

GAMES WORKSHOP

PRESENTS ITS MONTHLY HOBBY SUPPLEMENT AND MINIATURES CATALOGUE



CITADEL
MINIATURES

WHITE DWARF

175
£2.25



ISSN 0265-8712



9 770265 871028

07

MIC 94



IMPERIAL TITANS AND ORK GARGANTS BATTLE AMIDST A RUINED CITY



ELDAR WARRIORS IN COMBAT WITH BLOOD ANGELS SPACE MARINES

CONTENTS

COVER: ORK WARLORD — *Mark Gibbons*

INSIDE FRONT

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

GW AND CITADEL NEWS

All the latest news from Games Workshop and Citadel Miniatures.

2

'EAVY METAL – Studio 'Eavy Metal Team

Eldar Dreadnought and Wraithguard.

4

ORK FIELD ARTILLERY — *Jervis Johnson*

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

5

SNAKEBITE BOARBOYZ — *Jervis Johnson and Lindsey D le Doux Paton*

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

12

SPACE MARINE QUESTIONS AND ANSWERS 2 – *Mark Watts*

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

17

SLAANESH FLEET — *Andy Jones*

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

24

'EAVY METAL – Studio 'Eavy Metal Team

The Chaos Dwarf fleet.

29

Chaos Beastmen.

32

WAR MACHINES — *Rick Priestley*

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

33

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

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

41

TALISMAN — *Jervis Johnson*

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

48

DAWN RAID — *Jervis Johnson and Jake Thornton*

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

54

ADVERTS

Grand Re-opening – Derby.....15	Games Workshop – Australia.....40	Codex Orks.....Inside Back
Games Workshop – New Stores.....16	Sun, Squigs and Stormbolters.....47	
Orkland Raiders boxed set.....21	Talisman.....50	
Games Workshop – Retail Stores.....22	Ork Dreadnought.....53	
Games Workshop – Battle Days.....30	Games Workshop Mail Order.....70	
Razorback.....39	Citadel Miniatures Catalogue.....75	





This month sees the release of the new **Codex Orks** along with more support weapons for the Eldar.

CODEX ORKS

This month we preview the latest in the series of Warhammer 40,000 supplements – **Codex Orks**. In a special article later in this issue, Jervis looks at the Orks' field artillery and Snakebite Boarboyz.

With the new Ork **Splatta Kannon** released this month, Jervis includes full rules for this unusual weapon together with an 'Eavy Metal page of the new model.



ORKS

The most traditional of all the Ork clans are the Snakebites. They are well known for being very old fashioned and disliking technology. However, they are by no means backward and charge into battle on the backs of mighty warboars and cyboars. The latest **Snakebite Boyz**, **Nobz** and **Boarboyz** are featured in their own 'Eavy Metals as well as an article which provides special rules for using them in your games.

THIS MONTH'S WARHAMMER 40,000 RELEASES

Codex Orks	£9.99
Snakebite Boarboyz (Boxed set of 4 models)	£9.99
Snakebite Boarboyz Nobz (One per blister)	£3.99
Snakebite Boyz (Three per blister)	£4.50
Snakebite Nobz (One per blister)	£2.99
Splatta Gun (One gun plus two crew per blister)	£7.99
Eldar Wraithguard (One per blister)	£4.50
Eldar Dreadnought (Boxed Set)	£12.99

ELDAR WEAPONS

This month also sees the release of two more types of model for Eldar armies. The first is the new **Eldar Dreadnought** which is armed with a selection of heavy weapons able to destroy enemy troops or vehicles. The second is the **Wraithguard** models, each armed with the deadly and powerful Wraithcannon.

Both these models have been designed by Jes Goodwin and are featured on 'Eavy Metal pages elsewhere in this issue.

JOURNAL SUBSCRIPTIONS

Issue 3 of the **Citadel Journal** is available now, priced only £3.99 with FREE P&P direct from Mail Order.

Demand has been so high that we have completely run out of issue 1 and only have a few copies of number 2 left! Because of this, we now offer a **five issue subscription** to the Journal at the following costs:

UK/BFPO – £20.00. Overseas – £30.00.

As an introductory offer, if you subscribe now we'll send your sixth issue absolutely FREE! See the Mail Order pages for more details.

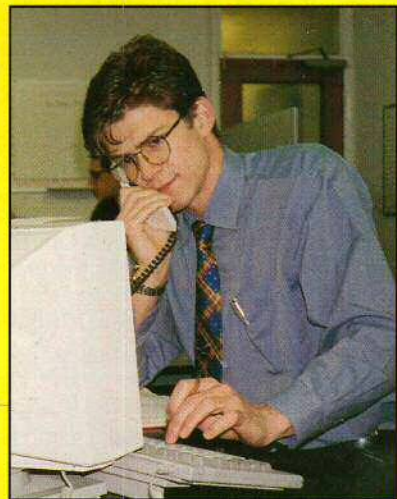
GAMES WORKSHOP
TELESALES
OPPORTUNITIES

Do you want an exciting career in Telesales? Are you young, articulate with a good knowledge of Games Workshop products?

We are currently seeking to recruit ambitious, personable and enthusiastic young people to join our full-time Telesales team at our Head Office in Eastwood. Previous Telesales experience is not a pre-requisite, but applicants must be of 'A' Level calibre, show initiative and be of a cheery disposition. A knowledge of Games Workshop's products is imperative!

If you feel you meet these requirements and you are ready for a new challenge and a new career then we would like to hear from you. Please write giving full details of your educational background, employment history and gaming knowledge to:

Helen King, REF: 009, Games Workshop Limited, Chewton Street, Hilltop, Eastwood, Nottingham NG16 3HY.
Closing date: 25 July 1994.



THIS MONTH'S BLOOD BOWL RELEASES

- Bomber Dribblesnot** £2.50
(One miniature per blister)
- Varag Ghoul-Chewer** £2.50
(One miniature per blister)
- Ripper Bolgrot** £7.99
(One miniature per blister)



BOMBER DRIBBLESNOT

MAN O' WAR

NEW CHAOS SHIPS

This month's Man O' War release consists of four new Chaos Dwarf warships – the **Hellfire Battlebarge**, **Great Leveller Battlebarge**, **Hull-Destroyers** and **Thunder-Rollers**, all designed by Norman Swales. Each boxed set contains a Man O' War, three ships of the line and also a Great Taurus. Full rules for including these models in your games can be found in the Plague Fleet and Sea of Blood supplements for Man O' War.

Also included elsewhere in this issue is an article on the Slaanesh warships released last month containing the rules for using these unique vessels in your games of Man O' War.

THIS MONTH'S MAN O' WAR RELEASES

- Hellfire Battlebarge** £9.99
(Boxed set contains one Hellfire Battlebarge, three Hull-Destroyers and Great Taurus)
- Great Leveller Battlebarge** £9.99
(Boxed set contains one Great Leveller Battlebarge, three Thunder-Rollers and Great Taurus)

BLOOD BOWL

STAR PLAYERS

New this month are three more Star Players to add to the strength of your Orc and Goblin Blood Bowl teams.

These new releases have been designed by Gary Morley and range from the small but deadly Goblin **Bomber**

Dribblesnot, to the awesome might of the Orc player **Varag Ghoul-Chewer** and the towering form of the Troll **Ripper Bolgrot**.

Star Player cards for all three of these models can be found in the Deathzone supplement.



VARAG GHOUL-CHEWER



RIPPER BOLGROT

WARHAMMER

CHAOS

Rick Priestley has been working on the **Warhammer Armies Chaos** boxed set for several months and it is now almost ready for release.



To whet your appetites, this month we are releasing some new Chaos Beastmen. These new models have been designed by Michael Perry and feature on an 'Eavy Metal pages elsewhere in this issue.

UNDEAD

This month sees the release of new **Ghouls** to swell the ranks of the armies of Undead. These fearful monsters are designed by Gary Morley.

Also released this month are a pack of **Undead Banners** which are ideal for adding a striking centrepiece to each of your regiments of Undead.

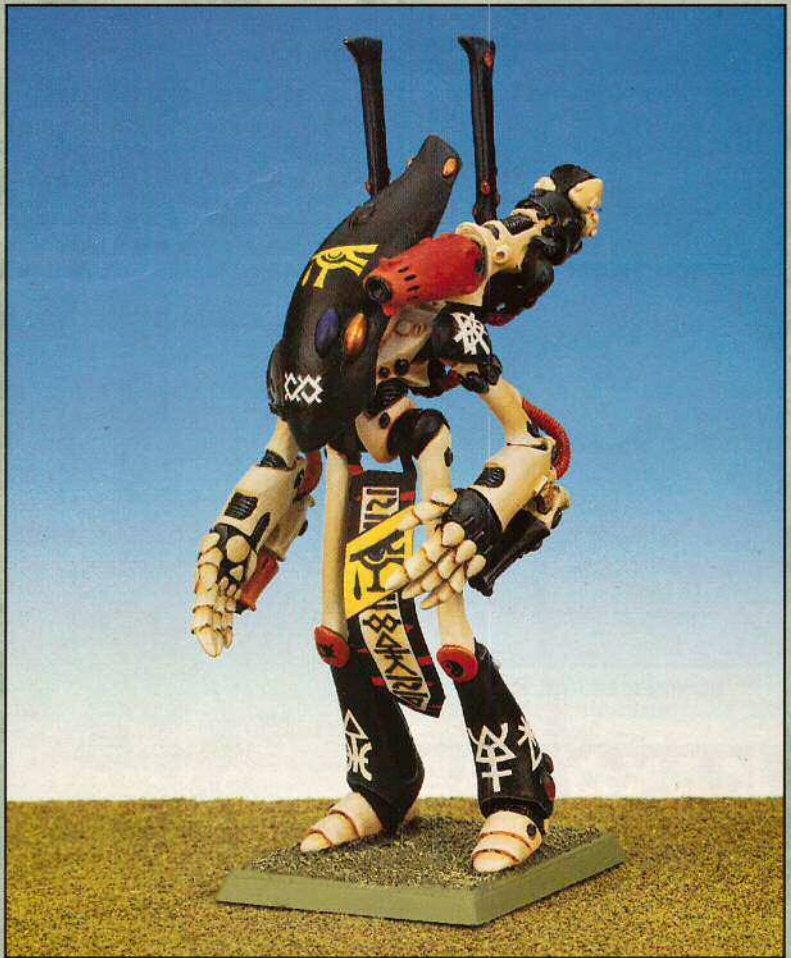
THIS MONTH'S WARHAMMER RELEASES

- Ghouls** £4.50
(4 miniatures per Blister)
- Beastmen** £4.50
(4 miniatures per Blister)
- Undead Banners Sheets** £3.50
(5 sheets per Blister)

◇◇ ELDAR DREADNOUGHT ◇◇



WRAITHGUARD



ELDAR DREADNOUGHT



WRAITHGUARD



POWER FIST WITH SHURIKEN CATAPULT



POWER FIST WITH FLAMER



WARLOCK WITH SINGING SPEAR



WARLOCK WITH WITCH BLADE



HEAVY PLASMA GUN

이슈키비시브의문

WARHAMMER

40,000

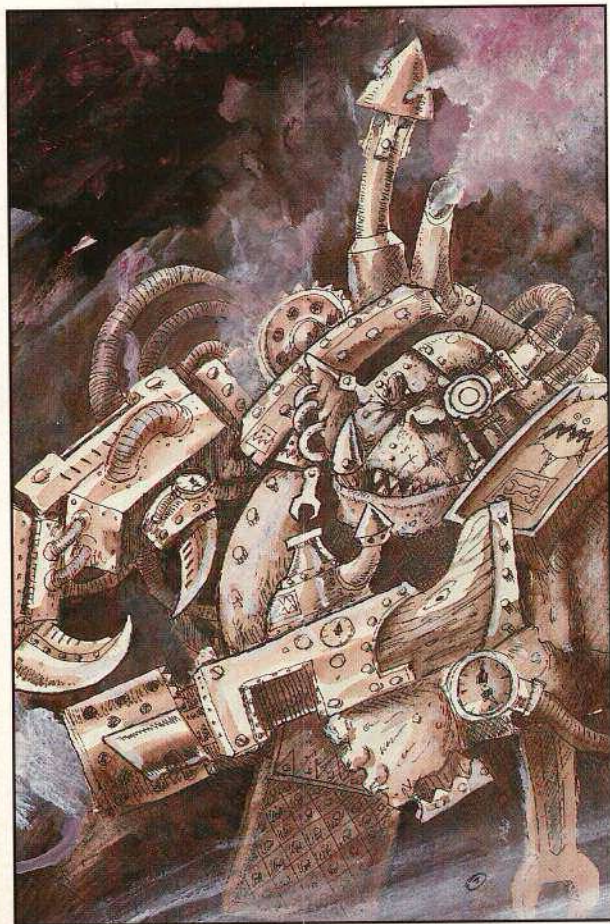
ORK FIELD ARTILLERY

by Jervis Johnson

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

ORK FIELD ARTILLERY

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



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

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

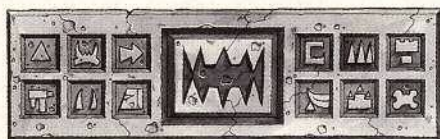
ATTACKING FIELD ARTILLERY

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

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

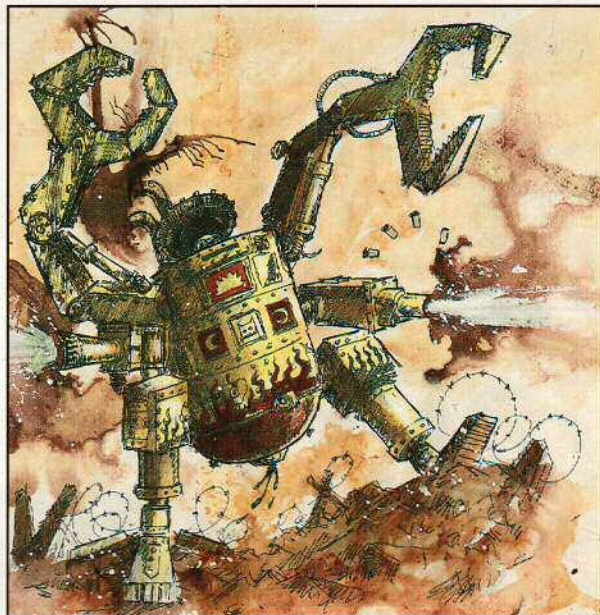
MOVING FIELD ARTILLERY

The crew can move the field artillery piece up to 2" per turn by pushing and pulling it along, but the weapon may not be moved and fired during the same turn. Normally, however, field artillery is towed around the battlefield by an Ork vehicle, while the Gretchin crew ride along in the vehicle or hang onto the weapon itself. Obviously this doesn't apply to the Shokk Attack Gun, which can be carried inside a vehicle but may not be towed along behind it – or at least not without the Mekaniak operator getting VERY upset!



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

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



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

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

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

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



ARTILLERY COSTS

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

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

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

Snakebites



Snakebite Mob



Snakebite Nob



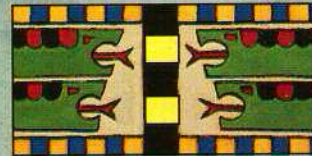
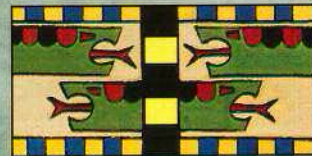
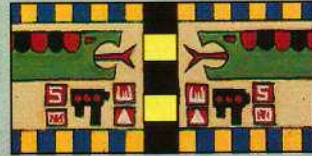
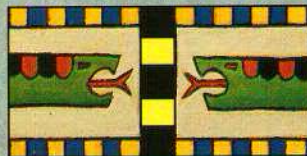
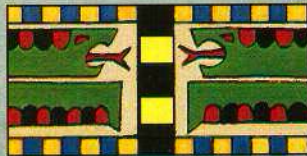
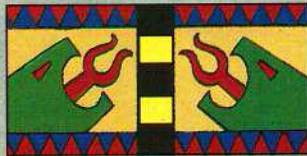
Snakebite Runtherd



Snakebite Nob



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



SPLATTA KANNON

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

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

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

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

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

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

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

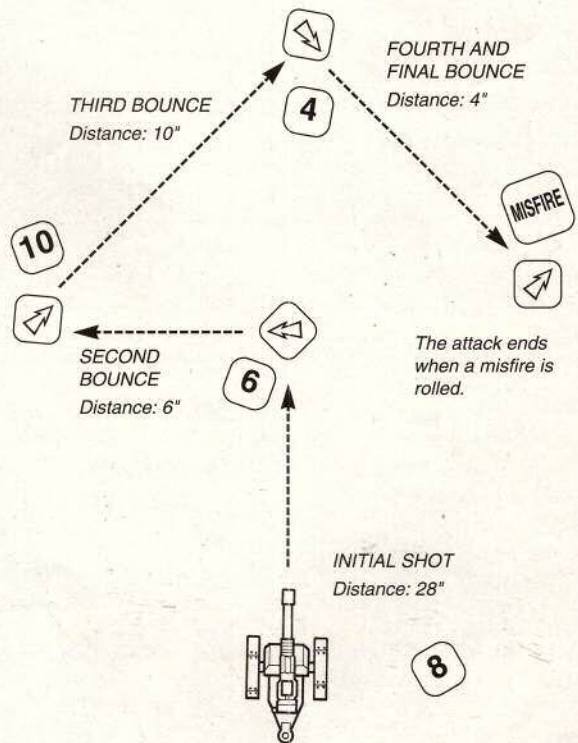
misfire on the dice roll for the first shot – rolling a misfire on any subsequent bounce has no other effect than to end the shell's movement.

SPLATTA KANNON MISFIRE TABLE

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

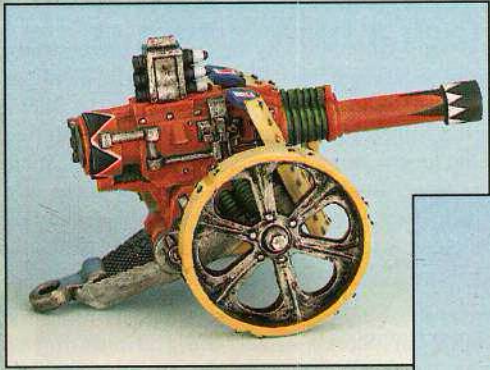
3-6 MAY NOT SHOOT. A minor fault prevents the Splatta Kannon shooting this turn. Perhaps the fuse is not set properly or maybe the crew mishandle the loading procedure. The Splatta Kannon is unharmed and may shoot as normal next turn.

SPLATTA KANNON DIAGRAM

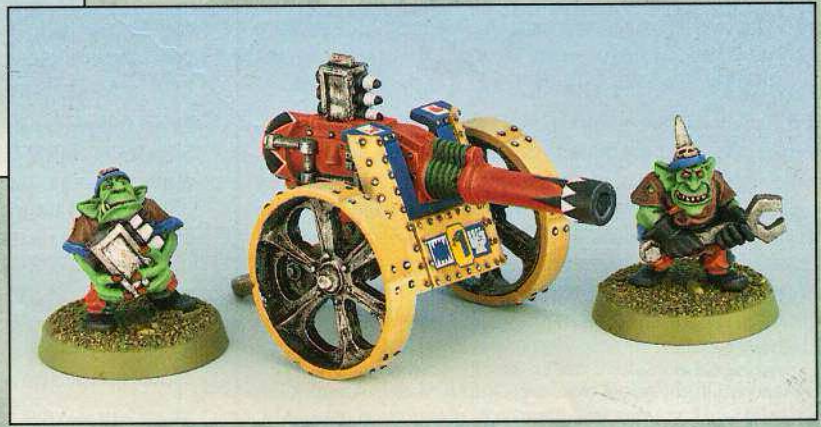


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special rules	-	-	-	6	D4	-2	D4+D6+6	Move or fire. See above

🚩 SNAKEBITES 🚩



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

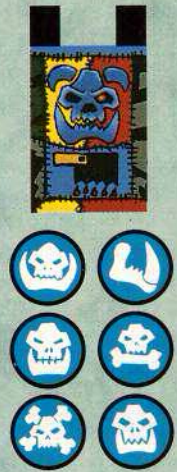


SPLATTA KANNON AND GRETCHIN CREW

🚩 DEATHSKULLS 🚩



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



DEATHSKULLS ORK BOYZ

DEATHSKULLS PAINBOY AND GRETCHIN ASSISTANTS

SHOKK ATTACK GUN

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

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

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

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

IN BATTLE

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

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

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

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

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

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

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

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

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

SHOKK ATTACK GUN MISFIRE TABLE (D6)

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



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

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

FOOT TROOPS SHOKK ATTACK GUN CHART (D6)

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

VEHICLE SHOKK ATTACK GUN CHART (D6)

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

SUPPORT WEAPON SHOKK ATTACK GUN CHART (D6)

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

BUNKER SHOKK ATTACK GUN CHART (D6)

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

WARHAMMER

40,000

SNAKEBITE BOARBOYZ

by Jervis Johnson and Lindsey D le Doux Paton

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

'Nuffink to it,' he said smugly. 'Bring 'im into the serjery an' strap 'im on da table.'

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

SHAKEBITES



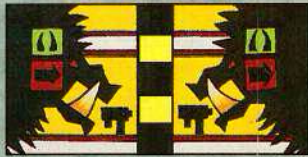
SHAKEBITE NOB ON CYBOAR



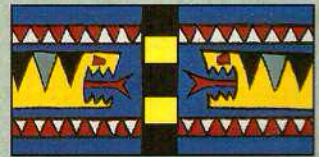
SHAKEBITE BOARBOY



SHAKEBITE BOARBOY



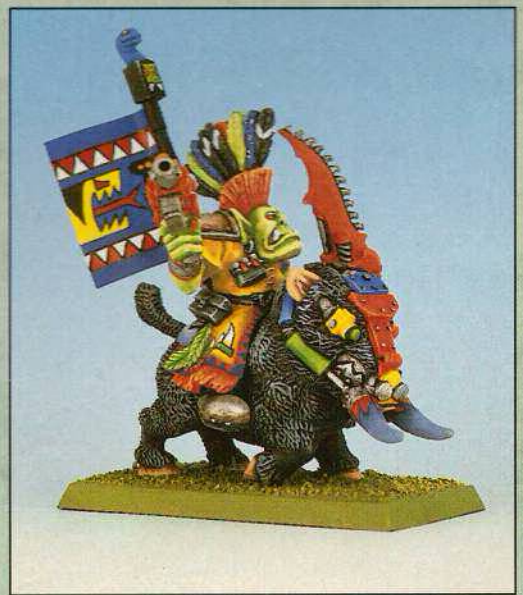
NOBZ BANNERS



EXAMPLES OF BOYZ BANNERS



SHAKEBITE BOARBOY



SHAKEBITE NOB ON CYBOAR

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

SPECIAL RULES

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

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

GAMES WORKSHOP

DERBY

GRAND RE-OPENING SATURDAY 23RD JULY

42 SADLER GATE. TEL: 0332 371657

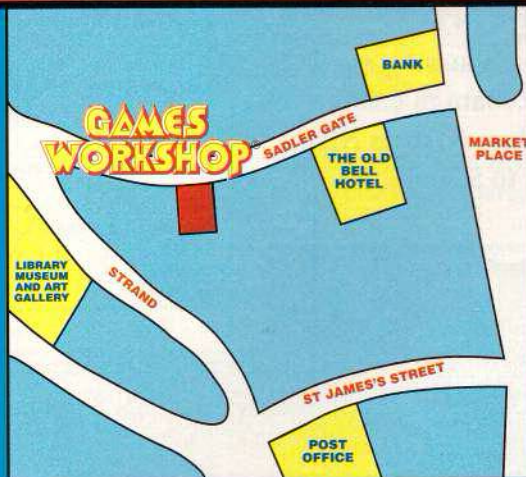
NORMAL OPENING HOURS

Monday to Friday
10.00am to 6.00pm

Thursday
10.00am to 8.00pm

Saturday
9.30am to 5.30pm

**DOORS
OPEN
9.00am**



MASSIVE DEALS ALL DAY ONLY £43.50 EACH!

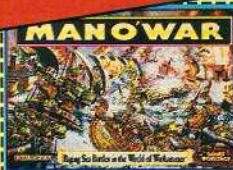
That's up to a 33% saving!
Don't miss these amazing offers and
massive discounts on the whole
range of exciting Games Workshop
products.



**WARHAMMER
40,000
plus!
DARK
MILLENNIUM
plus!
any one
CODEX BOOK**
Normal price
£64.97



**WARHAMMER
plus!
WARHAMMER
BATTLE
MAGIC
plus!
any one
ARMIES BOOK**
Normal price
£64.97



**MAN O' WAR
plus!
UP TO £15
WORTH OF
BOXED SHIPS
plus either!
PLAGUE FLEET
or
SEA OF BLOOD**
Normal price
£54.98



**SPACE
MARINE
plus!
SPACE MARINE
BATTLES BOOK
plus!
any one
BOXED
SUPPLEMENT**
Normal price
£59.97

REDEEMABLE AT GAMES WORKSHOP
DERBY 23RD JULY 1994

25% OFF ANY GAMES
WORKSHOP
OR CITADEL PRODUCT.
ONLY ONE VOUCHER PER PRODUCT. NOT TO BE
USED WITH ANY OTHER OFFER.

REDEEMABLE AT GAMES WORKSHOP
DERBY 23RD JULY 1994

25% OFF ANY GAMES
WORKSHOP
OR CITADEL PRODUCT.
ONLY ONE VOUCHER PER PRODUCT. NOT TO BE
USED WITH ANY OTHER OFFER.

REDEEMABLE AT GAMES WORKSHOP
DERBY 23RD JULY 1994

10% OFF ANY GAMES
WORKSHOP
OR CITADEL PRODUCT.
ONLY ONE VOUCHER PER PRODUCT. NOT TO BE
USED WITH ANY OTHER OFFER.

REDEEMABLE AT GAMES WORKSHOP
DERBY 23RD JULY 1994

10% OFF ANY GAMES
WORKSHOP
OR CITADEL PRODUCT.
ONLY ONE VOUCHER PER PRODUCT. NOT TO BE
USED WITH ANY OTHER OFFER.

REDEEMABLE AT GAMES WORKSHOP
DERBY 23RD JULY 1994

10% OFF ANY GAMES
WORKSHOP
OR CITADEL PRODUCT.
ONLY ONE VOUCHER PER PRODUCT. NOT TO BE
USED WITH ANY OTHER OFFER.

REDEEMABLE AT GAMES WORKSHOP
DERBY 23RD JULY 1994

10% OFF ANY GAMES
WORKSHOP
OR CITADEL PRODUCT.
ONLY ONE VOUCHER PER PRODUCT. NOT TO BE
USED WITH ANY OTHER OFFER.

**BUY ANY THREE
BLISTER PACKS
AND GET THE
CHEAPEST ONE
FREE!**



JUST CUT OUT YOUR MONEY-OFF VOUCHERS TO GET THESE GREAT DEALS

PLEASE NOTE: NONE OF THE VOUCHERS ON THIS PAGE MAY BE USED IN COMBINATION WITH ANY OTHER OFFER NOR MAY THEY BE USED ON MB GAMES HEROQUEST, SPACE CRUSADE, OR BATTLEMASTERS; BOXTREE BOOKS' WARHAMMER NOVELS; OR ELECTRONIC ARTS' SPACE HULK COMPUTER GAME.

GAMES WORKSHOP®

NEW STORES!

OPEN NOW!
STOCKPORT

32 MERSEY SQUARE
STOCKPORT

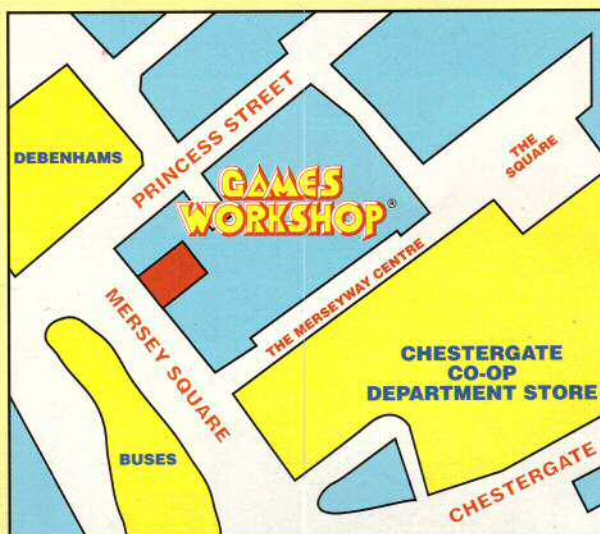
Telephone: 061 4741427

Normal opening hours:

Mon. Tue. Wed. Fri. 10.00am to 6.00pm

Thursday 10.00am to 8.00pm (Games Night)

Saturday 9.30am to 5.30pm



OPEN NOW!
EXETER

37 PRINCESSHAY
EXETER

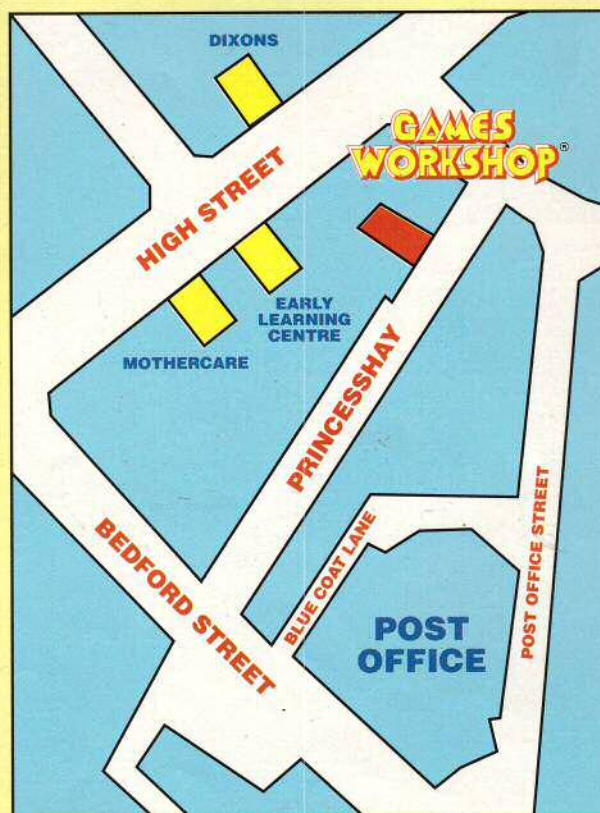
Telephone: 0392 490305

Normal opening hours:

Mon. Tue. Wed. Fri. 10.00am to 6.00pm

Thursday 10.00am to 8.00pm (Games Night)

Saturday 9.30am to 5.30pm



SPACE MARINE

QUESTIONS AND ANSWERS 2

By Mark Watts

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

THE IMPERIUM

Can Thunderhawk Gunships enter the board from any table edge?

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

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

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

Can Thunderhawk Gunships fly at either high or low altitude?

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

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

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



A Squat army assaults an Ork town.

ORKS

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

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



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

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

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

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

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

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

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

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

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

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

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

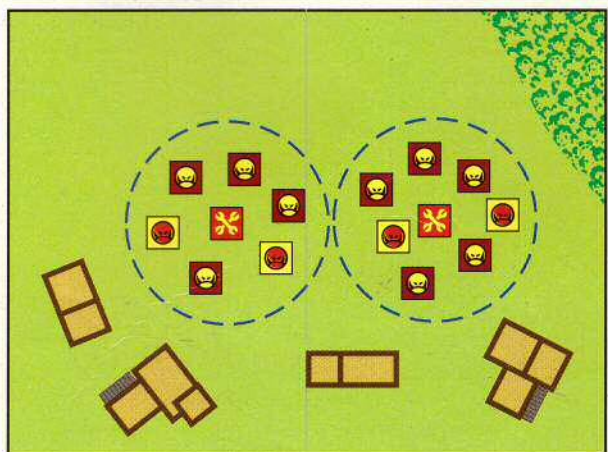
How do you stop the Weirdboy Battletower being destroyed before you get a chance to use it?

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

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

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

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



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

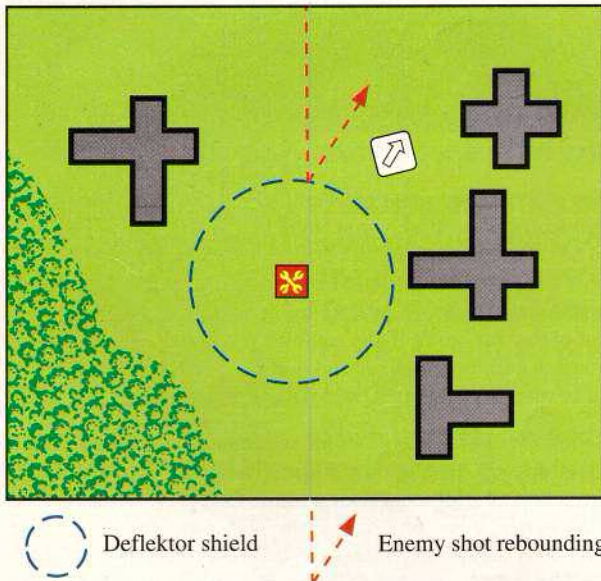
been split between the two Dragsters to reduce casualties from enemy fire should any shots penetrate the shields or either Dragster be destroyed. Also to this end the Nobz command unit has divided itself between the two Dragsters, while keeping within the chain of command, so that at least half the Nobz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

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

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

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

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



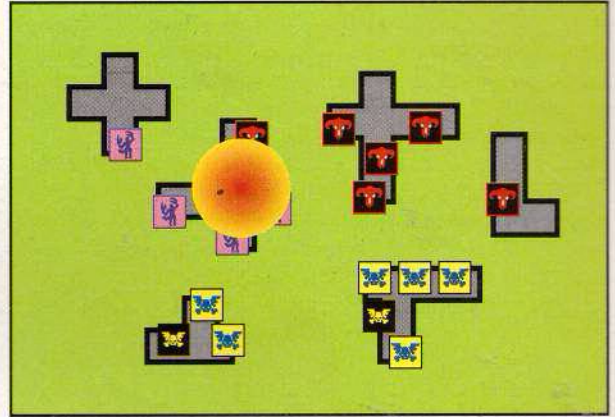
Can Wave Serpents or Silver Towers with their impenetrable shields move through, or push back, a Dragster Deflektor shield?


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


BARRAGES


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


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



 Imperial Guard Company Command

 Chaos Beastmen

 Imperial Guard Support Detachment

 Daemonettes of Slaanesh

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

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

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

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

Can you overlap barrage templates fired from the same weapon?

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

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

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



SQUATS

Can an Overlord Armoured Airship be pinned in close combat?

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



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

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

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

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

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

BLOOD BOWL



Miniatures supplied unpainted.

Miniatures designed by Gary Morley

★ ORCLAND RAIDERS ★



ORC BLITZER

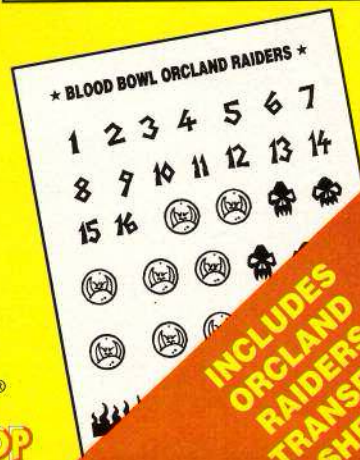
Orcs have been playing Blood Bowl since the game began. They just love the mayhem and treat every game as an excuse for a good brawl.

This approach has also made them very successful. The Orcland Raiders were the first-ever winners of the Blood Bowl Open Championship, and this famous team is rightly feared across the Old World for its ferocity and power.

Their aggressive and violent approach to the game has often been mimicked but rarely bettered, and the team are sure-fire candidates to walk away with the coveted Blood Bowl Open Championship trophy for a second time.

THIS BOXED SET CONTAINS THE COMPLETE ORCLAND RAIDERS BLOOD BOWL TEAM CONSISTING OF:

- 1 Orc Thrower
- 2 Black Orc Blockers
- 3 Orc Blitzers
- 5 Orc Linemen
- 1 Orcland Raiders transfer sheet to allow you to detail your team with numbers and symbols.



INCLUDES ORCLAND RAIDERS TRANSFER SHEET

WARNING! This product contains lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

Games Workshop, the Games Workshop logo, Blood Bowl, Citadel and the Citadel castle are registered trademarks of Games Workshop Ltd

Orcland Raiders is a trademark of Games Workshop Ltd. © Copyright Games Workshop Ltd, 1994. All rights reserved.



GAMES WORKSHOP®

A WORLD OF FANTASY GAMING

The first thing you notice when entering a Games Workshop store is how different it is from nearly every other shop. Here you'll find not only everything you need for the gaming hobby, but much more besides. With friendly, approachable staff and a vast range of Citadel Miniatures, you'll find everything you need to build up an army for Warhammer 40,000, Space Marine, Warhammer, Man O' War or Blood Bowl.

BLOOD BOWL®



Above: Every Games Workshop store holds a regular Thursday Games Night. Here, a couple of rookie coaches enjoy game of Blood Bowl at the Leicester store.

Right: Each month Citadel Miniatures release many exciting new models. Our staff will be glad to help you select the ones you need for your army and they'll happily give advice, hints and tips on how to paint them.



GAMES WORKSHOP

UK STORES

ABERDEEN: UNIT 1, 30/40 KIRKGATE,
TEL: 0224 621261

BATH: 30 UPPER BOROUGH WALLS, BA1 1RC
TEL: 0225 314414

BECKENHAM: 292-294 HIGH ST.
TEL: 081 658 8102

BELFAST: 20A CASTLE COURT, TEL: 0232 233684

BIRMINGHAM: 116 CORPORATION STREET,
TEL: 021 236 7880

BLACKPOOL: 8 BIRLEY STREET, TEL: 0253 752056

BOLTON: UNIT 25, FIRST FLOOR GALLERY,
SHIPGATES CENTRE TEL: 0204 362131

BOURNEMOUTH: 24 POST OFFICE ROAD,
TEL: 0202 319292

BRIGHTON: 7 NILE PAVILIONS, NILE ST.
TEL: 0273 203333

BRISTOL: 13 BROAD WEIR, TEL: 0272 251533

BROMLEY: 8 BROMLEY MALL TEL: 081 466 0678

CAMBRIDGE: 4 QUAYSIDE, (OFF BRIDGE ST).
TEL: 0223 313350

CARDIFF: 29-30 HIGH STREET, TEL: 0222 644917

CHELMSFORD: UNIT K5, THE GALLERY,
THE MEADOWS CENTRE, TEL: 0245 490048

CHELTENHAM: 16 PITVILLE STREET,
TEL: 0242 228419

CHESTER: 112 FOREGATE STREET,
TEL: 0244 311967

COLCHESTER: 2 SHORT WYRE STREET,
TEL: 0206 767279

COVENTRY: 14 CITY ARCADE, TEL: 0203 227311

CRAWLEY: 11 BROADWAY, TEL: 0293 552072

CROYDON: UNIT 35, DRUMMOND CENTRE,
KEELEY RD. TEL: 081 680 4600

DERBY: 42 SADLER GATE, TEL: 0332 371657

DUDLEY: KIOSK U, UPPER LEVEL, MERRY HILL
CENTRE, DUDLEY, TEL: 0384 481818

EALING: 52D ST SAVIOURS MALL,
EALING BROADWAY CENTRE, TEL: 081 8400171

EDINBURGH: 136 HIGH ST. TEL: 031 220 6540

NEW STORE! EXETER: 37 PRINCESSHAY,
TEL: 0392 490305

GLASGOW: 66 QUEEN ST. TEL: 041 226 3762

GUILDFORD: 12 TUNSGATE, TEL: 0483 451793

HAMMERSMITH: 1 DALLING ROAD,
TEL: 081 741 3445

HARROW: 296 STATION RD. TEL: 081 861 2350

HIGH WYCOMBE: UNIT 29, THE BALCONY,
THE OCTAGON CENTRE, TEL: 0494 531494

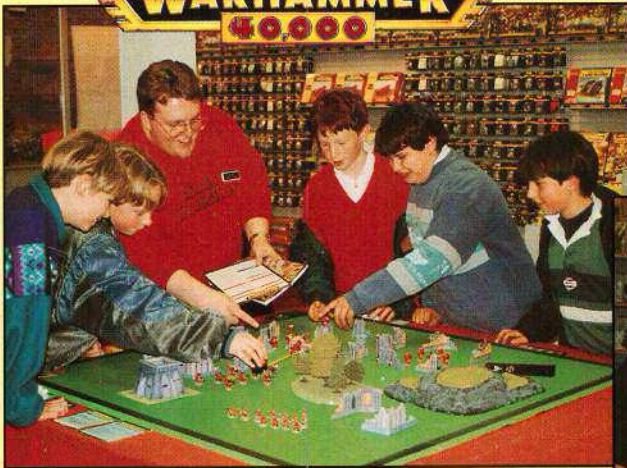
HULL: 30 PARAGON STREET, TEL: 0482 589576

IPSWICH: 2ND FLOOR, DEBENHAMS,
WESTGATE STREET, TEL: 0473 210031

KINGSTON ON THAMES: 33, FIFE ROAD,
TEL: 081 549 5224

LEEDS: 12-16 CENTRAL ROAD, TEL: 0532 420834

WARHAMMER 40,000



Andy, the manager of the Peterborough store, demonstrates how to play Warhammer 40,000.

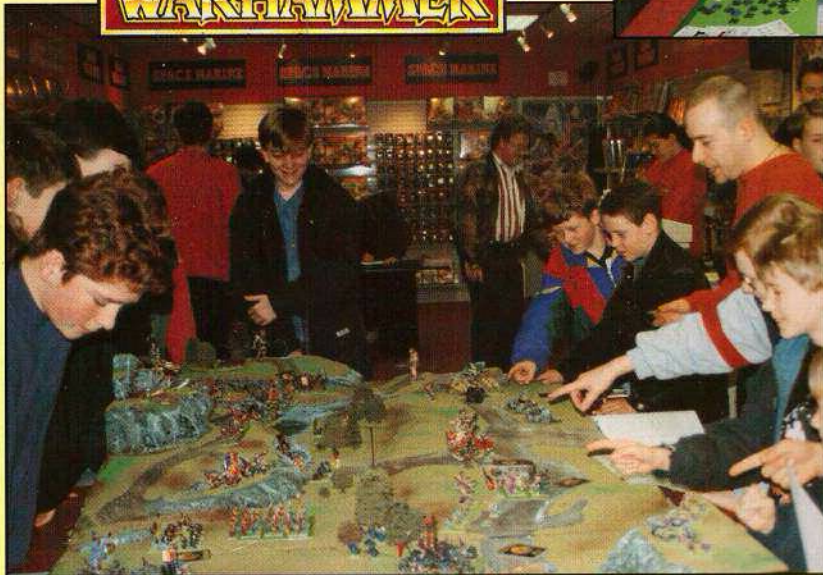
If you've never played one of our games but would like to have a go, just pop along to your nearest Games Workshop. Each store runs regular introductory games of Warhammer, Space Marine, Warhammer 40,000 and Blood Bowl, but please phone first to see what's being played each day.

SPACE MARINE



Above: Enthusiasts enjoy a game of Space Marine at the Leicester store.

WARHAMMER



Left: A huge game of Warhammer at the Birmingham store.



LEICESTER: 16/20 SILVER ST. TEL: 0533 530510
 LIVERPOOL: 47 LORD STREET. TEL: 051 258 1404
 CENTRAL LONDON: UNIT F10, THE PLAZA,
 116-128 OXFORD STREET. TEL: 071 436 0839
 LUTON: 12 PARK STREET. TEL: 0582 417474
 MAIDSTONE: UNIT 6, 1-9 PUDDING LANE.
 TEL: 0622 677435
 MAIDENHEAD: 2 BLANDY HSE, 3/5 KING ST.
 TEL: 0628 21854
 MANCHESTER: 69/70 MARSDEN COURT,
 ARNDALE CENTRE, MANCHESTER.
 TEL: 061 834 6871
 MEADOWHALL CENTRE SHEFFIELD:
 91B, HIGH ST, UPPER MALL. TEL: 0742 569836
 Opening hours Mon-Thurs 10am to 8pm, Fri 10am to 9pm,
 Sat 9am to 7pm and Sundays 11 am to 5 pm
 METROCENTRE NEWCASTLE: UNIT B14,
 FIRST FLOOR. TEL: 091 461 0950
 MIDDLESBROUGH: 39 DUNDAS ST.
 TEL: 0642 254091
 NEWCASTLE: 63 CLAYTON STREET.
 TEL: 091 232 2418

NORWICH: 12-14 EXCHANGE STREET.
 TEL: 0603 767656
 NOTTINGHAM: 34a FRIAR LANE. TEL: 0602 480651
 OXFORD: 1A NEW INN HALL ST.
 TEL: 0865 242182
 PETERBOROUGH: 3 WENTWORTH STREET.
 TEL: 0733 890052
 PLYMOUTH: 84 CORNWALL STREET.
 TEL: 0752 254121
 PORTSMOUTH: 34 ARUNDEL STREET.
 TEL: 0705 876266
 PRESTON: 15 MILLER ARCADE. TEL: 0772 821855
 READING: UNIT 3, CHEAPSIDE. TEL: 0734 598693
 ROMFORD: 12 QUADRANT ARCADE.
 TEL: 0708 742140
 SHEFFIELD: 16 FITZWILLIAM GATE.
 TEL: 0742 750114
 SHREWSBURY: UNIT 2, BRIDGE ST.
 TEL: 0743 362007
 SOUTHAMPTON: 23 EAST STREET.
 TEL: 0703 331962

SOUTHEND: 12 SOUTHCHURCH RD.
 TEL: 0702 461251
NEW STORE! STOCKPORT: 32 MERSEY SQUARE.
 TEL: 061 4741427
 STOKE ON TRENT: 27 STAFFORD ST, HANLEY.
 TEL: 0782 205287
 SUTTON ON THAMES: UNIT 26, UPPER MALL,
 TIMES SQUARE SHOPPING CENTRE.
 TEL: 081 770 9454
 SWINDON: 17 FLEET STREET. TEL: 0793 436036
 THURROCK LAKESIDE: UNIT 415,
 LEVEL 3/FOOD COURT, THURROCK LAKESIDE
 (JUNCTIONS 30/31, M25). TEL: 0708 867133.
 TORQUAY: 12 MARKET ST. TEL: 0803 201036.
 WATFORD: UNIT Q1A,
 HARLEQUIN CENTRE, QUEENS ROAD.
 TEL: 0923 245388
 WORCESTER: 4 CHARLES STREET.
 TEL: 0905 616707
 YORK: 26 GOODRAMGATE. TEL: 0904 653575

PLAGUE FLEET

SLAANESH HELLSHIP

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

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

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

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



MOVEMENT

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

RADIANCE OF SLAANESH

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

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

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

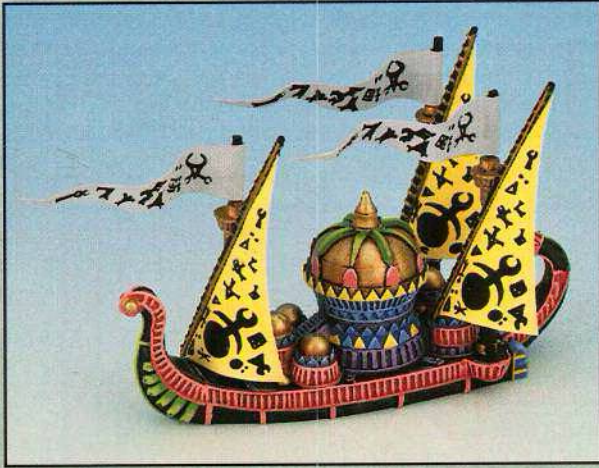
Any crew counters that become entranced fall upon their crewmates in a delirious killing frenzy. You must fight a boarding action between those crew that have gone over to Slaanesh and those that remain loyal.

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

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

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

SLAANESH FLEET



HELLSHIP



HELLRAMMER



HELLSLICER



A CHAOS ARMADA CLASHES WITH AN ORC FLEET.

INCENSE OF SLAANESH

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

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

MAXIMUM CREW LEVELS

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

SLAANESH HELLSHIP

MAN O' WAR

CREW
2
CHAOS WARRIORS

<p>4</p> <p>FORE MAST Save 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.</p>	<p>5</p> <p>RIGHT REAR MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.</p>	<p>6</p> <p>LEFT REAR MAST Save 4, 5 or 6 First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.</p>	
<p>2</p>	<p>FORECASTLE Save 4, 5 or 6</p>	<p>AFTCASTLE Save 4, 5 or 6</p>	<p>3</p>
<p>Radiance of Slaanesh lost when both locations destroyed.</p>			
<p>4</p> <p>BOWS Save 4, 5 or 6</p>	<p>5</p>	<p>BURNERS Save 4, 5 or 6 First hit no effect. Second hit destroys Incense of Slaanesh.</p>	<p>6</p> <p>STERN Save 4, 5 or 6</p>
<p>NO EFFECT</p>	<p>NO EFFECT</p>	<p>SINKS</p>	<p>BELOW WATERLINE Save 4, 5 or 6 First and second hits have no effect. Third hit sinks ship.</p>

SAIL: 9"
BATTLE HONOURS: 6

HIGH

LOW

SLAANESH HELLRAMMER

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

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

MOVEMENT

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

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

RAMMING

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

BOARDING ACTIONS

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

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

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

CREW AND CHAOS REWARDS

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

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

SLAANESH HELLSLICER

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

MOVEMENT

A Hellslicer can move under oars only.

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

COMBAT

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

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

Roll Result

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

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

CREW AND CHAOS REWARDS

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



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

CHAOS DWARF FLEET



THUNDERFIRE BATTLEBARGE



GREAT LEVELLER BATTLEBARGE



HULL-DESTROYER



GREAT TAURUS



THUNDER-ROLLER



A CHAOS DWARF FLEET CLASHES WITH A HIGH ELF ARMADA

GAMES WORKSHOP®



BATTLE DAYS



Games Workshop is hitting the highways and byways of the U.K. again this summer. Following the success of last year's tour, our team will be visiting cities and towns that don't have a Games Workshop store. They will arrive with fantastic scenery and superbly painted armies for an exciting day of massive Warhammer 40,000 battles.



At every event we'll also be holding a Citadel Miniatures painting competition, with awards for the most impressive entries. So bring along your best painted single miniature, squad or regiment and you could win a prize.

Each Battle Day starts at 10am, so whether you are new to the hobby or a more experienced gamer just come along to the venue nearest you and enjoy a day of fantasy gaming.

AUGUST DATES

TRURO	Tue 2nd	Carrick Sport and Recreation Centre, Carew Road, Hendra.
TAUNTON	Wed 3rd	Youth and Community Centre, Tangier.
GLOUCESTER	Thurs 4th	Gloucester YMCA, Sebert Sreet, Kingholme.
RUGBY	Fri 5th	Rugby and District Railway Employees Sports & Social Club, Hillmorton Road.
CHESTERFIELD	Mon 8th	Chesterfield YMCA, Holywell Cross.
WARRINGTON	Tues 9th	Masonic Hall, 15 Winmarleigh Sreet.
WAKEFIELD	Wed 10th	Lightwaves Leisure Centre, Lower York Sreet.
HUDDERSFIELD	Thurs 11th	Huddersfield Hotel (Johnny's Main Dance Floor), Kirkgate.
BURNLEY	Fri 12th	Friendly Stop Inn (formerley the Keirby) Keirby Walk.



CANTERBURY	Tues 16th	Hullabaloo, 6 Marshwood Close.
GRAVESEND	Wed 17th	Emmanuel Baptist Hall, Windmill Street.
HASTINGS	Thurs 18th	The Carlisle, 24 Pelham Street.
TUNBRIDGE WELLS	Fri 19th	Camden Centre, the Market Square, Victoria Road.
HERTFORD	Mon 22nd	Red Cross Hall, Baker Street.
FINCHLEY	Tues 23rd	The Old Finchleians Sport Club, Southover, Woodside Park.
BOGNOR REGIS	Wed 24th	Masonic Centre, Canada Grove.
ASHFORD MIDDLESEX	Thurs 25th	St Michael's Social Centre, Fordbridge Road.
NORTHAMPTON	Fri 26th	The Exeter Rooms, Kettering Road.

* CHAOS BEASTMEN *



A CHAMPION OF KHORNE LEADS HIS CHAOS BEASTMEN INTO BATTLE

WARHAMMER

WAR MACHINES

By Rick Priestley

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

WAR MACHINES

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

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

WHAT YOU SEE...

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

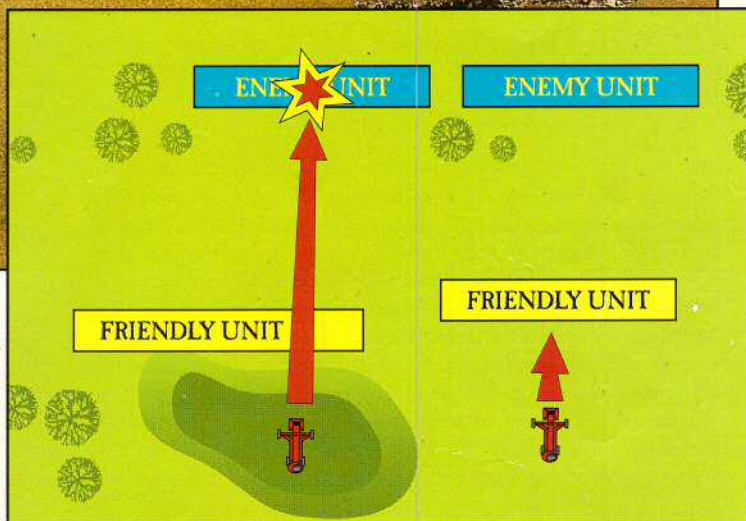


Chaos Dwarf war machines.

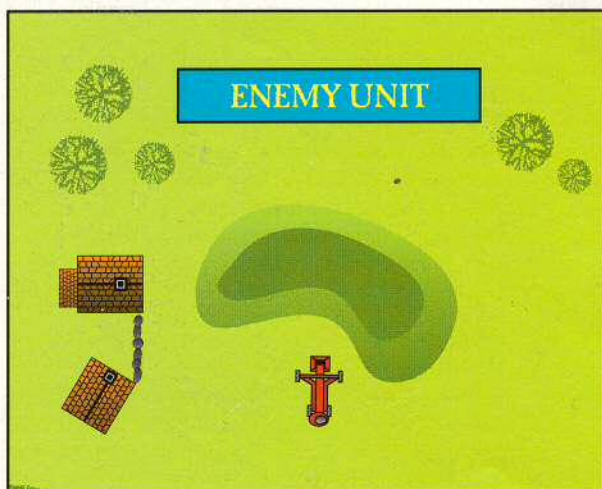


An Orc stone thrower lobs a few shots over a friendly Goblin unit at the Empire troops beyond.

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



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

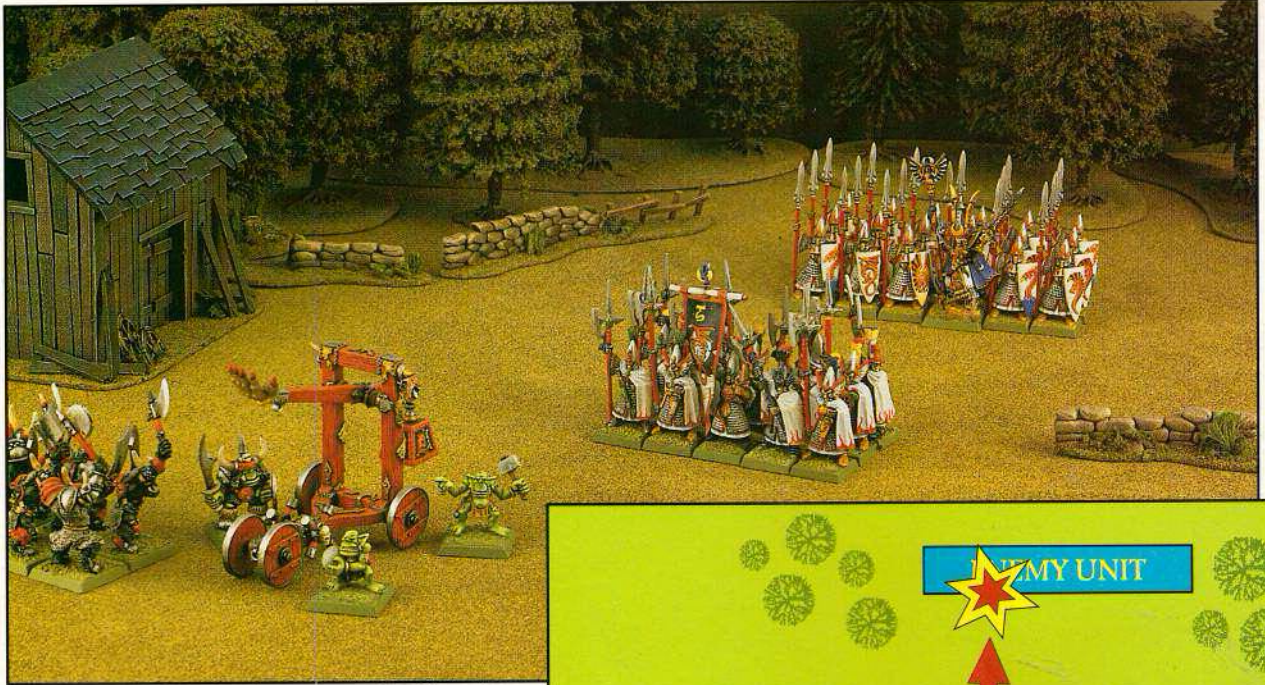


Example 1: It has been known for unprincipled players to hide their stone throwers behind a hill and attempt to shoot over at an enemy beyond! As the crew can see nothing but a massive hill in front of them they are in fact unable to shoot and serves 'em right for deploying in such a silly position.

STONE THROWERS

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

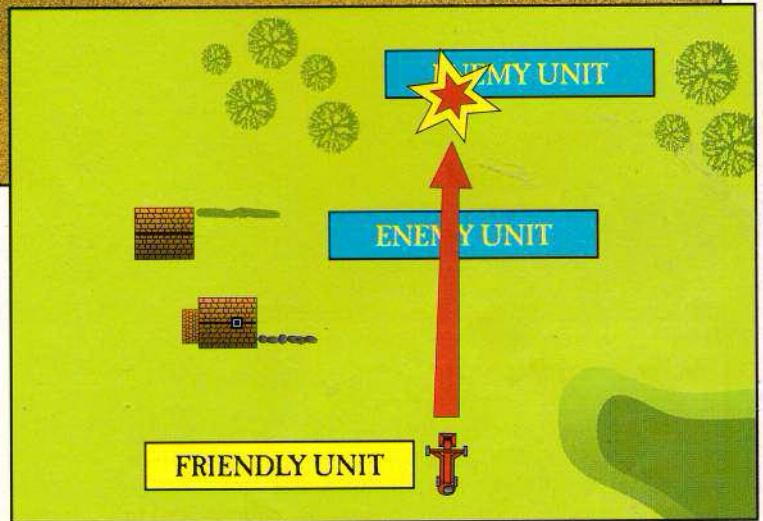
Everyone who uses stone throwers learns how to judge distances reasonably accurately. However, I know some players are not content to rely upon skill and judgement! Such unscrupulous types have been observed to shoot with bows or some such weapon first, thereby enabling them to measure the distance to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



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

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

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



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



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

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

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



Empire cannons pound the advancing Orc and Goblin army.

CANNONS

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



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

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

BOLT THROWERS

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

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

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

GHOULS



GHOULS



A UNIT OF GHOULS



HILLS, WOODS, AND SUCH LIKE

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

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

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

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

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

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

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



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

WARHAMMER

40,000

SPACE MARINE[®]

RAZORBACK[™]



Model supplied unpainted

Designed by Norman Swales and Jes Goodwin.

THE SPACE MARINE RAZORBACK BOXED SET CONTAINS:

One complete Space Marine
Razorback model kit consisting of:

1 plastic Rhino kit.

1 blister pack containing all the
metal components needed to
assemble the
Razorback's
turret.



Blood Angels,
Dark Angels,
Ultramarines,
Space Wolves
and Razorback
transfer sheets.

The Razorback is one of the Space Marines' most deadly support vehicles. With its powerful lascannon to destroy enemy tanks, and twin plasma guns to cut down enemy troops, this Rhino variant provides heavy covering fire for the Space Marines it transports into battle.

This kit contains all you need to make one complete Space Marine Razorback including transfer sheets for the Ultramarines, Blood Angels, Space Wolves and Dark Angels Chapters.

WARNING! This kit includes parts which contain lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

This is a multi part kit which contains both plastic and lead components and requires a degree of modelling skill to assemble.

Citadel, the Citadel Castle, Dark Angels, Warhammer, Space Marine and Games Workshop are registered trademarks of Games Workshop Ltd. Razorback, Rhino, Blood Angels, Ultramarines and Space Wolves are trademarks of Games Workshop Ltd. © Copyright Games Workshop Ltd 1994. All rights reserved.

**GAMES
WORKSHOP**



**THIS BOXED SET
CONTAINS A RAZORBACK
TRANSFER SHEET AND
FOUR SPACE MARINE
TRANSFER SHEETS**

GAMES WORKSHOP

AUSTRALIA

Like all Games Workshops, our Australian Stores carry a huge range of Citadel Miniatures and all of the Games Workshop games. We have friendly, knowledgeable staff who will be more than happy to chat about what's new in the hobby or show you any of our games and how they are played. Every Thursday night is Games Night, where you can come along and join in with a game of Warhammer, Warhammer 40,000, Blood Bowl or Space Marine.



NEW STORE

NEWCASTLE

197 Hunter Street, Newcastle.
New South Wales.
Tel: (049) 262 311

Opening Times:

Mon-Wed	9.30 - 6.00
Thursday (Games Night)	9.30 - 9.30
Friday	9.30 - 6.00
Saturday	9.30 - 4.30

SYDNEY

We have two stores in Sydney at:

**Westfield Shoppingtown
Chatswood, Sydney**
Tel: (02) 415 3968

Opening Times:

Mon-Wed	9.00 - 5.30
Thursday (Games Night)	9.00 - 9.00
Friday	9.00 - 5.30
Saturday	9.00 - 4.00
Sunday	10.00 - 4.00

**Shop G05, City Centre Mall, Market
St, Sydney (Pitt Street entrance).**

Tel: (02) 267 6020

Opening Times:

Mon-Wed	9.30 - 6.00
Thursday (Games Night)	9.30 - 9.00
Friday	9.30 - 6.00
Saturday	9.30 - 4.00
Sunday	10.00 - 4.00



AUSTRALIAN MAIL ORDER

(02) 317 2550

You can now Mail Order Games Workshop games and Citadel Miniatures direct from our Australian warehouse. Our telephone hotlines are open from 9.00am - 5.30pm Monday to Friday. Our friendly staff will be more than happy to advise you on all the latest releases and special offers.

Postage and packing costs \$10.00 per order for our Nationwide Express Delivery Service and you can pay by Cheque, Money Order, Visa, Mastercard or Bankcard.

Games Workshop Mail Order Department. PO Box 855, Mascot 2020. N.S.W. Australia.

**SAME DAY TURNAROUND
SUPER FAST
DISPATCH!**



White Dwarf

Australian subscriptions are now available at \$72.00 for 12 issues post paid.

BLOOD BOWL®

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

By Carl Brown

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

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

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





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

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

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

CREATING YOUR TEAM

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

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

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

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

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

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

TACTICS AND GENERAL GAME PLAN

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

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

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

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

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

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

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

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

TACTICS ON DEFENCE

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

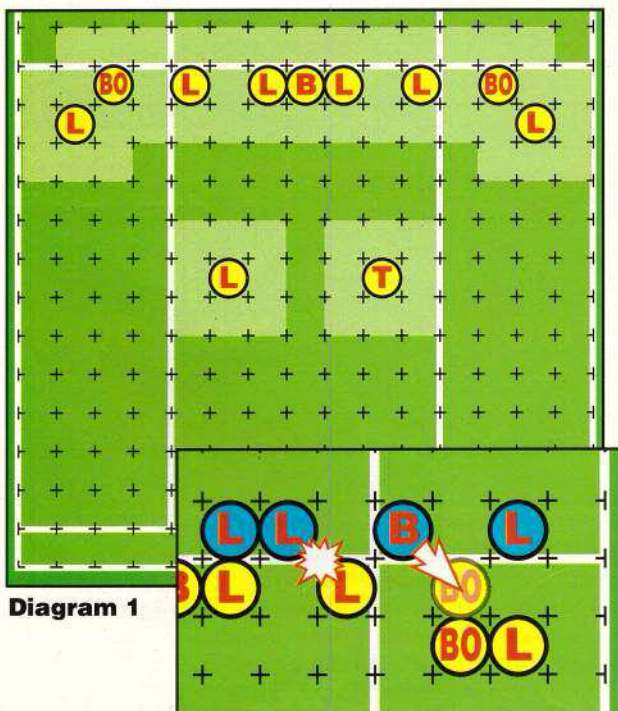


Diagram 1

Diagram 2

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

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

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

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

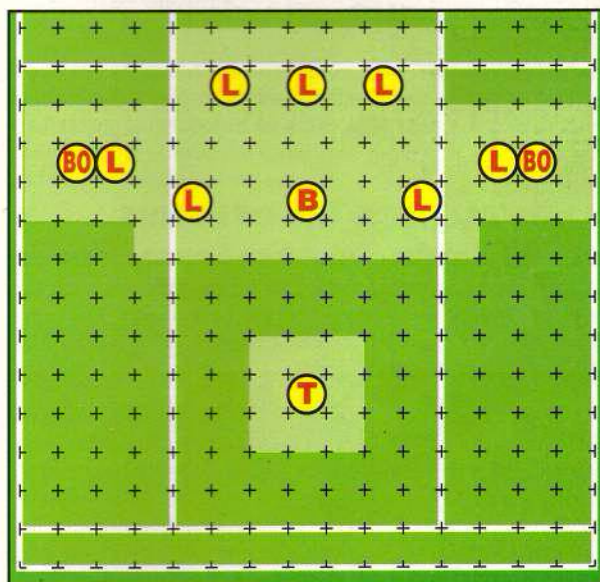


Diagram 3

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

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



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

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

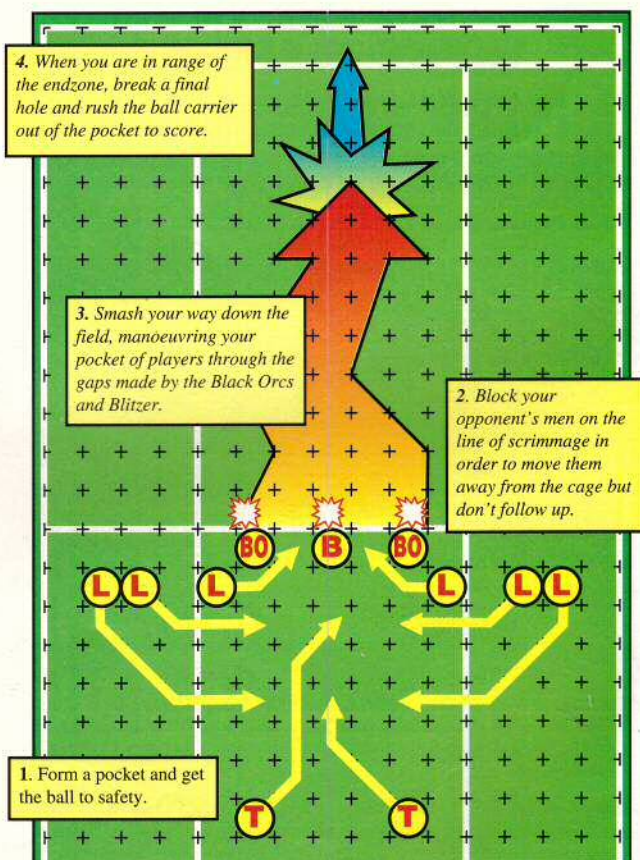
TACTICS ON OFFENSE

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

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

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

DA STOMP



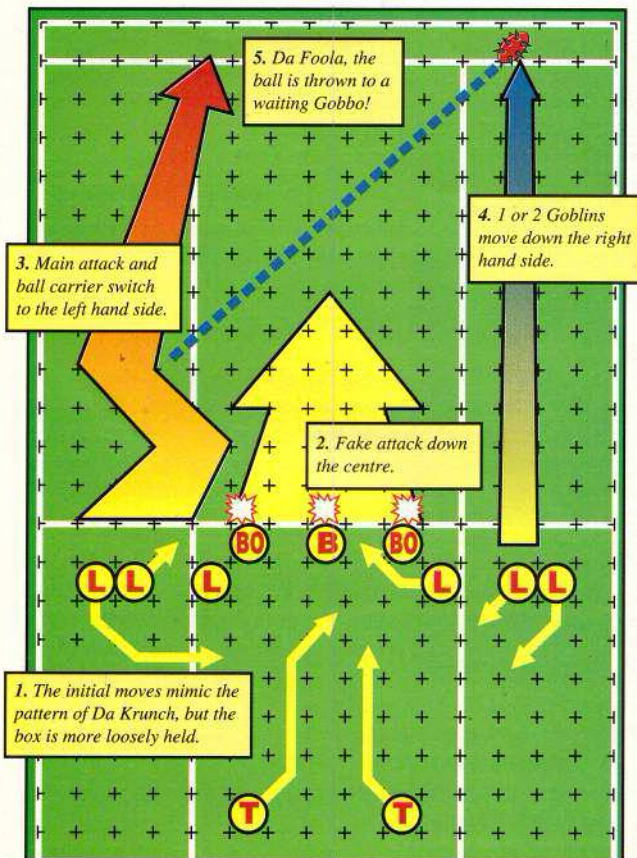
if it lands close to the halfway line? Because as the ball is close to the opposing players, if you fumble it when trying to pick it up, and all of your men are standing 2 or 3 squares away, there is nothing to stop your opponent from running

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

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

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

DA FOOLA



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

WEAPONS AND MONSTERS

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

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

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

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

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





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

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

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

SPECIAL PLAY CARDS

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

SUMMING UP

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

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

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

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

WARHAMMER

40,000

SUN! SQUIGS! AND STORMBOLTERS! SUMMER ROADSHOW

Throughout July and August we'll be running massive games of Warhammer 40,000 at the following Games Workshop stores. The roadshow scenario - "Storm across the Stygies" - will be fought across a highly detailed battlefield with hundreds of painted Citadel Miniatures. Everything you need is provided, so just come along and join in the fun. At every roadshow there will also be a host of special prizes and Games Workshop competitions.

Storm Across the Stygies

All across the Hiveworld of Armageddon, Ork Warlord Ghazghkull Thraka's Waaagh! has crushed the Imperial defenders. Now the Orks are poised for an assault across the River Stygies. In the blistering summer heat, Thraka's advance guard of Stormboyz and a mob of Blood Axe Kommandos, supported by dozens of fearsome Ork Dreadnoughts are the first to attack the weakened Imperial positions.



As the battle rages, Captain Varus Aquila races towards the battlefield at the head of a company of Razorbacks and a force of Blood Angels Space Marines. Will the defenders hold out until their reinforcements arrive? or will the Imperial forces be swamped by Thraka's green tide?

"It's da summa! Join da Waaagh! 'Ow many stinkin' humies can you crush?"



STORE DATES AND VENUES



SATURDAY 23 JULY - TORQUAY
SATURDAY 30 JULY - PLYMOUTH
SATURDAY 6 AUGUST - BOURNEMOUTH

SATURDAY 13 AUGUST - BLACKPOOL
SATURDAY 20 AUGUST - SOUTHEND
SATURDAY 27 AUGUST - BRIGHTON

TALISMAN

By Jervis Johnson

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

TALISMAN

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

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





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

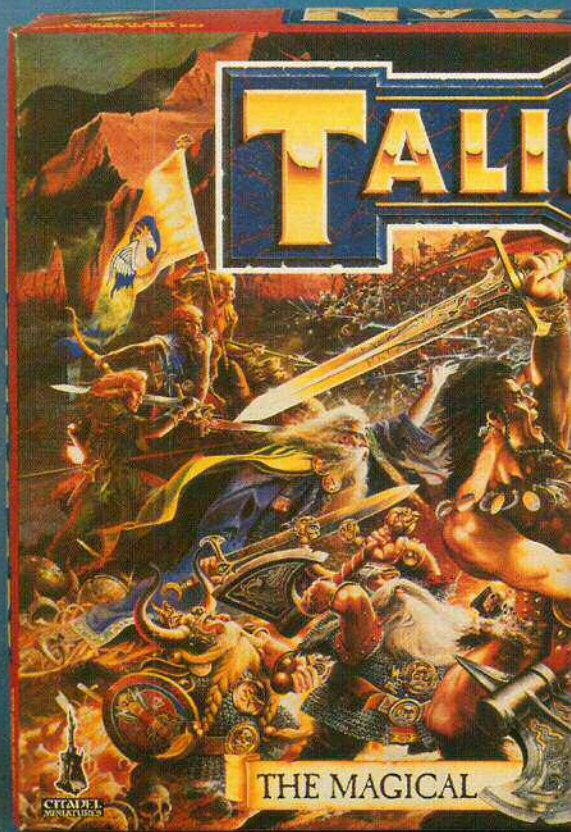
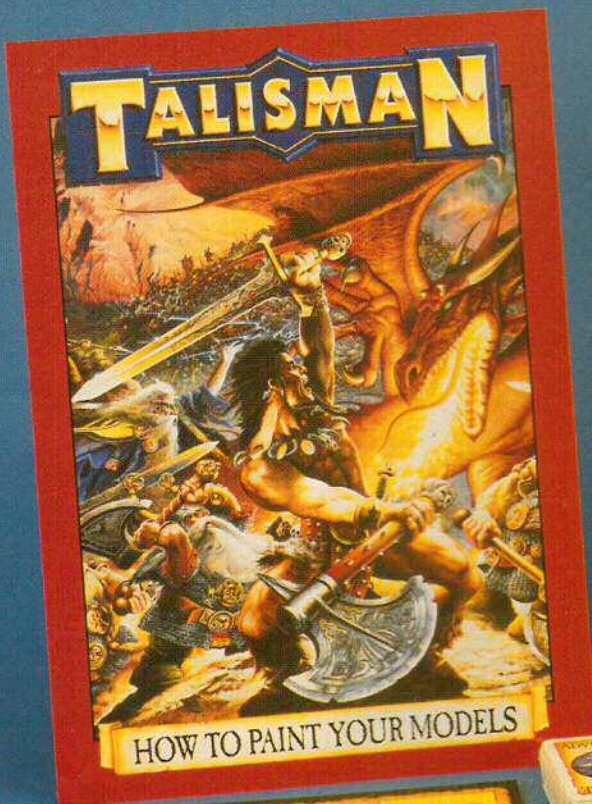
Although Talisman is designed to be a light-hearted and entertaining game, it still provides plenty of opportunities to carry out cunning plans and clever ploys that will confound your opponents! This makes it an excellent game for even the most hardened and experienced gamer. Because it can be played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

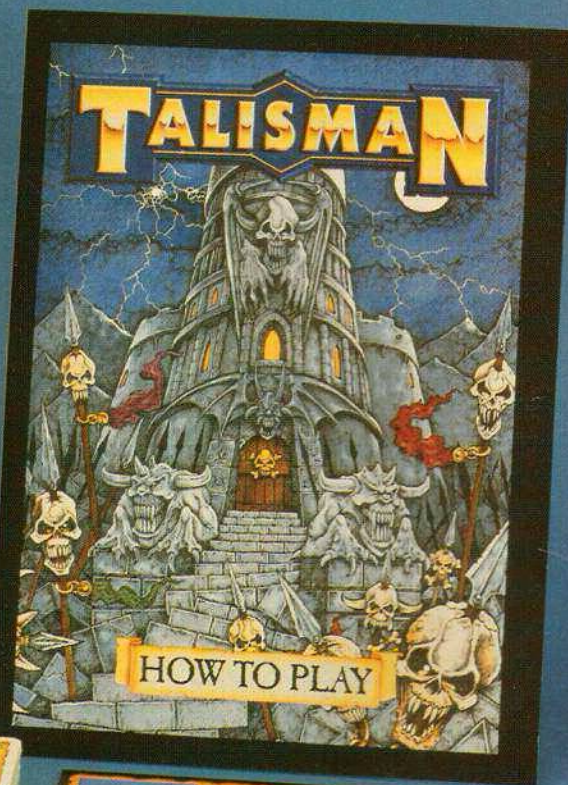
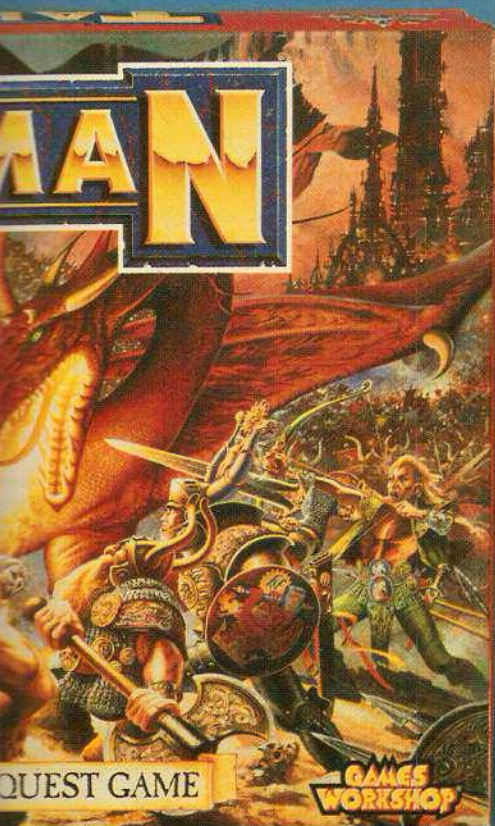
HOW THE GAME IS PLAYED

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



WIZARD





MINIATURES SUPPLIED UNPAINTED. CONTENTS AND COLOURS MAY VARY FROM THOSE SHOWN.

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

THE NEW EDITION

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



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



A SELECTION OF CARDS FROM THE NEW TALISMAN



MINOTAUR

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

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

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

WARHAMMER

40,000

ORK DREADNOUGHT™



With its huge power claws and heavy weapons the Ork Dreadnought is a terrifying engine of destruction.

Its thick armour protects it from the most deadly attacks and its many weapons wreak havoc amongst the enemy.

Inside, a single Ork or Gretchin controls the giant machine, proudly leading the other Boyz into the heart of the battle – smashing into the Orks' foes, blasting them with heavy bolter shells and ripping them apart with mighty power claws.



Miniature supplied unpainted.

Miniature designed by Norman Swales and Alan Perry



CITADEL
MINIATURES

WARNING! This product contains lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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

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

Citadel, the Citadel castle, Games Workshop and Warhammer are registered trademarks of Games Workshop Ltd. Ork, Gretchin and Dreadnought are trademarks of Games Workshop Ltd.

© Games Workshop Ltd, 1994. All rights reserved.

**GAMES
WORKSHOP**

**THIS BOXED SET
CONTAINS AN
ORK DREADNOUGHT™
TRANSFER SHEET
AND BANNER**

WARHAMMER

40,000

DAWN RAID

By Jervis Johnson and Jake Thornton

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

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

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



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

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

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

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

"We didnt join da Waaagh to shoot no trees," grumbled one.

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

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

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

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

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

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

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



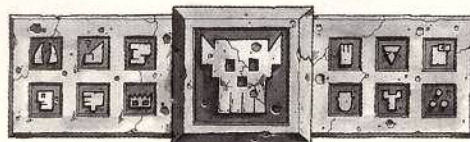
INTRODUCTION

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

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

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

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



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

ULTRAMARINES INTRODUCTION

(Jake Thornton)

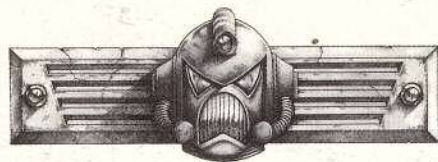


This battle was my first against an Ork army chosen from the new Ork Codex. I've shot up the Orks in a number of previous games and learnt to respect their numbers if not their skills which so often let them down. Jervis has changed all that with the addition of some new troop types and a number of weapons that bypass the Orks' normal inability to hit a barn door at ten

paces. Luckily I would be spared the full horror of the revitalised Orks as the 'Eavy Metal team hadn't finished painting up the new Blood Axe Kommandos, Deathskull Lootas and Pula Rokkits yet. Still, it looked like being a very different game.

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

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



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

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

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



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

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

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

ULTRAMARINES ARMY

(2000 Points)



SPACE MARINE COMMANDER



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

TECHMARINE

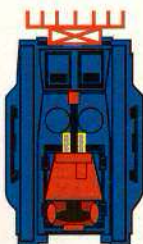


Techmarine equipped with bolt pistol and power armour.

ADEPTUS ASTRA TELEPATHICA



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



RAZORBACK

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

TACTICAL SQUAD



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

ASSAULT SQUAD



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

TWO DEVASTATOR SQUADS



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

LIBRARIAN



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

CHOOSING THE ORK ARMY

(Jervis Johnson)



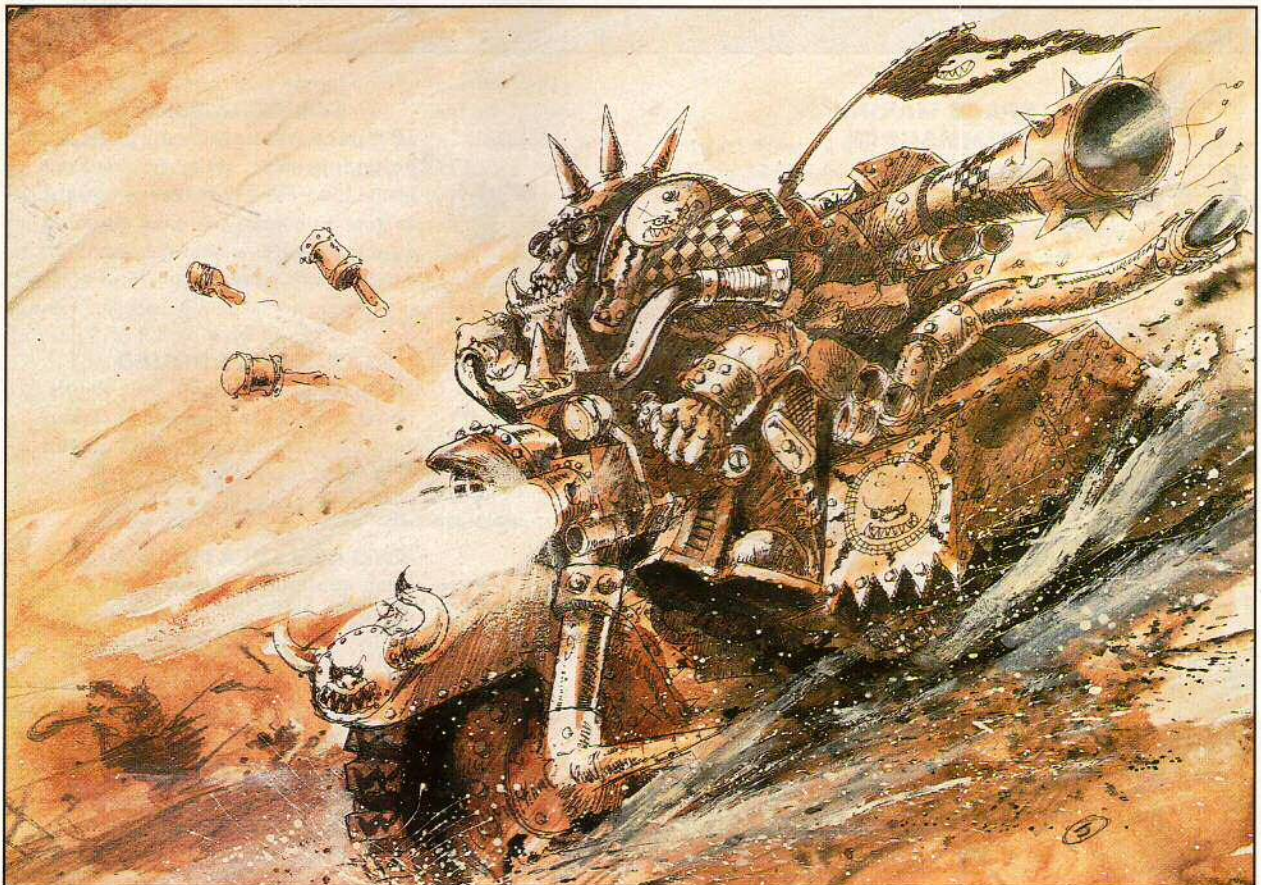
Ork warbands can be immensely effective armies, but they must be chosen with care. While a Space Marine player can do very well by simply using his flexible and highly effective basic troop types, the warriors in an Ork warband are very specialised and need to be used in combination in order to be effective.

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

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



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



ORK ARMY

(2000 Points)



DA BOYZ

WARBOSS



Ghazghkull Thrakka and Gretchin Battle Standard bearer Makari.

WEIRDBOY



Bad Moon Weirdboy with two Minderz.

RUNTHERD



Zodgrod Wortsnagga.

SUPER GRETCHIN



20 Super Gretchin equipped with autoguns.



GOFF MOB

14 Boyz and 1 Nob.



SNAKEBITE MOB

6 Boyz led by a Nob in 'Eavy armour.

PAINBOY



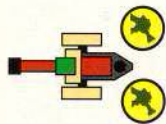
Painboy with a Vaccine Squig.



DREADNOUGHT

with a lascannon, missile launcher and 2 power claws.

DA BIG GUNZ

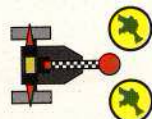


SPLATTA GUN

with 2 Gretchin crew.



BUZZER SQUIGS



SQUIG KATAPULT

with 2 Gretchin crew.



DEATHSKULLS MOB

8 Boyz with heavy weapons led by a Nob.



MEKANIAK

Mekaniak with Shokk Attack Gun.



RUNTHERD

Runtherd with 7 Snotling bases.

DA BUGGIES



WARBIKE

Warbike with twin autocannons.



WAR BUGGY

Warbuggy with melta gun.



WARTRAK

Wartrak with lascannon.



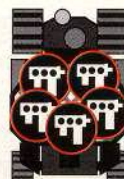
BIGBOSS

Snakebite Bigboss on cyboar with *Kustom Blasta*.



BOARBOYZ

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



BATTLEWAGON

5 Goff Nobz riding a battlewagon.

DA PLAN

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

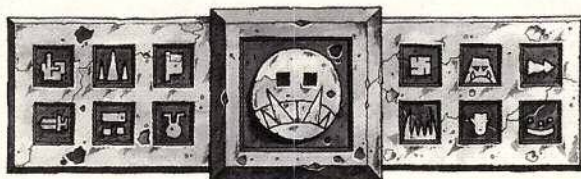
This made an already difficult task very hard indeed, because with only three turns of movement my foot troopers couldn't possibly reach the Space Marine's deployment area, which was 24" from my deployment area, even if they ran for all three turns! Fortunately I did have the Snakebite Boarboyz, as well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

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



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

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



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

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

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

DEPLOYMENT





ORK TURN 1

ORK TURN ONE

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

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

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

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

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

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

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

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

ULTRAMARINES TURN 1

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

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

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



An Ultramarines Razorback and Devastator squads clash with advancing Orks.

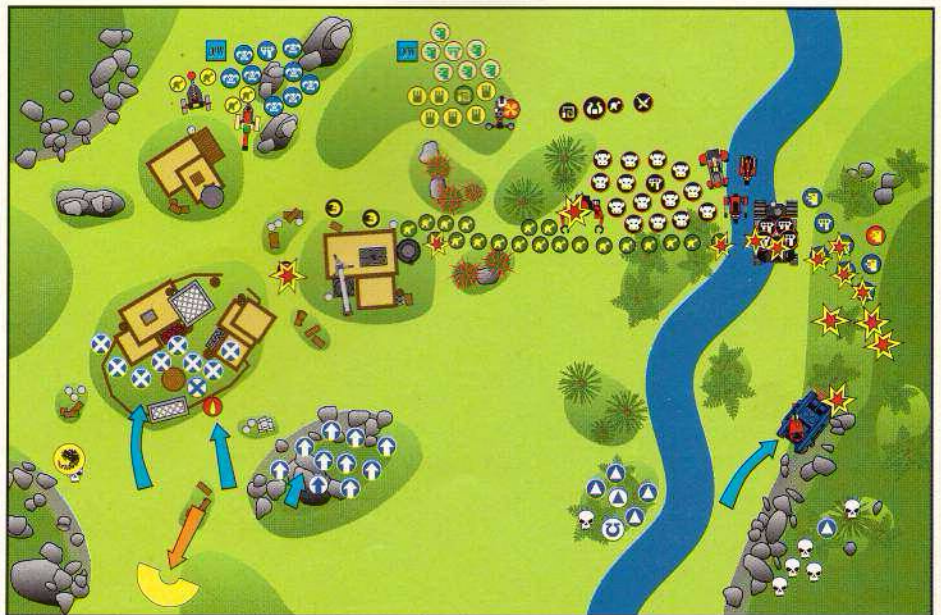
My second Devastator squad emerged from hiding and opened fire at the Battlewagon. The shot was accurate but instead of tearing the vehicle apart it merely killed one of the Nobz riding it. The heavy bolter fired at the Boarboyz who were beginning their outflanking move hitting them six times and scoring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

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

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

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

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



ULTRAMARINES TURN 1



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

ORK TURN TWO

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

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

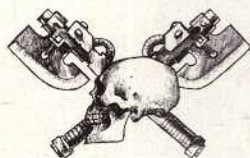
decided to charge the Razorback with the Nobz in the battlewagon. As two of the Nobz were armed with power fists (armour penetration D6+D20+8) I was fairly certain they would be able to deal with even the Razorback's heavily armoured hide.

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



ORK TURN 2

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



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

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



ULTRAMARINES TURN 2

ULTRAMARINES TURN 2

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

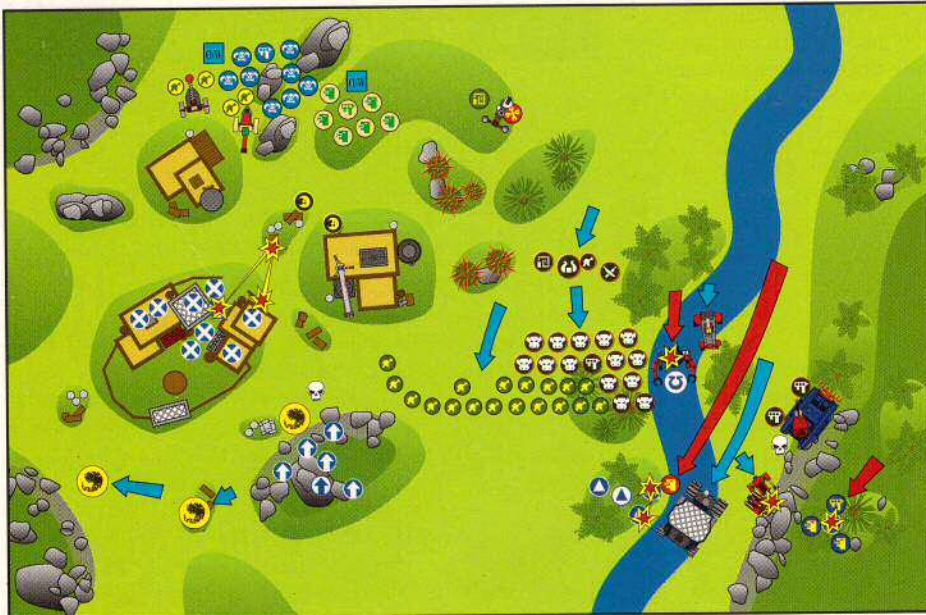
On my left, I saw a second gamble, one which gave me a chance of attacking Ghazghkull and fulfilling my mission. If I could just get my Librarian far enough forward then he could position a psychic *Gate* for the Assault squad to attack through. It was risky to charge across the open but if I didn't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

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

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

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

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

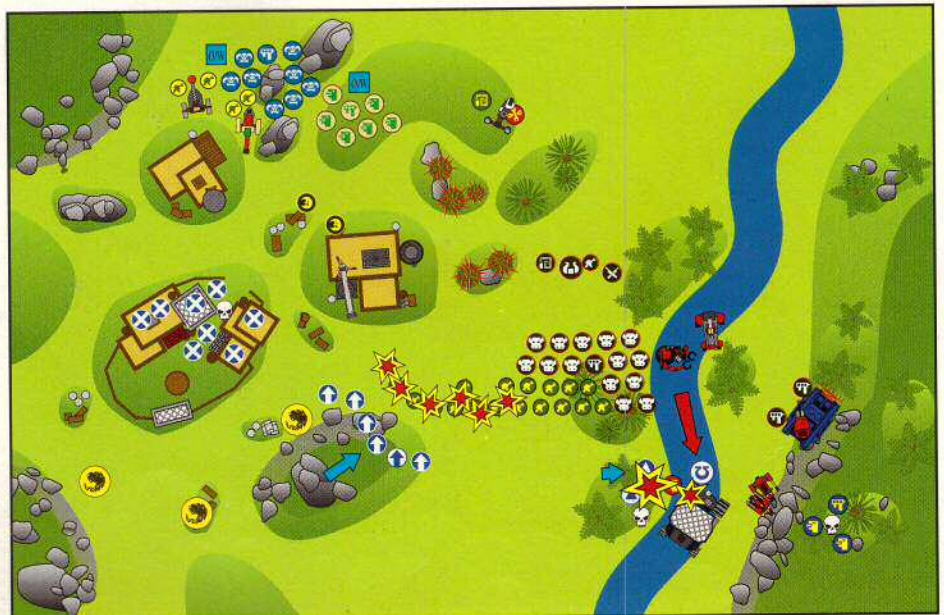


ORK TURN 3

ORK TURN THREE

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

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



ULTRAMARINES TURN 3

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

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

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

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



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

ULTRAMARINES TURN 3

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

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



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

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

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

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

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

I had stopped Jervis but at what a cost!

FINAL VICTORY POINTS

ORKS 12 POINTS

ULTRAMARINES 8 POINTS

HOW I WON SUCH A GLORIOUS VICTORY!

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

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

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



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



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

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

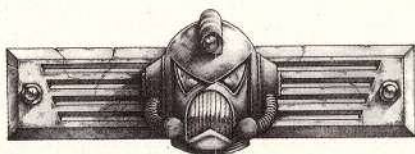
All in all, however, I was more than pleased with the way things worked out, and must admit that I had a good feeling about the game right from the start when the *Virus Outbreak* killed off the Adeptus Psyker and my doubled strategy rating gave me the first turn. The psychological effects that events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

SHAME AND DEFEAT

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

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

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



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



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

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

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

GAMES WORKSHOP®

MAIL ORDER

Games Workshop Mail Order is a great way to purchase all the latest releases from Games Workshop and Citadel Miniatures. Our Mail Order staff are all Games Workshop enthusiasts and will be more than happy to advise you on any special character miniatures or other models that you might need for your armies.

OUR TELEPHONE HOTLINES ARE NOW OPEN FROM:

9.00am – 8.00pm Monday to Friday

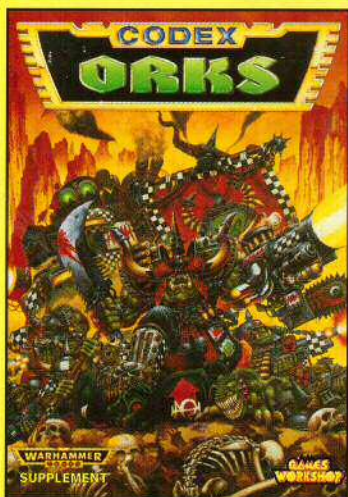
9.00am – 5.00pm on Saturdays

9.00am – 5.00pm on Sundays

If you are posting your order, please send it to:

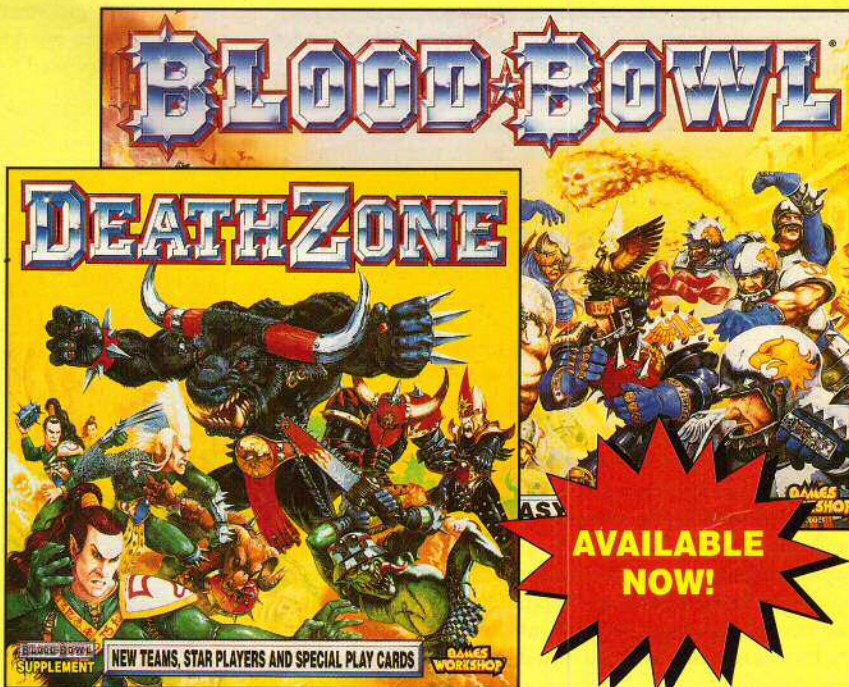
**GAMES WORKSHOP MAIL ORDER SERVICE, CHEWTON STREET,
HILLTOP, EASTWOOD, NOTTINGHAM NG16 3HY**

Or you can fax your order through on: (0773) 530155



The latest Warhammer 40,000 supplement – Codex Orks – contains everything you need to know about Ork armies. The book includes full history and background notes together with an army list and rules for the Ork clans, characters and support weapons. Also in Codex Orks are many new Ork Wargear cards such as Sniffer Squigs, Runtherd Grabba-sticks and Mek's Tools.

Death Zone is packed full of Magic Items, Dirty Tricks and Random Events cards which will ensure that your Blood Bowl games will never be the same again. Death Zone also introduces rules for Wizards and Apothecaries, five new secret weapons, a host of new Star Players and rules for six new teams. In addition, there is a complete league system to enable you to Block, Pass and Foul your way to the heady heights of the Chaos Cup, the Dungeon Bowl or the coveted Blood Bowl itself.



GAMES WORKSHOP MAIL ORDER IS

CONVENIENT!

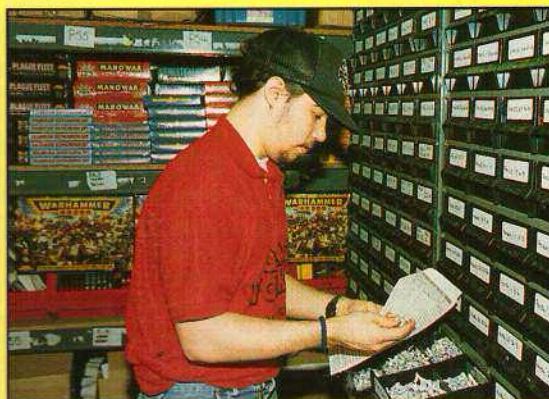
Mail Order is convenient, with the entire range of Citadel Miniatures and Games Workshop games, just a phone call away.

FAST!

Mail Order is fast. Most customers receive their orders within three days in the UK. (Some second class orders, or packages over 1Kg may take a day or so longer). Plus, on any telephone orders received before 12.00am, our **Special Delivery Service** guarantees you'll receive your order the very next day.

We also have a special Troll who ensures that all **First Class** telephone orders received between 9.00am and 1.00pm are despatched the same day!

Most overseas orders are delivered within 14 days.



Tony hand-picks an order ready for despatch.



A set of miniatures is cast up in the Citadel foundry.

FRIENDLY KNOWLEDGEABLE STAFF!

Our Mail Order service is staffed by enthusiastic hobbyists like yourself, who will be more than happy to tell you about all the latest releases for your particular army or favourite game.

ACCURATE!

Every order is hand-checked against the catalogues to ensure that every model is perfectly cast and that your order is exactly what you want.



Zoe checks an order before it is posted out.

THE FULL RANGE OF PRODUCTS!

Our Mail Order service can supply the full range of Games Workshop games and Citadel Miniatures, and we don't stop there! We can also supply any individual game component or miniature. So if the dog's chewed your **Space Hulk** boards, we can supply a brand new set! If you want the rulebook from **Warhammer**, we can provide it! If you want the dice from **Space Marine** all you need to do is ask!

If the models you want for your army aren't in your local store, or you are looking for an out of stock or hard to find range of miniatures, give us a call. Because we're based at the factory, our staff can arrange to cast up any number of miniatures especially for you, from the original moulds.

We can also supply any component from any multi-part model for those of you who like to customise or convert your miniatures.



Richard gets a copy of Warhammer 40,000 for a Mail Order customer.

PLUS!

No queues! No parking! No bus fare! And it's really great fun using the catalogues to choose **exactly** the models you want for your army. We've found that many gamers get together with their friends to place an order so that the £2.50 UK and BFPO postage is applied to the whole order and the money saved buys them all a few extra miniatures.



CITADEL JOURNAL

Citadel Journal 3 contains yet more exciting gaming articles including rules for using trenches and concealed bunkers in **Warhammer 40,000**, a new **Space Hulk** campaign, a full psychic system for **Space Marine**, new rules for **Man O' War** and much more.

Issue 3 of the **Citadel Journal** is available now priced only £3.99 with FREE P&P direct from Mail Order.

SUBSCRIPTIONS

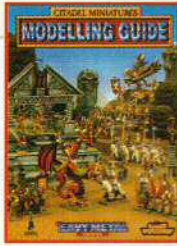
Issue 1 of the Journal is completely sold out and stocks of Issue 2 are very limited. To be certain of your copies be sure to order early. Alternatively, we now offer subscriptions for five issues at the following costs:

UK/BFPO – £20.00. Overseas – £30.00

If you subscribe now we'll send your sixth issue absolutely FREE! Each subscription to the Journal will begin with the next issue to be published – unfortunately we cannot include back copies in subscriptions as they are in such limited supply.

MODELLING GUIDE

The **Citadel Miniatures Modelling Guide** contains everything you need to know about modelling. Inside you'll find detailed information about all of the different techniques from preparing, assembling and converting your single miniatures to building dioramas.



The **Citadel Miniatures Modelling Guide** is available now priced £9.99.



CITADEL MINIATURES CATALOGUE 4

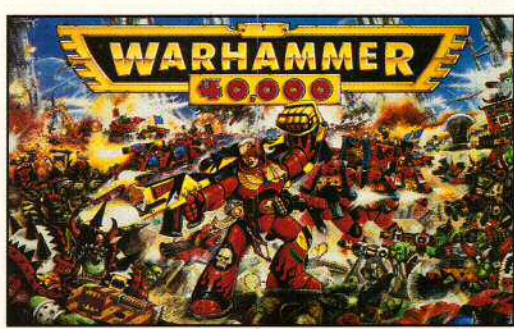
The fourth section of the **Citadel Miniatures Catalogue** is now available and contains all the latest releases. It also contains many full-colour 'Eavy Metal' pages and a selection of complete armies available from Mail Order.

The **Citadel Miniatures Catalogue Section 4** is available now priced £4.99.

WARHAMMER

WARHAMMER BOXED GAME	£34.99
WARHAMMER BATTLE MAGIC	£19.99
WARHAMMER ARMIES – DWARFS	£9.99
WARHAMMER ARMIES – SKAVEN	£9.99
WARHAMMER ARMIES – UNDEAD	£9.99
SELF ADHESIVE BANNERS	£3.50 per pack
Each pack contains 5 sheets of banners. (Available for Orcs, Goblins, High Elves, Dwarfs and NEW! Undead.)	
HIGH ELVES	
NEW! HIGH ELF ARMY	£100.00
UNDEAD	
GHOULS	£1.15 each
CHAOS	
BEASTMEN	£1.15 each

WARHAMMER 40,000



WARHAMMER 40,000 BOXED GAME	£34.99
DARK MILLENNIUM	£19.99
CODEX SPACE WOLVES	£9.99
CODEX ELДАР	£9.99
NEW! CODEX ORKS	£9.99
WARHAMMER 40,000 PAINTING GUIDE	£9.99
NEW! SUSTAINED FIRE DICE	£0.99



SPACE MARINES

NEW! BLOOD ANGELS ARMY	£85.00
NEW! BLOOD ANGELS BANNERS	£3.50
Each pack contains 5 sheets of banners.	
RAZORBACK (Boxed Set)	£14.99
SPACE MARINES	£1.50 each
DEVASTATORS BODIES	£1.50 each
HEAVY WEAPONS	£1.50 each

ORKS

NEW! SNAKEBITE BOYZ	£1.50 each
NEW! SNAKEBITE NOBZ	£2.99 each
NEW! SNAKEBITE BOARBOYZ	£9.99
Boxed set contains 4 complete Boarboyz and boars	
NEW! SNAKEBITE BOARBOYZ NOBZ	£3.99 each
NEW! SPLATTA GUN	£7.99
ORK DREADNOUGHT (Boxed Set)	£19.99

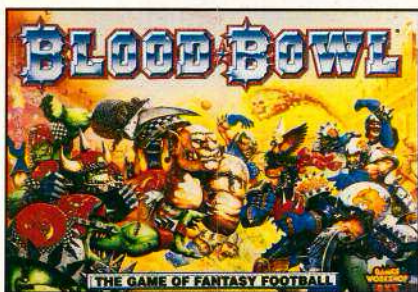
ELДАР

NEW! ELДАР DREADNOUGHT (Boxed Set)	£14.99
NEW! WRAITHGUARD	£4.50 each
WARLOCKS	£2.50 each
WAR WALKER (Boxed Set)	£12.99

SPACE MARINE

SPACE MARINE BOXED GAME	£34.99
SPACE MARINE BATTLES (BOOK)	£9.99
ARMIES OF THE IMPERIUM	£14.99
RENEGADES (Chaos and Eldar armies)	£14.99
ORK & SQUAT WARLORDS	£14.99

BLOOD BOWL



BLOOD BOWL BOXED GAME	£29.99
DEATH ZONE	£14.99
NEW! BOMBER DRIBBLESNOT	£2.50 each
NEW! VARAG GHOUL-CHEWER	£2.50 each
NEW! RIPPER BOLGROT	£7.99 each
MORG 'N' THORG – OGRE STAR PLAYER	£5.99 each
GRIFF OBERWALD – HUMAN STAR PLAYER	£2.50 each
THE MIGHTY ZUG – HUMAN STAR PLAYER	£2.50 each
FUNGUS THE LOON – GOBLIN STAR PLAYER	£2.50 each
NOBBLA BLACKWORT – GOBLIN STAR PLAYER	£2.50 each

SCRAPPA SOREHEAD – GOBLIN STAR PLAYER	£2.50 each
CHAMPIONS OF DEATH BOXED SET	£12.99
Boxed set contains: 2 Mummies, 2 Ghouls, 2 Wights, 3 Zombies and 3 Skeletons.	
NAGGAROTH NIGHTMARES BOXED SET	£12.99
Boxed set contains: 1 Dark Elf Thrower, 2 Dark Elf Blitzers, 2 Witch Elves and 7 Dark Elf Linemen.	
ORCLAND RAIDERS BOXED SET	£14.99
Boxed set contains 1 Orc Thrower, 3 Orc Blitzers, 2 Black Orcs and 5 Orc Linemen.	

MAN O' WAR



MAN O' WAR BOXED GAME	£24.99
PLAGUE FLEET	£14.99
SEA OF BLOOD	£14.99
NEW! HELLFIRE BATTLEBARGE BOXED SET	£9.99
Contains 1 Hellfire Battlebarge, 3 Hull-Destroyers and Great Taurus	
NEW! GREAT LEVELLER BATTLEBARGE BOXED SET	£9.99
Contains 1 Great Leveller Battlebarge, 3 Thunder-Rollers and Great Taurus	
SLAANESH HELLSHIP BOXED SET	£4.99
SLAANESH HELLSLICER AND HELLRAMMER BOXED SET	£4.99
Boxed set contains 1 Slaanesh Hellslicer and 1 Slaanesh Hellrammer	

WHITE DWARF SUBSCRIPTIONS

UK, EUROPE, & THE REST OF THE WORLD

UK & BFPO: £27.50 for one year (12 issues).
EUROPE: £35.

REST OF THE WORLD: £45 for one year.

Please send payments to Games Workshop Mail Order, Chewton St, Hilltop, Eastwood, NOTTINGHAM, NG16 3HY. All payments should be in pounds sterling. Please make cheques payable to Games Workshop Ltd.

If you have a Visa, Access, Mastercard or Switch you may place your subscription by phoning our Mail Order department on 0773 713213.

USA & CANADA

Please contact: White Dwarf Subscriptions, 3431 C Benson Avenue, Baltimore, Maryland 21227-1072.

For VISA and Mastercard orders, please telephone our Mail Order hotline on (410) 644 5699, Monday to Friday, 9am - 5pm EST.

Please state which issue you would like your subscription to start with.

CORRESPONDENCE

We welcome comments about White Dwarf, Games Workshop games and Citadel Miniatures. All letters except subscriptions and Mail Order should be addressed to: The Editor, White Dwarf, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL.

Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

COPYRIGHTS AND TRADEMARKS

All subject matter in White Dwarf is © Copyright Games Workshop Ltd 1994.

All artwork in all Games Workshop products, and all images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Ltd. © Copyright Games Workshop Ltd 1994. All rights reserved.

Registered Trademarks

The following are all registered trademarks of Games Workshop Ltd.

Armageddon, Blood Bowl, Chivalry, Citadel, the Citadel logo, Confrontation, Dark Angels, Dark Future, Deathwing, Eldar, Eldar Attack, Epic, the Games Workshop logo, Games Workshop, the GW logo, Genestealer, Realm of Chaos, Slottabase, Space Fleet, Space Marine, Talisman, Warhammer, Warmaster, White Dwarf and the White Dwarf figure.

Marauder is a registered trade mark of Marauder Miniatures Ltd. Used with permission.

Trademarks

The following are all trademarks of Games Workshop Ltd.

Aspect Warrior, Avatar, Blood Angels, Bloodletter, Bloodthirster, Daemonette, Dark Reaper, Death Zone, Dragonmasters, Dungeonquest, Exo Armour, Exarch, Eye of Terror, Farseer, Fire Dragon, Flesh Hound, Gargant, Gobbo, Great Unclean One, Gretchin, Grey Knight, Hunter Slayer, Keeper of Secrets, Khorne, Knights Panther, Leman Russ, Lichemaster, Lightning Claw, Lord of Change, Madboy, Man O' War, Mekboy, Mighty Empires, Nurgle, Nurgling, Ogryn, Old World, Ork, Painboy, Plaguebearer, Plague Fleet, Psyker, Ratling, Ravenwing, Sea of Blood, Skaven, Slaanesh, Slann, Snotling, Space Hulk, Space Wolves, Squat, Squig, Swooping Hawk, Striking Scorpion, Terminator, Thunder Hammer, Troll Slayer, Tyranids, Tzeentch, Ultramarines, Weirdboy, Knights of the White Wolf, WorldEater.

Flame is a trademark of Flame Publications Ltd. Used with permission.

Heroguest and Space Crusade are both trademarks of Milton Bradley Games. Used with permission.

Scatter dice are UK registered design No. 2017484.

ORKS

SPLATTA KANNON

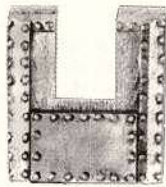
THE COMPLETE SPLATTA KANNON

CONSISTS OF:

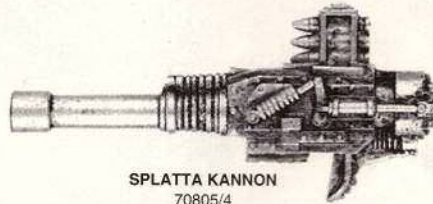
- 1 x SPLATTA KANNON
- 1 x GUN SHIELD
- 1 x CHASSIS
- 2 x WHEEL
- 1 x GRETCHIN WITH SPANNER
- 1 x GRETCHIN WITH SHELLS



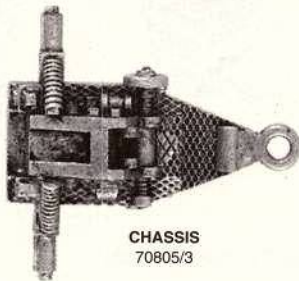
EXAMPLE OF COMPLETED SPLATTA KANNON AND CREW



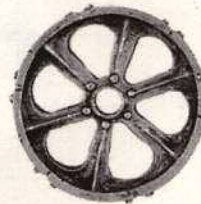
GUN SHIELD
70805/5



SPLATTA KANNON
70805/4



CHASSIS
70805/3



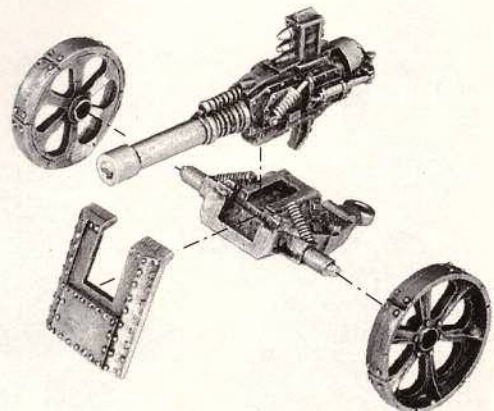
WHEEL
70805/6



GRETCHIN WITH SPANNER
70805/2



GRETCHIN WITH SHELLS
70805/1



Minatures supplied unpainted. WARNING. This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
© Copyright Games Workshop Ltd 1994. All rights reserved.



SNAKEBITE ORK NOBZ

SNAKEBITE NOBZ

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD

A COMPLETE ORK NOB CONSISTS OF:
 1 x SNAKEBITE NOB BODY
 1 x SNAKEBITE BANNER
 1 x PLASTIC ORK ARMS SPRUE
 1 x PLASTIC ORK WEAPONS SPRUE



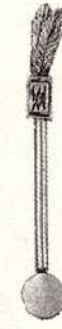
SNAKEBITE NOB 1
70803/5



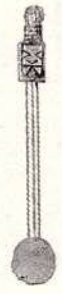
SNAKEBITE NOB 2
70803/6



SNAKEBITE RUNTHERD
70803/7



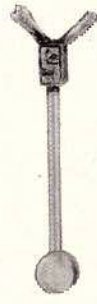
BANNER 1
0434/4



BANNER 2
0434/2



BANNER 3
0434/3



BANNER 4
0434/1

SNAKEBITE BOARBOY NOBZ

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE, A PLASTIC ORK WEAPONS SPRUE AND A PLASTIC BOAR SPRUE AS STANDARD

A COMPLETED ORK BOARBOY NOB CONSISTS OF:
 1 x BOARBOY NOB BODY
 1 x BOARBOY NOB LEGS
 1 x SNAKEBITE BANNER
 1 x CYBOAR HEAD
 1 x PLASTIC ORK ARMS SPRUE
 1 x PLASTIC ORK WEAPONS SPRUE
 1 x PLASTIC BOAR SPRUE



SNAKEBITE BOARBOY
NOB BODY 1
70804/5



SNAKEBITE BOARBOY
NOB BODY 2
70804/6



SNAKEBITE BOARBOY
NOB LEGS 1
70804/7



SNAKEBITE BOARBOY
NOB LEGS 2
70804/8



CYBOAR HEAD 1
70804/9



CYBOAR HEAD 2
70804/10

EXAMPLES OF COMPLETED SNAKEBITE NOBZ AND SNAKEBITE BOARBOY NOB



Miniatures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
 © Copyright Games Workshop Ltd 1994. All rights reserved.



SNAKEBITE ORKS

SNAKEBITES

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD

A COMPLETE SNAKEBITE ORK

CONSISTS OF:

- 1 x SNAKEBITE ORK BODY
- 1 x SNAKEBITE BANNER
- 1 x PLASTIC ORK ARMS SPRUE
- 1 x PLASTIC ORK WEAPONS SPRUE



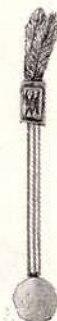
SNAKEBITE 1
70802/7



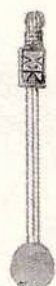
SNAKEBITE 2
70802/5



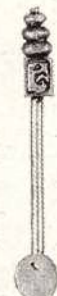
SNAKEBITE 3
70802/6



BANNER 1
0434/4



BANNER 2
0434/2



BANNER 3
0434/3



BANNER 4
0434/1

SNAKEBITE BOARBOYZ

A COMPLETE SNAKEBITE BOARBOYZ
CONSISTS OF:

- 1 x SNAKEBITE BOARBOYZ BODY
- 1 x SNAKEBITE BOARBOYZ LEGS
- 1 x SNAKEBITE BANNER
- 1 x PLASTIC ORK ARMS SPRUE
- 1 x PLASTIC ORK WEAPONS SPRUE
- 1 x PLASTIC BOAR SPRUE

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE, AN ORK WEAPONS SPRUE AND A PLASTIC BOAR SPRUE AS STANDARD



BOARBOY TORSO 1
0434/5



BOARBOY TORSO 2
0434/6



BOARBOY TORSO 3
0434/7



BOARBOY LEGS 1
0434/8



BOARBOY LEGS 2
0434/9



BOARBOY LEGS 3
0434/10

EXAMPLES OF COMPLETED SNAKEBITE ORKS

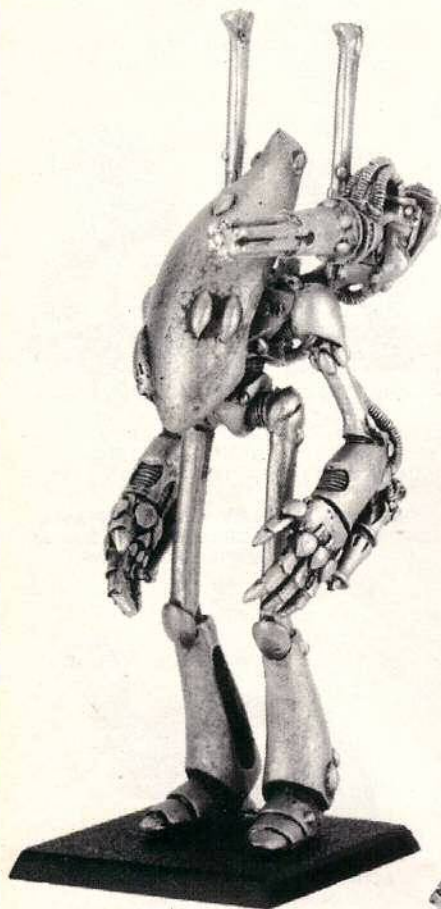


Miniatures supplied unpainted. WARNING. This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1994. All rights reserved.



ELDAR

ELDAR DREADNOUGHT



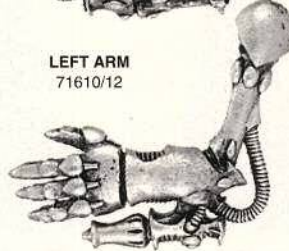
EXAMPLE OF COMPLETED ELDAR DREADNOUGHT

THE COMPLETED ELDAR DREADNOUGHT CONSISTS OF:

- 1 x HEAD
- 1 x POWER PLANT
- 1 x TORSO
- 1 x LEFT LEG
- 1 x RIGHT LEG
- 1 x LEFT ARM
- 1 x RIGHT ARM
- 1 x WEAPON



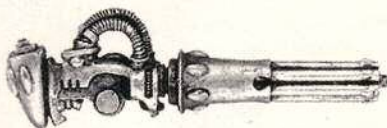
RIGHT ARM
71610/11



LEFT ARM
71610/12



D - CANNON
71610/10



SCATTER LASER
71610/1



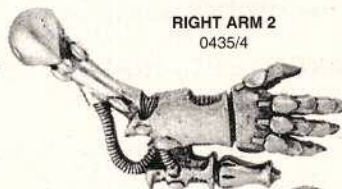
MISSILE LAUNCHER
71610/3



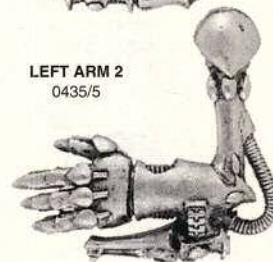
LAS CANNON
71610/2



HEAVY PLASMA GUN
71610/4



RIGHT ARM 2
0435/4



LEFT ARM 2
0435/5



POWER PLANT
0435/2



TORSO
71610/1



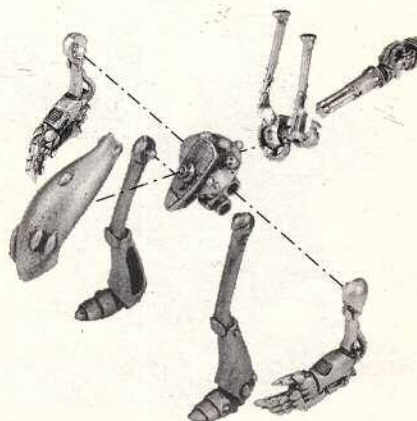
LEFT LEG
0435/8



HEAD
043.5/3



RIGHT LEG
0435/7



Miniatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
 © Copyright Games Workshop Ltd 1994. All rights reserved.



CITADEL
MINIATURES

ELDAR

WRAITHGUARD

A COMPLETE ELDAR WRAITHGUARD
CONSISTS OF:
1 x WRAITHGUARD BODY
1 x WRAITHGUARD HEAD



WRAITHGUARD HEAD 1
71510/1



WRAITHGUARD HEAD 2
71510/3



WRAITHGUARD HEAD 3
71510/5



WRAITHGUARD BODY 1
71510/4



WRAITHGUARD BODY 2
71510/2



WRAITHGUARD BODY 3
71510/6



EXAMPLES OF COMPLETED ELDAR WRAITHGUARD

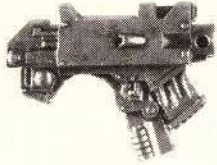
Miniatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age
© Copyright Games Workshop Ltd 1994. All rights reserved.



CITADEL
MINIATURES

SPACE MARINES

SPACE MARINE DEVASTATORS



HEAVY BOLTER
070099/6



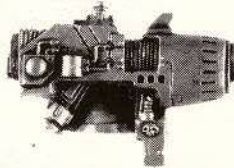
IMPERIAL LASCANNON
070099/5



MISSILE LAUNCHER
070099/4



Mk7 SPACE MARINE
DEVASTATOR 1
070099/2



HEAVY PLASMA GUN
0422/7



Mk7 SPACE MARINE
DEVASTATOR 2
070099/3

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A PLASTIC SPACE MARINE BACKPACK SPRUE.



EXAMPLES OF COMPLETED Mk7 SPACE MARINE DEVASTATORS

SPACE MARINES WITH SPECIAL WEAPONS



SPACE MARINE
WITH FLAMER
0819/4



SPACE MARINE
WITH MELTA GUN
0808/2



SPACE MARINE
WITH PLASMA GUN
CAT3/3

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE BACKPACK SPRUE.

Minatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
© Copyright Games Workshop Ltd 1993. All rights reserved.



CITADEL
MINIATURES

SPACE MARINES



SPACE MARINE
MK2 'CRUSADE' ARMOUR
070197/2



SPACE MARINE
MK3 'IRON' ARMOUR
070197/1



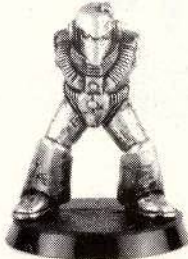
SPACE MARINE
MK4 'MAXIMUS' ARMOUR
070197/4



SPACE MARINE
MK5 'HERESY' ARMOUR
070197/3



SPACE MARINE
MK6 ARMOUR 1
070158/1



SPACE MARINE
MK6 ARMOUR 2
070158/2



SPACE MARINE
MK6 ARMOUR 3
CAT3/1



SPACE MARINE
MK6 ARMOUR 4
CAT2/2



SPACE MARINE
MK7 ARMOUR 1
070172/1



SPACE MARINE
MK7 ARMOUR 2
070172/2



SPACE MARINE
MK7 ARMOUR 3
0819/1



SPACE MARINE
MK7 ARMOUR 4
0819/2



SPACE MARINE
MK7 ARMOUR 5
0819/6



SPACE MARINE
MK7 ARMOUR 6
0819/7



SPACE MARINE
MK7 ARMOUR 7
0819/5



SPACE MARINE
MK8 'ERRANT' ARMOUR
070197/5

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A SPACE MARINE BOLTER AND BACKPACK SPRUE.



EXAMPLES OF COMPLETED MK7, MK6 AND MK3 SPACE MARINES.

Designed by Jes Goodwin

CHAOS BEASTMEN

CHAOS BEASTMEN



BEASTMAN 1
73000/1



BEASTMAN 2
73000/2



BEASTMAN 3
73000/3



BEASTMAN 4
73000/4



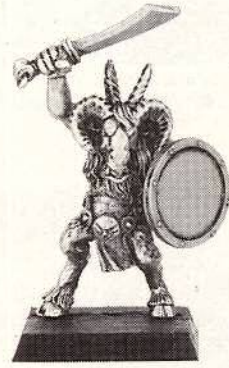
BEASTMAN 5
73000/5



BEASTMAN 6
73000/6



BEASTMAN 7
73000/7



BEASTMAN 8
73000/8

Designed by Michael Perry



JOHN BLANCHE

Minatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
© Copyright Games Workshop Ltd 1994. All rights reserved.



UNDEAD

GHOULS



GHOUL 1
74522/1



GHOUL 2
74522/2



GHOUL 3
74522/3



GHOUL 4
74522/4



GHOUL 5
74522/5



GHOUL 6
74522/6



GHOUL 7
74522/7



GHOUL 8
74522/8



GHOUL 9
74522/9



GHOUL 10
74522/10



GHOUL 11
74522/11



GHOUL 12
74522/12

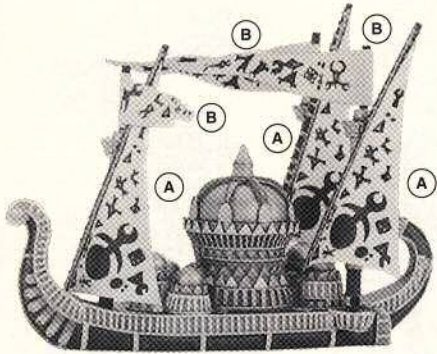
Miniatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
© Copyright Games Workshop Ltd 1994. All rights reserved.



CITADEL
MINIATURES

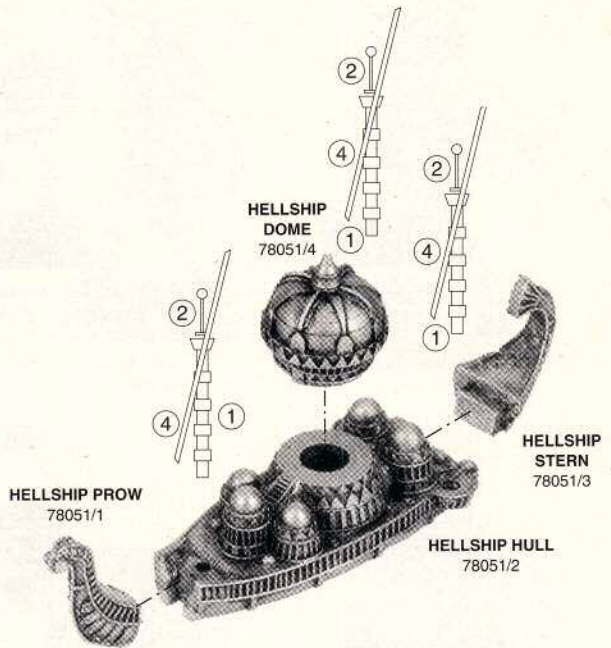
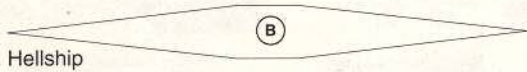
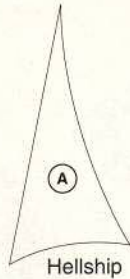
CHAOS WARSHIPS

SLAANESH HELLSHIP

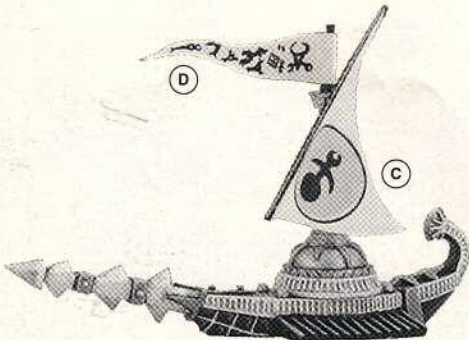


EXAMPLE OF COMPLETED AND PAINTED HELLSHIP

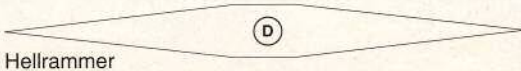
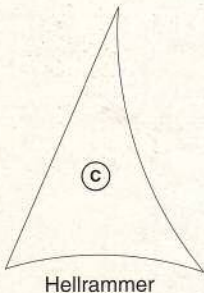
- THE COMPLETE HELLSHIP
CONSISTS OF:
- 1 x HELLSHIP HULL
 - 1 x HELLSHIP PROW
 - 1 x HELLSHIP STERN
 - 1 x HELLSHIP DOME
 - 1 x PLASTIC MAST SPRUE



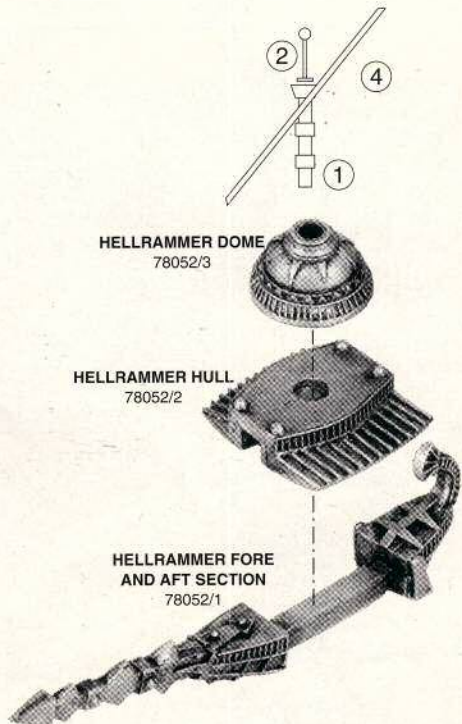
SLAANESH HELLRAMMER



EXAMPLE OF COMPLETED AND PAINTED HELLRAMMER



- THE COMPLETE HELLRAMMER
CONSISTS OF:
- 1 x HELLRAMMER HULL
 - 1 x HELLRAMMER FORE & AFT SECTION
 - 1 x HELLRAMMER DOME
 - 1 x PLASTIC MAST SPRUE

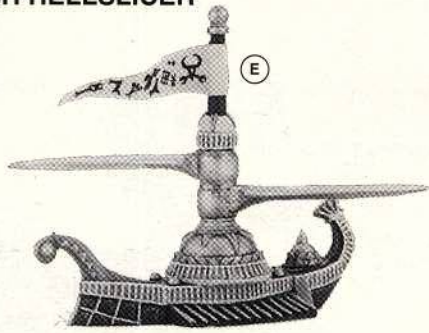


Miniatures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
 © Copyright Games Workshop Ltd 1994. All rights reserved.



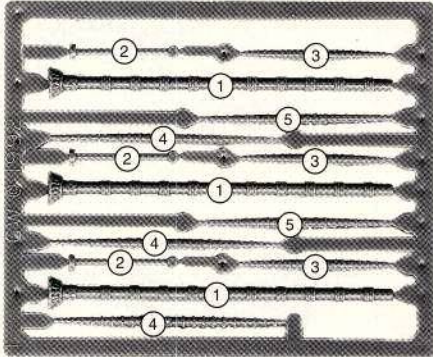
CHAOS WARSHIPS

SLAANESH HELLSLICER

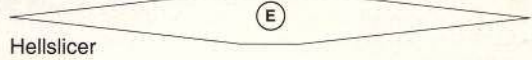
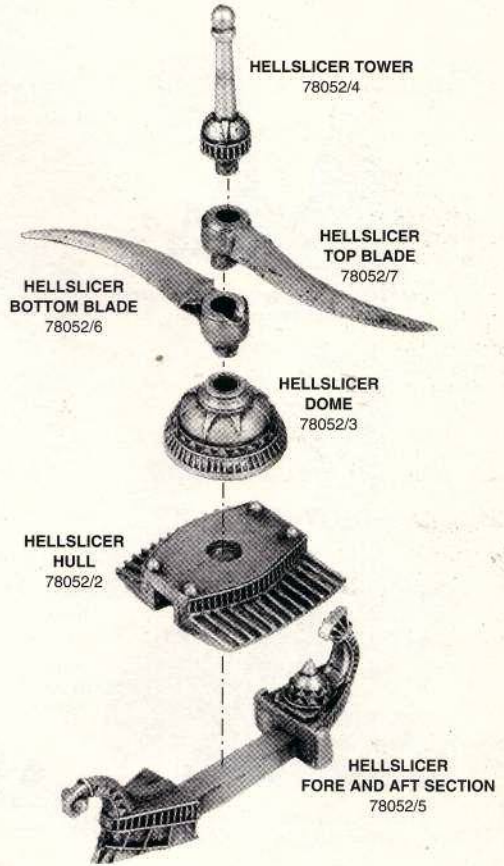


EXAMPLE OF COMPLETED AND PAINTED HELLSLICER

- THE COMPLETE HELLSLICER CONSISTS OF:**
- 1 x HELLSLICER HULL
 - 1 x HELLSLICER FORE & AFT SECTION
 - 1 x HELLSLICER DOME
 - 1 x HELLSLICER TOP BLADE
 - 1 x HELLSLICER BOTTOM BLADE
 - 1 x PLASTIC MAST SPRUE



PLASTIC MAST SPRUE MOW PLA/2



Designed by Norman Swales



Miniatures supplied unpainted. WARNING. This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1994. All rights reserved.

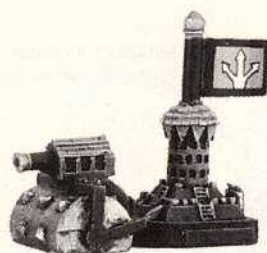


WAYNE ENGLAND

CHAOS DWARF SHIPS

THUNDER ROLLERS

THE COMPLETE THUNDER ROLLER
CONSISTS OF:
1 x THUNDER ROLLER TOWER
1 x THUNDER ROLLER HULL
1 x THUNDER ROLLER GUN
1 x THUNDER ROLLER



EXAMPLE OF ASSEMBLED AND PAINTED THUNDER ROLLER



THUNDER ROLLER BANNER

THUNDER ROLLER GUN
78055/11



THUNDER ROLLER TOWER
78055/8



THUNDER ROLLER HULL
78055/9

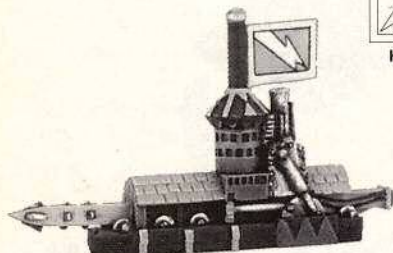


THUNDER ROLLER
78055/10

HULL DESTROYER



HULL DESTROYER BANNER



EXAMPLE OF ASSEMBLED AND PAINTED HULL DESTROYER



HULL DESTROYER TOP
78054/8

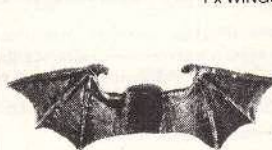
HULL DESTROYER BOTTOM
78054/7

THE COMPLETE HULL DESTROYER
CONSISTS OF:
1 x HULL DESTROYER TOP
1 x HULL DESTROYER BOTTOM

GREAT TAURUS



THE COMPLETE GREAT TAURUS CONSISTS OF:
1 x PLASTIC FLYING BASE
1 x GREAT TAURUS
1 x WINGS 2

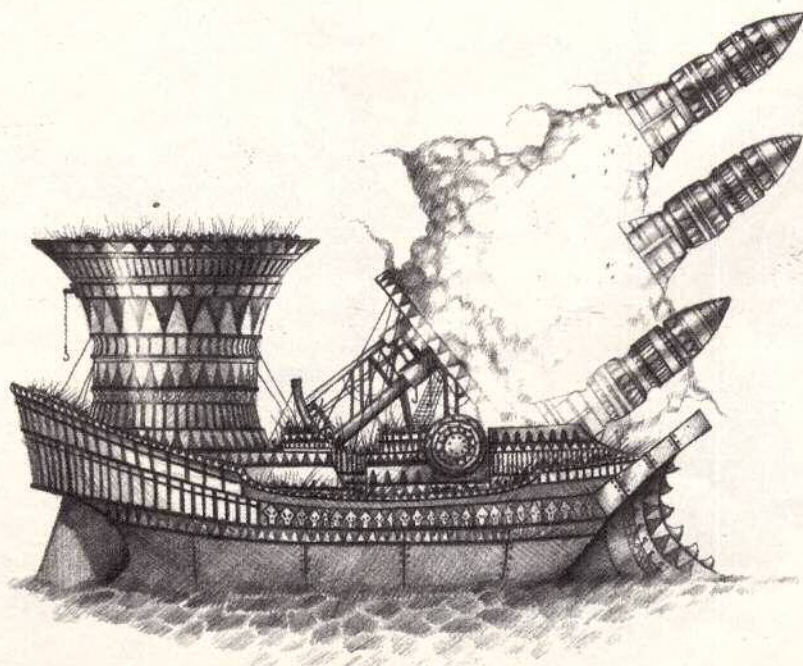


WINGS 2
78005/1



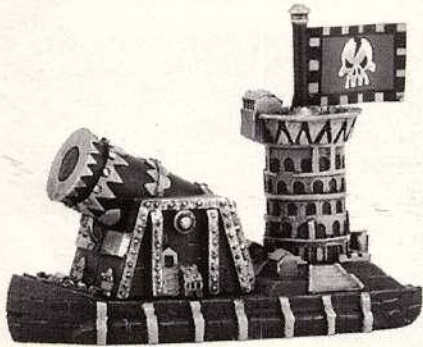
GREAT TAURUS
78054/12

Designed by Norman Swales



CHAOS DWARF SHIPS

HELLFIRE BATTLEBARGE



EXAMPLE OF ASSEMBLED AND PAINTED HELLFIRE BATTLEBARGE



HELLFIRE BATTLEBARGE BANNER

THE COMPLETE HELLFIRE BATTLEBARGE CONSISTS OF:

- 1 x BATTLEBARGE BANNER POLE
- 1 x BATTLEBARGE TOWER TOP
- 1 x BATTLEBARGE TOWER
- 1 x BATTLEBARGE HULL
- 1 x HELLFIRE CANNON
- 1 x HELLFIRE CANNON RIGHT SUPPORT
- 1 x HELLFIRE CANNON LEFT SUPPORT

HELLFIRE CANNON
78055/7



HELLFIRE CANNON RIGHT SUPPORT
78055/6



HELLFIRE CANNON LEFT SUPPORT
78055/5



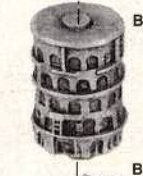
BATTLEBARGE BANNER POLE
78054/4



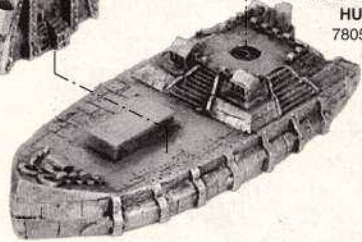
BATTLEBARGE TOWER TOP
78054/3



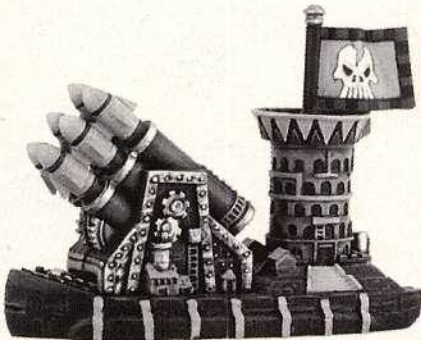
BATTLEBARGE TOWER
78054/2



BATTLEBARGE HULL
78054/1



GREAT LEVELLER BATTLEBARGE



EXAMPLE OF ASSEMBLED AND PAINTED GREAT LEVELLER BATTLEBARGE

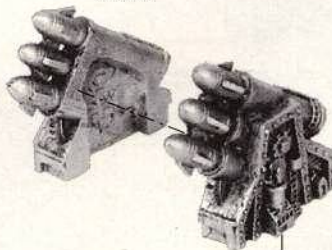


GREAT LEVELLER BATTLEBARGE BANNER

THE COMPLETE GREAT LEVELLER BATTLEBARGE CONSISTS OF:

- 1 x BATTLEBARGE BANNER POLE
- 1 x BATTLEBARGE TOWER TOP
- 1 x BATTLEBARGE TOWER
- 1 x BATTLEBARGE HULL
- 1 x RIGHT MISSILES
- 1 x LEFT MISSILES

GREAT LEVELLER RIGHT MISSILES
78054/6



GREAT LEVELLER LEFT MISSILES
78054/5

BATTLEBARGE BANNER POLE
78054/4



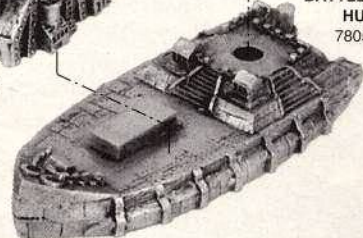
BATTLEBARGE TOWER TOP
78054/3



BATTLEBARGE TOWER
78054/2



BATTLEBARGE HULL
78054/1



BLOOD BOWL

STAR PLAYERS



FUNGUS THE LOON
73506/1



NOBBLA BLACKWART
73501/1



SCRAPPA SOREHEAD
73502/1



BOMBER DRIBBLESNOT
73507/1



VARAG GHOUL-CHEWER
73509/1



THE MIGHTY ZUG
73505/1



GRIFF OBERWALD
73503/1

RIPPER BOLGROT

THE COMPLETE RIPPER
BOLGROT CONSISTS OF:

- 1 x HEAD
- 1 x TORSO
- 1 x RIGHT ARM
- 1 x LEGS



EXAMPLE OF COMPLETED RIPPER BOLGROT



HEAD
73508/1



RIGHT ARM
73508/3



TORSO
73508/2



LEGS
73508/4

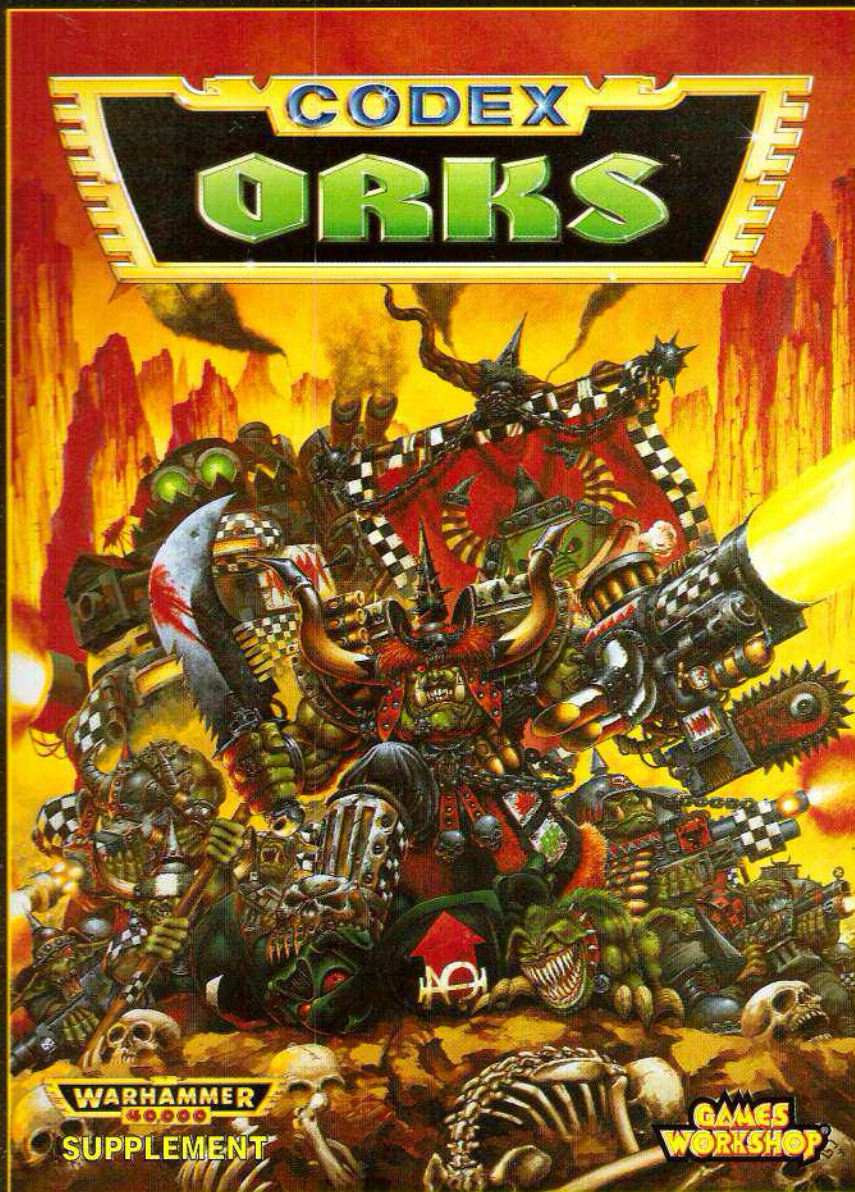
Miniatures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
 © Copyright Games Workshop Ltd 1994. All rights reserved.



WARHAMMER

40,000

CODEX ORKS



WARHAMMER
40,000
SUPPLEMENT

GAMES
WORKSHOP

SPACE ORKS

The Orks are the most savage and warlike race in the whole galaxy. They live for war and are constantly striving to defeat their neighbours whether they are human, Eldar or even other Orks! This essential companion to the Warhammer 40,000 game describes the Orks and their armies in complete and exhaustive detail.

WAAAGH DA ORKS!

A comprehensive background section describes the origins of the Ork race, and all aspects of Ork 'kultur'. The different clans and types of Ork are described along with the Orks' amazing technology.

SPECIAL RULES

Game rules are provided for all the Ork warriors and war machines, including a host of new troop types, weapons and equipment such as Blood Axe Kommandos, Kustom Kombi-Weapons and Ork Mega-armour. New Wargear cards are provided for Mekaniak Tools, Sniffer Squigs, Ghazghkull's Adamantium Skull and many others.

ARMY LIST

A complete army list for the Ork army includes Warlords, Nobz, Warpheadz, Dreadnoughts, and many more Ork warriors, vehicles and war machines. A selection of Ork special characters is provided, such as the Goff Warlord Ghazghkull Mag Uruk Thraka, the crazed Deathskull Painboy known as Mad Doc Grotznik and Kaptin "Flash Git" Badrukk and his famous Freebooter pirate gang.

'EAVY METAL PAGES

Photographs and detailed descriptions of how to paint an Ork army in all its colourful and ferocious glory by the Games Workshop 'Eavy Metal team.

**CODEX ORKS IS NOT A COMPLETE GAME. YOU NEED A COPY OF
WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOOK.**

Games Workshop and Warhammer are registered trademarks of Games Workshop Ltd.
Citadel, Games Workshop and Ork are trademarks of Games Workshop Ltd.

© Games Workshop Ltd, 1994. All rights reserved.



CITADEL
MINIATURES

GAMES
WORKSHOP

