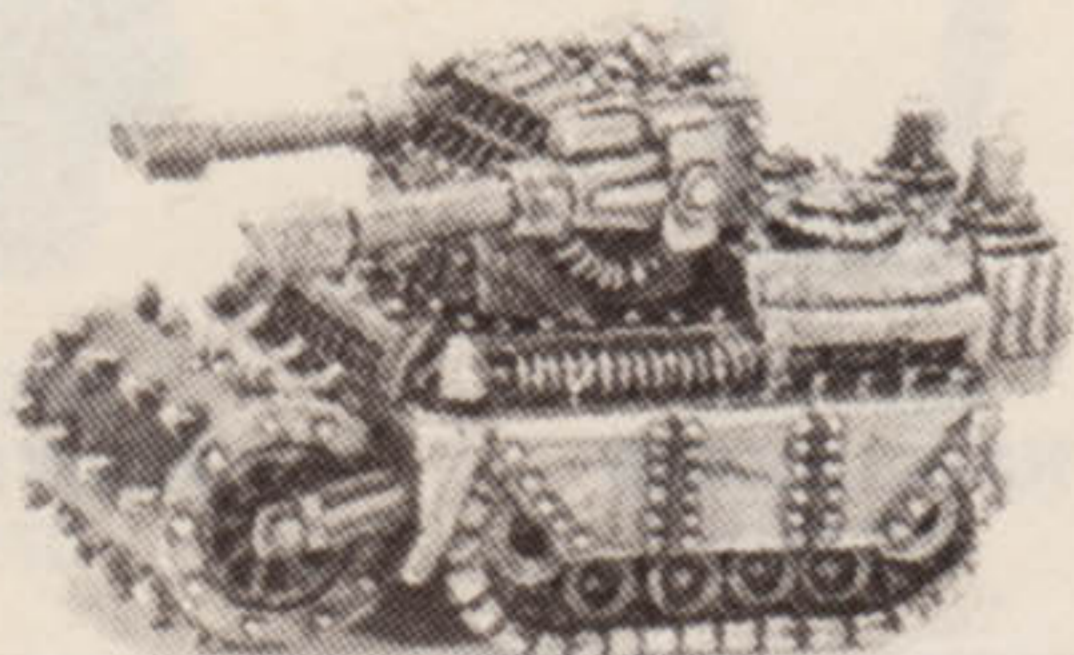


GUT RIPPA CHASSIS
076250/2

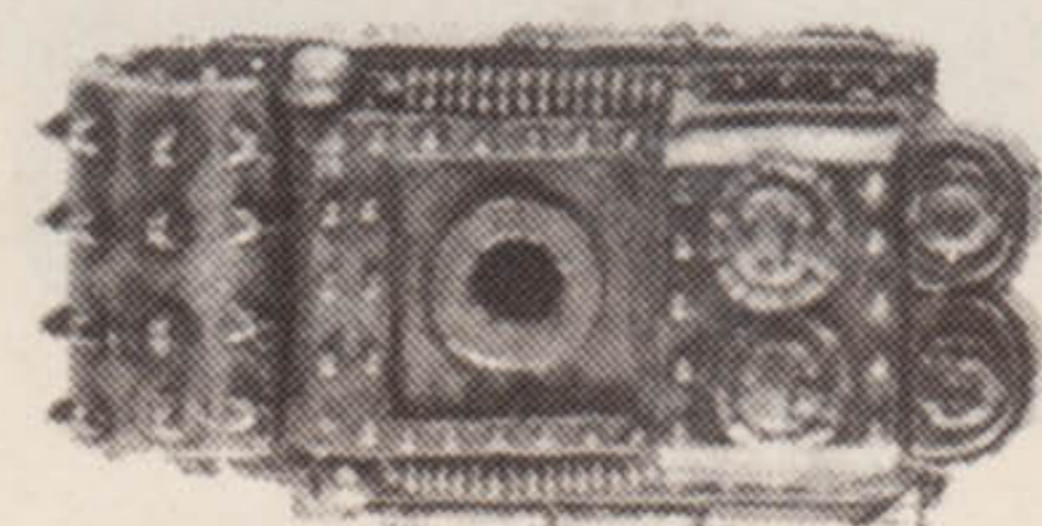
THE COMPLETE GUT RIPPA CONSISTS OF:
1 x GUT RIPPA CHASSIS
1 x GUT RIPPA TURRET



GUT RIPPA TURRET
076250/3

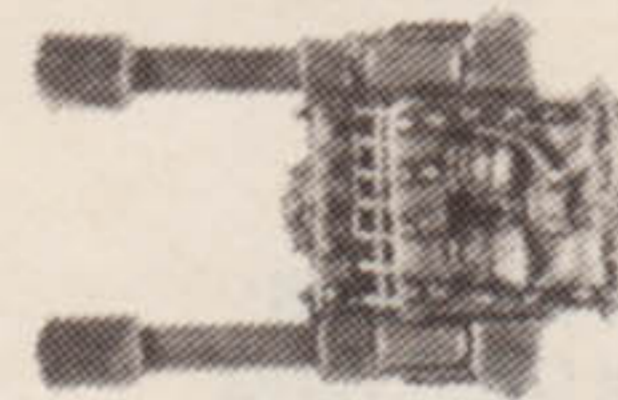


BONE CRUNCHA



BONE CRUNCHA CHASSIS
076250/4

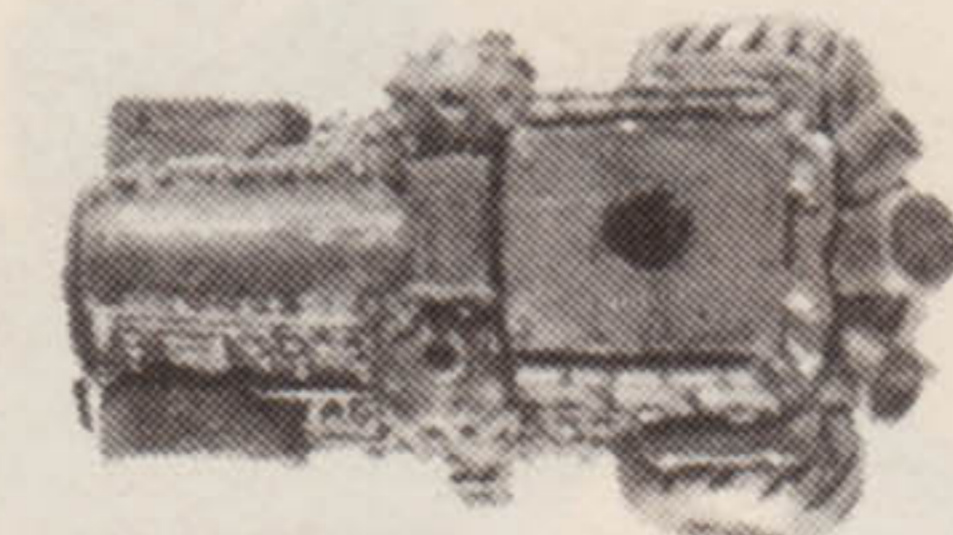
THE COMPLETE BONE CRUNCHA CONSISTS OF:
1 x BONE CRUNCHA CHASSIS
1 x DUAL AUTO CANNON TURRET



DUAL AUTO CANNON TURRET
076250/5

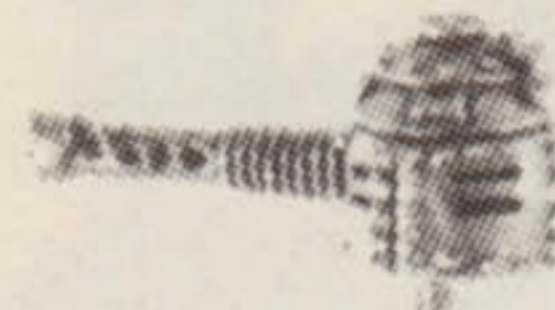


BOWEL BURNA



BOWEL BURNA CHASSIS
076250/9

THE COMPLETE BOWEL BURNA CONSISTS OF:
1 x BOWEL BURNA CHASSIS
1 x BOWEL BURNA TURRET



BOWEL BURNA TURRET
076250/10

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