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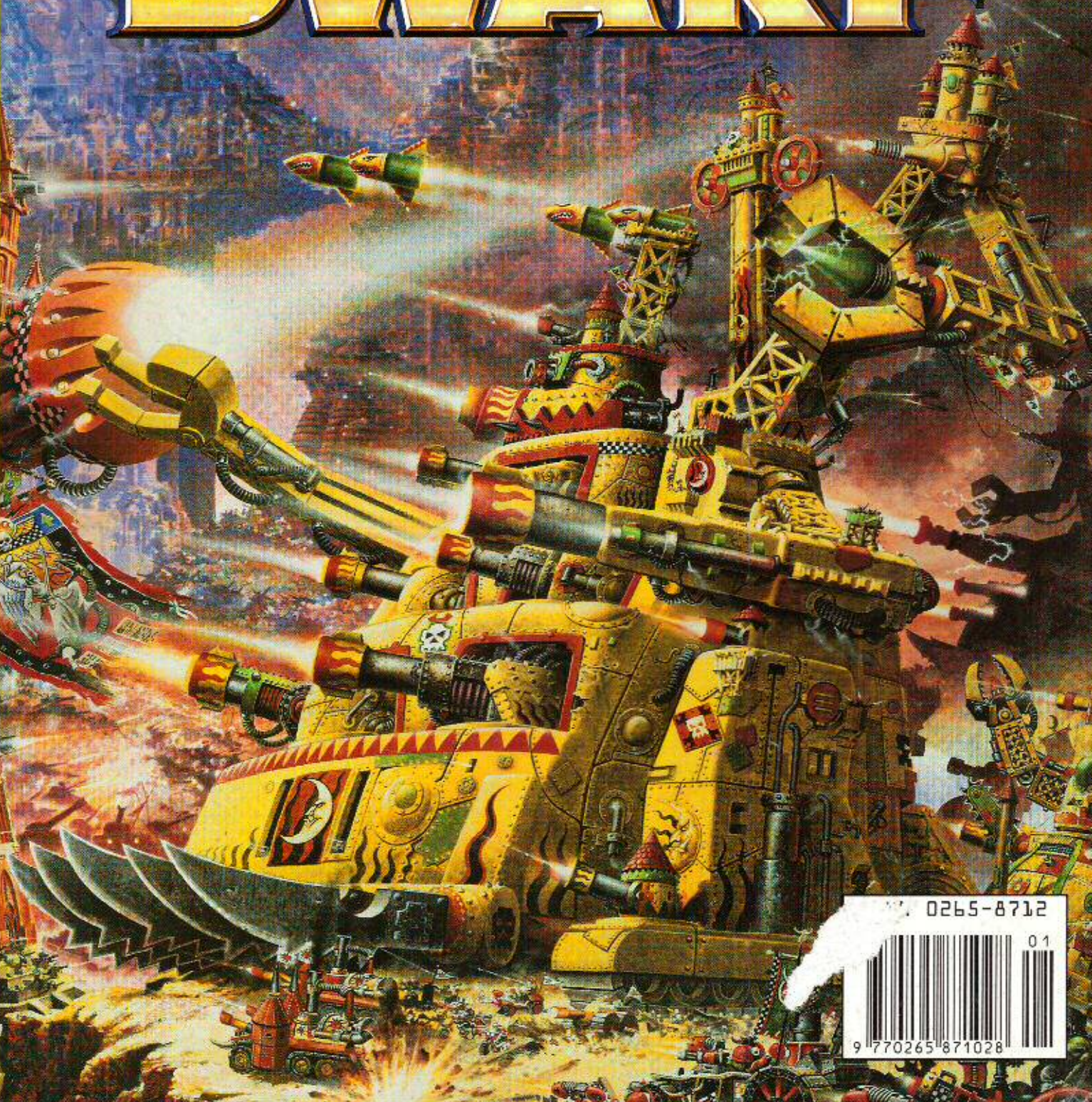


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WARHAMMER

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JUNGLE FIGHTERS OF CATACHAN



Miniatures designed by Michael Perry

Models supplied unpaired.



The Death World of Catachan is one of the most dangerous places in the entire galaxy. Its steaming tropical forests are a living hell filled with innumerable dangers. It is from this terrifying planet that the Jungle Fighters regiment has been recruited into the Imperial Guard. The Jungle Fighters are armed with lasguns and a melta gun, and the squad also includes a missile launcher with two crew.

This boxed set contains 10 Jungle Fighters and a sheet of Citadel Waterslide Transfers.

WARNING! These models contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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**EACH BOXED SET
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OF CATACHAN
TRANSFER SHEET**



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This month's massive **Warhammer** battle report is between an Orc, Goblin and Chaos Dwarf army commanded by Jervis Johnson, Nigel Stillman, Gavin Thorpe and Ian Pickstock and the Imperial army with their Wood Elf allies commanded by Robin Dews, Jake Thornton, Adrian Wood and Mike McVey! **44**

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WHITE DWARF®

THIS MONTH'S ISSUE

Welcome to the January '95 issue of White Dwarf. As you'll find out, this issue contains an absolute monster of a battle report. Over the last year or so, our regular game reports have become by far the most popular feature in the magazine and so for this one we just decided to get out all of our models have a great **big** game. Despite the outcome, it was an awful lot of fun to play, so let us know what you think of it.

Also in this issue, we have the latest addition to the Imperial Guard in the form of the Rough Riders of Attila. Last month, I raved about the Jungle Fighters of Catachan, but from what I've seen, these are only the first in an absolutely stunning new series of miniatures from the talented hands of Alan and Michael Perry. The Imperial Guard project should really kick into gear next year, and I for one can't wait.



Games Day '94 prize winners **James Upton, Stuart Shaw and Mark Harris** were recently given the VIP treatment on a tour of the Eastwood factory and a visit to the Nottingham Studio. Over at Eastwood, the three winners were all given an empty box and then let loose on the miniatures racks. They each staggered away with about seven kilograms of models, which makes a fair sized army.

On arrival at the Studio, they spent an hour or so chatting to the games designers, modellers and miniature painters before getting involved in a frantic game of **Warhammer Quest**.

Well done all three of you and to everyone else, best wishes and a Happy New Year,



Rob



DES HANLEY

A warm welcome to new Games Workshop illustrator **Des Hanley**.

Des used to work as a part-time staff member at the Leicester store until his work was spotted by **John Blanche**. Since joining the Studio team, Des has been put straight to work illustrating the new range of Imperial Guard regiments. Some of you will have spotted Des's Catachan Jungle Fighter picture in last month's issue, and this month he illustrated the Rough Riders of Attila. More splendid work from Des will be sure to appear soon so watch this space!

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EWY METAL™



MIKE MCVEY

As we mentioned last month, Mike McVey is now putting the finishing touches to his amazing model of the final confrontation between the Emperor and Warmaster Horus.

Mike based his diorama on the black and white illustration by Adrian Smith and has already completed all of the modelling and conversion work. As I write, he is adding the final details to his specially converted miniatures of Horus and the Emperor himself.

Everyone who's seen the diorama has been absolutely amazed with the level of detail and the intricacy of the modelling. We plan to bring you a special feature on Mike's work and in particular this special project in the next issue of White Dwarf.

THIS MONTH'S EPIC RELEASES

Imperator Titan (One model per box)	£14.99
Knight Castellans (Three miniatures per blister)	£4.50
Knight Paladins (Three miniatures per blister)	£4.50
Knight Lancers (Three miniatures per blister)	£4.50
Imperial Razorbacks (Three miniatures per blister)	£4.50
Imperial Predators (Three miniatures per blister)	£4.50
Stormblade (One miniature per blister)	£4.50
Imperial Termites (Three miniatures per blister)	£4.50
Ork Bonecrunchas (Three miniatures per blister)	£4.50
Ork Gutrippas (Three miniatures per blister)	£4.50
Ork Scorchers (Three miniatures per blister)	£3.50
Magnus the Red (One miniature per blister)	£2.50
Lord of Change (One miniature per blister)	£2.50
Firelord (One miniature per blister)	£4.50
Silver Tower (Two miniatures per blister)	£4.50
Doomwing (Three miniatures per blister)	£4.50

LOOK OUT ORKS!

The most important release this month for the Epic Game System is, without doubt, the **Imperator** boxed set. As anyone with the Titan Legions game will know, this is the ultimate in battle-



winning destructive power – the single most deadly war machine ever to stalk the vast and bloody battlefields of the forty-first millennium.

Now you can have as many of these monstrous Titans as you want! Each boxed set contains an Imperator Datacard and all the counters you need to use the Imperator in your Epic games as well as the model itself.

FORGE WORLDS

The loyal forces of the Forge Worlds are also reinforced with the arrival of **Knight Castellans**, **Palladins** and **Lancers** – all from by the talented hands of designer Dave Andrews. These new Knights add to the variety of the forces supporting the main attacks by the Titan Legions, enabling the Imperial commander to engage the enemy with firepower from any range.

IMPERIAL TANKS

Last, but not least for the Imperial forces, we have yet more tanks. These range from the massive **Stormblade** to the smaller **Predator**, but all are welcome additions to the armoured might of the Imperial army.

ORKS AND CHAOS

Other armies have not been entirely neglected in the rush of Imperial reinforcements. The Orks have **Bonecrunchas**, **Gutrippas** and **Scorchers** to smash their foes, whilst the mighty forces of Chaos have also been reinforced.

MASTER!

Both The Daemon Primarch **Magnus the Red** and the Daemon **Lord of Change** are release to defy the loyal forces of the Emperor. Above them fly the **Doomwings** and **Firelords** of Tzeentch and in front their advance is protected by the **Silver Towers**. Truly an army to be reckoned with!

ATTENTION!

Will Paul Dykes (or his Tutor Mr Livingstone) please send us his address.

Jes Goodwin received the questionnaire and would like to reply, but has no way of writing back to you if he doesn't know where you are!

EPIC

NEW EPIC BOXED SETS

These two new boxed sets of plastic models are ideal for expanding your Epic armies.

7 KNIGHT PALADINS



When the Titan Legions march to war they are accompanied by large contingents of Imperial Knights. Sleek and deadly, these mighty war machines hunt down the enemy, blasting them with their battlecannons or ripping through their armour with deadly, powerful chainfists.

12 ORK BONEBREAKAS



The Bonebreaka is a deadly tank used by all the Ork clans. Armed with a fearsome battlecannon and equipped with a monstrous spiked roller on the hull, the Bonebreaka smashes through the enemy lines, snapping and crushing the very bones of its enemies!

EPIC
TITAN LEGIONS

EPIC
SPACE MARINE

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EPIC
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ROUGH RIDERS OF ATTILA



The Rough Riders of Attila are the most famous of the Rough Rider regiments of the Imperial Guard. It is often said that these fierce tribesmen ride as well as other humans walk! With their unparalleled skills as horsemen, they quickly seek out every weakness in their enemy's line and ruthlessly exploit it, riding down the foe with their deadly hunting lances.

Every squad of Attilan Rough Riders chooses a distinctive Imperial Guard skull motif which is branded onto each of their horses. Apart from this and the Imperial Guard icon on their shoulder armour, they wear little or no insignia.



A SQUAD OF ATILAN ROUGH RIDERS.

WARHAMMER

40,000

ROUGH RIDERS OF ATTILA

By Rick Priestley

Like the cavalry of old, the Rough Riders strike fear into the hearts of their foe as they charge across the battlefield, deadly hunting lances at the ready. Even those who survive this explosive charge cannot escape the cleansing sweep of the Rough Riders' chainswords.

THE IMPERIAL GUARD

As I mentioned last month, our Imperial Guard project continues to gather speed with both Alan and Michael Perry producing a steady stream of excellent new models. The Catachan Jungle Fighters regiment has proved very popular and even as I write the 'Eavy Metal team is painting another three new regiments which will be out in the next few months. This month's release are the Rough Riders of Attila. Like all of the other regiments we have in the pipeline, these warriors are dressed in the distinctive style of their homeworld.

ATTILA

The world of Attila is somewhat smaller than Earth and has a single continent which covers almost half its surface. The centre of this massive land mass is prone to such extremes of temperature that it remains uninhabited, a baking desert in the summer which becomes a sub-zero sea of sand and snow over winter. Between the Death Lands of the continental centre and the coasts is a belt of rich savannah thousands of miles deep and punctuated with mountain chains, mighty inland lakes, and vast rivers. Only towards the coastal edges does the grassland





give way to verdant forests, encircling the entire continent with a thin arboreal band.

Humans colonised Attila many thousands of years ago and must have adopted the nomadic life almost immediately. The original landing site of Khanasan has grown into the only city on the whole planet. The bustling metropolis is a gathering place for the tribes of Attila and the centre of its government. As for the bulk of the population, they are nomads who subsist from their herds of Ovigators. These are gigantic shaggy and savage animals native to the world of Attila. Their rich flesh and dark blood form the basic subsistence diet of the tribes. When the summer comes, the Attilans drive their herds towards the heart of the continent, following the spring thaw and new grown pasture. In winter, they retreat towards the outer grasslands abutting the coasts, and here their animals find enough grazing to keep them alive until the year's turn.

Galloping forward suddenly he spurred the horse over the head of the nearest Ork. The creature stared in disbelief, too dumbstruck to move as Aval's keen lance pierced its throat. The discharge of the lance tore the creature's head from its shoulders. By the time the decapitated Ork's body fell to the ground Aval was free of his attackers.

Redmane snorted with anger. His hooves, green with Ork blood, pounded against the ground. Aval turned in his saddle as a bolter shell roared past his ear and struck the ground to his right. Burying deep into the soft soil the bolter shell exploded with a dull rumble. The ground lurched uncertainly beneath Redmane's flying hooves, but the faithful steed did not falter.

ATTILAN ROUGH RIDERS

The Imperium recruits some of the most ferocious mounted warriors from this barbaric world. Attilan regiments of Imperial Guard Rough Riders have fought all over the galaxy in many different theatres of war. On worlds thousand of light years from Attila the image of the scarred tribesman resplendent in his crude furs and bedecked with beads and rings is as familiar as it is frightening.

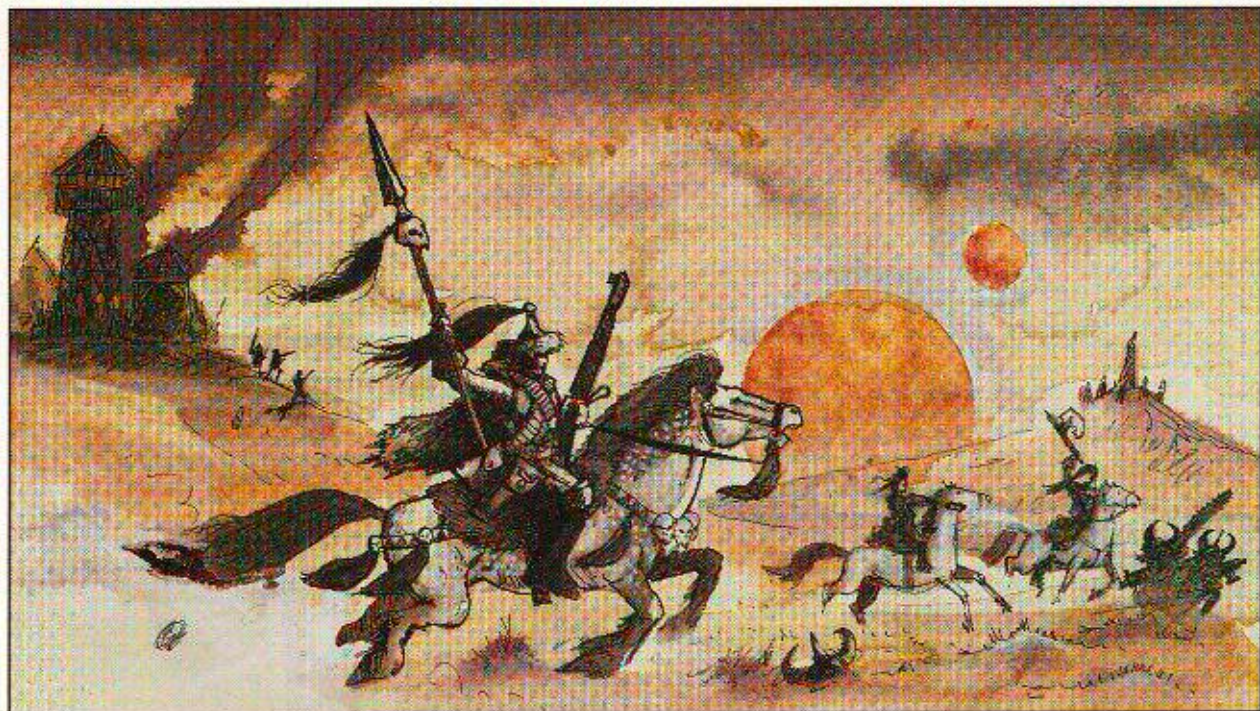
The Attilans' warrior prowess is founded upon a tradition of fighting amongst themselves, for the tribes of Attila respect only power and a King must be prepared to demonstrate his might to doubting rivals. When a lord of the Attilans defeats an enemy he cuts off the beaten man's head and his artificers turn the skull into a drinking cup as a permanent symbol of his victory. A tribal chieftain may have many such skulls, bound with ornately carved gold or inlaid with silver, embellished with rubies and sapphires of immense worth. The King of Khanasan and Lord of Attila is the most mighty of all, acknowledged as the King of a Thousand Skulls!

The Attilans are said to be born in the saddle, for they are amongst the greatest horsemen in the galaxy. The horses they prefer are thick-set beasts, ill-tempered and likely to bite or kick anyone unwise enough to give them the chance to do so. The riders depend upon their horses a great deal, and value them more highly than gold. In adversity a warrior will draw off some of the animals blood and drink it to sustain himself. In this way Attilans can live without food or water for many days, enabling them to operate deep behind enemy lines without supplies.

Characteristic features of an Attilan warrior are the scars that he bears upon his cheeks, long knife cuts of white tissue which stand out against his weather beaten skin. These marks are cut into his cheeks as a young man, and ashes from the camp fire are rubbed into the wounds so that they leave deep and prominent scars.

Attilans tend to wear their hair in long, unkempt braids, or long and matted. They do not wash themselves or clean their clothes, believing that to do so would affront the spirits of water with which they superstitiously people their land. This tradition has proven hard to break, despite considerable effort on the part of the Adeptus Ministrorum preachers in the barely tolerated mission in Khanasan. Indeed, it is sometimes said that the stench of the Attilan is as powerful a weapon as his hunting lance!

Behind him, Aval could see the rest of his squad as they fought free of the Orks. The fierce cries of the horsemen and bass snarls of the Orks were barely audible above the roar of boltguns and piercing snap of hunting lances. In a moment the Orks were dead or running for their lives, and their guttural warcries became faint wails of despair on the wind. The Rough Riders spun their horses and gave up the pursuit. Horses snorted with maddened frustration as they surrendered to the bit. Aval, cried out with the joy of victory, brandishing his lance as a sign for the squad to join him. The sun glittered on his lance and his heart leapt with the promise of victory. Before him lay the verdant plains of Tassarius and at his back rode the fiercest horse warriors in the galaxy.



ROUGH RIDERS

An Imperial Guard army may include up to three squads of Rough Riders for every Command Section or Rough Rider Command Section it has.

ROUGH RIDER COMMAND SECTION 115 points

The Command Section consists of 1 Lieutenant, 1 Sergeant and 3 Rough Riders, all armed with hunting lance, chainsword, laspistol, frag grenades and carapace armour (3+ save, including cavalry bonus) and all riding horses. The Lieutenant is a veteran warrior and may have up to one Wargear card, and any combination of additional wargear from the list below or the Imperial Guard wargear list in Warhammer 40,000. Any number of models may take additional assault weapons, and up to two Rough Riders may be equipped with a special weapon from the list below. One of the Rough Riders may be a standard bearer.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Lieutenant	4	4	4	3	3	1	4	1	8
Other Models	4	3	3	3	3	1	3	1	7
Horse	8	3	0	3	3	1	3	1	5

ROUGH RIDER SQUAD 80 points

The squad consists of 5 Rough Riders including a Sergeant, armed with hunting lance, laspistol, chainsword, frag grenades, flak armour (5+ save, including cavalry bonus), and riding a horse. One model may take a special weapon chosen from the Imperial Guard wargear list below. **Note that the cost of a Rough Rider squad is now 80 points, not 100 as stated in the Codex Army Lists from Warhammer 40,000.**

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Rough Rider	4	3	3	3	3	1	3	1	7
Horse	8	3	0	3	3	1	3	1	5

HETMAN (VETERAN SERGEANT) Special

Any Rough Rider squad or Command Section may upgrade its Sergeant to a Hetman for +10 points. These veteran warriors may have up to one Wargear card, and any combination of additional wargear from the list below or the Imperial Guard wargear list in Warhammer 40,000.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Hetman	4	4	4	3	3	1	4	1	8
Horse	8	3	0	3	3	1	3	1	5

IMPERIAL GUARD WARGEAR

SPECIAL WEAPONS Cost

One per model.

Flamer	7
Grenade Launcher with Frag & Krak grenades	10
Melta-gun	6
Plasma Gun	6

ASSAULT WEAPONS Cost

Any number per model.

Chainsword	2
Power Sword	6
Sword or Axe	1
Autopistol	1
Bolt Pistol	2
Hand Flamer	6
Laspistol	1
Plasma Pistol	4

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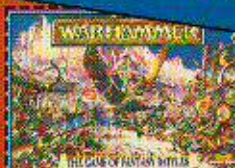


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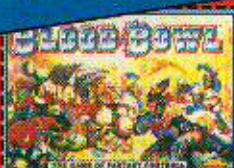
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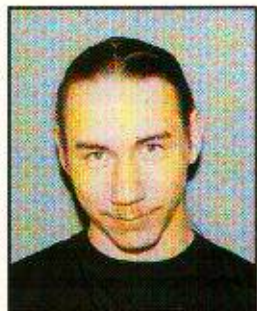
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BLOOD BOWL®

THINGS THAT GO BUMP...

By Gavin Thorpe

The Undead are one of the most fearsome teams in Blood Bowl. Merciless and implacable, they grind their foes to grave-dust. In this article, Gavin Thorpe – Head Coach of the formidable Washington Deadskins, takes us through the ins and outs of their tactics.



DEAD GOOD

The Undead are one of the most rewarding teams to coach in Blood Bowl and I hope that the following hints and tips will encourage you to try them out. They do require a good sense of tactics, but when used properly they can be almost unstoppable, burying their opponents under the weight of their attack.

RAISING THEIR SPIRITS

Undead teams consist of a strange variety of players, ranging from the fairly dire but plentiful and cheap Zombies and Skeletons, to the awesome Vampire Counts of Sylvania. To

get the best from this wide range of players, remember the saying “a place for everything, and everything in its place” and try to ensure that you use each player to do things they’re good at. Forget passing the ball to a Mummy, for example, as they’ve only got an Agility of 1.

Zombies and Skeletons are the Linemen of the Undead Blood Bowl team. They should be used to get in the way of your opponent, exert tackle zones and assist your blocks. Their low Movement means they can be out-flanked and out-outpaced by almost every other team, but don’t worry about this – the following tactics assume that the other side will run circles round these guys.

As mentioned above, Mummies have abysmal Agility, but they make up for this by being the strongest players you can buy without purchasing a Star Player. Their Strength of 5 makes them a cornerstone of any offensive or defensive line.



The Undead make their way up the pitch as the Orcs try in vain to break through to the ball carrier.



Count Luthor and two Mummies flatten the Orcs' front line

where they can smash their way through the enemy and provide holes for your speedier players to exploit. With a Movement of only three, Mummies find it hard to compensate if they are not set up carefully so you must be aware of this when you begin each play. However, any opposing player who is clumsy or stupid enough to get in range can be quite certain of getting a good whack round the head!

Ghouls and Wights are your equivalents of Catchers and Blitzers. Ghouls only have an Agility of 3, and don't have the Catch skill, but their Movement of 7 gives you the ability to respond quickly if something goes horribly wrong. Their Strength of 3 is better than most other Catcher-types, making them useful for throwing blocks, at a pinch. Wights come with the Block skill and a slightly higher Armour value, allowing them to stay in the thick of the fighting and still emerge reasonably intact.

DEATH WARMED UP

Vampires are great play makers. In my opinion, their high Strength and Agility, plus the Block and Dodge skills, makes them the most versatile Star Player you can get – for any team! Although when I started out with the Washington Deadskins I didn't have a Vampire, I soon found out that it was difficult to win without one. I lost five of my first seven games simply because I didn't have enough skilled players, but I learned! A Vampire Star Player gives a rookie Undead team a sort of safety net which keeps you in the game while the rest of the other players get some skills.

With your Vampire in reserve, ready to save the day if things go wrong, try to score with your Wights or Ghouls (allowing them to get the Star Payer Points they need). Vampires have the Hypnotic Gaze skill, which means they are great for turning small holes in your opponent's defence into large gaps for you to exploit. They can even Hypnotize one player and block another in the same turn, creating a hole wide enough to run your Ghouls or Wights through without having to dodge.

Taking everything I've said into account, my preferred starting team would now be something like this:

1 Vampire Star Player	180,000
2 Mummies	200,000
2 Wights	180,000
2 Ghouls	140,000
3 Skeletons	90,000
3 Zombies	90,000
1 Re-roll	70,000
Fan Factor 5	50,000

TOTAL 1,000,000

As the Undead have two types of player who only cost 30,000 each I've found that it's quite easy to have two or even three reserves in your starting team. This makes a battle of attrition a very favourable game plan for most Undead Coaches. If you are paying in a League, you can cut down on the Zombies in your starting line up as your Necromancer will be able to use his *Raise the Dead* spell to turn the casualties you inflict on your opposition into more Zombie recruits for your team!

A Your opponent picks up the ball and tries to form a safe pocket to hide the ball carrier in. As he does this, he also attempts to break through your line to make a clear path into your end zone.

B Stand firm and fight back! Your Vampire and Mummies can hit them harder than they can hit you, so don't pull your punches!

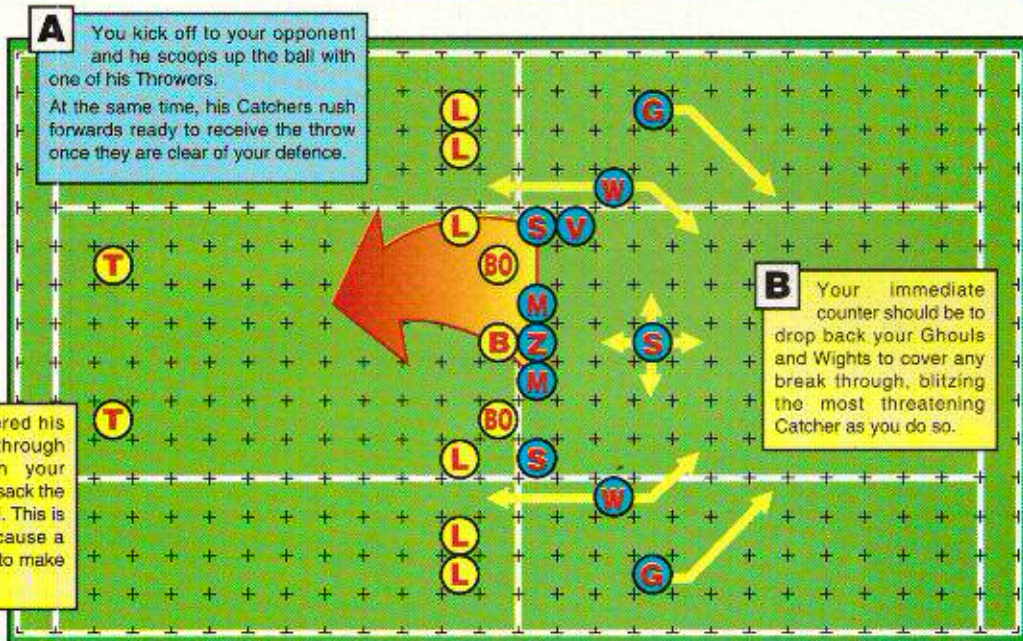
The best defence against a running play is to stand firm and give as good as you get! The Undead are very resilient to damage and with both Mummies and the Vampire on the line of scrimmage they are able to rumble with the best of them.

C As the blood flows freely in the centre, you should run round the back of their safe pocket and attack from all sides.

When you're facing a team which is good at passing your line needs to be much more flexible. Keep your faster players out of contact so that they can move quickly to intercept any Catchers that make a break for your end zone.

A You kick off to your opponent and he scoops up the ball with one of his Throwers. At the same time, his Catchers rush forwards ready to receive the throw once they are clear of your defence.

C Once you've covered his Catchers, break through the enemy line with your Vampire if you can, and sack the Thrower carrying the ball. This is more likely to fail and cause a Turnover, so remember to make your safety moves first.



B Your immediate counter should be to drop back your Ghouls and Wights to cover any break through, blitzing the most threatening Catcher as you do so.

STOPPING THE ROT

Undead are not one of the best defensive teams. Being dead, they are rather clumsy and to avoid serious problems you must make sure that your team is set up correctly. If you fail to do this you will find that your team is too slow to respond to your opponent's underhand and sneaky plays.

Two classic defensive set ups are shown in the examples. Both are very similar, the main difference lies in the way the players react to your opponent's plays. Basically, you have a strong central block on the line of scrimmage with the Mummies ready to pound anyone who comes within reach – remember that your opponent has to put *someone* on the line of scrimmage. If you think that there'll be a big ruck in the centre than you can throw your Vampire's weight in their too, otherwise you might want to leave him free to plug any gaps. Behind this block are the faster Wights and Ghouls and to either side are Skeletons and Zombies. The Skeletons are fielded nearer the flanks where their extra point of Movement helps them to keep up with the Ghouls (sort of), and the Zombies are placed more centrally because their armour will keep them going longer in a fight.

The first diagram shows the defence against hard-hitting teams like Dwarfs that prefer to run with the ball. This is just the sort of game that the Undead are good at and you shouldn't have too much trouble in the ensuing scrap.

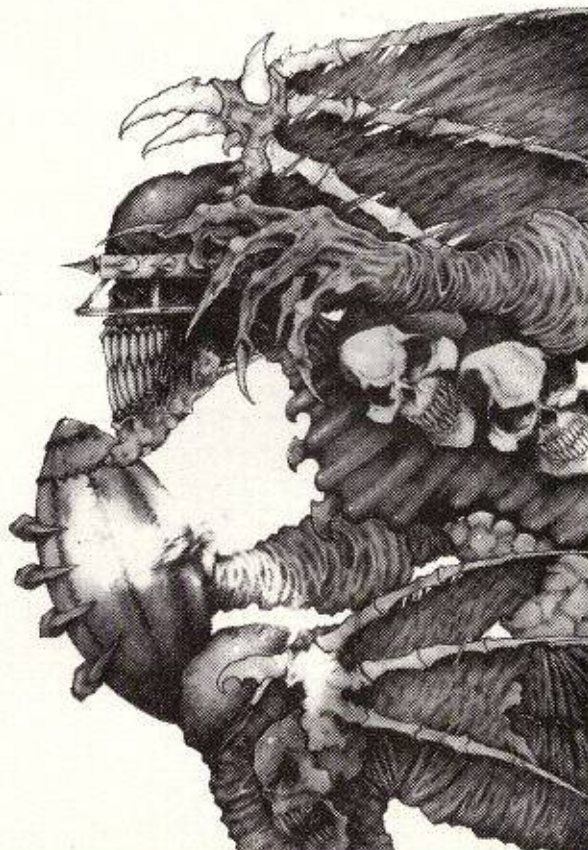
GRAVE TROUBLE

You'll probably have most problems facing fast, agile teams like High Elves. These teams can potentially run through and around your defence and pass the ball over the heads of the Mummies and Vampire, dodging your most dangerous players and leaving you with little to do but chase forlornly after them. To counter this you should try the set up shown in the diagram above.

With this formation you are more adapted to deal with passing plays, that usually send players up the flanks. You do not have to waste your valuable movement crossing from the centre of

the pitch to the sides. Instead your players can drop back with the opposing Catchers, using their whole movement.

Vampires are so flexible they can be useful almost anywhere. Setting them up towards the middle of your line of scrimmage brings their Strength of 5 into play, but if you set them up in a wide zone their Hypnotic Gaze allows you to storm your opponent's line. Either way, Vampires are your best all-round players and should cause your opponent some nasty moments however you use them.



BLOOD BOWL

AGILITY TABLE

PLAYER'S AGILITY



THE GAME

HUMAN TEAM

Team Re-rolls: 4
Team Fan Factor: 4

THROWER	DEFENDER	STRENGTH	AGILITY	AMOUR	SKILLS
6	3	3	3	8	THROW BALLS PASS

BLITZER

DEFENDER	STRENGTH	AGILITY	AMOUR	SKILLS
7	3	3	8	BLOCK

DODGING
Dodges out of an opposing tackle zone on a D6 roll of 1-2 or more.
-1 for each enemy tackle zone on the square that the Dodger follows to.

PICKING UP THE BALL
Pick up the ball on a D6 roll of 3 or more.
-1 for each enemy tackle zone on the square that the ball is in.
-1 for each enemy tackle zone on the square that the Dodger is in.

CATCHING THE BALL
Available Pass - 3 or more on a D6.
Mixed Pass - Blocking Ball or Thrower - 2 or more on a D6.
-1 for each enemy tackle zone on the square that the Thrower is in.

BLOCKING
A Block dice against all D6 players apart from Block Dice. Against Block Dice roll 2 dice, the D6 counts. Choose which dice to use.
Block Dice: The player is not knocked over by a D6 roll on the Block dice.

INJURIES
Injured on a roll of 3 or more on D6.
Roll on Injury Table.

THROWING THE BALL
Quick Pass - 3 or more on a D6.
Block Pass - 4 or more on a D6.
Long Pass - 5 or more on a D6.
Long Bomb - 6 or more on a D6.
-1 for each enemy tackle zone on the square that the Thrower is in.
-1 for each enemy tackle zone on the square that the D6 is in.

DODGING
Dodges out of an opposing tackle zone on a D6 roll of 1-2 or more.
-1 for each enemy tackle zone on the square that the Dodger is dodging to.

PICKING UP THE BALL
Pick up the ball on a D6 roll of 3 or more.
-1 for each enemy tackle zone on the square that the ball is in.

CATCHING THE BALL
Available Pass - 3 or more on a D6.
Mixed Pass - Blocking Ball or Thrower - 2 or more on a D6.
-1 for each enemy tackle zone on the square that the D6 is in.



THE FUNERAL MARCH

The best Undead offensive play is the straight run up the centre. There are variations on this theme which I will explain later but the basic idea is very simple. Using your Mummies and Vampire you break a hole in the defensive line of the other team. The ball can be carried through this gap by a Ghoul or Wight (preferably a Ghoul as their Dodge skill can get them out of unforeseen scrapes). Before you do this you must set up a corridor so that the ball carrier is protected. Using your other Ghouls and Wights you set up a short 'safe zone' three squares long. In your next turn you can run the ball carrier into this area without unnecessary Dodges. From then

on, your team steadily works its way up the field, hitting anybody foolish enough to stand between the ball carrier and the end zone. After two or three turns of this slow advance your ball carrier can sprint into the end zone. I call this play the Funeral March, as the two lines of players slowly make their way towards the end zone.

Variations on this play can be introduced to keep your opponent from knowing exactly what you are trying to do. For example, sending a Ghoul down one flank may convince your opponent that you are going to pass the ball, making him pull back from your line and making it easier to form the corridor. If you are using the Special Play cards from Death Zone, you may be lucky and draw a

Magic Item that will make a passing play possible. Even if you don't, the Ghoul can still either return to form another part of the corridor or wait for a hand off which will start him running for the end zone a turn earlier than expected.

If you've plenty of time to score, or it's the first half and you want to grind the other team down a bit, you can use your Mummies as lead blockers, making sure the path is completely clear

A Having secured the ball, your front line obliterates the opposing line of scrimmage and starts to form up for the procession down the pitch.

B You move your ball carrier into the centre of the box and close the lid on the coffin with the Skeletons at the back.

C With everyone in place you set off towards the end zone at a sedate pace, breaking the opposing players' bones as you go.

D The other side will undoubtedly try to stop you, but with your Vampire, Mummies and Wights at the fore they will have to be very lucky to have much chance.

E When you're far enough downfield, use the Vampire's Strength and Hypnotic ability to smash a hole in their line and send your ball carrier sprinting through for a Touchdown!

Your first job is to secure the ball and surround it with the largest, strongest and most psychopathic players in your team. This done, you move off downfield.

Once inside the box the hardest thing to do is keep up the momentum. You may have to do some pretty fancy manoeuvring in order to keep the pace of the Funeral March steady if not fast, so think carefully about the order in which you move your players.

Also, be sure to keep an eye on the number of downs you have left to play and be ready for that final sprint!

of opposing players. This does limit the whole team to the Mummies' movement of 3 which is why you shouldn't attempt this play when you only have two turns left to score!

With a Vampire on your team you can try the odd passing play to keep the other coach on his toes. One of the best uses of this tactic is a fake Funeral March play. After a turn of advancing up the field the ball carrier hands the ball off to the Vampire, the Ghouls at the front of the procession make a break for it, and the pass is thrown over the heads of the defenders. The beauty of this play is its flexibility. If the opportunity to use this play presents itself you can perform the pass, if it doesn't then you can simply forget about trying fancy manoeuvres and carry on with the Funeral March.

SPECIAL PLAY CARDS

The Special Play cards in Death Zone add an entirely new element to the game, and if used properly can stop or score a Touchdown when all else has failed. The most useful cards for Undead are those that involve moving about, such as the *Sewer Map*, and the Magic Items *Speed of Light*, *Rakarath's Bounding Leap*, *Time Warp*, *The Secret Way* and *Magic Pills*. If you can get your hands on one of these cards you can spring an unexpected trick on your opponent. Imagine his surprise to find that one of your Ghouls or Wights can move an extra four squares this turn! Imagine his complete confusion when an extra Mummy turns up right next to his ball carrier!

The other cards have no more specific uses with an Undead team than they do with any other race, but here are a few pointers on some of the more profitable uses.



Knut's Spell of Awesome Strength is a great card for Ghouls, allowing them to add the roll of a D6 to their already average strength of 3. Combined with their speed and Dodge skill they can make excellent pocket-breaking runs or Touchdown blitzes with this card.

Scutt's Deluge of Despair halves the Movement of the other team, bringing them down to your own sluggish pace. It's especially demoralising for your opponent if you play it when he thinks he's broken through your line, your end zone is in sight and he has that "nothing can stop me now" feeling.

Magic Hand of Jarik Longarm allows you to automatically complete a pass successfully. Since the low Agility of an Undead team makes passing plays unlikely, the use of this card can throw your opponent's defence completely off



balance, especially if used in conjunction with a card that allows you to move a player further down the field to receive the pass. If you get this card, you can often tempt the other side into a large brawl in the centre, setting them up for the sudden pass over their heads.

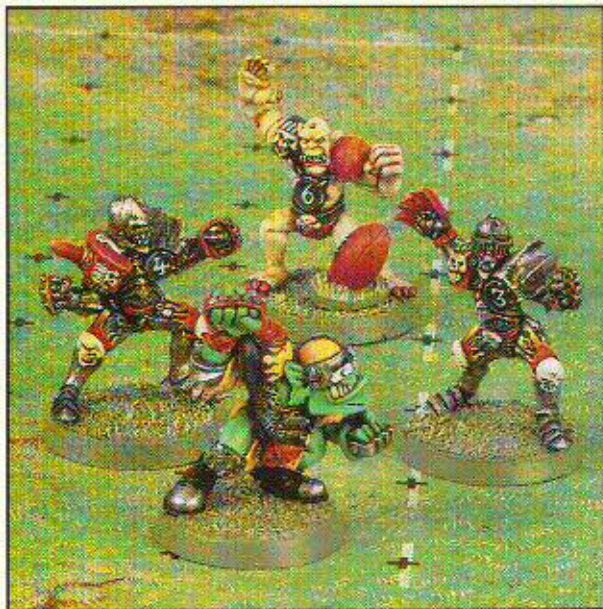
Magic Helmet permanently increases one of your players' Armour value by one and is best used on Ghouls, whose Armour Value of 7 means they can spend quite a bit of time staring at the pitch. Alternatively, you can give the *Magic Helmet* to a Wight, giving them enough protection to participate in a full scale ruck with the opposition and you don't have to worry too much about the Wight being too badly hurt. Combined with the Regenerate skill, a *Magic Helmet* can make players almost impossible to injure...

THE LONG HAUL

Undead teams are definitely at their best in a League. Their ability to Regenerate allows them to continue to pick up Star Player points long after mortal players would have retired. Having said this, you can have all the time in the world, but you can't rely on Most Valuable Player awards only, you have to score Touchdowns and inflict casualties if you are going to get anywhere in this game.

★ ★ ★ Did you know...

Blood Bowl pitches often take several years to build as there are dozens of rules for each one to comply to. One of the most recent of these states that pitches must not be built over old graveyards, battlefields or tombs. This was introduced to avoid a repetition of the infamous game between the Athelorn Avengers and the Erengard Undertakers which ground to a halt after thousands of the Undertakers' fans rose from their graves in the end zone and invaded the pitch!



Two Wights beat off a lone Orc Blitzter as their Ghoul teammate rushes for the end zone.

The following are my suggestions on what types of skills are best to acquire for different players. Of course, Strength increases are welcome on any player, but be a bit wary about increasing the Movement of Zombies and Skeletons, as this seems to me to be throwing away a good opportunity to get Block, Tackle or a more useful skill. Of course you will only have the choice if you roll a double, but it's always worth bearing in mind.

A Mummy with a Movement of 4, on the other hand, can be a horrible surprise for your opponent, as this allows them to make a Blitz action on the same turn they stand up (their usual movement of 3 is taken up by the process of standing up). In fact, the mere thought of a Mummy with a high Movement is enough to give some Head Coaches nightmares.

MUMMIES

The majority of Star Player Points for a Mummy will come from casualties, so hit the opposition whenever you can. The most essential skill to get for a Mummy is Block and when they have this skill the Mummy is almost without equal on the front line, with the exception of a few very expensive Star Players. Tackle is also useful for making sure the opposition go down when you hit them, and at the same time the Tackle skill stops fast teams like Wood Elves slipping past these lumbering players.

If you are fortunate enough to roll a double, then I would recommend the Jump Up skill, as there is no sight more horrifying for your opponent than to see a Strength 5 player leap nimbly to his feet and be allowed to block the guy who just downed him!

GHOULS

Ghouls benefit greatly from skills such as Catch, while Sure Hands and Sure Feet increase their ability as ball carriers. To make full use of skills like Leap (which require an Agility roll) a roll of eleven and a bonus Agility point is preferable. Block is a handy skill too, allowing the Ghoul to ignore certain

Block dice results when the other team inevitably gets close enough to land a few blows. Pass Block is another annoying skill for your opponent, which can be used very effectively not only to intercept a pass, but also to move you Ghoul nearer the ball and the the opposing end zone. One Ghoul can be given Dirty Player and be turned into a kind of hit man. He can then use his speed to run in and make sure you remove downed players for as long as possible.

WIGHTS

Wights with skills can be divided into two categories: those who are great at blocking, and those who are great at Blitzing. Blocking Wights ought to get Mighty Blow, Tackle, Dauntless and Strip Ball, while Blitzing Wights will find Shadowing, Frenzy, Strip Ball and Tackle more useful. Depending on your choices, your Wights will then start gaining more Star Player Points from Touchdowns or casualties, so capitalise on this during the game.

THEM DRY BONES

Finally, you have the cheapest of all your players – Skeletons and Zombies. These players should be given all the usual Lineman-type skills, such as Tackle, Block and Dauntless. If you can get one or two players with the Guard skill by rolling doubles, you can keep them next to your Mummies and make them even more potent Blockers. For a bit of surprise value and variety, why not try a Zombie or Skeleton with Kick, as these players can be set up off the line of scrimmage without damaging your game plan.



LAST RITES

Well there you have it – the distilled wisdom of an old Necromancer. Everything I know about leading an Undead team to the top of the League. At least, everything I'm going to tell you – I still need some secrets, you never know when our teams might meet...

★ ★ ★ *Did you know...*

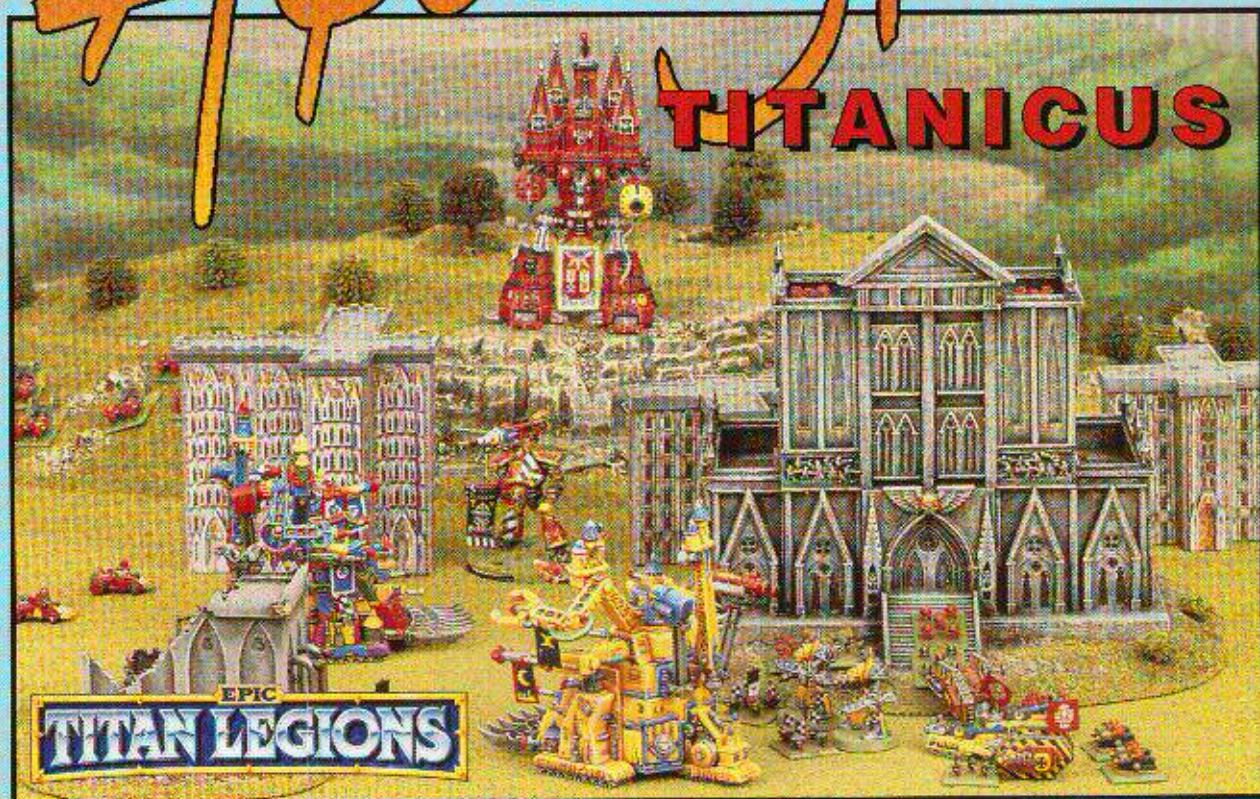
The Deadbeats were the first major league team to lose a thousand games in a row. This all-Zombie team was so hilariously bad that it attracted a huge following who would travel miles to watch their favourite team fall apart – literally! Their Head Coach and Necromancer Galbash the Black said that their game would improve as soon as he'd worked out how to get the *Raise the Dead* spell to last a whole match...

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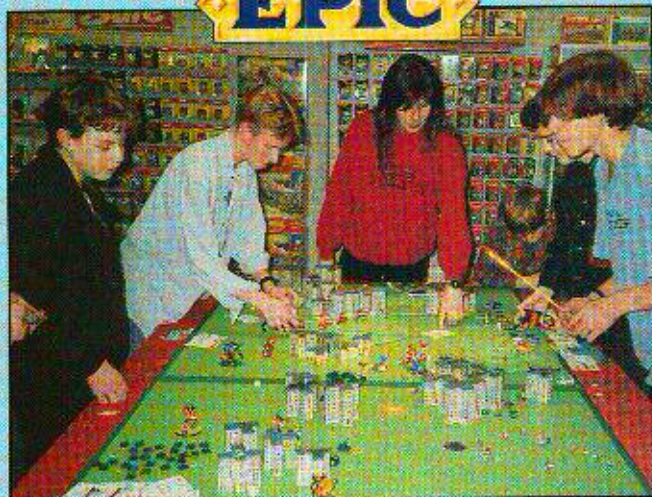
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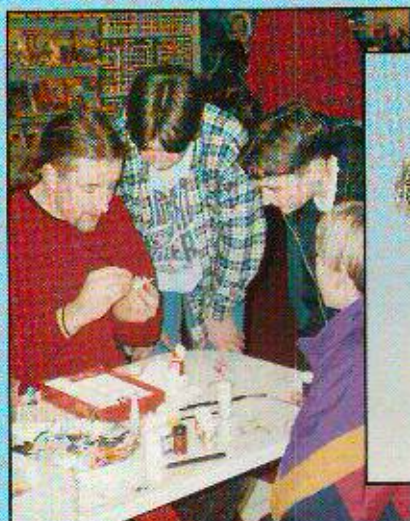


Above: A Epic game being played on one of the store's large gaming tables.

BLOOD BOWL



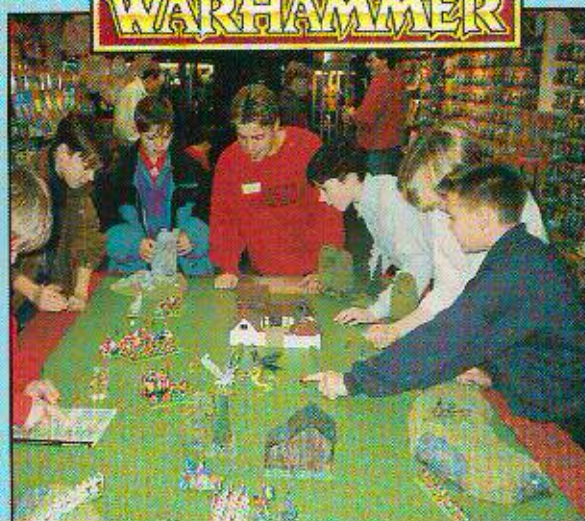
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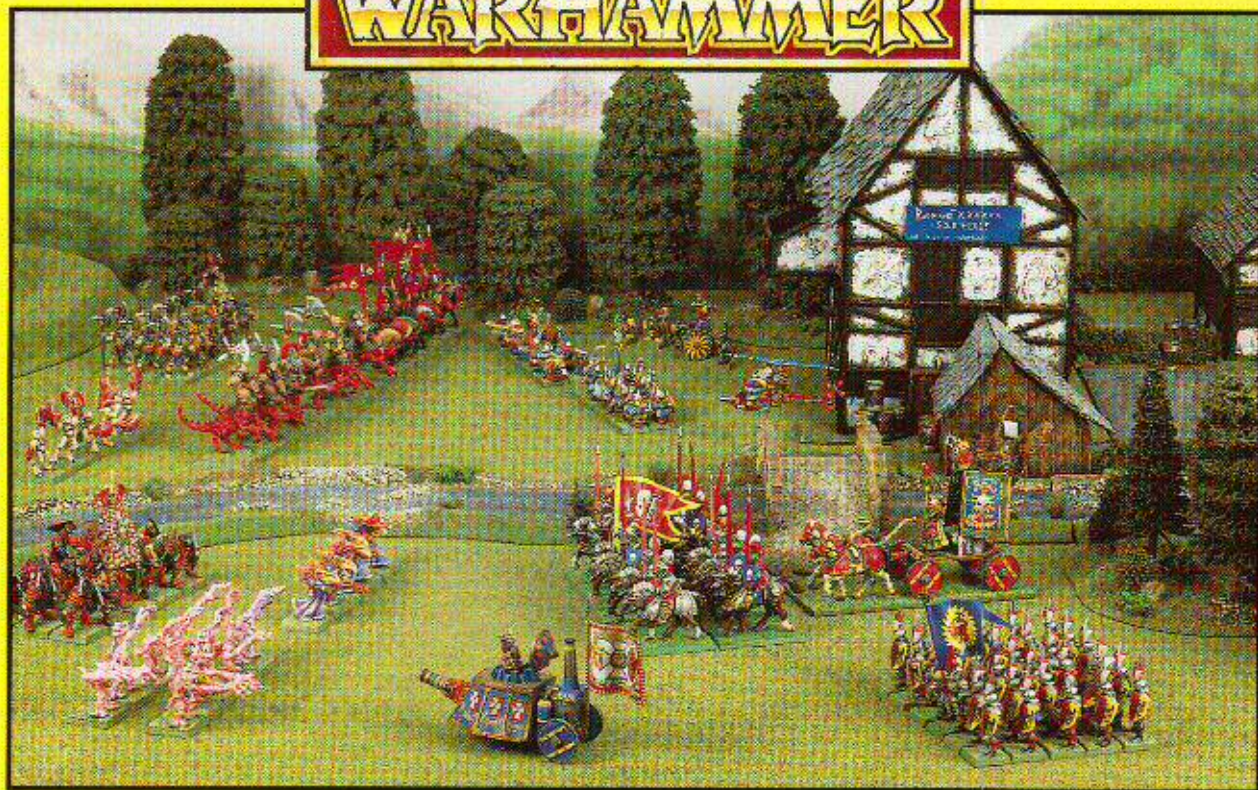
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By Gavin Thorpe

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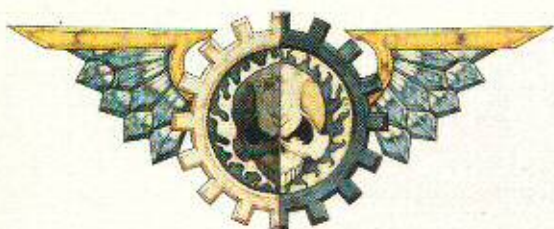
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The Plasma Annihilator is the most awesome weapon ever to be used in a land battle. With a potential for twelve attack dice with an awesome profile, it's the ultimate tank and Titan-



The Emperor Titan Cassus Belli stalks through an Ork settlement at the head of an Imperial assault.

buster. Of course having enough plasma to do this could be tricky, but it is such an breathtaking demonstration of sheer firepower that you should try it at least once. Volleys from the Plasma Annihilator can destroy Squat Land Trains, and other super heavy vehicles. It can set a Mega-Gargant blazing from Tracks to Weirdboy Tower. Entire Daemon Engine detachments can be wiped out in a single pass. It's basically the most destructive weapon you've ever seen and should be saved for the most worthwhile targets.



HELLSTORM CANNON

Like other barrage weapons, the Hellstorm cannon is most effective when fired at closely grouped targets and you should choose your victims accordingly. You can fire up to four shots each turn (if you still have the ammo) and a single deadly barrage like this is usually enough to break an Ork clan in one go, especially if other weapons like the Plasma Annihilator pick off the more heavily armoured targets.

MAIN BATTERY

The main battery is a barrage weapon like the Hellstorm cannon with only a single template but a higher save modifier. Its massive range means you can start pounding the enemy before they get the chance to spread too far out from their deployment position. Unfortunately, it's random strength makes it too unreliable to be a battle winner every time it is used, but its potential of nine barrage points it can be devastating. It's also quite good at knocking down buildings, especially the weaker Ork ones.

SECONDARY WEAPONS

Sheer volume of fire is the main strength of the secondary weapons. With eight attack dice and an unimpeded fire arc,

they are great for fending off attacks by marauding infantry. With a -1 saving throw modifier, the secondary weapons can also be used to deplete enemy void shields and power fields, setting up well protected opponents for a killing blow from the Defence laser or Plasma Annihilator.

GUN TOWERS

The gun towers are the Emperor's most useful weapon for attacking heavy battle tanks, such as Daemon Engines or Ork battle fortresses. They have a fairly wide coverage with their arcs of fire, and can pick off individual models with a 50% chance of hitting. They pack quite a punch too, reducing the saving throws of such vehicles to 5 or more, or even a roll of 6 only, giving them a very effective kill rate.

DEFENCE LASER

The Defence laser is the archetypical Titan-killer. When it hits, it really does damage. The biggest advantage the Defence laser has over the Plasma Annihilator is not its bonus to the damage roll, but its ability to snap fire. Titans which fail to repair their shields on the previous end phase will usually try to scuttle for cover at the earliest opportunity but the Defence laser can crack a shot off before they get a chance to hide themselves behind a building or other interfering terrain.



BOLTERS

The bolters are used to stop enemy infantry assault on the Bastions. As they can always first fire this is the biggest deterrent to attacking infantry, whatever you have stationed in your Bastions or do with your secondary weapons. They can be used offensively too, by striding into the middle of enemy light vehicle detachments, you can cut them to shreds before they can attack. The same can be done against infantry that have already moved that turn.

IMPERATOR. TITAN WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Bolters	15cm	1 each	6+	0	First fire, Total of 16 Attack dice.
Defence Laser	100cm	1	3+	-4	Snap fire. +3 to damage rolls.
Gun Towers	75cm	1 each	4+	-2	Total of 4 Attack dice.
Hellstorm Cannon	100cm	8 Barrage points		-2	Fires up to 4 barrages.
Main Battery	200cm	D6+3 Barrage points		-3	Fires barrage.
Plasma Annihilator:					
Energised	100cm	2 per gpc	4+	-4	(gpc = green plasma counter)
Overcharged	150cm	3 per rpc	3+	-6	(rpc = red plasma counter)
Secondary Weapons	50cm	1 each	5+	-1	Total of 8 Attack dice.

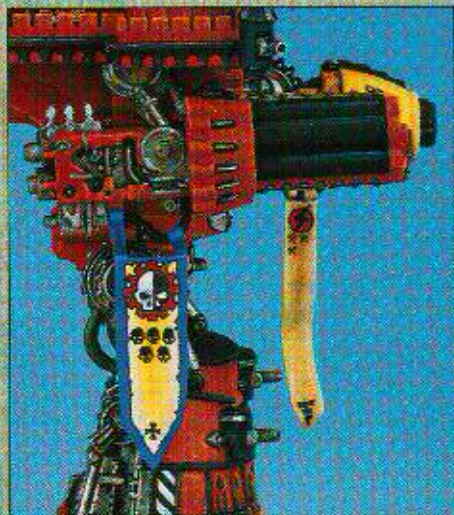


LEGIO METALICA

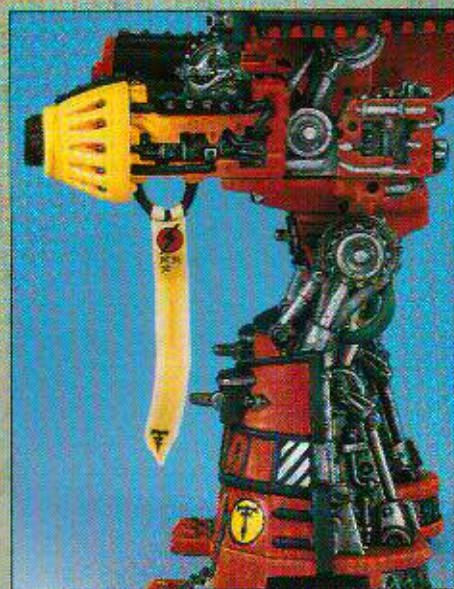
The Forge World of Metalica lies in one of the most dangerous parts of the galaxy, a zone infested with Orks and constantly threatened by war. The Titans of this ancient legion were battle-hardened over centuries of fighting even before the Great Crusade brought the Forge Worlds within the Imperium. To date Legio Metalica's record of victories is unsurpassed by any other Titan legion.



EMPEROR TITAN



HELLSTORM CANNON



PLASMA ANNIHILATOR

EMPEROR TITANS

Emperor class Titans tower some 25 to 40 metres tall. They mount veritable arsenals of weaponry and are protected by up to twelve void shield generators and armour so thick it would not be out of place on a planetary defence installation. Emperor class Titans are amongst the largest mobile battle units that can be deployed on a planetary surface and each one forms a vital part of the Imperium's strategy.



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TITAN MISSIONS

Imperator Titans are far too valuable an asset to be simply thrown into the fray. Every time an Emperor Titan is committed to battle it will be with a particular objective in mind. To represent this, Titan Legions contains a set of five Titan missions which are drawn at the beginning of the game, one for each Emperor class Titan and Titan Battle Group. The way you deploy your Emperor Titan will vary depending on which mission it is trying to accomplish.

As mentioned in the **Inferno** battle report in *White Dwarf* 179, there are two ways you can select your Titan Missions. Many people like the challenge of going through each of their Titans in turn, drawing cards at random and having to fulfil the mission however difficult. Other gamers prefer to draw enough missions for their whole force, and then allocate them at the end once they have seen what they've got. This represents you, as the army commander, being told what you have to accomplish and how many Titans you have to do it with, but leaves you to decide which Titans are best suited to perform which missions.

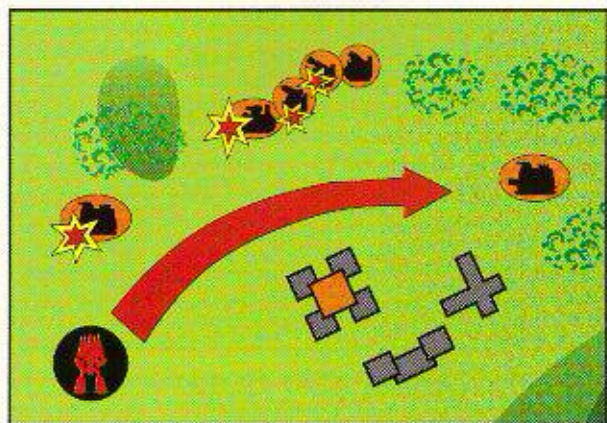
ENGAGE AND DESTROY

Engage and Destroy is probably the best mission an Emperor Titan can be given as its massive array of weapons can annihilate almost any target within a single turn. You should consider your Emperor Titan on a permanent *Engage and Destroy* mission regardless of whatever else it might be doing – after all this is what it's best at!

The first choice to be made on this mission is what target to go for first. You can opt to attack the more heavily protected foes,

such as Great Gargants or Squat Land Trains, in order to obtain the maximum number of victory points available. However, this may take more time than destroying several less well armoured opponents. For example, an Emperor Titan is faced by a Squat force, including a Land Train with seven carriages and two Leviathans. The Land Train is worth eight victory points if it is completely destroyed, the same as both Leviathans combined. It may be simpler and easier to destroy each Leviathan one after the other than to concentrate on the Land Train. But what do you do if the Leviathans are set up on opposite ends of the battlefield?

In this situation it's probably best to destroy the closest Leviathan first, then move on to attack the Land Train in one sweeping manoeuvre, as shown in the diagram.



The Titan swings from one flank to the other, engaging each potential target one at a time.

Whatever you decide to attack, the best way of completing this mission is to concentrate the Emperor's whole arsenal against each target until it is destroyed. With the huge amount of firepower available, it's possible to take out the opposition in one turn, and then move onto another victim next turn.

There are a number of important factors to take into consideration. Gargants (with the exception of the Mekboy Gargant) are protected by banks of power fields, while Titans and Squat super heavy vehicles have void shields. To knock these out takes a large number of hits and is best suited to the Emperor's secondary weapons which have a 50cm range. Unfortunately, the majority of Gargant weapons have a range of 50cm too, and can deliver quite a punch. Squat super heavy vehicles usually carry a wide array of different weapons, and some have a large number of battlecannons. This means that the Emperor Titan will be exposed to lots of enemy fire as it moves in to attack.



This is where Emperor Titans really come into their own. Because they allocate plasma to Fire Control and Engines separately, they can move during the movement phase and fire in the first fire phase. This usually allows you to fire at a Gargant before it gets the chance to fire at you. The Emperor can stay outside the Gargant's optimum range of 50cm and avoid its fire. Then, when the time comes to attack, the Emperor simply steps inside the 50cm zone with its Fire Controls overloaded with plasma and unleashes everything it has on First Fire.

Don't forget close combat either. An Emperor Titan has a massive close assault factor of +22, enough to deal with almost any opponent on a one-to-one basis. If you are unsure though, you can dismount troops from the Bastions and give the Emperor an extra one or two dice for being a second or third close combat opponent.

DELAYING ACTION

Delaying Action is superb for Emperor Titans. The Emperor is an excellent survivor with its banks of void shields and massive armour saving throws. If you wanted something that was pretty much guaranteed to survive the battle, what would you pick? The best aspect of this Titan Mission is that it doesn't interfere with your plans. Your Emperor can carry on doing its part as normal, all the while racking up the victory point for its Titan Mission. A note of caution, however, just because it's tough an Emperor isn't totally invulnerable. Don't take unnecessary risks unless the gain is equal to the potential loss of your Emperor Titan.

TAKE AND HOLD

Take and Hold can be the worst, or the best mission to give to an Emperor Titan depending on which randomly drawn Objective you have to capture. You may end up having to slog

your way across the entire width of the battlefield to get it. On the other hand, your objective could be really close to your deployment zone, giving you an easy 15 victory points.

At the Studio, we always choose which side of the battlefield we want to deploy on before we roll to see which Objective we have to *Take and Hold*. If we are assigning missions after they've been drawn, we roll for the Objective before we decide who is undertaking the Titan mission. This means that if the target does happen to be very distant you can assign the *Take and Hold* to one of the Battle Groups in your army instead of one of your Emperors.

The advantage of an Emperor Titan having this mission is its stubborn refusal to be destroyed. Once it has captured the Objective it can send troops in to make sure the Objective isn't snatched from under its guns. With a Plasma Annihilator, Hellstorm cannon and the other weapons systems on sentry duty, it would be a very brave opponent who tried to deny you those victory points once you've gained them!

When you get this Titan mission you must decide whether to try and fulfil it, or to ignore it and just get on with stomping the enemy. If the Objective you are after is at least three quarters of the way across the battlefield you should probably forget it. It would almost certainly take more time and energy than it's worth – time and energy that could be spent destroying enemy Titans, securing other Objectives and breaking formations.

If the Objective is about halfway across the table you will have to make a decision. Is the route fairly open? If so, then it could be quite simple to move at full speed for two turns to capture it. However, be careful – your opponent will know where you are heading and you may end up marching straight into a trap!

If the desired Objective is in your half of the table you should go for it under almost any circumstances. The only real exception is if the desired Objective is right out on one flank. If this is the case your Emperor Titan won't be able to do anything except go for the Objective. Once again this would be a waste of its potential, since it's best employed supporting your other troops and Titans.

BLITZKRIEG

Like *Take and Hold*, *Blitzkrieg* is suited to an Emperor Titan, but also presents very definite difficulties. The Emperor may find it difficult to maintain maximum speed while utilising its weapons to their utmost. On the other hand, if any model is going to survive a headlong charge into the enemy it's an Emperor Titan.

Since you know from the start where the Titan has to go (unlike *Take and Hold*) you can make your decision much more easily. Basically, you have to choose between two possible courses of action. Either you can go for your mission flat out, full power to the engines and don't stop for hitchhikers. Alternatively, you can ignore your mission and just concentrate on blowing away the enemy.

If you are facing a large force of Titans, super heavy vehicles and other powerful models you may be better off ignoring the *Blitzkrieg* rather than charging into the teeth of all their guns. You should also be wary of advancing into the middle of massed infantry. You can protect your Bastions but there's no point tempting fate, is there! As with *Take and Hold*, your opponent will be expecting you to come right across the battlefield, so try to think of a way to set up or move that will throw your opponent off balance.



Concentrated Imperial fire pounds the traitors into oblivion.

CAPTURE

This is probably the worst Titan Mission for anybody. A canny opponent will place a building right on the edge of the battlefield. This will mean that the Emperor or Battle Group with the mission has to stay out of the main fight just to capture the building. This isn't really worth it unless there are lots of other Objectives nearby, meaning your main attack can fall on that part of the battlefield. All of the other comments for *Take and Hold* apply to *Capture*.

COMBINED ACTIONS

An Emperor Titan does not operate alone. It's used to support other troops, and in turn gains their support. Knowing the best way to complete a Titan mission will help you out considerably, but Titan missions aren't the end of the story. As detailed earlier, there may be situations where you have to ignore your mission, and an Emperor Titan is potent enough to perform its Titan mission at the same time as carrying out its part in your larger plan.

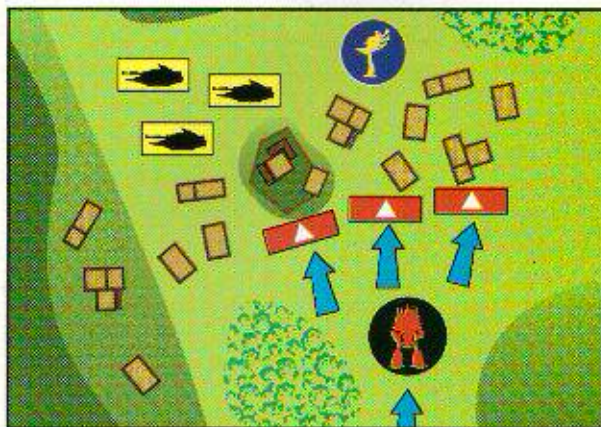
Making sure your army works in a co-ordinated and prepared fashion is vital, and the best way to ensure this is to realise how the different components work together. The next sections will tell you how your Emperor can help your infantry and tanks, and how they can be of benefit to the Emperor Titan.

TROOPS AND TANKS

An Emperor carries more firepower than anything else, and if used properly can sweep away the enemy. Infantry and tanks have the advantage of numbers – if you destroy one then another just steps in to fill its place, but if you destroy an

Emperor Titan it's not so easy to replace. Tanks and troops are much more vulnerable though, and your Emperor should fulfil the role of a guardian. It's the job of the Emperor to destroy targets that your infantry and tank formations will have difficulty dealing with. These include enemy Titans or Gargants, super heavy tanks, and enemy troops holed up in buildings. Leave the easy targets to the infantry.

One interesting trick with the Emperor's Hellstorm cannon or main battery is to use it to destroy buildings, exposing the flanks or rear of enemy formations to your infantry or tank detachments. This is demonstrated in the example below.



The Devastator company (red) moves through the town, using the buildings to shield themselves from the Tempests (yellow). The Emperor Titan advances behind them with its Fire Control systems overloaded.



The Emperor destroys the building with its main battery, leaving the thinner armour of the Tempests' flanks and rear exposed to the Devastators. They can then deal with the Tempests while the Emperor turns its attention to the Phantom Titan.

In the above example the Emperor could alternatively have destroyed the Tempests itself (to be sure of clearing the Objective) and then used its barrage weapons on the Phantom Titan (which could destroy its Holo-field wings and leave it exposed to the advancing Devastator Company instead).

Yet another useful tactic is to use your Emperor as a moving shield, advancing in front of your infantry and soaking up the damage. Having an escort of this calibre is very useful for the troops, who can capture Objectives or attack the enemy with greater confidence and numbers.



RETURNING THE FAVOUR

As shown by the diagram in the previous section, the Emperor also needed the Devastators to take out one of the threats facing it. Troops are most useful to the Emperor in this way, using their ability to move through almost any terrain to protect the Titan's flanks from being attacked.

PROTECTING AN IMPERATOR TITAN

Whatever the plan for the battle, whoever you are facing, an Emperor Titan has a number of weaknesses. The most obvious is its vulnerability to boarding actions by marauding infantry. Although it has sixteen bolters which can always attack on First Fire phase, these are no sure defence against a co-ordinated and concerted effort. Matters are made worse if the Emperor Titan has taken damage to its Sensorium Dome, reducing the bolter's to hit roll to 7+ (that's a roll of a 6 followed by a roll of a 4 or more – only an 8% chance of hitting with each dice).

The best way to prevent your Bastions being blown apart from within is to station some troops inside them. The Tech-Guard Titan Defence company is the Adeptus Mechanicus' answer to the problem. The Tech-Guard are also useful for sallying forth and capturing nearby Objectives, and are often a nasty surprise for your opponent who is likely to forget they're there. In order to do this without compromising the Emperor's safety, when you deploy your troops always set up half of a detachment in each Bastion, so that when one of the detachments leaves the Emperor Titan there are still troops left to defend both against any attack.

If you have enough points to spend when you're picking your army take a Space Marine battle company instead of the Tech-Guard Titan defence company. The Space Marines are even harder for the enemy to winkle out of their armoured defences. The Devastator detachment should be deployed in the Towers, where they be slowly transported across the battlefield while being able to stay on first fire orders for the whole duration. The Tactical and Assault detachments should be split between the Bastions, with the Tactical stands being placed in the locations that allow them to fire out of the Emperor Titan (shown by a red box on the datacard, there are two on each Bastion). The Assault troops are then able to defend the Bastions or launch assaults and counter attacks on Objectives that are within range of their jump packs.

If you are really worried about being boarded you should take the Space Marine battle company and purchase the Chaplain Special card. If the Chaplain is then placed in the Bridge or a Guardroom all the Imperial stands count +1 to their Close Assault factor. If your paranoia about having Chaos Daemons or Goff Ork stands rampaging through your Bastions reaches fever pitch then extreme measures can be taken. Almost total protection can be ensured by purchasing an Imperial Guard Company and two detachments of Ogryns. With their close assault factor of +6 and horribly effective Ripper Guns, almost nobody is going to get past the Ogryns to attack the Bastions (think of them as very good bouncers!).

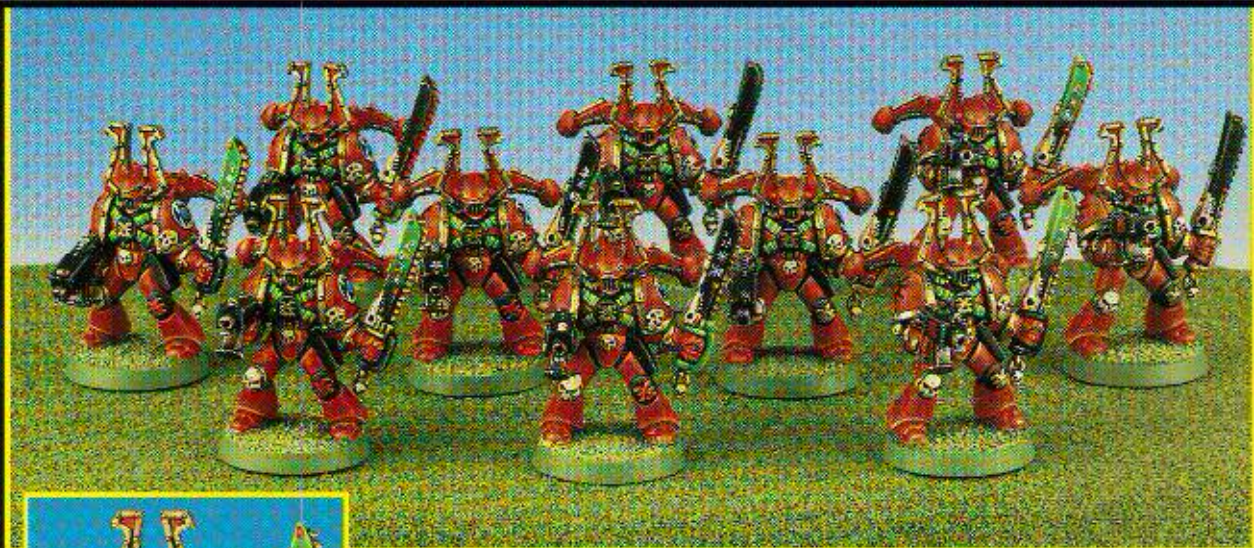
FINALLY...

There is only so much you can cover in one article, but I hope that you have some great plans forming for using your Emperor Titan. Remember, it's not 'the bigger they are, the harder they fall', but 'the bigger they are, the harder they hit...'

WARHAMMER

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WORLD EATERS CHAOS SPACE MARINES



Khorne is the great warrior of Chaos, the ferocious Blood God. The World Eaters of Khorne Chaos Space Marines are his ultimate warriors, steeped in martial honour and the ethic of war, chosen for the final conflict when Khorne awakes and the universe is drenched in the blood of his enemies.

This boxed set contains 10 plastic World Eaters of Khorne Chaos Space Marines and a sheet of Citadel waterslide transfers.

These models require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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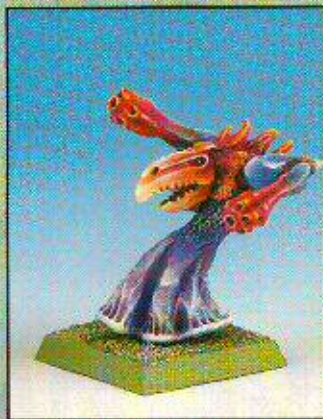


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SCYLA - CHAOS SPAWN



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THE FORCES OF CHAOS CONFRONT A DWARF ARMY

WARHAMMER

SCYLA - CHAOS SPAWN

By Rick Priestley

Chaos Spawn are the warped and twisted followers of Chaos whose bodies have been wildly mutated by their master's gifts. Few survive their creation long, though there are exceptions such as the dreaded Chaos Spawn Scyla.

THE CHAOS GODS

Chaos Gods are generous but irresponsible with their favours. Gods cannot distinguish the difference in value of their gifts, or they simply have no interest in investigating the matter. When blessing one of his followers a Chaos God might inadvertently make him stronger, tougher, faster, astonishingly attractive, intelligent, or otherwise improve his lot. But the gift might equally well disadvantage the follower, making him weak, feeble-minded, or turning his body into a sluggish mound of flesh. The Gods of Chaos are also the gods of chance, and courting their favour is nothing if not risky.

CHAOS GIFTS

Most Gifts of Chaos take the form of physical mutation. For example, Iron Hard Skin might well make the recipient resistant to damage but it also covers him with a crust of scaly iron. The more gifts a creature has the more potentially disastrous their cumulative effect can be. Extreme mutations tend to affect the recipient in all kinds of unfortunate ways. If a follower acquires too many mutations he passes the point of no return and becomes a Chaos Spawn.

FOLLOWERS OF CHAOS

Any follower of Chaos can find himself heading towards spawndom. Even a Chaos Champion who enjoys the favour of his god is likely to suffer this fate. A champion who does not earn himself the ultimate reward of daemonic immortality will certainly become Spawn unless he dies first. Such is the lot of the Chaos Champion: he is destined for everlasting diabolic glory or an ignominious end as a mindless dribbling monster.

The outward appearance of a Chaos Spawn is utterly unpredictable. They may have several sets of limbs, bizarre attributes like crab claws, a chitinous carapace, tattered but useless wings, eye stalks, a long flexible neck, or a gaping maw full of needle-like teeth.

Although immensely powerful, Spawn are mindless creatures, their former intelligence having long since been sacrificed to their unholy ambition. Many a champion of great promise has ended up as a seething mound of bone and flesh, monstrously distorted and screaming with insane rage.

CHAOS SPAWN

Chaos Spawn are not covered in the Chaos army list and so are not normally included in your initial forces. They are the result of the warping power of the gifts that the Chaos Gods bestow on their loyal followers. During the game, a model may be turned into Chaos Spawn as the result of a Chaos God turning his attention to the battlefield. This can happen when you receive either the Chaos Spawn or Eye of the Gods card as a Chaos Gift. It can also happen if your champion is visited with too many Chaos Gifts. Full rules for Chaos Gifts and Chaos Spawn can be found in the Warhammer Armies - Chaos boxed set.

As well as the above, you may wish to include the following Chaos Spawn special character as part of your Chaos army.





SCYLA, SPAWN OF CHAOS 340 points

Your army may include Scyla as a character – in which case you must appoint another Chaos Champion or Chaos Sorcerer to be his master (see the Special Rules). Scyla may not be the army's General.

Once Scyla Anfinngrim of Norsca enjoyed the favour of his Chaos God. At one time Scyla's Raiders plagued the northern coasts of the Empire. His name was held in terror by the Kislevite merchants of Erengard. Many remembered the daring night raids that left the docklands of the Lynsk an inferno of destruction. But power of such magnitude has its cost, and Scyla paid the highest price for his ambition.

At first his body swelled with chitinous plates. This gift made him even more powerful, but it was the beginning of the end for Scyla. Within the year his head grew elongate and reptilian and a beaked tail sprouted from his back. His limbs lost their clean human shape, becoming long, hairy, and ape-like. Soon he could no longer grasp his sword and fell upon all fours like a beast. At last his mind gave up its grip and Scyla Anfinngrim was lost into the depths of gibbering abomination – he became a Chaos Spawn.

Scyla's warrior band took pity on him. Indeed, there were some who revered him in his new shape, and paid him homage as a living god. Subsequently, his trusted lieutenant One-Eyed Erlock was chosen as Khorne's champion, and Erlock placed around Scyla's malformed head the potent Collar of Khorne. When Erlock led the warriors to battle he took Scyla with him, directing the horrific creature like some tamed beast. The ultimate fate of Scyla is not recorded, but he was said to have fallen at the Gates of Kislev, the titanic battle which ended the Great War Against Chaos.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scyla Spawn	6	6	0	6	6	4	3	6	8

Chaos Gifts: Scyla's profile reflects the effects of most of his Chaos Gifts, the bizarre shape of his body, unnaturally strong limbs, tough chitinous body and so forth. He also has the following additional abilities.

Iron Hard Skin: Scyla has Iron Hard Skin which gives him an armour saving throw of 4+ on a D6. This save is not modified by the attacker's Strength (as other armour is). Where no armour save is permitted (eg. a cannon shot or stone thrower) then Iron Hard Skin has no effect.

Collar of Khorne: Scyla wears a Collar of Khorne. If he is attacked by a magic weapon and makes a successful armour saving throw for his Iron Hard Skin, then the magic weapon is destroyed. If attacked with a magic spell then the spell is dispelled on the D6 roll of a 4+. If dispelled, the spell is automatically destroyed and the caster sustains 1 wound on the D6 roll of a 4+. The destroyed spell is removed from your opponent's hand and cannot be used for the rest of the game.

SPECIAL RULES

Scyla's Master: Scyla obeys the will of his master and can be controlled like any other monster. The Chaos Spawn rules do not apply whilst Scyla remains under his master's command. He moves and attacks normally, just like a monster included in the army.

If you include Scyla in your army you must appoint a Chaos Champion or Chaos Sorcerer as his master. Scyla deploys within 6" of his master at the start of the game, but is free to move as he wants thereafter. Should his master be slain or leave the table Scyla becomes subject to the rules for Chaos Spawn as described in Warhammer Armies – Chaos (but note that he gains no further Chaos Gifts).

Fear: Scyla is a monstrous beast of horrific appearance. Chaos Spawn cause *fear* as described in the psychology section of the Warhammer rulebook.



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SPACE MARINES[®] LAND SPEEDER



Miniatures designed by Jas Goodwin.



Model supplied unpainted.

The Space Marine Land Speeder is a lightning fast weapon of war. Crewed by two Space Marines, the Land Speeder is armed with a heavy flamer and the awesome multi-melta. Soaring across the deadly battlefields of the 41st Millenium, the Land Speeder destroys the enemy with lightning fast attacks and deep strikes behind the enemy lines.

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

These models require assembly. We recommend that the parts are cleaned and trimmed with a modelling knife before being painted with Citadel paints.

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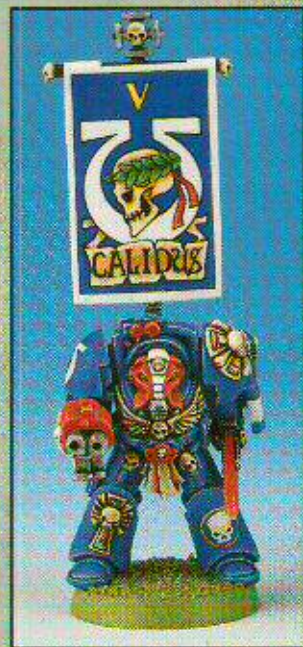
The 1st Company of a Space Marine Chapter is the elite company of veterans. These experienced warriors have access to the very best of the Chapter's weaponry and equipment and are the first to be supplied with any new or modified wargear. They are also traditionally the only Space Marines to be equipped with the devastating Terminator armour. These powerful armoured suits are a physical embodiment of the Chapter's fighting spirit and are regarded by the brother-marines as important artifacts in their own right.

When equipped with Terminator armour the Space Marines of the 1st Company are organised into Battle Squads of five men. This means that at full strength the Chapter could field twenty such squads! Each squad is identified by a simple number I, II, III, etc. These are displayed in combination with the Chapter icon on the right shoulder pad of the Marine's armour. The left shoulder pad displays the solid stone Terminator badge which is both a tactical symbol and a revered honour. Other honour badges are sculpted onto kneepads and greaves or are painted onto the weapons.

In the Ultramarines Chapter, the Veterans are easily distinguished by their white helmets. The Veteran Sergeant's striped helmet combines the red of a Sergeant with the white of a Veteran.



CHAPTER BADGE ARMY BADGE



SPACE MARINE
TERMINATOR WITH
ASSAULT CANNON.

VETERAN SERGEANT
WITH POWER SWORD
AND STORM BOLTER



TERMINATOR WITH
POWER FIST AND
STORM BOLTER.

TERMINATOR WITH
CHAINFIST AND
STORM BOLTER.

TERMINATOR SQUAD CALIDUS OF THE ULTRAMARINES.



This Ultramarines Terminator squad is known as squad Calidus after its Veteran Sergeant. This name is incorporated onto the banner alongside a typical honour badge – a wreathed skull. In addition to these markings, the banner displays the Chapter icon, squad number and has the distinctive white border of the 1st Company.



WARHAMMER

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SPACE MARINE TERMINATORS

At the forefront of the Space Marines' assault come the Terminators. Brushing aside defenders like insects, their attack is like an unstoppable avalanche of fire and steel.

The First Company of each Chapter is made up from the oldest and most battle-hardened Space Marines. It is the senior and most respected company, and its members use Terminator armour as well as other Space Marine equipment.



TACTICAL DREADNOUGHT ARMOUR

Tactical dreadnought armour or Terminator armour, as it is more commonly known, is without doubt the toughest personal armour in the galaxy. The armour is massively bulky and contains a full exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates which form the outer carapace. The Adeptus Mechanicus has designed a number of particularly devastating weapons to be used in conjunction with Terminator armour including storm bolters, heavy flammers, assault cannon and the deadly Cyclone missile launcher. Terminator suits are valuable and often very old so they are reserved for use by proven veterans of the highly trained Imperial Space Marine Chapters.

A model wearing Terminator armour has an armour saving throw of 3 or more, just like power armour. However, because Terminator armour is so massively thick the saving throw is rolled on 2D6 rather than 1D6. The 2D6 are added together to get a number between 2 and 12. This means that Terminator armour can potentially survive a shot from even devastating weapons like lascannon with a -6 save modifier by scoring a total of 9 or more on 2D6 (9-6=3, a save!). However, on an unlucky double 1 even the puniest shot can still penetrate the armour through the vulnerable joints or eyepieces.

In addition to its considerable protective value Terminator armour is equipped with a number of other devices. It always includes a targeter which is linked to whichever ranged weapon is carried and a teleport homer to assist in teleport operations. Extensive communications gear and sensory apparatus is also fitted as standard though this has little direct bearing on play and is subsumed into the Warhammer 40,000 game rules for convenience.

Space Marine Terminators are subject to the same special rules for Break tests and rapid Fire as other Space Marines.

ARMY LIST ENTRY

TERMINATOR SQUAD

325 points

Squad consists of 5 Terminator Space Marines armed with storm bolter, targeter, power fist, and Terminator armour (3+ save on 2D6). One model may be equipped with a Terminator heavy weapon chosen from the list below. Any model can replace their power fist with a power sword or a chainfist, or can replace their storm bolter and power fist with a thunder hammer and storm shield or a pair of lightning claws at no additional points cost.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

Special Rule. Any Terminator squads can be teleported into battle but their points value is increased by 50%.

TERMINATOR HEAVY WEAPONS

Cost

One per model. May not be chosen for Character models.

Assault Cannon	45
Cyclone Missile Launcher	55
Heavy Flamer	25







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

FORCES OF THE IMPERIUM



STORMBLADE SUPER HEAVY TANK COMPANY



BLOOD ANGELS SPACE MARINES PREDATOR SQUADRON



BLOOD ANGELS SPACE MARINES RAZORBACK SQUADRON



A DETACHMENT OF IMPERIAL TERMITES



IMPERIAL TERMITES



IMPERIAL FORCES STORM ACROSS A BRIDGE TO ATTACK THE ORK FLANK

EPIC[®]

TITAN LEGIONS

SPACE MARINE RAZORBACKS

By Gavin Thorpe

HISTORY

The vast armouries of the Space Marines contain many types of vehicles. Some have been used for thousands of years whilst others, like the Razorback, have only recently been rediscovered. Based on a Standard Template Construct found by Chief Artisan Tilvius, the Razorback is a heavily armed variant of the Rhino troop transport.

BATTLE TACTICS

Space Marines often use a Squadron of Razorbacks to provide close support for their troops as they advance under fire. With their mixture of troop carrying ability and concentrated firepower they are also able to help re-deploy the Space Marines even if they have lost some of their Rhinos.

Occasionally a Space Marine detachment has all three of its Rhinos replaced with a Razorback transport detachment, giving them greater firepower and allowing them to deliver a hard strike to the enemy.

The Razorback has one attack dice for its lascannon and one attack dice for its plasma guns. However, the Razorback cannot spread its attacks between targets like most vehicles as the lascannon and plasma guns are linked to fire in the same direction. Both weapons must be fired at the same target, so if the plasma guns are out of range they miss automatically – they may not be fired at a different target.

With a large weapon system taking up much of its hull, the Razorback does not have the full transport capacity of a Rhino and can only carry one troop stand.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Razorback	25cm	4+	+0	Plasma Guns Lascannon	50cm 75cm	1 1	5+ 5+	-1 -1	Cannot divide fire, Carries one stand



Razorbacks lead an Imperial attack against an Ork force in the shadow of a nearly completed Mega-Gargant.

IMPERIAL KNIGHTS

The Paladin is the archetypal Imperial Knight able to fulfil many battlefield roles. However, the Forge Worlds also produce a variety of more specialised Knights. The Lancer is built for speed, able to out-flank the enemy and scout for weak points in his defences. Like the Paladin, the Lancer is armed with a powerful battlecannon so that it can duel with the enemy across the battlefield. It also carries a special upgrade of the normal shock lance known as a power lance. The Lancer uses this weapon to blast the enemy with a short-ranged burst of energy before charging in for the kill.

One of the heaviest types of Knight made by the Forge Worlds is the Castellán. The Castellán bears increased armour and carries additional firepower. Often deployed in a heavy support role, the Castellán can pick off targets at long range with its quake cannon and strafe enemy infantry with fire from the deadly, multi-barrelled autocannon.



KNIGHT PALADIN DETACHMENT



KNIGHT LANCER DETACHMENT



KNIGHT CASTELLAN DETACHMENT



SPACE MARINE RAZORBACK ARMY CARDS

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

RAZORBACK TRANSPORT DETACHMENT

The Razorback transport detachment card allows you to replace the Rhinos of one Space Marine detachment with Razorbacks. They become the detachment's transport vehicles and are considered part of the detachment for all purposes.

BREAK POINT +3: Replacing a detachment's Rhinos with a Razorback transport detachment increases its break point by +3. If the Space Marine detachment is part of a company it increases the whole company's break point by +3.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS +2

The Razorback transport detachment adds +2 to the VPs awarded to your opponent when the Space Marine detachment/company is broken.

SPECIAL CARD

RAZORBACK TRANSPORT DETACHMENT

A Space Marine Razorback transport detachment consists of 6 Razorbacks.



POINTS VALUE 200

SPACE MARINE RAZORBACK SQUADRON

A Razorback Squadron that carries troops becomes their transport vehicles and must stay within 6cm of them for the remainder of the battle.

BREAK POINT 2: The unit is broken once it has lost 2 models. Once the unit is broken it must take a morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the unit is broken.

SPACE MARINE RAZORBACK SQUADRON

A Space Marine Razorback Squadron consists of 3 Razorbacks.



POINTS VALUE 150

SPACE MARINE RAZORBACK SQUADRON

A Razorback Squadron that carries troops becomes their transport vehicles and must stay within 6cm of them for the remainder of the battle.

BREAK POINT 2: The unit is broken once it has lost 2 models. Once the unit is broken it must take a morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll 2 or more on a D6 to pass their morale check.

VICTORY POINTS 2

Your opponent gains 2 VPs when the unit is broken.

SPACE MARINE RAZORBACK SQUADRON

A Space Marine Razorback Squadron consists of 3 Razorbacks.



POINTS VALUE 150

WARHAMMER

A GATHERING OF MIGHT

By Jervis Johnson and Robin Dews

For this month's battle report, we decided to show you something a little different and so we got together eight players and over twenty five thousand points worth of troops for an absolutely massive game...

Karl Franz turned from his companions and gazed out across the dark valley towards the enemy lines. All night long, a tumult of braying trumpets and beating drums had mingled with a cacophony of screams and curses. The sounds had echoed across the plain like a bitter wind, chilling men's hearts that were already numb with fear. Along the length of the valley he could see the disposition of his army marked by the hundreds of flickering campfires to which men crept for food and warmth and succour.

Now there was silence...

His thoughts flew back through the days... no... now it was weeks that this horror had been upon them. First there had been rumours of raids against a few small towns and villages on the fringes of the Empire. Then a bloodied messenger had come from Averland telling a tale of a vast Orc army sweeping down from the Black Mountains. He'd dispatched a force to intercept the invaders and under the command of the Elector Count they'd repulsed a part of the attacking force, but since that day the news had been grim.

Every hour brought new fear. The Orcs had been joined by a horde of Goblins and had now advanced to the very borders of Talabecland, killing, burning and destroying all in their path. In Altdorf itself, the river Reik had run red with blood and the dozens of corpses seen floating through the capital had caused panic in the city. A curfew had been declared in order to protect the citizens and there were rumours of unrest in the army.

He turned, and drawing his cloak about him he stepped back inside the tent. "My Lords...", his eyes adjusted to the flickering candlelight. "...there is no hope of further assistance. We must face this evil alone."

"Sire, there may yet be time", the voice was that of Ostland, whose army of Halberdiers, Archers and train of Great Cannon had arrived that same afternoon.

"No my dear friend, there has been grievous treachery against my name. No more will come."

Four men stood with him. On his right was Ostland who's honest council he trusted, but who's optimism often belied the truth. To his left, muttering to himself, lunched and staring stood the Elector Count of Averland. Despite his heroic victory, the province of Averland had been overrun and the Count's moods now slipped further and further towards madness. And there, standing side by side were his old friends and comrades, Ludwig Schwarzhelm and the Grand Theonist Volkmar.

"There is no news from the Dwarfs and neither Middenland and Hochland will arrive before evening." His voice was steady and showed no emotion. "The enemy are numerous and my spies tell me that they have been joined by the red devils of Hashut in great number."

"Fire and blood! Fire and blood!" hissed Averland between clenched teeth. He began to rock backwards and forwards clenching and unclenching his fists.

The others exchanged glances, but Karl Franz reached out and touched his friend's arm.

The Count's movement ceased and his eyes swivelled to focus on the Emperor's face. "I'm sorry my Lord", spoke the Count, his voice now calm. "I seek only to serve and revenge my murdered kinsmen. I long to see the hated ones driven from our land and your justice restored."

There was a swift movement behind him and a graceful figure stepped under the awning and cast back his cloak.

"Lorelie!", exclaimed Karl Franz, reaching out and grasping the Elf by the shoulders. "How come you here?"

"My people have old scores to settle with the bearded ones. Many suns past, my kindred were slaughtered by their kind at Skull River. Now they are joined with the hated greenskins we could not help but come to your aid. We are ready to serve your banner. Even now my Scouts and Warriors are concealed amidst the trees and waiting for the order to attack."

From the enemy camp a single ominous drumbeat began to sound. Boom!... Boom!... Boom!...



JERVIS' INTRODUCTION

Jervis: Most games of Warhammer are two player games between two armies with an equal points value. This has been reflected in the Warhammer battle reports we've published in the past, almost all of which have been two player games between armies of about 3,000 points. Every now and then, however, we like to play something a bit different at the Studio. So, instead of only two players, we'll gather a group of six or eight gamers together, and play in two teams. And instead of choosing the armies carefully using the army lists, we'll simply pick a race or two for each side – and then use every single model we can lay our hands on in the battle!



This battle report is about just such a battle that we fought recently using the Studio's Empire and Wood Elf armies on one side, and our Orcs, Goblins and Chaos Dwarfs on the other. The accompanying photographs give some idea of the sheer size of the armies, and although we don't know exactly how many points each army came to, we estimate that there was a grand total of about 25,000 points worth of troops involved in the game all together!

The Empire forces were commanded by a four-player 'White Dwarf' team consisting of Robin Dews, Adrian Wood, Jake Thornton and Mike McVey. The forces of evil were commanded by myself, Nigel Stillman, Gavin Thorpe and Ian Pickstock. We used a number of special rules in the game, all

of which are described below. The purpose of these rules was to ensure the maximum amount of chaos and confusion, and to stop the teams of players from acting in too co-ordinated a fashion. As the battle report will make clear, they worked almost too well!

THE CHAIN OF COMMAND

When we play multi-player games of this type we normally choose one player in each team to be the supreme commander. This person is in overall charge of the entire army and gets to boss the other players about and tell them what to do. For our game, Robin took overall command of the Empire and Wood Elf army, while I took control of the Orc, Goblin and Chaos Dwarf force.

Apart from deciding when and where to commit his reserves (more of which below), the supreme commander isn't allowed to move any of the models that are on the table. Instead, the task of moving and fighting with the units on the table is left to the other players in the team. Each of these sub-commanders is given a part of the army to control, and is allowed to make all of the decisions (and roll all of the dice!) for the troops under their command.

THE FOG OF WAR

Standing side by side with your fellow generals while towering high above the wargames table, it's all too easy to chat about what you plan to do in your next turn without giving any thought to how difficult this would be to do amongst the confusion of a large battle. In reality the separate commanders could only talk directly if they were close enough to be able to hear each other (a rare circumstance amongst the noise and chaos of a large battle). Most of the time they would have to rely on hastily written notes carried by messengers to their fellow commanders.

To represent these factors we decided that each player had to choose a character model to represent themselves in the game, and that they could only discuss strategy and tactics with a fellow commander if their two models were in base-to-base contact. At other times, players on the same side were only allowed to communicate by written notes, which represented communications moving up and down the chain of command.

In addition to only being allowed to communicate by note, we decided that each player had to secretly write down their charge declarations, and could only reveal them once everyone had finished writing. This simple rule stopped players coordinating their attacks too closely, and sometimes resulted in charges being declared by one or more units against a single opponent, with the result that the two attackers ended up getting in each other's way! Five minutes were allowed at the start of each turn for players to write any messages and note down their charge declarations.



MAGIC

In large multi-player games it's very easy for magic to either play no part at all in the battle or to completely dominate it, and so we took a number of steps to make sure this wouldn't happen in our game. We've learnt from experience that with the large number of wizards that take part in a typical large battle, rolling two dice for the Winds of Magic simply doesn't work. Instead we rolled 4D6 for the Winds of Magic, so that there would be just enough power to allow all of the players in the game to try and cast a spell each turn, but not so much that spells could dominate the game.

The cards generated by the Winds of Magic dice roll were dealt out to the supreme commanders, who then passed out the cards they received as equally as possible to their army generals. Sub-commanders were allowed to swap cards between themselves if they wished, which led to a certain amount of good-natured bartering during each magic phase as the players tried to gather the power they need to cast a spell, or pleaded for a dispel card to stop one of their units being annihilated!

Normally in the magic phase the players take it in turn to cast spells. This works fine in a two player game, but can get very confusing in a multi-player game. In order to keep everything nice and orderly, we decided that it was up to each supreme commander to choose which of his sub-commanders was allowed to cast the next spell. The supreme commander whose side's turn it was got to make the first choice, then the opposing general was allowed to nominate a player from his side, and so on until all of the magic cards had been used up. This system worked extremely well, and proved highly entertaining for the numerous spectators who came to watch the game and who were treated to the spectacle of each sides sub-commanders jumping up and down yelling "Me next! Me! Me!" when it came to casting spells!

One final point on magic items. As we weren't really keeping track of the points cost of both armies, we simply allocated 250 points to each sub-commander with which to purchase magic items for their characters.

THE RESERVES

Often the biggest problem for a commander in a very large battle is how he can physically fit all his troops into his deployment zone. In order to get round this problem, and to give the supreme commanders something to do other than boss their sub-commanders around, we decided to allow each supreme commander to keep a portion of his army off the table in reserve. We didn't place any limits on the number of troops that could be held back, preferring to leave it to each of the supreme commanders to choose for themselves.

Starting with their second turn, the supreme commanders were allowed to commit troops from their reserve to the table. They did this by placing the front rank of the unit on the table edge, at any point they liked within their deployment zone (We decided only the front rank should be deployed to stop players forming units in long columns that could stretch deep on to the table, greatly increasing the distance the unit could move on the first turn!). Command of the newly committed unit was handed over to one of the side's sub-commanders, usually the nearest to the unit, who was allowed to move, charge and fight with the unit normally on the turn the unit was deployed. Units could even be deployed straight into hand-to-hand combat if the supreme commander wished, but if this was done then the unit had to pass any fear or terror tests at the appropriate time during the turn.

This battle was the first time we had used the reserves rule, and I was keen to see how it worked out. I wanted the troops that were held in reserve to be used to plug gaps in the line caused by friendly units that had broken and fled. I also wanted them to be able to launch counter-attacks against enemy units that had broken through the front-line, and to be available to reinforce successful attacks made by troops from their own side once the first wave of attackers had been worn down. On the other hand, I was worried that this rule might have made the reserves so flexible that they would be able to react rather too quickly to any enemy moves. Only time would tell if the new rule would work in practice...

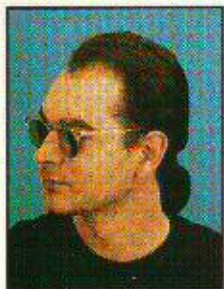
OTHER NOTES

Rather than play to a set number of turns, we decided to use a time limit for the game. This tends to be the best way to play multi-player games, where the amount of organisation needed to get several players together means that you don't want to finish the game early because you have played to the turn limit quickly, and can't leave the game set up if you don't finish in the time that is available. It makes far more sense simply to say something like "Everyone turn up at my place at ten in the morning, and we'll play until eight." Once the time limit runs out it is a simple matter to count up victory points and see which side has won the battle. This is pretty much how we ran our game, except that instead of playing the game all in one day, it was fought over the course of two days to give us plenty of time to make notes and take photographs.

One final point, due to the huge size of this battle we decided not to show each individual unit on the maps. This gave a far better impression of the ebb and flow of the combat and makes it much easier to see what is going on. The only exception to this is on the deployment map where each unit is shown.



THE BADDIES BIG BATTLE PLAN



*Jervis Johnson
The Big Boss*

As long-term readers of White Dwarf will know, I like to try to keep my battle plans as simple as possible. This is because a complicated plan has a nasty habit of falling apart if one small thing goes wrong, while a simple plan tends to stand up better to the problems that fate and the opposing army may throw at it. If this is true of a small two player game, then it goes double when you are the supreme commander in a large multi-player game and

have to try to co-ordinate the attacks made by your sub-commanders. However, although as supreme commander it's



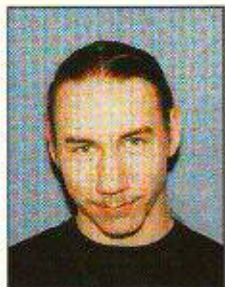
*Ian Pickstock
The Orc Boss*

your job to allocate the troops in the army and make the final decisions with regard to what your forces will do, it's still important to get as much advice as possible from your sub-commanders before you make any critical decisions.

Therefore, before I decided on a plan, I had a conference with Nigel, Gavin and Ian, in order to allocate the troops that they would command in the battle, and discuss the tactical options that were open

to us. The first thing to do was split the army into three roughly even parts, one each for Nigel, Gavin and Ian to control. This was rather easy, as the army consisted of three contingents – Orcs, Goblins and Chaos Dwarfs. We decided that Nigel





*Gavin Thorpe
The Goblin Boss*

should command the Chaos Dwarfs, as he had played quite a few games with them recently. Gavin insisted that he should command the Goblins as he likes the way they play. This left the Orc contingent for Ian to control.

Next we sorted out the troops that would be placed in reserve. The bulk of troops we decided to hold back were the poorer quality infantry units in our army. These troops wouldn't be all that much use on the attack, but would be

perfectly adequate to fill gaps in our line caused by fleeing units, or to use as supporting troops for the front line attacking units. We also kept a Goblin Master Shaman, an Orc Master



*Nigel Stillman
Chaos Dwarf General*

Shaman, and Skarsnik and Gobbla in reserve. The Goblin and Orc Shaman were held back to replace any of their compatriots that we lost to the 'Eadbangerz table or enemy action, while I wanted Skarsnik and Gobbla to be available to beat up any of the Empire's flying heroes that landed within charge range of our table edge. In addition, I held back the extremely large unit of Wolf Riders, as I knew that their fast movement rate would make them

perfect for exploiting any breakthroughs made by our attacking units. Finally, I held back a unit of Trolls, that I felt might be handy for counter-attacking any Empire troops that might manage to break through our front line.



The next step was to devise a battle plan. Looking at the table it was immediately obvious to us that the river would divide the table into two separate battlefields, a smaller battlefield consisting of about one third of the length of the table, and a larger battlefield consisting of the other two thirds. This meant that the contingent going onto the smaller battlefield would be pretty much isolated from the rest of the army, so we quickly decided that it should be Gavin's Goblins that set up in this area. We were certain that if the Empire army decided to make a strong attack on this side of the river, they would get disorganised trying to avoid our Goblin Fanatics, and then bogged down fighting the extremely large Goblin units in Gav's contingent. On the other hand, if the Empire decided not to launch a strong attack here, then Gavin's force included enough powerful units to launch an attack of his own.

With the Goblins covering the smaller sector of the battlefield, it was up to Nigel's Chaos Dwarfs and Ian's Orcs to cover the rest. We decided that the Chaos Dwarfs would go in the centre, between the hill in the middle of our deployment zone and the river. This meant they could set up their powerful artillery on the high ground, where it would have a clear line of sight across the entire battlefield, and they could also anchor the other end of their line on the river and make it difficult for any fast moving Empire troops to get behind them. Ian's Orcs would set up on the left flank to cover the remaining third of the battlefield, with their Rock Lobber and Bolt Thrower also set up on the central hill.

With our deployment zones decided, all that was left was to come up with a battle plan and then deploy our army. This was quite easy for Gavin's Goblins: if they were faced by a powerful force they should defend and try to hold the attackers up for as long as possible. In any other circumstances they should launch an attack. Deciding on a plan for the Chaos Dwarfs and Orcs was more difficult, as we really needed to make sure that we launched a co-ordinated attack with the two forces. Experience of multi-player games has taught me that what tends to happen is for each player to fight the battle separately, paying little attention to what is happening on the other sectors of the battlefield.

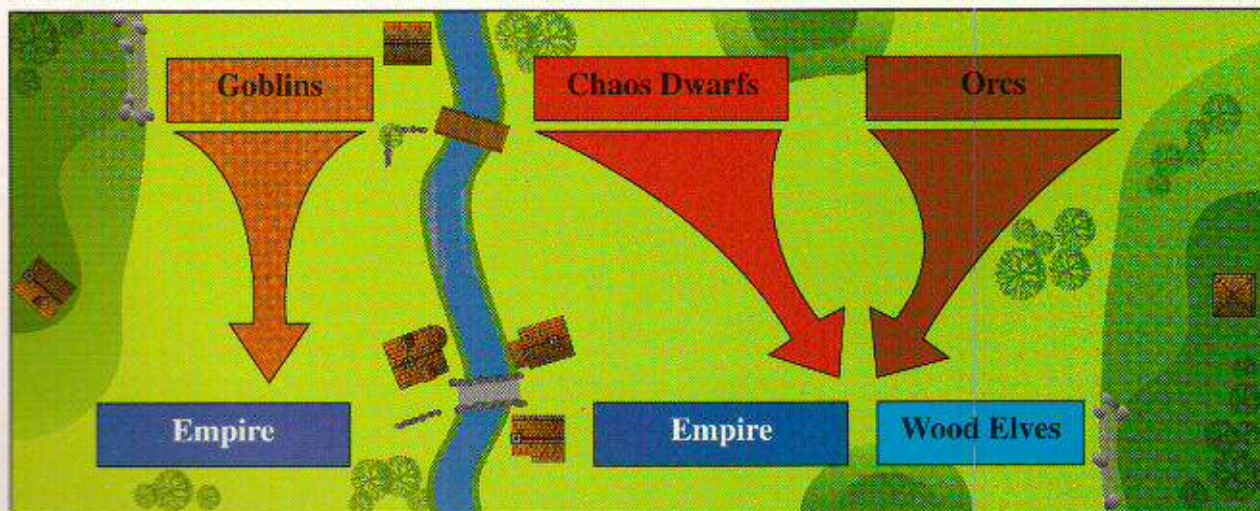
I decided that the best way to stop this happening with Nigel and Ian's troops, was to order both of them to attack the gap or 'hinge' between the two contingents that would be facing them on the other side of the table. By making sure that Nigel and Ian were both attacking the same point I hoped that the Orcs

and Chaos Dwarfs would work together more closely than is normally the case with contingents led by different commanders. This simple strategy is shown more clearly on the map below.

In order to facilitate the attack on the 'hinge' by the Chaos Dwarfs and Orcs, I ordered Nigel to place his Bull Centaurs on the left flank of his contingent, while Ian was to place his Savage Orc Boarboyz and Black Orcs on his right flank where they would be adjacent to Nigel's Bull Centaurs. These three units were the most powerful attacking force in our army, and by using them all together in this way I hoped that they would be able to launch a powerful and, more importantly, well co-ordinated attack.



Apart from telling Nigel and Ian where to place the Bull Centaurs, Boarboyz and Black Orcs, I left the rest of the decisions about how to deploy up to my sub-commanders. Turning my attention to what was likely to be facing us, the only thing that really worried me was that Robin might decide to mass his Knights, War Wagons and Steam Tanks all together into one unstoppable attacking force. I therefore made sure that each of my sub-commanders knew that if this was the case then they should concentrate the fire of their artillery on the massed War Wagons and Steam Tanks first, and then turn their attentions to the Knights once the war engines had been disabled. If these dangerous and extremely powerful units were not massed together, as I fervently hoped would be the case, then they could shoot their artillery at whatever they felt like! With that, all that remained was to see how the Empire and Wood Elf army had actually deployed...



WHITE DWARF RISES TO THE CHALLENGE!

Robin: Well Jervis and the Games Developers had issued the challenge and we were duty bound to rise to it. Before we started to develop a plan, there were a few minor problems on our side. The first of these was that Adrian, although a renowned Ork commander in Warhammer 40,000, had never played Warhammer in his life! As a consequence, we decided that the nearest approximation to a Warhammer 40,000 troop type were the Imperial Cannons, Volley Guns and Steam tanks and so he was sent off to the Imperial Artillery School in Nuln for a crash course in guessing ranges.

Mike also hadn't given his Wood Elf army an outing for six months or more as he's been involved in a whole new range of painting and modelling projects. This meant that our force would be playing with two relatively inexperienced players, against four full-time game developers, two of whom were currently writing Warhammer Armies books!

That being said, because we'd decided to include all of the models in our figure cabinet in the armies, we would be able to fight with a massive Empire army, including all of the Imperial cavalry. As those of you who saw his "Charge" article in last month's White Dwarf will remember, Jake is a skilled cavalry commander and we were sure that we could put the green horde to flight.

THE EMPIRE PLAN

After we'd sat down with Jervis and the games developers and he'd explained all of the special rules we'd be using for this battle, we drew a quick sketch map of the battlefield and went off to another room to see if we could come up with a plan.

Part of the fun of this game would be the special command and control rule which would only allow us to talk to each other if our character models were in base to base contact. Otherwise we could only communicate by written notes which we could pass to each other before the start of each turn. All this meant that we had to come up with a coherent (and simple!) plan before the start of the game which we could all stick to.

I appointed Jake as the main tabletop general, as he was definitely our most experienced Warhammer player. He would be able to keep a close eye on the enemy and watch out for any threats as they developed. I therefore gave Jake the centre,

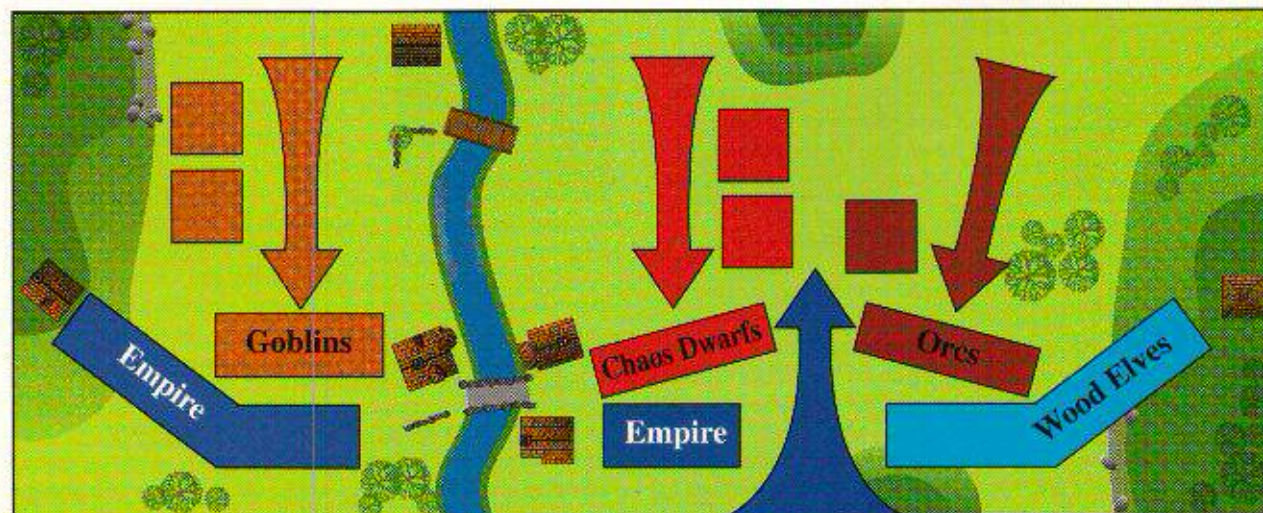
with Mike and Adrian placed on the right and left flanks of our battleline. There was a very simple reason for this placement. When you play against a table edge, one of your flanks is automatically covered. By placing Jake in the centre, the flanks of both Mike and Adrian's armies would be covered either by a table edge or by Jake's army and they would be able to concentrate all of their firepower and attacks on the advancing Orc, Goblin and Chaos Dwarf hordes.

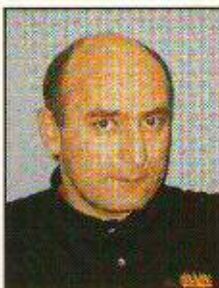


The second major decision we made at the planning stage, was not to advance too far across the tabletop. This was a strategy not without risk, but we thought that the "reserve rule" that Jervis had come up with would actually work to our advantage. If we were to stay put on our side of the table we could use all of the Imperial guns and other missile troops and spells to reduce the ranks of the enemy as they trudged across the table to get into close combat. By refusing to move, we would get three or four turns of firing before we had to close with the enemy. The additional bonus for us would be that by forcing them to advance towards us, the Orc army would get very strung out and only be able to attack in a piecemeal fashion.

(The second good reason for this plan is that when you have a gamer in your army who's never played before, it's far easier to say "Stand here and shoot!" rather than get involved in a complex series of manoeuvres.)

Once the enemy had reached a position from which they could charge us, we could launch a pre-emptive strike with our heavy cavalry which would rout the troops immediately in front of our line and send a shockwave of panic tests through the rest of the army! At the start of the game therefore, the only cavalry we would deploy on the table would be the Kislev Horse Archers and the Imperial Pistoliers who could move quickly forward to draw out any Fanatics concealed in the Night Goblin regiments and (if they survived!) continue to harass the enemy with arrows and pistol fire. By drawing out any Fanatics early in the game, the Horse Archers would also create an additional blockage to the Goblins' advance. It is a





*Robin Dews
Supreme Commander*

brave" (or foolish) Goblin commander indeed who will risk advancing his army towards horde of wildly out-of-control Fanatics!

Jervis' reserve rule would allow us to commit our reserves at any point along our own table edge and for them to charge, move, and fight normally on that turn. This meant that I could designate the entrance of the heavy cavalry at the start of any or our turns and they would immediately be able to

reach up to 12" onto the tabletop and engage any enemy troops that might advance within range. By keeping these highly expensive units off the tabletop, we could also render them immune from the worst effects of the enemy missile fire and magic. Jervis was bound to have the Chaos Dwarf Earthshaker Cannon, Death Rocket and an assortment of Doom Divers, Rock Lobbers and Bolt Throwers positioned



*Jake Thornton
Empire Centre*

where they could do the maximum damage and we could simply avoid giving them their most desirable targets while maintaining the option to attack when the right opportunity came.

Wood Elves possess the best missile troops in the game and so we placed them on the flank where they would be able to shoot at the main block of the enemy troops as they came in. Similarly, all the best archers and crossbows in the

Imperial army were put under Adrian's command and placed on the left flank. If the opportunity arose, the two ends of the line were to fold forward so that the attacking army would be contained within a deadly crossfire.

In support of this strategy I resolved to keep the Steam Tanks off the table for the first turn. These highly mobile cannon would be deployed as soon as the Orc attack developed, in



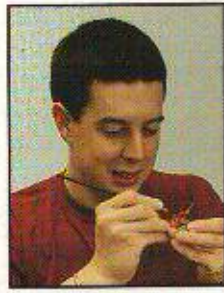
Adrian Wood
Empire Left Flank

positions from where they could bounce cannon balls along the length of the attacking line.

We also decided to use our flying creatures to knock out the enemy artillery. If your army doesn't move, your enemy will quickly find the range and start to drop a hail of rocks and missiles on your head. We would therefore send the two Pegasus riders, the Wood Elf General and Karl Franz to dispose of these elements of the enemy

force. Furthermore, if they went aloft during turn one, they could strike in turn two, and then be ready to charge and join battle during turns three and four.

The overall strategy was therefore to form a stable line on our side of the table and rain down fire on the advancing hordes. Once they'd come within charge range of the heavy cavalry and War Wagons held in reserve off the table, we would strike



Mike McVey
Wood Elf Allies

a crushing blow and send them reeling back in disarray.

As I said at the start, there was a significant and serious flaw in this scheme. By remaining within our own deployment zone, no more than 12" from our table edge, any of our troops that were forced to break and flee would almost certainly be lost before they had a chance to rally. On the other hand, if we used our first turn to advance further onto the table, the entire

plan would be weakened because we would lose our early fire opportunity and the reserves would no longer be able to strike from the table edge.

Every good plan balances risk and danger against the opportunity for triumph and victory. We now had to weld our disparate and untested commands into a unified army with a single aim. With all this in mind we headed for the table.

THE ORC, GOBLIN AND CHAOS DWARF HOST

- | | | |
|---|---|-----------------------------|
| 1) 2 Goblin Doom Divers | 6) 4 Squig Hunter teams and
7 Squigs | 10) Grom the Paunch |
| 2) 16 Goblin Netters and Clubbers | 7) 6 Stone Trolls | 11) 6 Goblin Squig Hoppers |
| 3) 20 Forest Goblins with Shaman | 8) Snotling Pump Wagon | 12) 6 Goblin Spider Riders |
| 4) 47 Goblins | 9) 48 Night Goblins with
3 Fanatics | 13) Hippogriff |
| 5) 43 Night Goblin Archers with
3 Fanatics | | 14) 14 Hobgoblin Archers |
| | | 15) 5 Hobgoblin Wolf Riders |



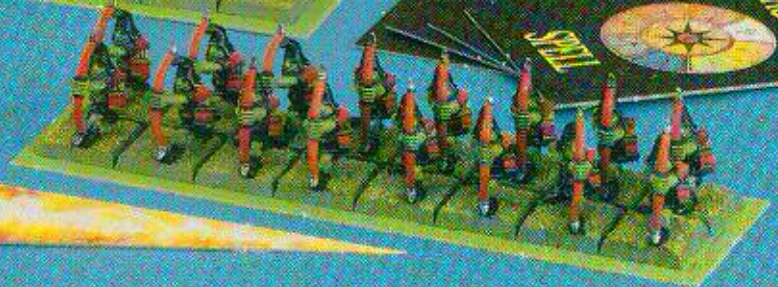
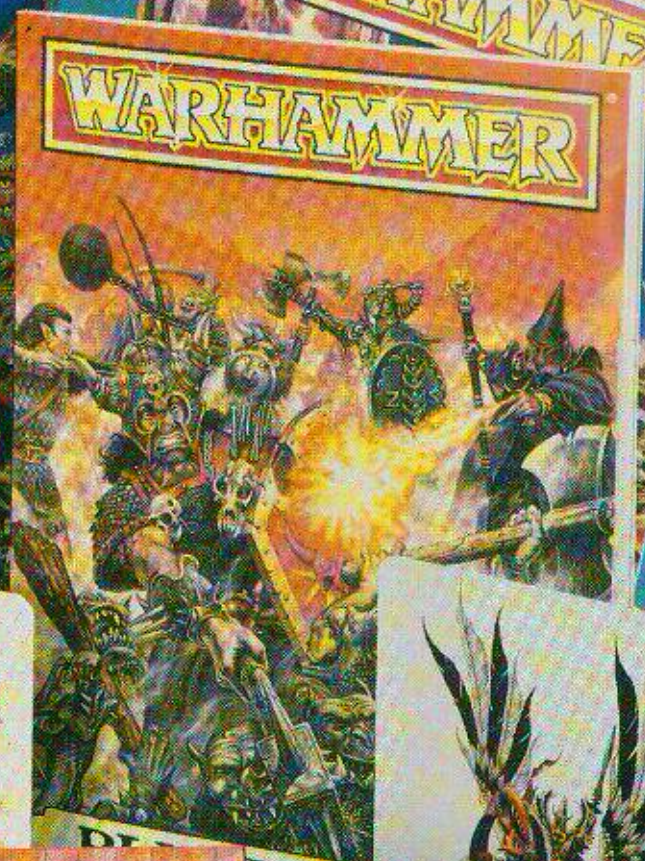
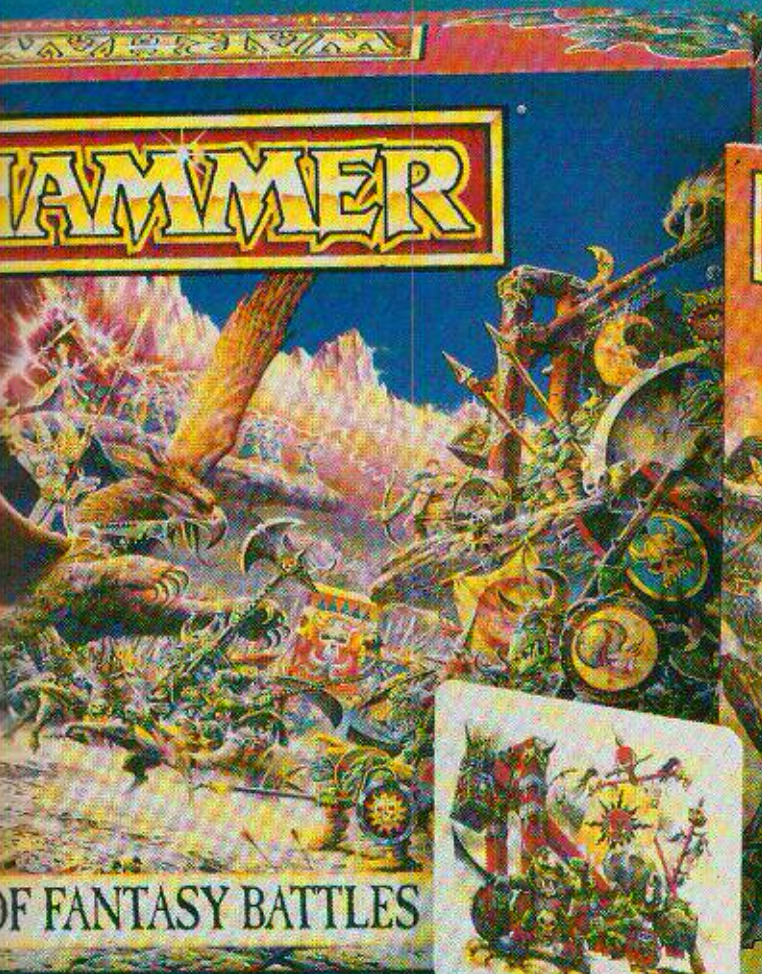
THE EMPIRE AND WOOD ELF ALLIANCE

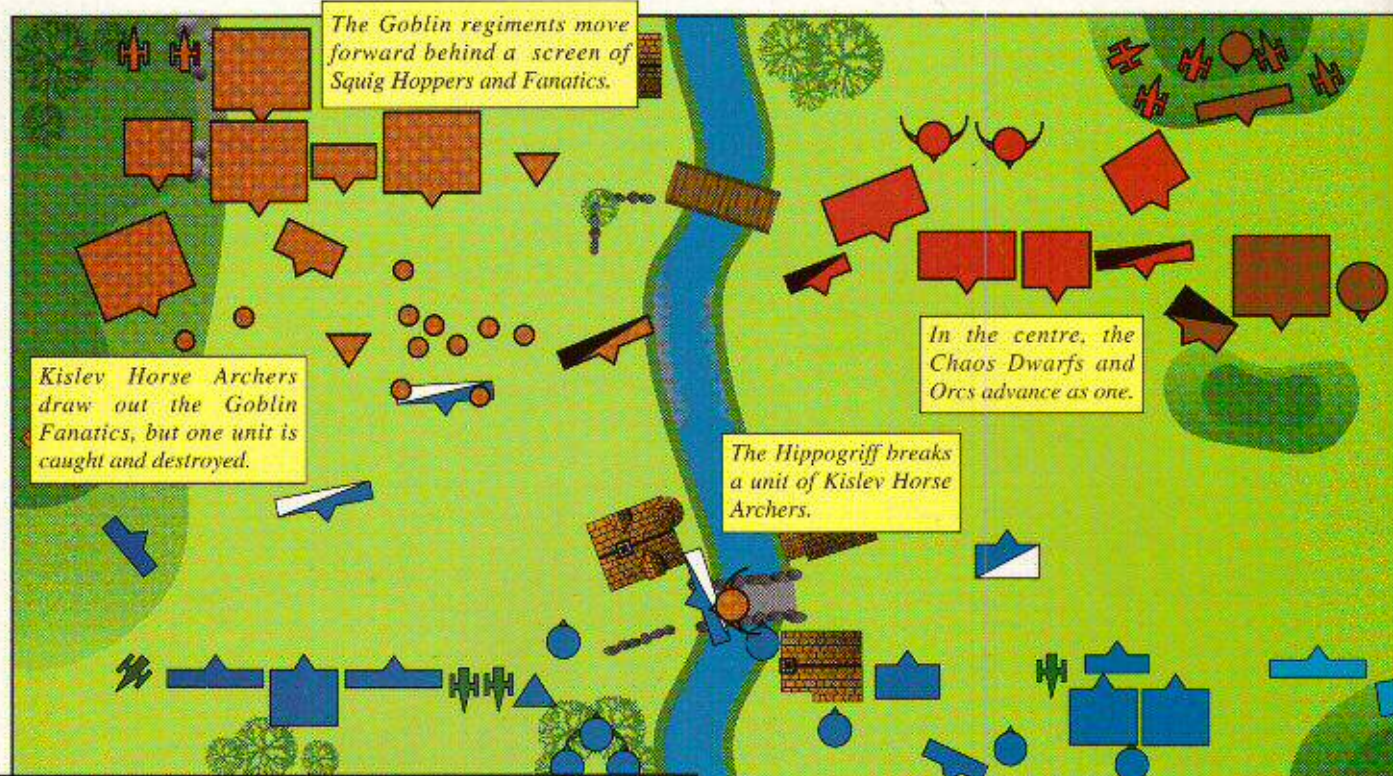
- | | | |
|----------------------------|---------------------------|----------------------------------|
| 1) Imperial Great Cannon | 7) 6 Kislev Horse Archers | 13) The Elector Count of Ostland |
| 2) 18 Halfling Archers | 8) The Supreme Patriarch | 14) The Emperor Karl Franz |
| 3) 12 Stirland Bowmen | 9) Hellblaster Volley Gun | 15) Grey Wizard |
| 4) 6 Kislev Horse Archers | 10) Imperial Great Cannon | 16) Hero riding a Pegasus |
| 5) 32 Imperial Halberdiers | 11) Hero riding a Pegasus | 17) Light Wizard and 5 Acolytes |
| 6) 20 Crossbowmen | 12) The Grand Theonist | 18) 6 Kislev Horse Archers |

16) 24 Chaos Dwarf Blunderbusses	23) Chaos Dwarf Death Rocket	30) Giant
17) 20 Hobgoblin Sneaky Gits	24) Earthshaker Cannon	31) Gorbak Ironclaw
18) Bull Taurus	25) 8 Orc Crossbows	32) 22 Savage Orcs
19) 18 Chaos Dwarf Warriors	26) 7 Savage Orc Boarboyz	33) Lammasu
20) Morglum Necksnapper	27) Orc Rock Lobber	34) 16 Orc Arrer Boyz
21) 8 Chaos Dwarf Bull Centaurs	28) Orc Bolt Thrower	35) Orc Shaman on a War Wyvern
22) Hobgoblin Bolt Thrower	29) 26 Black Orcs	36) 24 Orc Arrer Boyz
		37) 5 Ogres



19) 18 Imperial Swordsmen	27) 30 Imperial Halberdiers	34) 6 Kislev Horse Archers
20) 8 Crossbowmen	28) 20 Reiksguard Foot	35) Wood Elf Chariot
21) 10 Pistoliers	29) 16 Wood Elf Archers	36) 18 Wood Elf Spearmen
22) Amethyst Wizard	30) 20 Wood Elf Archers	37) 10 Wood Elf Wardancers
23) Hellblaster Volley Gun	31) Wood Elf General mounted on a War Eagle	38) Halfling Hot Pot
24) Ludwig Schwarzhelm	32) Imperial Great Cannon	39) Treeman
25) Elector Count of Averland	33) Wood Elf Mage riding a Unicorn	40) 10 Wood Elf Scouts
26) 14 Stirland Bowmen		





The Goblin regiments move forward behind a screen of Squig Hoppers and Fanatics.

Kislev Horse Archers draw out the Goblin Fanatics, but one unit is caught and destroyed.

In the centre, the Chaos Dwarfs and Orcs advance as one.

The Hippogriff breaks a unit of Kislev Horse Archers.



Turn 1 – The end of the Orc's combat phase.

Left – The Empire make their first turn moves.

EMPIRE ALLIANCE TURN 1

Robin: With a rousing cheer, the Empire commander ordered the army forward. On the left flank, the Halfling archers moved off in column to take up a position on the hill directly beside them. From here they would be able to pour down fire on the advancing Gobbos.

Spurring forward their mounts, the Kislevite Horse Archers, who were screening the Empire army, galloped forward towards the enemy. As they neared the Night Goblin regiments on the left flank, six Fanatics emerged. In a blaze of whirling death, one of the Kislevite regiments was wiped out to a man and the second failed its panic test and turned tail and ran. Although bloody, this is the very best way to use light cavalry when faced with Night Goblin regiments. These green dervishes are so deadly that it's always best to pull them out as early in the battle as possible. This side of the line was well supported with archers and a crossbow regiment, so if they came too close to our lines we could easily pick them off. Although Gavin could push them in our direction on the turn in

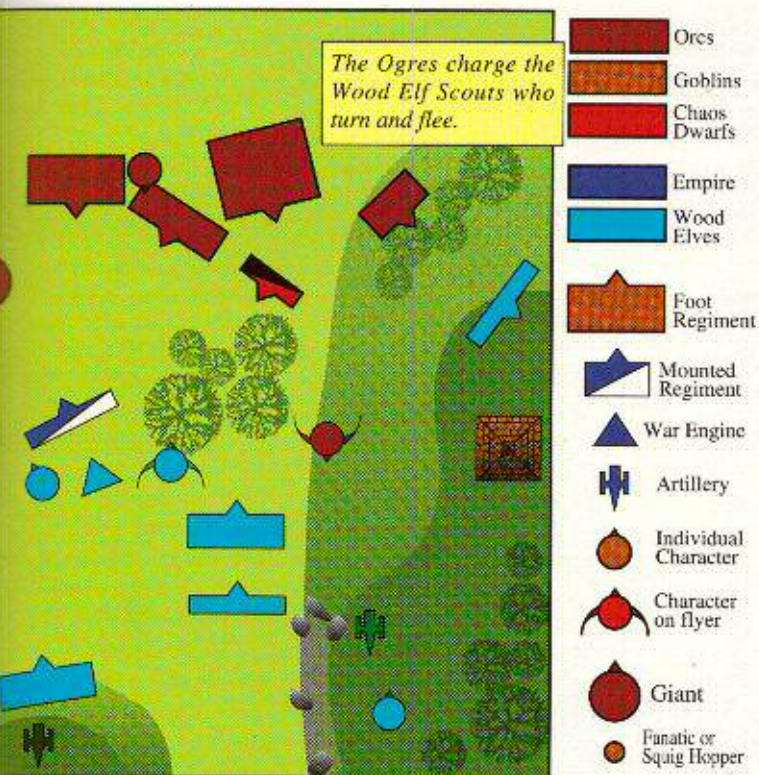
which he first released them, on every subsequent turn they would move in a random direction and thus present a real hazard to his own advance.

In the centre of the battlefield, the third Kislevite regiment and a unit of Pistoliers moved in front of our troops to take up positions near the village. On the right, the Wood Elf Chariot and Mage moved forward, again concealed from harm behind a screen of Kislev Horse Archers.

The movement phase was over and the army readied itself to fire. On the left, Gunnery Commander Wood, checked the range towards the Snotling Pump Wagon and touched his match to the great cannon's powder hole. With a deafening roar, the artillery piece exploded, killing the crew and showering the surrounding troops with wood and metal! For his first shot of the game, Adrian had rolled a misfire followed by a one! As the smoke cleared, the only sound that could be heard was the loud guffawing from the Orc commanders. First blood to the greenskins!

The remainder of the bowfire was largely ineffective with the exception of the Wood Elf Archers who killed four of the Savage Orcs and the Wood Elf General who caused two wounds on the Giant with the *Bow of Loren*. Over on Mike's flank, he also aimed his great cannon towards the large unit of Savage Orcs in front of the Lammasu. The missile flew over their heads to strike the Chaos Dwarf beast, but in an outbreak of bad luck Mike rolled a one and failed to cause a single wound on the creature. Little did we know that this was merely a portent of things to come.

The magic phase brought fourteen cards, shared between the two armies. With the exception of the *Horn of Andor*, which



allowed the fleeing Kislevites to automatically rally, most of the spells were blocked by the use of dispels until the Empire played *Drain Magic* to end the turn.

On the whole I wasn't too unhappy with the way things had gone. We'd pulled out all of the Fanatics on Adrian's side of the table and Mike's troops had moved forward on his flank.

We were now in a position to deploy the Steam Tanks next turn in positions from where they could enfilade the advancing Orc and Chaos Dwarf army. It's not in my nature to play a waiting game, but it was early days yet.

ORC HOST TURN 1

Jervis: Apart from the Kislev Horse Archers drawing out all of our Goblin Fanatics on our right flank, and the appearance of the Wood Elf Scouts in the woods on our left, I was extremely pleased with the situation at the end of the Empire's first turn. The fact that the Empire's most powerful units were being held in reserve meant that we could ignore them (for the time being, at least) and carry on with our plan of attack.

It was too early yet to commit very many of our reserves, but I did decide to bring on a Hobgoblin Wolf Rider regiment behind the Ogres on our left flank. A quickly written note explained to Ian that the Wolf Riders were his to command (even though they had originally been part of the Chaos Dwarf army), and that I wanted him to use them to work round the wood and try to attack the Wood Elf spearmen and Wardancers in the flank.

As dictated by our plan, the entire Orc, Goblin and Chaos Dwarf battleline rumbled forward, remarkably untroubled by any hint of animosity. Both Gavin and Nigel ordered charges on the Kislev Horse Archers near the village, Gavin with his Hippogriff and Nigel with his Wolf Riders. The Horse Archers passed their terror test for being charged by the Hippogriff and bravely decided to stand and fire, killing two of the Wolf Riders with a well aimed volley of arrows. To add insult to injury the Wolf Riders turned out to not be within charge range of the Kislev Horse Archers, and so their charge failed to hit home.

The Hippogriff, on the other hand, was just in range. His charge easily broke the lightly armed Horse Archers, who



Turn 1 – On the left flank the Kislev Horse Archers gallop forward to draw out the Night Goblin Fanatics.

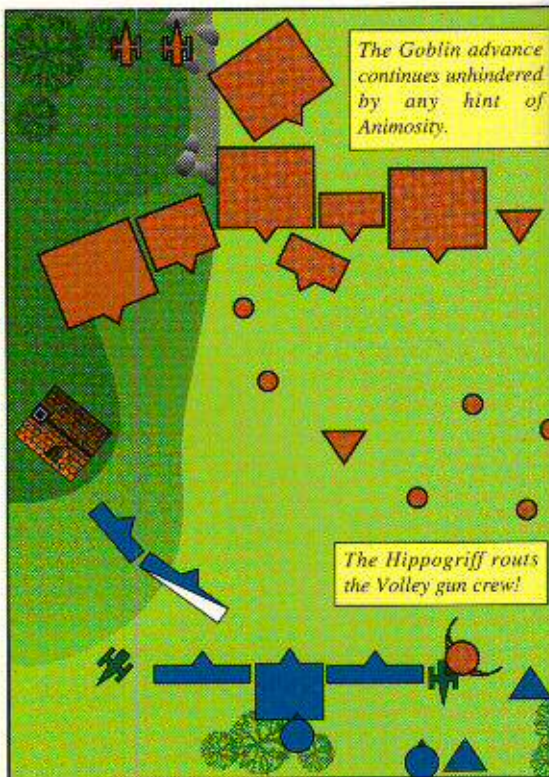
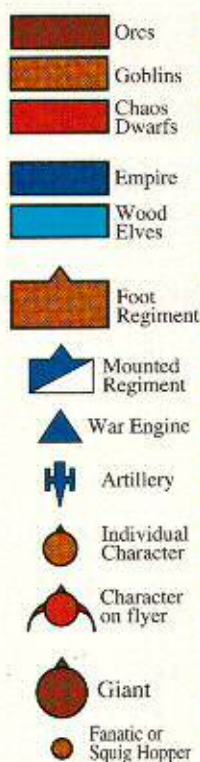
were caught and destroyed as they tried to flee over the bridge. The sight of the Kislev rout caused the small unit of Crossbowmen next to the Volley Gun to panic and flee off the nearby table edge. (Their close proximity to the edge of the table was to prove a problem for the Empire and Wood Elf armies throughout the battle, because it meant that any troops who broke almost inevitably disappeared off the table edge never to return!)

Meanwhile on our extreme left, the Ogres tried to charge the Wood Elf Scouts in the woods. The Scouts decided that discretion was the better part of valour, and fled rather than be almost certainly ripped apart in hand-to-hand combat against the Ogres. Fortunately for them Mike rolled a low number on the dice, and they didn't flee off the edge of the table as the Crossbowmen had. On the other hand, if they failed to rally at the start of the next turn then they would almost certainly be lost for good.

The rest of the turn was remarkably uneventful. Our shooting proved fairly ineffective, although a Doom Diver did manage to kill one of the horses pulling the Grand Theogonist's War Altar, while a Chaos Dwarf Death Rocket smashed into a unit of Empire Archers killing six of them! Magic proved equally unspectacular, with the sole exception of the *Pipes of Doom*. The pipes are a new magic item from the forthcoming **Arcane Magic** supplement and they cast a spell which causes D6 strength 4 hits on a mounted unit or model within 18" of the piper. The pipes were held by the champion of our Black Orc regiment, who used them with devastating effect on the Kislev regiment standing in front of the Wood Elf Chariot, completely wiping the unit out and ending our turn on a suitably high note!

Orcs, Goblins and Chaos Dwarfs:
6 Victory Points

Empire and Wood Elves:
0 Victory Points



EMPIRE ALLIANCE TURN 2

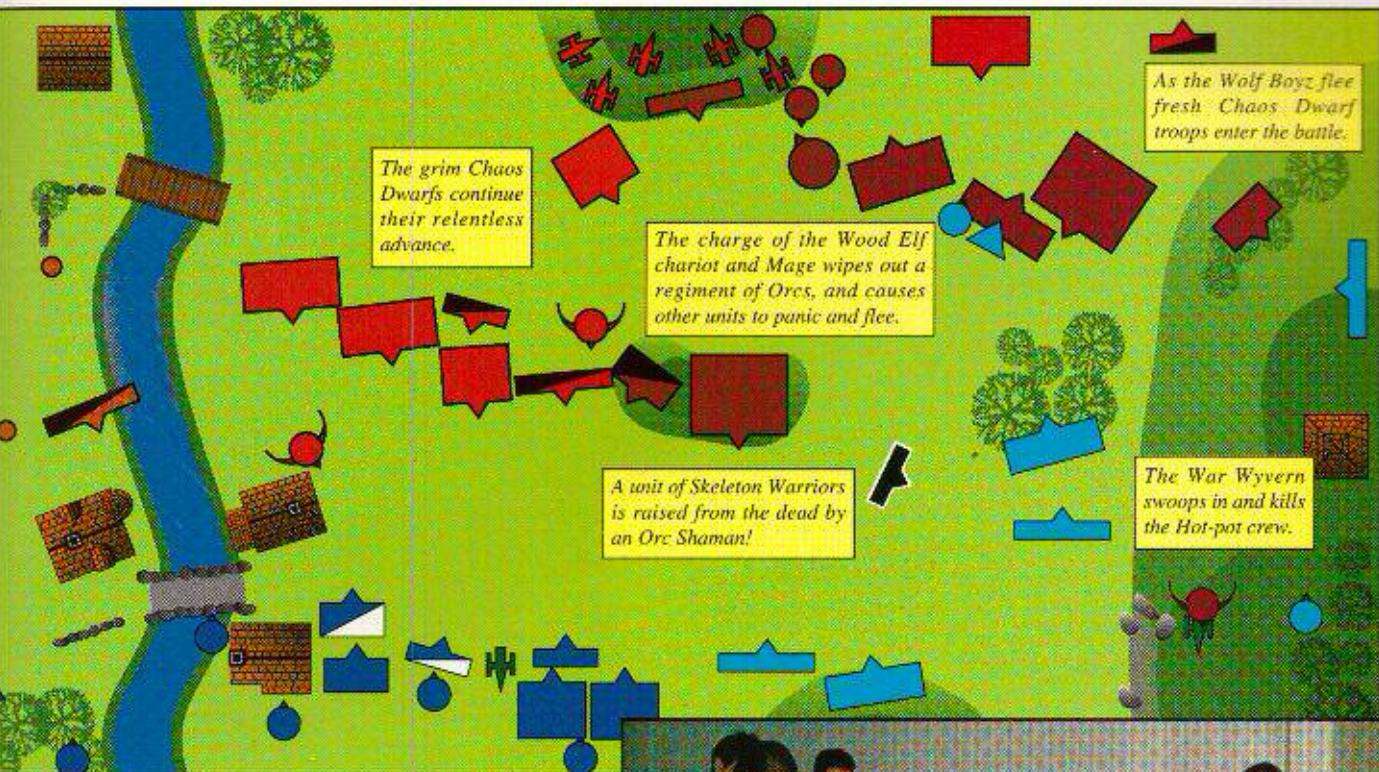
Robin: Well they were on the move and it was up to us to damage them. The main problem I had to deal with was the presence of the Hippogriff behind our line. This altered my plan somewhat, as I had intended to bring on the Steam Tank to start shooting through the village and across the front of the advancing hordes. As it was, I placed the model on the table and wrote a note to Adrian asking him to take control and use it to kill the Hippogriff. I also decided to keep the second one in reserve.

My other problem on this flank were the two Doom Divers placed on the hill to the rear of the Goblin army. They had already reduced the Grand Theogonist to a half move by killing a horse, and could easily wipe out the cannon, Steam Tank or a whole lot more with their S10 hit and D6 wounds. I therefore decided to send my own model of Karl Franz flying high on Deathclaw so that I could swoop down on the bat winged loonies next turn. Unfortunately this meant that as I was no longer in base to base contact with Adrian's character model I could no longer advise him on strategy or help him to choose targets for the artillery.

Across the rest of the table, Mike's Scouts managed to rally and the Chariot and Mage declared a charge against the Savage Orc Bowmen directly in front of them. At the same time, the Wood Elf General joined Karl Franz and the two Pegasus riders by taking to the air and swooping above the battlefield.

Adrian rolled for the Steam Tank declaring four steam points so that he could move forward, turn and shoot at the Hippogriff, but when he rolled to check the pressure in the boiler he threw a 6! Rolling to see what further misfortune had overtaken him, he found that it merely failed to move!

Again the shooting was largely ineffective due to a combination of long range and poor dice rolls. A cannon ball



The grim Chaos Dwarfs continue their relentless advance.

The charge of the Wood Elf chariot and Mage wipes out a regiment of Orcs, and causes other units to panic and flee.

A unit of Skeleton Warriors is raised from the dead by an Orc Shaman!

As the Wolf Boyz flee fresh Chaos Dwarf troops enter the battle.

The War Wyvern swoops in and kills the Hot-pot crew.

Turn 2 – The position at the end of the second magic phase.

Right – The Empire reinforce their centre while the Perry twins look on.

tore through the Goblin Netters killing three of them but the same shot merely bounced off the Doom Diver catapult with another roll of 1! Other than that, a Snotling was shot off the Pump Wagon, and Mike managed to kill one of the advancing Bull Centaurs.

It was now time for our close combat. As they charged forward, the Wood Elf Chariot and Mage were peppered with a hail of arrows which killed one of the Chariot's horses, but still it crashed home. In the ensuing battle, the scythed wheels tore through the hapless Orcs killing five of them and the Unicorn impaled two more. Unable to fight back, the Orcs turned and fled and were overrun by the triumphant Elves.

The sight of the Chariot overwhelming their comrades caused a wave of panic to spread through the Orc flank, and the Savage Orcs, Giant and Hobgoblin Wolf Riders all turned tail and fled! Unfortunately, the Elves were now stranded deep in enemy territory and were left looking very vulnerable.

Again the magic phase was largely uneventful with most spells being either out of range or dispelled.

ORC HOST TURN 2

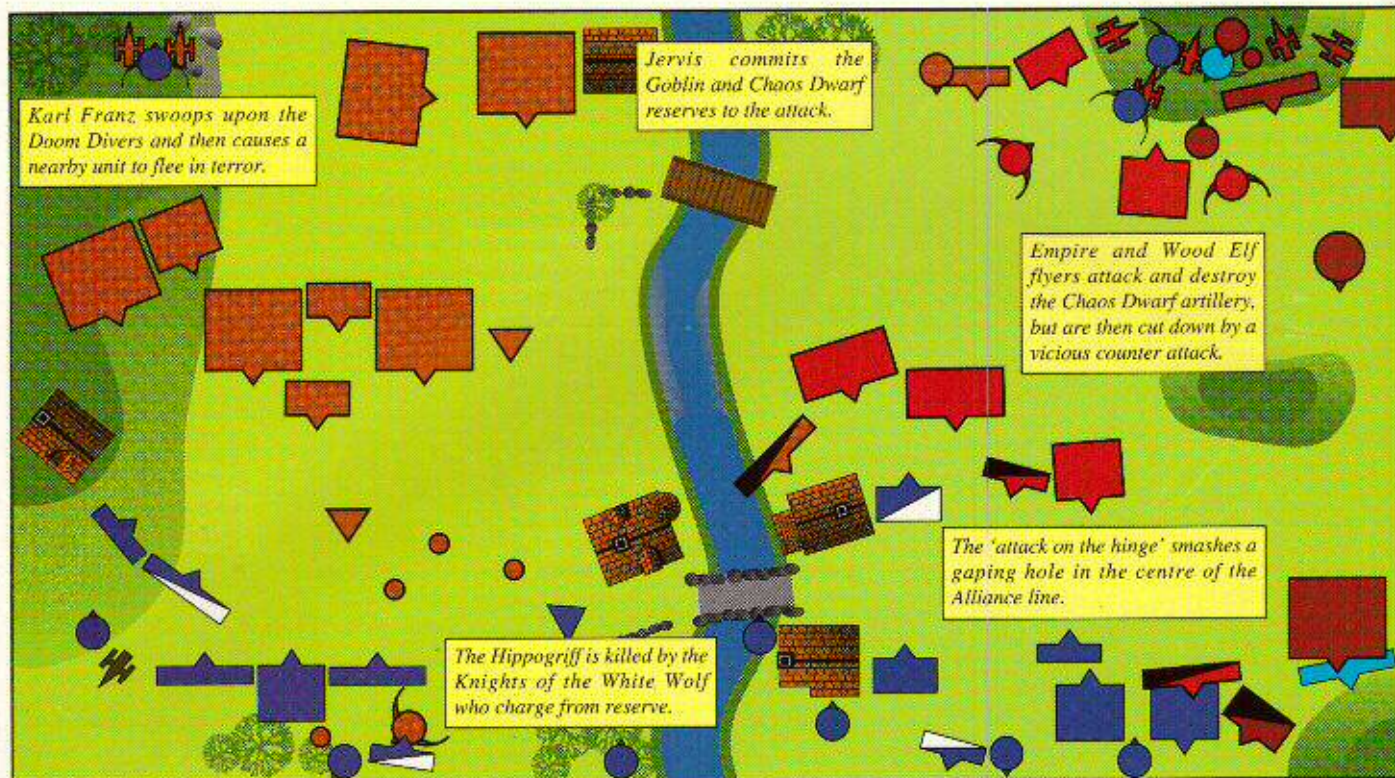
Jervis: The destruction of our Savage Orc Archers followed by the panic of the Giant, Savage Orc Boyz and Hobgoblin Wolf Riders had left our left flank looking decidedly weak. Fortunately, our advance on the first turn meant none of the panicking troops fled off the table, and in our rally phase both the Giant and the Savage Orc Boyz rallied. Unfortunately, the



Hobgoblin Wolf Riders kept on running – the gits! – and disappeared off the table edge.

To shore up our left flank I decided to deploy the regiment of Chaos Dwarf Blunderbuss in front of the chariot – I could just imagine the look of sudden horror on the faces of the Savage Orcs only to find their way blocked by a unit of Chaos Dwarf Blunderbuss who were loaded and ready to fire! I also brought on the Orc Shaman I'd held in reserve on our left flank, so that Ian could send forward the Shaman mounted on the War Wyvern and use the newly arrived Shaman to cast spells.

Meanwhile along the rest of the front the advance continued. The Hippogriff carried on his rampage, charging an Empire Volley Gun whose crew promptly fled off the edge of the table. Gavin's Squig Hunters launched a charge against the Kislev Horse Archers that were slowing down the Goblins advance, but the Kislev Horse Archers fled rather than face the fury of the ferocious Squigs that were hurtling towards them. Back on our left, the Orc Shaman on the Wyvern charged the Halfling Hot Pot crew, who did their best to run away but were unable to outdistance the Shaman's Wyvern and were cut down as they ran.



In the shooting phase the Chaos Dwarf Blunderbuss that had been deployed as reserves at the start of the turn were able to fire. (Setting up reserves on the edge of the table didn't count as a move, which would mean that they would be allowed to shoot that turn.) The volley killed two of the remaining three horses on the Chariot, one of the crewmen, and the Wood Elf army standard bearer who was in the Chariot as well. This pretty much destroyed the Chariot as a fighting unit, only leaving the rather weak Wood Elf wizard to deal with. Unfortunately, most of the rest of our shooting was less effective, with the exception of the Chaos Dwarf's Earthshaker Cannon which managed to land one of its huge rounds just behind the Knights Panther. The explosion immobilised the Knights Panther and several other units that were nearby for the next Empire turn.

In the Magic Phase, the Empire's Grand Theogonist was able to inflict two wounds on the Hippogriff with a *Blast* spell. The newly arrived Orc Shaman revealed that he was equipped with the *Book of Ashur*, which he used to cast the Necromantic spell *Raise The Dead*, creating seven Skeleton Warriors near the Wood Elf spearmen and Wardancers. The Magic Phase was rounded off by one Gavin's Goblin Heroes firing off the *Sky Arrow of Naloer*. This is another new magic item from Arcane Magic. It can be used once per battle to attack a single model that is flying high. If a hit is scored then the *Sky Arrow of Naloer* causes D6 strength 10 hits on the target (ouch!). Gavin chose Karl Franz as his target, hit him, and inflicted three wounds on Karl Franz's Griffon and a single wound on the great man himself! After a temporary reverse on the Empire's second turn the tide was starting to turn back in our favour.

Orcs, Goblins and Chaos Dwarfs:

7 Victory Points

Empire and Wood Elves:

3 Victory Points

EMPIRE ALLIANCE TURN 3

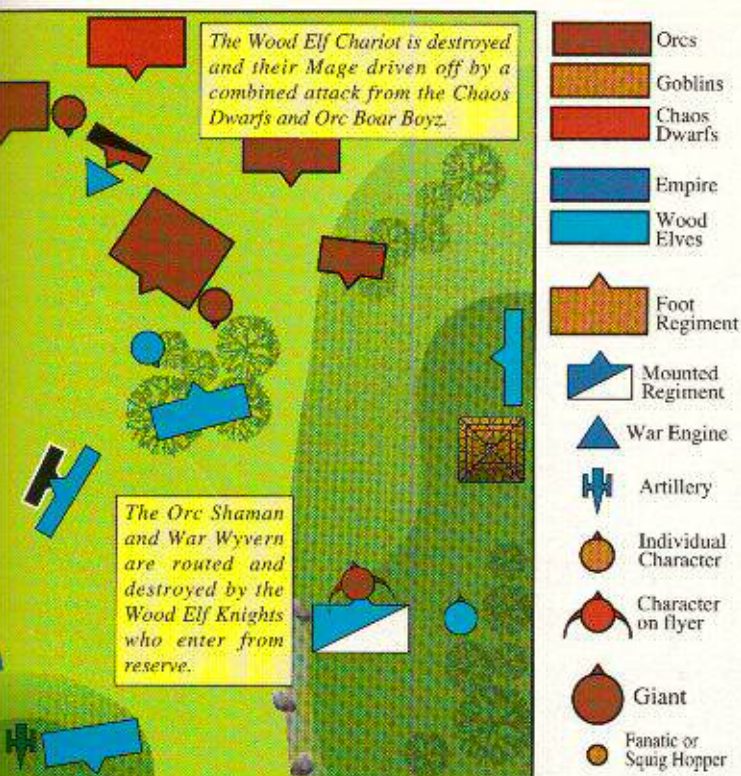
Robin: Curses! Curses! A pox upon the Wood Elves and their impetuosity! The plan was for us to stand and fight, but now the right flank was scattered. Still the damage had been done and Mike had no choice but to press home the attack and see if he could cause any more bloodshed before his Chariot and Mage were overwhelmed.

On the left-hand side, Adrian's character model – the Elector count of Ostland – fled the battlefield in terror at the sight of the Hippogriff! This meant that we would no longer be allowed to discuss strategy with him and so for the rest of the game Adrian would be playing on his own! Fortunately, the remainder of the left flank passed their tests, and so I placed a small unit of White Wolves on the edge of the table, ready to charge in and deal with the beast.

At the start of the previous turn, Mike had passed me a note requesting the Wood Elf Knights and so they were also positioned ready to attack the War Wyvern.

It was now time to declare charges, and so according to plan, our flyers swooped down upon the enemy artillery positioned on the crest of the hill. With a desperate lack of co-ordination, Mike's General and one of Jake's Pegasus riders both attacked the Earthshaker Cannon and so the Orc artillery was left untouched! On the left, both of the Goblin Doom Divers fled off the table in terror as Karl Franz landed in front of them.

Bloody but unbowed, the Wood Elf Champion coaxed his remaining horse forward in an attempt to drive the damaged Chariot into the malevolent Chaos Dwarf's arrayed in front of him. With a deafening crash, they unleashed another volley of whirring shrapnel and the Chariot and horse were torn to pieces. Somehow the Champion survived this bloody onslaught and with grim determination he drew his blade ready to sell his life dearly.



Turn 3 – The end of the Orc combat phase and the Imperial centre is broken.

In the shooting phase, a cannon ball from Mike killed three of the Black Orcs who were advancing towards him. Firing from across the river, Adrian perfectly placed another missile in the flank of the Bull Centaurs and killed two of these deadly cavalry. Bouncing through their ranks, the same shot also struck the Lammasu, but again we rolled a one and failed to cause any wounds! Gnashing his teeth in frustration, Adrian

aimed his second Great Cannon towards Grom himself but only managed to damage the Goblin General's chariot. Aware of the impending attack, Jake also concentrated his fire on the Bull Centaurs, but despite letting fly with all nine barrels, the Hellblaster misfired on its second shot and only killed one of the creatures.

As the cannonade died down, arrows and crossbow bolts were loosed against the enemy and four more Black Orcs were cut down. Together with the losses from the cannon, this forced a panic test on the evil creatures, but they easily passed it. The remaining bow fire was largely ineffective against the massed ranks of Orcs and Goblins, but Niblit – Grom's standard bearer was shot from the chariot which caused us all to cheer!

In the combat phase, the Wood Elf Knights passed their test and pressed home their charge against the War Wyvern and attacked the beast in the flank. The contest was close and bloody but Mike won the combat by one. Ian failed his break test and picked up three dice to see how far he would flee... three 1's came up... and three inches he fled! The Wyvern was destroyed and only the shouts of "Keep down the noise! were trying to do some work here!", from the 'Eavy Metal team, stopped the laughter from the Empire ranks!

On the left, the Knights of the White Wolf also passed their test to strike at the Hippogriff but the combat was drawn. Meanwhile over on the right, the Wardancers made short work of the newly-raised Undead and killed them all!

The Winds of Magic gave us a total of twenty cards this turn and with many *Dispel Scrolls* already used up, we knew it would be a critical phase. Before the spells started to fly, Gavin's Forest Goblin Shaman rolled a "I fink I'm gonna" result on the 'Eadbangerz chart causing a couple of his mates' heads to explode and the Supreme Patriarch was able to draw an extra magic card from the *Chalice of Sorcery* further swelling the available power.



Empire Turn 3 – The Knights of the White Wolf charge into combat against the marauding Hippogriff.



Orc Host Turn 3 – The Chaos Dwarf counter attack against the Empire and Wood Elf flyers.

The first serious attack came from Nigel who cast the Chaos Dwarf spell *Eruption* with *Total Power* against the Knights Panther in the centre of our line. Miraculously, as the ground flamed and burst asunder beneath them, every one of the Knights passed their test and managed to leap aside. Because we were rolling 4D6 winds of magic each phase, the chance of *Total Power* coming up each turn was very high. This factor coupled with the total amount of power available each turn made each magic phase very deadly and so from Jervis's lips came a bitter moan about this inappropriate use of *Total Power* on a spell that could be avoided!

Adrian next cast *Firestorm* against the Forest Goblins but Gavin fended it off with a *Dispel Magic Scroll*. Our assault on the Bull Centaurs continued as Jake lashed them with the *Banner of Wrath*. Unfortunately he was only able to cause a single wound on one of the beasts. The response was swift as Nigel fired off a *Lava Storm* against the Reiksguard foot. Despite our making three dispel attempts (using three cards and failing all of the dice rolls!) the fire engulfed them but Nigel's luck was no better than ours. His 2D6 hits came up with a three! and only one of these caused a wound, killing a single trooper.

Jake then cast the *Purple Sun of Xereus* across the Chaos Dwarfs' line of advance, engulfing the Sneaky Gits. In reply, Ian once again used *Raise Dead* to put a second unit of Skeletons in contact with the astonished Wardancers and then used *Vanhels Danse Macabre* to fight a round of combat, killing one of the Elves.

The turn was over and the storm was about to break!

ORC HOST TURN 3

Jervis: I was more than pleased with the situation at the start of our third turn. By charging our guns the Empire's flying troops had, admittedly, wiped out more than half our artillery, but now they were close enough to our table edge for me to attack them with our carefully hoarded reserves. What was more, the Bull Centaurs, Savage Orc Boar Boyz and Black Orcs were in position to unleash a devastating charge!



The battle was obviously entering a decisive stage, and so I decided to commit the bulk of our reserves. I brought on the unit of River Trolls led by the Goblin Shaman to support the attack of the Chaos Dwarfs in the centre, and the Boar Riders and a regiment of Orc Boyz to support Ian's attack on our left. More importantly, I decided to unleash Skarsnik and Gobbla against the Wood Elf General, a unit of Hobgoblins against the Empire Hero, and a large unit of Goblins against Karl Franz. Although the unit's of Hobgoblins and Goblins were unlikely to cause more casualties than they received, I knew that their rank and standard bonuses would be enough to win the combat and drive their opponents off the battlefield.

Unfortunately, I failed to take into account the fact that Karl Franz's Griffon caused terror, or that the Empire hero that the Hobgoblins were to attack was armed with a *Shrieking Blade* which caused fear. The Hobgoblins promptly failed their fear test and refused to charge the Empire hero (the gits!), while the Goblins failed their terror test and fled straight back off the table edge they had just entered! What was more, another unit of Goblins that was within 8" of Karl Franz also failed their terror test, and fled away from the Emperor and his terrifying Griffon mount.



Apart from these minor set-backs, however, the turn went pretty much like clockwork. Skarsnik and Gobbla charged the Wood Elf General, killed him, pursued his Eagle mount as it attempted to flee, caught it, killed it too, and then used the rest of their pursuit move to charge into the Empire Hero who was revealed after the Eagle had been killed. Magnificent stuff! The newly arrived Orc Boar Boyz charged and wiped out the remaining Chariot crew, while Gorfang saw off the Elf Wizard on the Unicorn, although he didn't manage to kill her.

Gavin's advance was slowed up by an outbreak of animosity in the Goblins ranks, but this was more than made up for by the heroic efforts of one of his Squig Hoppers, who bounced up and down the line of Empire Archers, Halberdiers and Hand Gunners, killing 7 of them! Sadly our brave Hippogriff finally

succumbed to the attentions of the White Wolves, but only after he had reduced the White Wolf regiment to two models.

It was in the centre, however, where our most important attacks were made, as the Savage Orc Boar Boyz and Bull Centaurs charged the Reiksguard foot regiment, while the Black Orcs took on a regiment of Wood Elf Archers. The Bull Centaurs and Boar Boyz proved too much even for the mighty Reiksguard to handle, and the Empire's finest infantry were hurled back and then run down by the Savage Orcs as they attempted to flee. The Black Orc regiment all but annihilated the Wood Elf Archers they were fighting, the handful of survivors being cut down as they ran. The resulting panic tests caused by the flight of the Reiksguard and Wood Elves also caused the Wood Elf Archers on the hill and the Knights Panther to turn and run. Being so close to the table edge both units fled straight off the table and were lost. What was more the Knights Panther took the Empire army's battle standard with them!

The Magic Phase proved equally spectacular. *The Purple Sun of Xereus* carried on inexorably across the battlefield, wiping out a unit of Hobgoblin Wolf Riders and mauling a unit of Hobgoblin Sneaky Gits. The Chaos Dwarf Sorcerer Lord unleashed a *Lava Storm* on one the Empire Heroes that had attacked our artillery, wounding both him and the Pegasus he was riding. The phase was rounded off by the Supreme Patriarch hurling a *Burning Head* spell at one of Gavin's Forest Goblin regiments, killing one model and causing the regiment to take a panic test. Fortunately Gavin made up for his failed terror tests at the start of the turn by rolling a 3 on 2D6, so the Forest Goblins steadied their ranks.

Orcs, Goblins and Chaos Dwarfs:

33 Victory Points

Empire and Wood Elves:

16 Victory Points



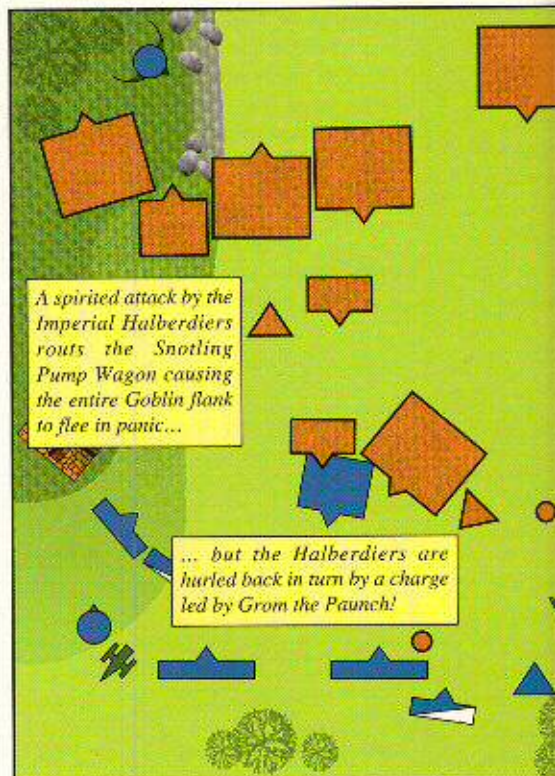
Orc Host Turn 3 – The Black Orcs, Boar Boyz and Bull Centaurs launch their 'attack on the hinge'.

EMPIRE ALLIANCE TURN 4

Robin: Our centre had been broken but I still held an ace card in the form of a twenty-two strong regiment of Reiksguard Knights, twelve Kislev Winged Lancers and two War Wagons. It was now our turn to strike back and so I brought them from the reserve and lined them up on the table edge, right opposite the Boar Boyz and the Black Orc regiments. It was make or break time and so I passed Jake a note giving him control of the flower of the Imperial army.

The Reiksguard charged the Boar Boyz who failed a fear test caused by the *Dread Banner*, broke and fled. The Knights pursued them accompanied by one of the War Wagons and overran the unit to crash into the Chaos Dwarf Bull Centaurs. Alongside them, the Kislev Winged Lancers and the second War Wagon smashed their full weight against the Black Orcs who stood firm. To their left, the Archers charged the Sneaky Gits who had been mauled by the *Purple Sun* and over on the hill, the Pegasus, charged the Rock Lobber crew who fled in fear. The second Hero mounted on his winged steed, failed a terror test caused by a *Scarecrow Banner* and so fled the table. Over on Adrian's side, the Halberdiers regiment charged forward to attack the approaching Pump Wagon while the rest of his line stood firm. Finally... on the right flank, the Wood Elf Knights passed their fear test, spurred up their steeds and charged the unit of Ogres who were advancing towards them.

In the shooting phase, the two Steam Tanks both opened fire from opposite ends of our line. The tank on the left struck Grom's Chariot causing two wounds on Grom himself. The tank on the right once again hit the Lammasu, but for the third time in the battle we rolled a one and failed to wound the beast. It must have had an armour-plated head! Once again the remainder of the howfire was largely ineffective against the big Goblin units but a volley of arrows from the Halfling

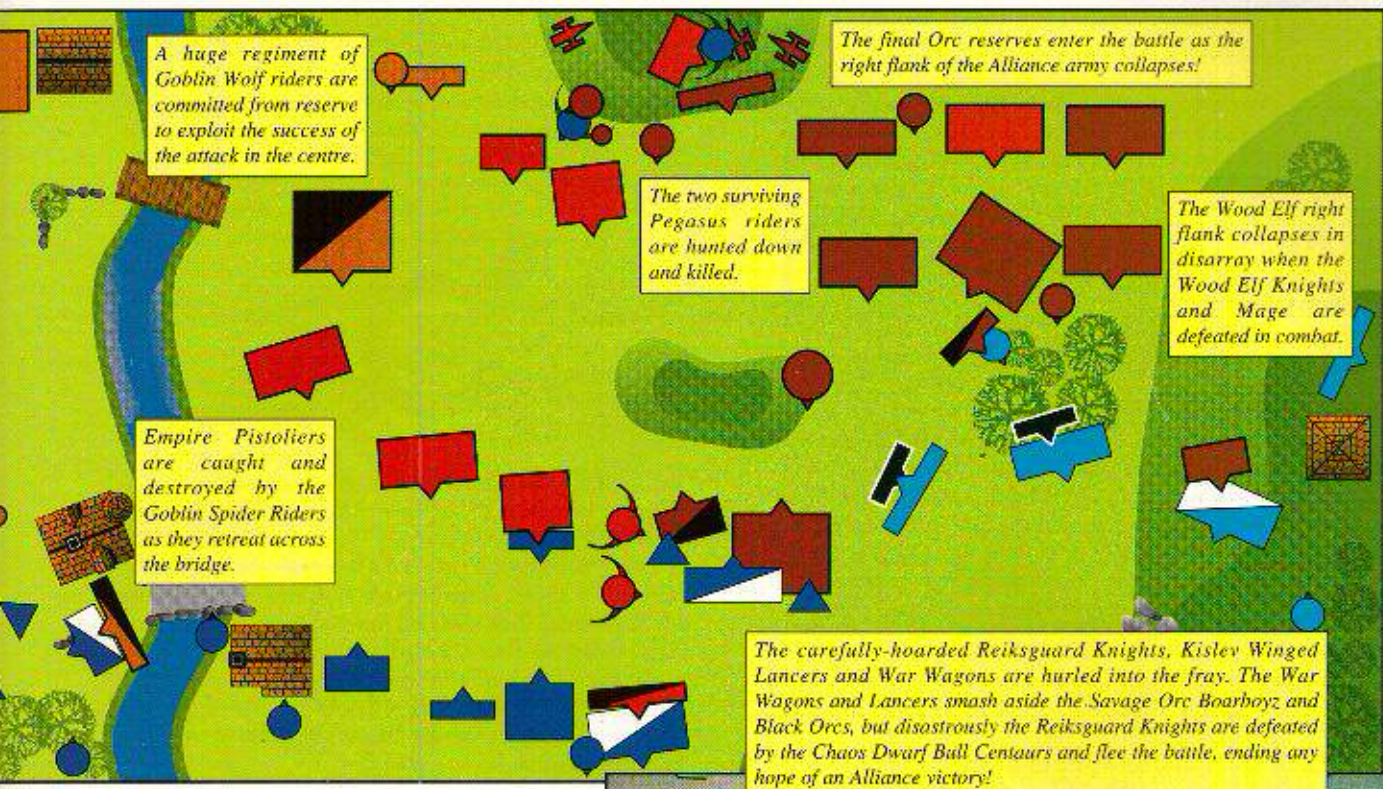


archers, sent the Forest Goblin regiment fleeing from the battlefield in panic.

With the shooting phase over, it was down to the close combat and literally make or break time. On the right, the Wood Elf cavalry crashed against the tough Ogre regiment but failed to



Empire Alliance Turn 4 – The Imperial reserves enter the fray and rout the attacking regiments.



Turn 4 – Despite a spirited counter-attack the Empire army is doomed.

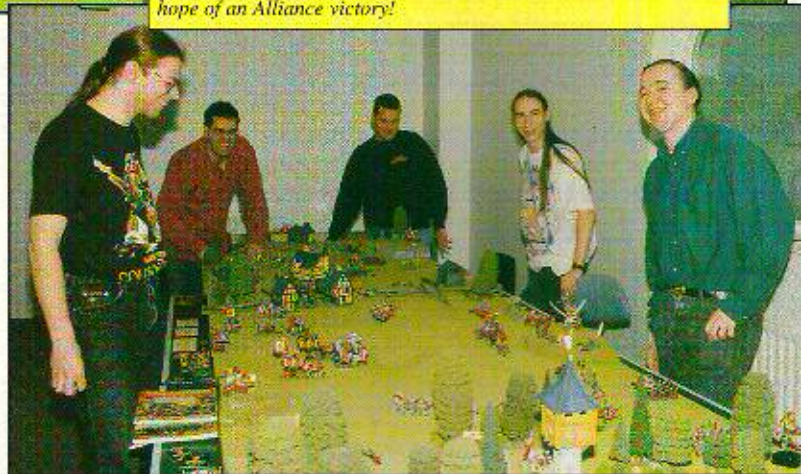
cause a single wound! In their turn, the Ogres fought back killing three of the Knights with their heavy clubs. In desperation Mike rolled their break test but the the dice came up double 6! Amid cheers and catcalls from Ian, Nigel and Gavin, Mike's Knights broke and fled. Seeing this rout, the Scouts lost heart and also ran from the battlefield. Our right flank was gone!

In the centre, the combat between the Kislevites, the War Wagon and the Black Orcs was short but bloody. With the exception of the Black Orc Champion, the remainder of the Orcs' front rank was completely wiped out. With a howl of rage, the Orc struck back smashing two lancers from their horses. However, it was too little too late and the Orcs failed their break test and were trampled under steel shod hooves and the grinding wheels of the War Wagon.

Alongside this battle, however, disaster struck. Jake issued a challenge with his character, the Elector Count of Averland, but even with seven frenzied attacks he couldn't harm the Bull Centaur Lord at all and was cut to pieces. In a continuing orgy of incompetent dice rolling, the Reiksguard Knights – flower of the Imperial army – then failed to cause a single hit against the remaining Bull Centaurs! The combat was lost and the Knights failed their break test and fled from the battlefield!

Elsewhere, the Archers were also cut down by the Sneaky Gits and the struggle between the Skeletons and the Wardancers ended in an inconclusive draw.

The Empire Generals stared Defeat in the face, but he merely grinned and spat in their eye!



Turn 4 – The Empire's last turn – no wonder the Orc and Goblin generals are happy!

The only scent of victory to reach our nostrils was over on the right flank where Adrian's Halberdiers put the Pump Wagon to flight causing the Night Goblins and Netters & Clubbers to also panic and flee.

Eight magic cards brought little cheer to our side, but it was our last chance to do any damage and try to even the score. First of all the *Purple Sun of Xereus* sped across the battlefield, hit the giant and turned him into a glistening amethyst statue.

Then after two or three inconclusive exchanges, Jake launched a concerted attack against Grom the Paunch in a desperate attempt to grab some last minute points. First of all he attempted to attack him by propelling the Grand Theogonist through a *Bridge of Shadows* but the magic was dispelled. Ian replied by yet again casting *Raise the Dead* and eleven Skeleton warriors clawed their way through the ground and rose up to attack the Wood Elf Spears.

Jake's next attack was to cast the *Choking Foe* against Grom but the Goblin general was just out of range. Finally he used *Crevasse* and a gaping hole opened in the ground beneath Grom's Chariot. Despite his vast bulk, Grom leapt aside as the Chariot plunged into the yawning depths and in doing so denied us those precious victory points (curses! curses!) As the last act of the magic phase Nigel played *Drain Magic* and removed the template for the *Purple Sun of Xereus*. Then, in a final act of spite, Gavin rolled to see if Grom would regenerate the two wounds caused by the cannon shot. Needless to say, he got them both back!

ORC HOST TURN 4

Jervis: Well what can I say except... 'Ere we go, 'ere we go 'ere we go! But seriously, after that disastrous turn for the Empire, there was little for us to do other than get stuck into the shaken survivors of the once proud Empire army. This being the case I quickly released the last of our reserves, including the huge regiment of Goblin Wolf Riders which would be just about perfect for pursuing the shattered and defeated Empire troops as they fell back in disarray.

Sensing victory, our troops charged wherever they had the opportunity. On our left the Orc Boar Boyz charged the Wood Elf wizard on the Unicorn, while the Ogres, moving surprisingly quickly for such large creatures, charged the Wood Elf Knights who attempted to flee but were caught and wiped out before they could get away. The Hobgoblins on the hill in our centre actually managed to pass a fear test and charge the Empire hero with the *Shrieking Blade*. On the other side of the river, Gavin's Spider Riders charged the Pistoliers on the bridge, and a regiment of Night Goblins charged the Halberdiers who were fighting the Squig Hunters in the flank. The Halberdiers, assailed from two sides at once and no doubt sensing that all was lost, promptly broke and fled.

Our general good fortune carried on into the Combat Phase. The Spider Riders ripped into the Pistoliers, broke them, and then ran down the survivors as they attempted to flee. Both the

Empire Hero on the Pegasus and the Wood Elf wizard on the Unicorn were slain, although their mounts did manage to escape. The Skeletons battling away against the Wardancers and Wood Elf Spearmen were unable to break them, but then the Wood Elf Spearmen failed their panic test caused by the death of the Wood Elf wizard, and as they tried to flee they were overrun and cut down.



The forces of the Empire were able to get some small measure of revenge in the Magic Phase, when Jake used *Total Power* to again cast the *Purple Sun of Xereus*. The spell sliced through a Chaos Dwarf Blunderbuss unit and a regiment of Hobgoblins, inflicting heavy casualties on both and causing the Hobgoblins to flee. Nigel more than made up for this, however, by using his Chaos Dwarf Sorcerer Lord to unleash a *Lava Storm* on the Kislev Winged Lancers. The resulting conflagration killed seven of the nine models that remained in the regiment, although the two rather scorched survivors refused to panic and held their ground.

And there our battle ended, having reached the end of the time we had allotted for the game. Everywhere the forces of evil were triumphant – we had won a famous victory!

**Orcs, Goblins and Chaos Dwarfs:
84 Victory Points**

**Empire and Wood Elves:
34 Victory Points**



THE BADDIES VICTORY CELEBRATION!

Jervis: It's rare for a battle to go almost exactly according to plan, but it is very satisfying when it does happen, and even better still when it's a Battle Report game and you can crow about it in print afterwards! It therefore goes without saying that I was extremely pleased with the way things worked out. It has to be said, however, that the fates were firmly on our side and we had more than our share of good fortune over the course of the battle. In particular, Nigel Stillman's Chaos Dwarfs were incredibly lucky, with the Sorcerer Lord's Lammasu surviving three direct cannon hits that only needed to roll a 2+ to wound it, and then the Bull Centaurs pulling off a quite extraordinarily jammy defeat of the Reiksguard Knights to send them running and win the battle for us!

Nonetheless, even without our good luck I think we would have almost certainly pulled off a win. In particular the decision to attack the 'hinge' between the Wood Elf and Empire forces proved decisive, the more so because the Empire and Wood Elf contingents completely failed to provide each other with any mutual support, allowing us to defeat each on its own and in detail. However, considering that this was Adrian's first ever game of Warhammer and that Mike's skills as a Wood Elf General were a bit rusty, the Empire team did well to act as cohesively as they did.



The other area of the game that I was extremely pleased with was the reserves rule. As I mentioned in the introduction, this was the first time that we had used this rule and, as any games designer will tell you, a rule can look great on paper but until you've tried it out in the white heat of combat there is no way of telling how well it will really work in practice. In particular, I was worried that I might have made the reserves too flexible by allowing the supreme commanders complete freedom in deciding which of his reserves to commit to the table at the start of a turn.

Fortunately the reserve rule worked almost perfectly, and it will be a long time before I forget the pleasure of revealing the Chaos Dwarf Blunderbuss regiment whose sudden and unexpected volley destroyed the Wood Elf Chariot, or the tension caused by the dramatic counter-attack by the Reiksguard Knights, War Wagons and Winged Lancers! More importantly, however, was the fact that the advantages of keeping units in reserve was balanced their extreme vulnerability to fleeing off the table edge on the turn they were committed. The latter happened a number of times in our game, for example when the Goblins I sent against Karl Franz failed their terror test and fled before they'd even had a chance to move, or when the Reiksguard Knights fled off their table edge after being defeated by the Bull Centaurs.

No rule is ever completely 'bug free', however, and in this case we had some trouble bringing on reserves against enemy units

that were right on the table edge. For example, the pursuit move made by the Savage Orc Boar Boyz when they chased after the Reiksguard stopped right on the Empire table edge, leaving no room for the counter-attacking Reiksguard Knights to set up in. In the end we decided that in such situations it was best to simply push the offending unit back a couple of inches to allow room for the front rank of the reserve unit to set up. This aside, we had no trouble with the reserve rule at all, and I am keenly looking forward to trying out it again in the next 'big battle' that we hold at the Studio...



THE GOOD GUYS LAMENT!

Robin: So we lost!... No!... It's true... We were absolutely thrashed! Even so, I've not had so much fun for ages!

If you look carefully at the photographs in this battle report, you might notice that the players keep changing their clothes (at least I hope they do!). This is because with making maps, taking photos and keeping notes this game took us two and a half days to play! I'd imagine that even if you were just concentrating on the game, it might take a day and a half but in a way that's part of the challenge of gaming on this scale. I used to regularly play in massive 24 hour games where we would stay up and play Warhammer for all of Friday night, get a few hours sleep, and then carry on for the rest of Saturday. Sunday would be spent recovering, but what grand tales we had to tell!

You'll notice that I've so far avoided commenting on our defeat. Well to be honest there's not much to say. Oh yes I could go on and on about how we were robbed, but I think that we were beaten fair and square. As Jervis says, even if the Reiksguard Knights had survived, our right flank was in tatters and the Orcs and Chaos Dwarfs had yet to attack with either the Bull Taurus, the Lammasu of the very deadly unit of Blunderbusses that had just moved into range.

Despite the fact that he'd never played before (and what a baptism of fire!) Adrian's flank did best of all by keeping the Goblins at bay for the whole of the game. There was a touchy moment early on when the Hippogriff was loose behind our ranks, but the White Wolves soon sorted him out. Apart from the obvious casualties, the main effect of this attack was to send Adrian's character model running from the battlefield and so we were no longer allowed to talk to him - at least not about gaming strategy!

On the whole, I thought that Jervis' reserve and command rules worked really well. At times it was incredibly frustrating not being able to talk about strategy unless you were in base to base combat but this added to the fun of the game. Over the last few years, we've played a number of big games in the Studio but this is the first time we've ever tried to present one as a battle report. As I've said, it was a lot of fun to do and I hope it's been good fun to read. As for the result... next time! Next time!

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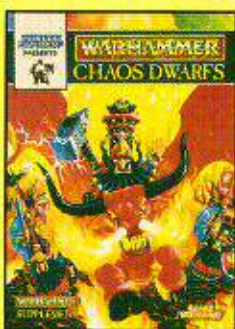
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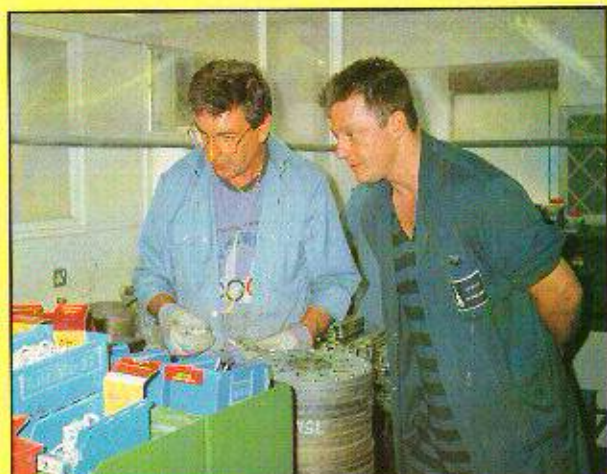
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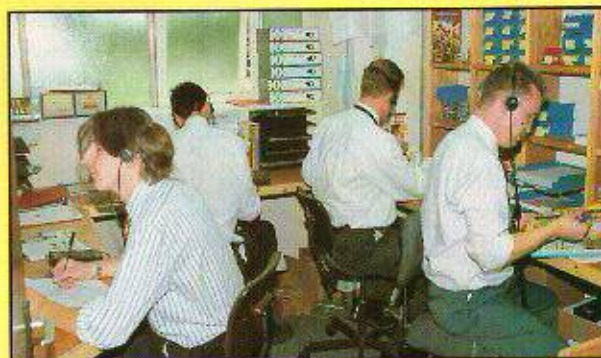
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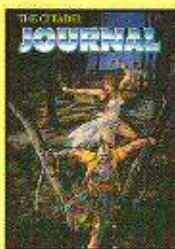
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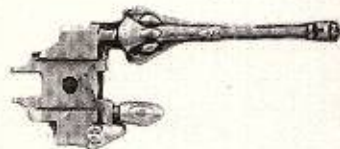
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ELDAR

ELDAR SHRIEKER JETBIKE

A COMPLETE ELDAR SHRIEKER
JETBIKE CONSISTS OF:
1 x PLASTIC ELDAR JETBIKE SPRUE
1 x METAL SHRIEKER CANNON
1 x METAL JETBIKE RIDER TORSO
1 x PLASTIC FLYING BASE
1 x PLASTIC ELDAR WEAPON SPRUE



SHRIEKER CANNON
00438/2



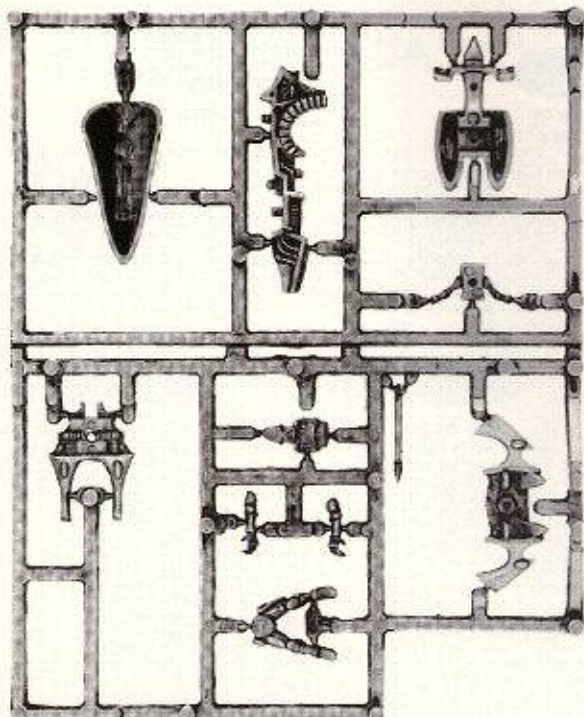
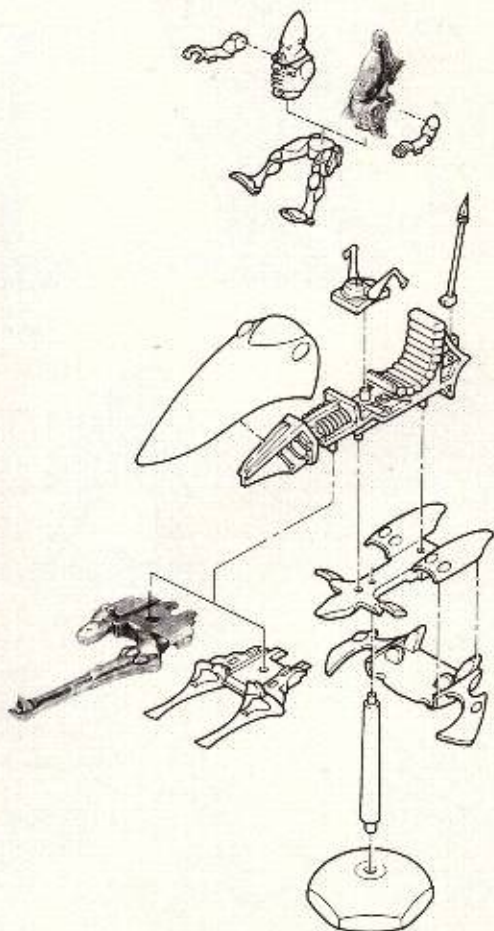
JETBIKE RIDER
TORSO
00438/1

ELDAR JETBIKE

A COMPLETE ELDAR JETBIKE
CONSISTS OF:
1 x PLASTIC ELDAR JETBIKE SPRUE
1 x PLASTIC FLYING BASE
1 x PLASTIC ELDAR WEAPON SPRUE



THESE MODEL KITS INCLUDE A CITADEL
TRANSFER SHEET AND FULL COLOUR ADHESIVE BANNERS.
THE TRANSFER SHEET INCLUDES ENOUGH MARKINGS FOR
SEVERAL DIFFERENT CRAFTWORLDS.



ELDAR JETBIKE SPRUE 102784 (SHOWN AT 50% OF ACTUAL SIZE)

NOT SUITABLE FOR CHILDREN UNDER 36 MONTHS DUE TO SMALL PARTS AND ESSENTIAL POINTED COMPONENTS.
THIS KIT IS SUPPLIED UNPAINTED. THE PLASTIC PARTS NEED TO BE ASSEMBLED USING POLYSTYRENE CEMENT.

IMPERIAL

ADEPTUS ARBITES



ADEPTUS ARBITES
WITH BOLTER
72400/2



ADEPTUS ARBITES
CHAMPION WITH SHOTGUN
72401/3



ADEPTUS ARBITES WITH
GRENADE LAUNCHER
74201/4



ADEPTUS ARBITES
WITH SHOTGUN
72400/1

Designed by Jes Goodwin

IMPERIAL GUARD

CATACHAN JUNGLE FIGHTERS



JUNGLE FIGHTER
WITH LASGUN 1
0437/2



JUNGLE FIGHTER
WITH LASGUN 2
0437/3



JUNGLE FIGHTER
SERGEANT 1
0437/4



JUNGLE FIGHTER
WITH MELTA-GUN
0437/5



JUNGLE FIGHTER
WITH LASGUN 3
0437/5



JUNGLE FIGHTER
WITH LASGUN 4
0437/1



JUNGLE FIGHTER
MISSILE LOADER
0437/7



JUNGLE FIGHTER
WITH MISSILE LAUNCHER
0437/6



MISSILE
LAUNCHER
STAND
0437/10



MISSILE LAUNCHER
0437/9



EXAMPLE OF COMPLETED JUNGLE FIGHTER WITH
MISSILE LAUNCHER

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Designed by Michael Perry

IMPERIAL GUARD

ROUGH RIDERS OF ATTILA



ROUGH RIDER
TORSO 1
72421/2



ROUGH RIDER
TORSO 2
72421/1



ROUGH RIDER
TORSO 3
72421/3



ROUGH RIDER LEGS 1
72421/5



ROUGH RIDER LEGS 2
72421/4



ROUGH RIDER HUNTING LANCE
72421/6



ROUGH RIDER
CHAINSWORD
72421/7

EXAMPLES OF COMPLETED IMPERIAL GUARD ROUGH RIDERS



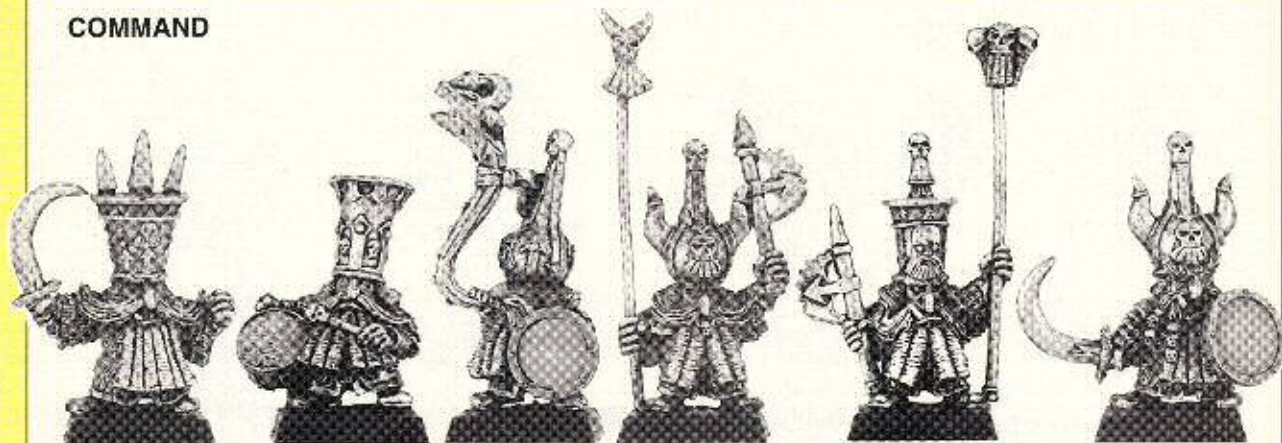
A COMPLETE IMPERIAL GUARD
ROUGH RIDER CONSISTS OF:
1 x ROUGH RIDER TORSO
1 x ROUGH RIDER LEGS
1 x WEAPON
1 x PLASTIC UNARMoured HORSE

Designed by Michael Perry



CHAOS DWARFS

COMMAND



LEADER WITH SWORD 1
75805/1

DRUMMER
75805/5

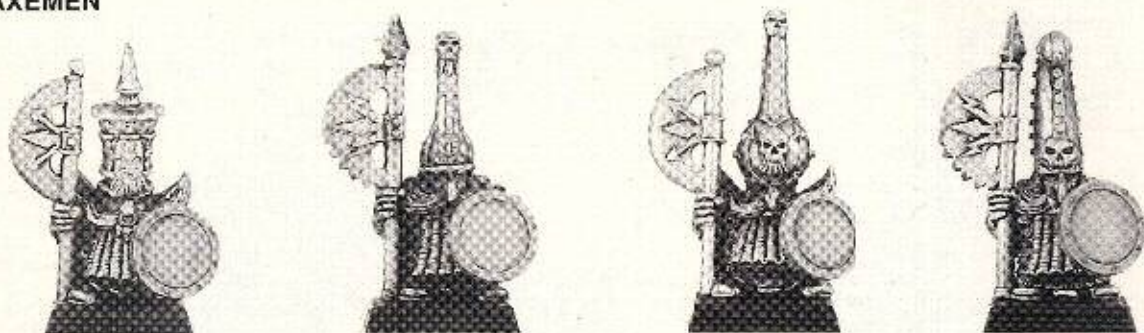
HORNBLOWER
75805/2

STANDARD BEARER 1
75805/3

STANDARD BEARER 2
75805/6

LEADER WITH SWORD 2
75805/4

AXEMEN



WITH AXE 1
75800/1

WITH AXE 2
75800/2

WITH AXE 3
75800/3

WITH AXE 4
75800/4

BLUNDERBUSSES



WITH BLUNDERBUSS 1
75810/1

WITH BLUNDERBUSS 2
75810/2

WITH BLUNDERBUSS 3
75810/3

WITH BLUNDERBUSS 4
75810/4



WITH BLUNDERBUSS 5
75810/7



WITH BLUNDERBUSS 6
75810/6



WITH BLUNDERBUSS 7
75810/5

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CITADEL
MINIATURES

CHAOS

SCYLLA, SPAWN OF KHORNE



THE COMPLETE SCYLLA
CONSISTS OF
1 x BODY LEFT
1 x BODY RIGHT
1 x LEFT LEG
1 x LEFT ARM
1 x RIGHT ARM
1 x HEAD
1 x TAIL



RIGHT ARM
73011/8

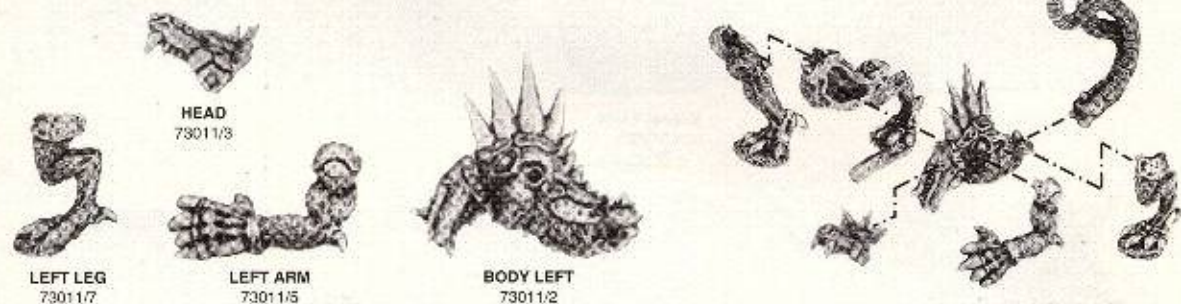


BODY RIGHT
73011/1



TAIL
73011/4

COMPLETED EXAMPLE OF SCYLLA, CHAOS SPAWN OF KHORNE



FLAMERS OF TZEENTCH

A COMPLETE
FLAMER OF TZEENTCH
CONSISTS OF
1 x FLAMER BODY
1 x RIGHT ARM
1 x LEFT ARM



FLAMER BODY 1
73010/1



FLAMER BODY 2
73010/2



RIGHT ARM 1
73010/6



RIGHT ARM 2
73010/4

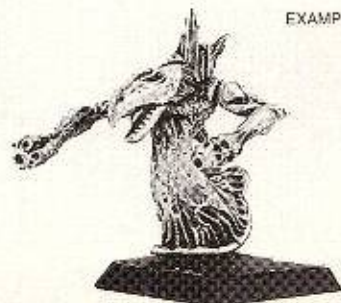


LEFT ARM 1
73010/3



LEFT ARM 2
73010/5

EXAMPLES OF COMPLETED FLAMERS OF TZEENTCH



EMPIRE

IMPERIAL STEAM TANK



THE COMPLETE IMPERIAL STEAM TANK
CONSISTS OF:
1 x COMMANDER
4 x PLASTIC WHEELS
1 x R/HAND SIDE ARMOUR
1 x L/HAND SIDE ARMOUR
1 x FRONT ARMOUR
1 x STEAM CANNON
1 x BACK PLATE
1 x BOILER
1 x ENGINE
1 x HATCH
1 x ROOF
1 x BASE



STEAM TANK
BACK PLATE
0812/6



STEAM TANK
ENGINE
0812/7



FRONT ARMOUR
0812/9



STEAM TANK
BOILER
0812/8



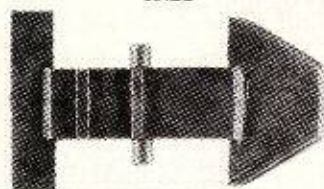
L/HAND SIDE ARMOUR
0812/2



R/HAND SIDE ARMOUR
0812/3



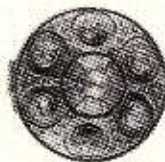
STEAM TANK ROOF
0812/4



STEAM TANK BASE
0812/1



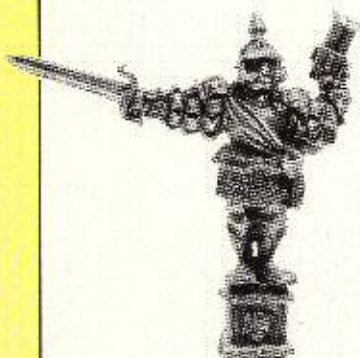
PLASTIC WHEEL



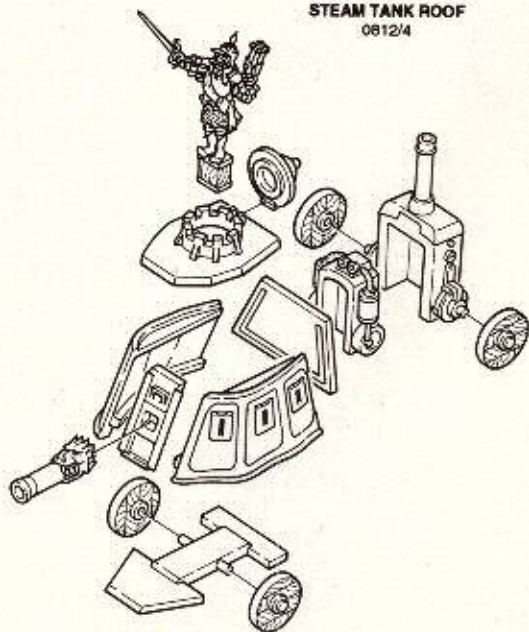
STEAM TANK
HATCH
0812/5



STEAM CANNON
0812/10



STEAM TANK
COMMANDER
0812/11



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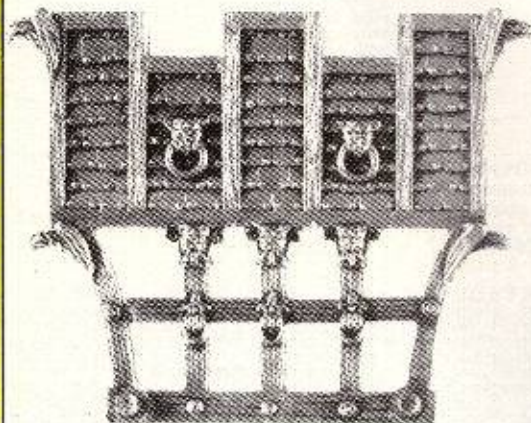
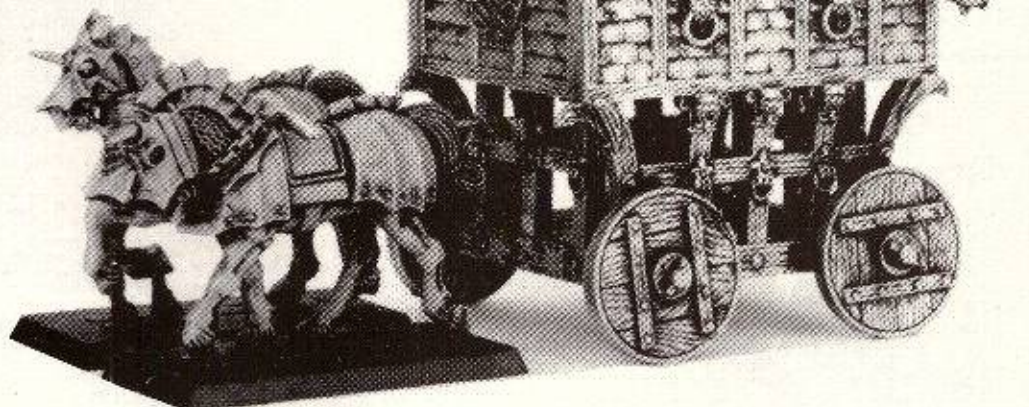

CITADEL
MINATURES

EMPIRE

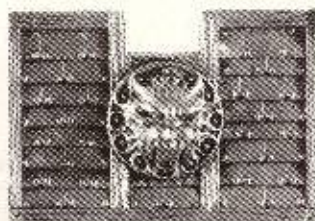
IMPERIAL WAR WAGON

THE COMPLETE WAR WAGON CONSISTS OF:

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



WAR WAGON
RIGHT / LEFT SIDE PANELS
00811/1



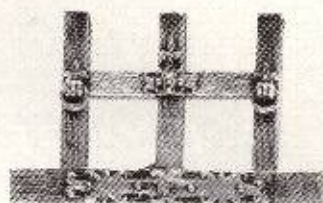
WAR WAGON
FRONT / REAR PANELS
00811/3



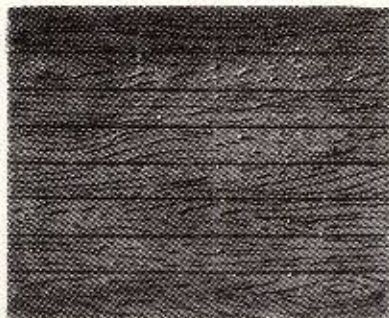
WAGON YOKE
00811/6



WAGON HAFT
00811/5



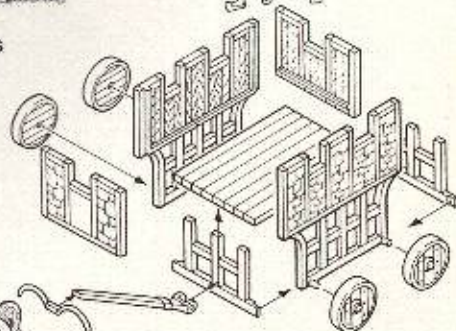
WAR WAGON
FRONT / REAR FRAMES
00811/4



WAGON DECK
00811/2



PLASTIC WHEEL



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CITADEL
MINIATURES

Designed by Norman Swales and Michael Perry

IMPERIAL KNIGHTS

KNIGHT CASTELLAN



EXAMPLE OF A COMPLETED KNIGHT CASTELLAN

A COMPLETE
KNIGHT CASTELLAN
CONSISTS OF:
1 x CASTELLAN BODY
1 x QUAKE CANNON
1 x AUTOCANNON

AUTOCANNON
76012/2



QUAKE
CANNON
76003/3



CASTELLAN
BODY
76012/1



KNIGHT PALADIN



EXAMPLE OF A COMPLETED KNIGHT PALADIN

A COMPLETE
KNIGHT PALADIN
CONSISTS OF:
1 x PALADIN BODY
1 x BATTLE CANNON
1 x CHAINWORD

CHAINWORD
76011/2



BATTLE
CANNON
76011/3



PALADIN
BODY
76011/1



Designed by Dave Andrews



IMPERIAL KNIGHTS

KNIGHT LANCER

A COMPLETE KNIGHT LANCER CONSISTS OF:
1 x LANCER BODY
1 x POWER LANCE
1 x BATTLE CANNON



EXAMPLE OF A COMPLETED KNIGHT LANCER

LANCER BODY 1
76010/2



POWER LANCE
76010/4



BATTLE CANNON
76010/3



LANCER BODY 2
76010/1



KNIGHT ERRANT

A COMPLETE KNIGHT ERRANT CONSISTS OF:
1 x ERRANT BODY
1 x THERMAL CANNON
1 x POWER FIST



EXAMPLE OF A COMPLETED KNIGHT ERRANT

THERMAL CANNON
76008/2



POWER FIST
76008/3



ERRANT BODY
76008/1



KNIGHT CRUSADER

A COMPLETE KNIGHT CRUSADER CONSISTS OF:
1 x CRUSADER BODY
1 x LASCANNON
1 x QUAKE CANNON



EXAMPLE OF A COMPLETED KNIGHT CRUSADER

LASCANNON
76009/2



QUAKE CANNON
76009/3



CRUSADER BODY
76009/1



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EPIC IMPERIAL

BANEBLADE

A COMPLETE BANEBLADE
CONSISTS OF:
1 x BANEBLADE TURRET
1 x BANEBLADE CHASSIS
2 x SPONSON TURRET 1



EXAMPLE OF A COMPLETED BANEBLADE



SHADOW SWORD

A COMPLETE SHADOW SWORD
CONSISTS OF:
1 x SHADOW SWORD CHASSIS
1 x VOLCANO CANNON
2 x SPONSON TURRETS 2



EXAMPLE OF A COMPLETED SHADOW SWORD



STORM HAMMER

THE COMPLETE STORM HAMMER CONSISTS OF
2 x STORMHAMMER TURRETS
4 x SPONSON TURRET 2
1 x STORMHAMMER CHASSIS



EXAMPLE OF A COMPLETED STORM HAMMER

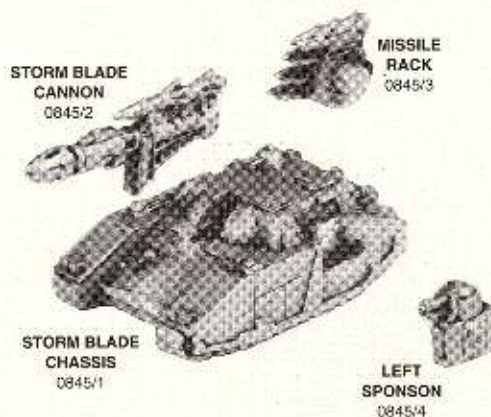


STORM BLADE

THE COMPLETE STORM BLADE CONSISTS OF
1 x MISSILE RACK
1 x STORM BLADE PLASMA BLAST GUN
1 x LEFT SPONSON
1 x STORM BLADE CHASSIS



EXAMPLE OF A COMPLETED STORM BLADE



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EPIC™ IMPERIAL

LEMAN RUSS BATTLE TANK

A COMPLETE LEMAN RUSS
BATTLE TANK CONSISTS OF:
1 x TURRET
1 x CHASSIS



EXAMPLE OF A COMPLETED
LEMAN RUSS

STANDARD TURRET
0496/4



LEMAN RUSS CHASSIS
0496/1



RAZORBACK

A COMPLETE RAZORBACK
CONSISTS OF
1 x RHINO CHASSIS
1 x RAZORBACK TURRET



EXAMPLE OF A COMPLETED
RAZORBACK

RAZORBACK
TURRET
76007/2



RHINO CHASSIS
76007/1

PREDATOR

A COMPLETE PREDATOR
CONSISTS OF
1 x PREDATOR CHASSIS
1 x PREDATOR TURRET



EXAMPLE OF A COMPLETED
PREDATOR

PREDATOR
TURRET
76043/25



PREDATOR CHASSIS
76043/24

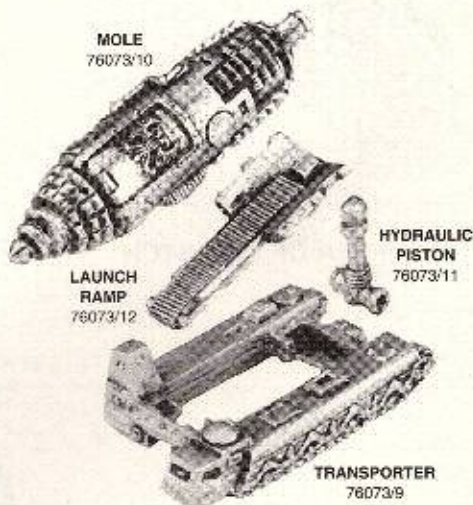
IMPERIAL MOLE

THE COMPLETE IMPERIAL MOLE CONSISTS OF
1 x MOLE
1 x TRANSPORTER
1 x LAUNCH RAMP
1 x HYDRAULIC PISTON



EXAMPLE OF A COMPLETED IMPERIAL MOLE

MOLE
76073/10



LAUNCH
RAMP
76073/12

HYDRAULIC
PISTON
76073/11

TRANSPORTER
76073/9

IMPERIAL TERMITE



EXAMPLE OF A COMPLETED
IMPERIAL TERMITE

A COMPLETE TERMITE
CONSISTS OF
1 x TERMITE
1 x TRANSPORTER



TRANSPORTER
76072/6

TERMITE
76072/7

IMPERIAL TERMITE



SURFACING
TERMITE
76072/5

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EPIC[®] CHAOS

MAGNUS THE RED, DAEMON PRIMARCH OF TZEENTCH



MAGNUS THE RED
76552/18

LORDS OF CHANGE, GREATER DAEMONS OF TZEENTCH



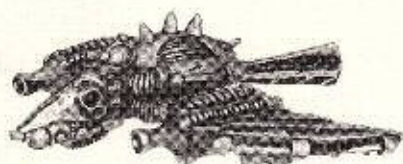
LORD OF CHANGE 1
76554/8



LORD OF CHANGE 2
076501/14

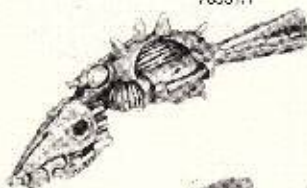
FIRELORD OF TZEENTCH

THE COMPLETE FIRELORD OF TZEENTCH CONSISTS OF
1 x FIRELORD HULL
1 x FIRELORD WINGS



EXAMPLE OF A COMPLETED FIRELORD

FIRELORD HULL
76531/1



FIRELORD WINGS
76531/2



SILVER TOWER OF TZEENTCH

THE COMPLETE
SILVER TOWER OF TZEENTCH
CONSISTS OF
1 x SILVER TOWER BASTION
1 x SILVER TOWER BASE



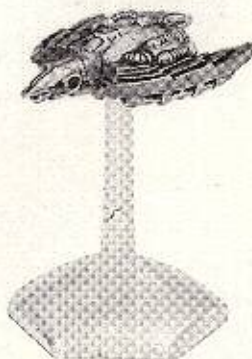
EXAMPLE OF A COMPLETED SILVER TOWER

SILVER TOWER
BASTION
76532/1



SILVER TOWER
BASE
76532/2

DOOMWING OF TZEENTCH



DOOMWING
76533/1

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EPIC ORKS

BONECRUNCHA



EXAMPLE OF A COMPLETED BONECRUNCHA

THE COMPLETE BONECRUNCHA
CONSISTS OF
1 x ROLLER
1 x PLASTIC TANK CHASSIS
1 x BONECRUNCHA TURRET

BONECRUNCHA
TURRET
76303/1



PLASTIC
TANK
CHASSIS
102773

ROLLER
76303/2



GUTRIPPA



EXAMPLE OF A COMPLETED GUTRIPPA

THE COMPLETE GUTRIPPA
CONSISTS OF
1 x POWER CLAWS
1 x PLASTIC TANK CHASSIS
1 x GUTRIPPA TURRET

GUTRIPPA
TURRET
76302/1



PLASTIC
TANK
CHASSIS
102773

POWER
CLAWS
76302/2



SCORCHER



SCORCHER
76310/3

GIBLET GRINDA

THE COMPLETE GIBLET GRINDA CONSISTS OF
1 x GIBLET GRINDA CHASSIS
1 x GIBLET GRINDA TOWER
2 x GIBLET GRINDA TURRET

GIBLET GRINDA
TOWER
76248/5



GIBLET GRINDA
TURRET
76318/6



LUNGBURSTA

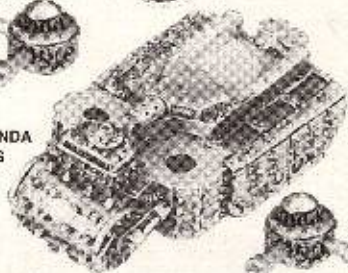


LUNGBURSTA
76251/1



EXAMPLE OF A COMPLETED GIBLET GRINDA

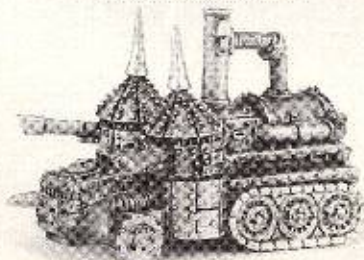
GIBLET GRINDA
CHASSIS
76248/4



GIBLET GRINDA
TURRET
76248/6

SKULLHAMMA

THE COMPLETE SKULLHAMMA CONSISTS OF
1 x SKULLHAMMA CHASSIS
1 x SKULLHAMMA BOILER
2 x SKULLHAMMA TURRET



EXAMPLE OF A COMPLETED SKULLHAMMA

SKULLHAMMA
TURRET
76249/3



SKULLHAMMA
BOILER
76249/2



SKULLHAMMA
CHASSIS
76249/1



SKULLHAMMA
TURRET
76249/3

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SPACE MARINES[®]

TERMINATORS



TERMINATOR BODY
0441/3



TERMINATOR SERGEANT
BODY
0441/1



SERGEANT
STANDARD POLE
0441/2



STORM BOLTER
ARM
0441/4



ASSAULT CANNON ARM
0441/5



TERMINATOR SHIELD
0809/9



POWER FIST
0441/6



CHAIN FIST
0441/8



POWER SWORD ARM
0441/7

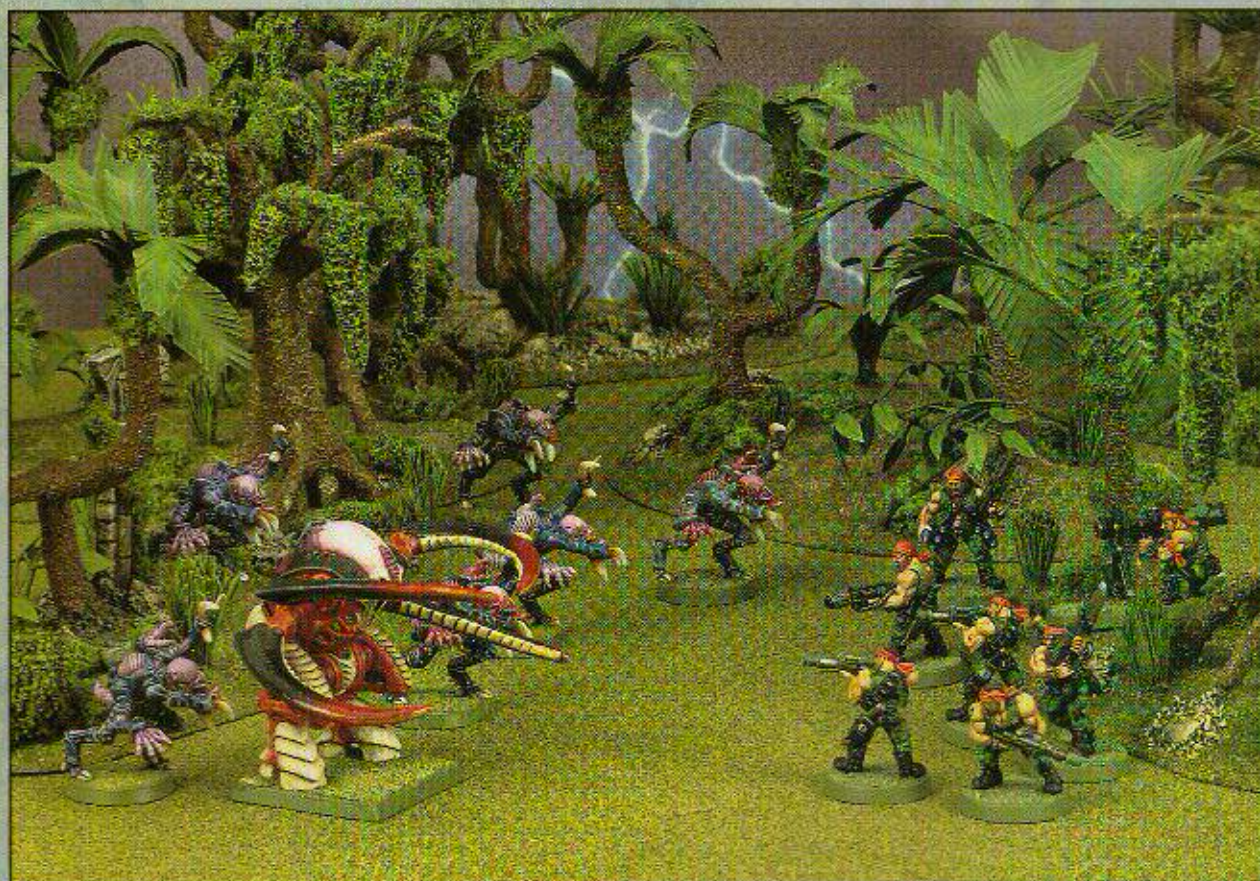
A COMPLETE SPACE MARINE
TERMINATOR CONSISTS OF
1 x TERMINATOR BODY
1 x RIGHT ARM
1 x LEFT ARM



EXAMPLES OF COMPLETED SPACE MARINE TERMINATORS

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CATACHAN JUNGLE FIGHTERS CLASH WITH GENESTEALERS AND A CARNIFEX



A CHAOS HORDE ATTACKS A FORCE OF IMPERIAL KNIGHTS WITH THEIR ELDAR ALLIES



LI TRAMARINES CLEANSE AN ORK SETTLEMENT