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WHITE DWARF



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MORGLUM NECKSNAPPER, BLACK ORC WARLORD CLASHES WITH UNGRIM IRONFIST, THE SLAYER KING OF KARAK KADRIN



BLOOD AXE KOMMANDOS ASSAULT AN IMPERIAL BUNKER HELD BY A SQUAD OF CATACHAN JUNGLE FIGHTERS

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WHITE DWARF

Well here we are at the start of a new year, with eleven more issues of White Dwarf stretching out ahead of us. 1994 was actually a great year for our hobby, with more and more gamers getting involved and literally hundreds of exciting releases for all of our major games systems.

The response to the 'big battle report' in the last issue was really brilliant, with lots of you writing in to say how much you enjoyed it. Although we don't have a letters page in White Dwarf, all your letters do get read and are always passed onto the appropriate people for a comment or response. All this does take some time so don't get

miserable if you don't hear back from us right away. As a result of reading your letters we're going to see if we can do a **big** Warhammer 40,000 game in the near future.

From next issue, White Dwarf will cost an extra 25p per copy. Everyone hates price rises but for the biggest, brightest hobby games mag in the world it's still the best value you can get.

Rob

ASSISTANT GAMES DEVELOPERS

Just as we were about to go to print, Rick Priestley came rushing up to me with his arms full of applications from hopeful Assistant Games Developers!

Apparently, the response to our recent advert inviting people to come and play games for a living has been so overwhelming that we are completely snowed under with applications. The word from Rick is thanks for all your letters but don't hold your breath waiting for a reply! We will get around to considering everybody's application in due course, but the sheer number we have to consider means that this will take a little time.

So don't worry or call us if you haven't heard anything yet. Just trust the fact that no news is good news!

EPIC HIVE WAR

Also as we write, I am reliably informed that the brand new Epic system supplement **Epic Hive War** is now ready for publication. From out of the icy void of interstellar space surge the forces of the Tyranid Hive Mind, a single intelligence formed of untold billions of interlinked minds. This immeasurably alien consciousness hungers for the rich gene-stocks of the galaxy of Man and unless the Hive Mind can be defeated, the human race will be absorbed and extinguished.

Hive War details the extragalactic menace of the Tyranid race, and contains rules for unleashing the forces of the Hive Mind into the **Epic** game system. The box contains game rules for the organisation and command of the Tyranid forces, army cards for the Tyranid swarms and special cards to represent the directing influence of the Hive Mind. The **Hive War** rules describe the horrifying creatures that make up the Tyranid assault forces. These include Hive Tyrants and Dominatrix, the commanders of the swarms, the huge Hierodule and Hierophant bio-Titans, the scythe-armed Carnifexes, swarming broods of Termagants and Hormagaunts, sinister Lictors, powerful psychic Zoanthropes and many more. These genetically engineered organic killing machines are armed with deadly symbiote weaponry to burn and poison their way to victory against the humanoid life forms of this galaxy.

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CADIAN SHOCK TROOPS



SHOCK TROOPS WITH LASGUNS



SERGEANT



SHOCK TROOP WEAPONS TEAM WITH HEAVY BOLTER



TROOPER WITH FLAMER



CADIAN SHOCK TROOPS CUT DOWN THE ATTACKING ELДАР FORCES

WARHAMMER

40,000

CADIAN SHOCK TROOPS

By Rick Priestley

Steeped in the blood of countless skirmishes with the forces of Chaos, the Cadian Shock Troops are the finest warriors from an embattled planet. With grim determination they stand ready to face any threat to the Imperium.

THE IMPERIUM

The Imperium of Mankind extends over almost the entire galaxy, yet the actual number of planetary systems ruled by man is incredibly few compared to the vast size of the galaxy as a whole. Although humanity is the most powerful of all the known races it is still fragile. Mankind's hold on its Empire is precarious and even its survival as a species must remain in doubt. Human worlds are scattered broadly throughout space, their original settlement following the fickle tides of warp space. These currents can carry a spacecraft thousand of light years but they are rarely predictable or stable.

As a result, the worlds of the Imperium are both diverse and independent. Some worlds are covered with steaming jungle,

others are sheathed with ice, some are deserts and others nothing but endless ocean. Whatever their physical geography, each world is a realm within the Imperium, its loyalties and duties are to the Emperor, but its responsibilities are to itself. Each planet must protect itself, raise warriors for its defence, and maintain fortresses and orbital stations to fend off attack from space. Furthermore each world must be prepared to send its own troops to join the ranks of the Imperial Guard, to fight hundreds of thousands of light years from home as part of the armies of the Imperium itself.

CADIA

Cadia is just one world amongst many thousands in the Imperium, but it has a special and honoured place in the



Cadian Shock Troops ambush a squad of Chaos Space Marines.



history of mankind. Cadia stands upon the edge of the Eye of Terror within a narrow corridor of stable space called the Cadian Gate. This forms the one and only predictable passage between the Chaos infested Daemon Worlds of the Eye of Terror and Earth. There are other routes but these are less stable, inherently unpredictable paths that will scatter fleets through time and space. No battlefleet of any size can rely upon these unstable passages, but must pass through the Cadian Gate. Cadia is therefore one of the most strategically important planets of the galaxy, and its defence is vital to the survival of the Imperium.

CHAOS RAIDERS

On several occasions the forces of Chaos have moved against Cadia and raging battles have been fought in the deeps of space, beyond the Ninth Planet of Cadia, amongst the rings of Rouran and even on Cadia itself. A large part of the Imperial fleet is stationed at Cadia or nearby. Such huge battles are rare, but the constant intrusion of Chaos raiding craft is commonplace. Chaos Space Marines make frequent forays onto the surface of Cadia, and must be hunted down and destroyed before they can entrench themselves.

As recently as five years ago, a large force of Chaos Space Marines penetrated the defences of Cadia undetected, and went into hiding in the uplands of the Dorac Alps. Unknown to the Cadians, these troops dug themselves in and established a formidable fortress. Soon they were joined by reinforcements and their forces increased until a large army was ready to attack. Fortunately, the Chaos Space Marines were detected when a ship carrying more raiders was intercepted in orbit. The

Cadians' own defence troops were able to contain the invaders and eventually defeat them. Such incidents are not rare by any means, and the Cadians have developed a powerful army which is expert at rooting out and destroying the intruders.

THE CADIAN SHOCK TROOPS

The most powerful fighting formations of the Cadian forces are called Shock Troops. They are chosen from the fastest moving and hardest-fighting of the Cadians. As all Cadians must train in the defence forces, all the best fighters are quickly identified and inducted for further training. When Chaos raiders are discovered the Shock Troops are sent to hunt them down, and only if the force is particularly large or well equipped will the Cadians send for help. Even the Space Marines that have come to destroy especially large Chaos forces have found the Cadians impressive and powerful allies.

The Cadians manufacture excellent weaponry and other military equipment. The world itself is heavily industrialised and has many large cities with highly skilled populations. This is reflected in the Cadians' armament and wargear, which is made in uniform patterns and camouflaged in a manner most suited to the mixed terrain of the Cadian wilderness.

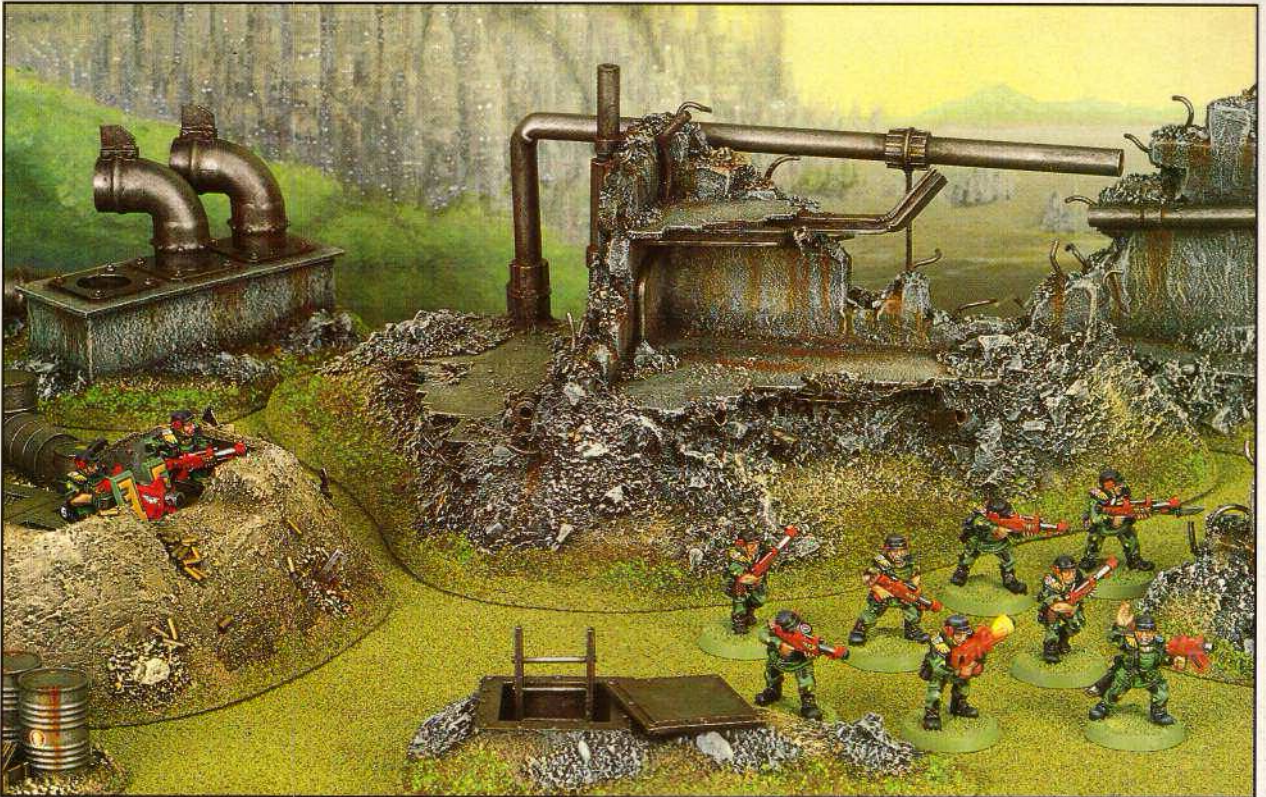
THE WEAPONS TEAM RULE

In White Dwarf 180 we printed the rules for weapon teams which we've been developing for the forthcoming Imperial Guard Codex. In case any readers missed the rules they are repeated here, plus some new rules which allow you to divide weapon teams from their squad in order to set up covering fire for an assault.

Like the Catachan Jungle Fighters, the heavy weapons of the Cadian Shock Troops have not one but two crew members – a firer and a loader. This is the usual format for the Imperial Guard whether the weapon itself is fired from the shoulder or is mounted on a heavy tripod or wheeled carriage.

A weapons team consists of two models, a firer who carries and operates the heavy weapon, and a loader whose job is to act as back up. The loader not only loads the weapon, but he carries extra ammunition, tools, and spare parts. What's more, he is trained to use the weapon just like his partner. The firer and loader must stay within 2" of each other wherever possible (normal coherency distance). The loader is also armed as a standard squad fighter, so he carries a lasgun and can shoot and fight in the same way as any other member of the squad. The presence of the loader makes no difference to the way that the heavy weapon shoots. However, if the trooper with the heavy weapon is killed the loader can take over. Instead of removing the model with the heavy weapon, take off the loader model and move the firer to the loader's position. If the loader is not within 2" of the firer for some reason, then he cannot swop over in this way and the weapon is lost.

The weapons team rule is a straightforward way of representing the extra loader. It allows one of the squad to 'pick up' the heavy weapon when the firer is killed. This second chance gives the Imperial Guard a real advantage. Bear in mind that only the loader model can pick up the weapon, not any other member of the squad. Don't worry about whether the weapon might be destroyed, damaged or lost in some way – we will simply assume that the weapon miraculously escapes the lascannon shot, or is tossed aside from the vortex blast!



The Cadian Shock Troops split their squad, leaving behind their heavy bolter weapons team to cover the attack.

The team is easily able to manoeuvre their weapon along with the rest of the squad, carrying it or wheeling it along, using the bulk of the weapon itself to smash through scrub like a battering ram. A team may set up a fire position let off a few shots and then move on, dragging their heavy weapon to a new position before the enemy have time to zero in with their own weaponry. As such the weapon men are intended to be highly mobile, and only the fittest and most able are chosen as crew.

SPLITTING SQUADS

This is a new rule we've been playing with recently. We've not completed trying out the rule with all the heavy weapons available for the Imperial Guard, so you'll have to regard this as provisional rather than set in stone.

An Imperial Guard squad can split off its heavy weapons team when it moves. It can do this even if the team has been reduced to one model because of casualties. Once split off, the heavy weapons team must either remain where it is, or retreat away from the enemy – it cannot advance towards the enemy. This represents a situation where the heavy weapon holds a position in order to provide covering fire whilst the rest of the squad advances. Once divided the squad effectively becomes two separate units, one of eight men (at full strength) and one of two (at full strength). The weapons team loses any leadership benefits it may have had from the squad's veteran sergeant, but continues to enjoy bonuses from command sections like any other Imperial Guard unit.

For purposes of leadership tests the divided units count full strength as eight and two, and casualties are suffered independently from now on. For example, if the eight man squad took two casualties they would have lost 25% and would have to take a break test – the weapons team would not be

effected. No break test is required when the squad divides (even if two casualties have already been suffered by the ordinary squad troopers).

The heavy weapons team can move freely if there is a Lieutenant (command section) or Commissar within the normal 2" unit coherency. This represents the high ranking officer acting upon his initiative and ordering the weapon team to a new position personally. However, once the higher ranking officer is not within 2" the weapons team reverts to its static mode and must remain where it is or move away from the enemy, but not advance.

Even though they take casualties and break tests separately, a split squad is still counted as one unit for victory points. This means that although you might have cut down the advancing troopers, you cannot claim the points for wiping out the squad until you have also destroyed the weapons team.

CADIAN SHOCK TROOPS

An Imperial Guard army may include up to three squads of Cadian Shock Troops for every Command Section it has.

SQUADS

122 points

Squad consists of 1 Sergeant and 9 Imperial Guard armed with lasgun, frag grenades and flak armour (6+ save). The Sergeant is armed with bolt pistol, chainsword, frag grenades and flak armour (6+ save). One trooper is equipped with a flamer, and the squad includes a two man weapons team armed with a heavy bolter (*without* a targeter).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Imperial Guard	4	3	3	3	3	1	3	1	7

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40,000

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WARHAMMER ARCANE MAGIC

By Rick Priestley

This month sees the release of Warhammer – Arcane Magic, the latest supplement for the Warhammer game. In this special introduction Rick takes a peek inside the box and describes some of the new Magic Items.

Since the Warhammer game was first released over two years ago we've been kept busy adding new supplements and expanding the model ranges. The first and most important supplement was Battle Magic, the boxed set which introduced magic combat into the game. Battle Magic includes a great many spell cards and cards representing magic items such as enchanted swords, armour and various weird artifacts. If you're a Warhammer player then the chances are you own Battle Magic too, regardless of the army or armies you collect.

After Battle Magic we turned our attentions to the Warhammer Armies range of books. Each book describes one of the Warhammer races in detail, and provides additional rules, troops and the all important army list for that particular army. Needless to say, every book also includes new magic items, although, because of the limitations of book format, these are printed on paper inside the book rather than as cards. Most players copy out the details of the magic items they wish to use, preferring not to cut-up their books in order to make



new cards. As a result, many of these same players have written and asked whether we would ever publish the magic items as cards to match those in Battle Magic. This is obviously a good idea and something that we always intended to do. However, because cards are printed on large sheets it was necessary to wait until there were enough new cards to fill up a whole sheet. This has taken us a while but we got there!

Arcane Magic contains card versions of all the magic items and spells described in the Warhammer Armies Empire, High Elves, Orcs and Goblins, Dwarfs, Skaven, and Undead books plus the White Dwarf Special Chaos Dwarfs book. It also has a selection of new magic items most of which can be used by any army. In all, Arcane Magic contains 84 Magic Item cards and 33 spell cards: 10 Ice Magic spells, 10 Necromancy spells, 10 Chaos Dwarf spells, and 3 Dark Magic spells.

As you might expect, all the cards follow the established format of listing the Spell or Magic Item and briefly describing its effect in the game. In some cases the text has been slightly changed, either to correct a mistake or to cover a point of confusion that has arisen since its first publication. For this reason its well worth re-reading the descriptions before fighting your first battle with the new cards.



Hardened Warhammer players will undoubtedly welcome the chance to add attractive and practical card versions of existing spells to their collection. The opportunity of checking up on your enemy's magic is no bad thing either! An extra bonus comes in the form of new magic items. These are by no means a random selection, but have been deliberately chosen to slightly re-balance the game in the light of comments from players. For example, we decided that it was time to introduce a few nasty surprises for big monsters and very powerful characters – just to liven things up a bit. There's nothing too

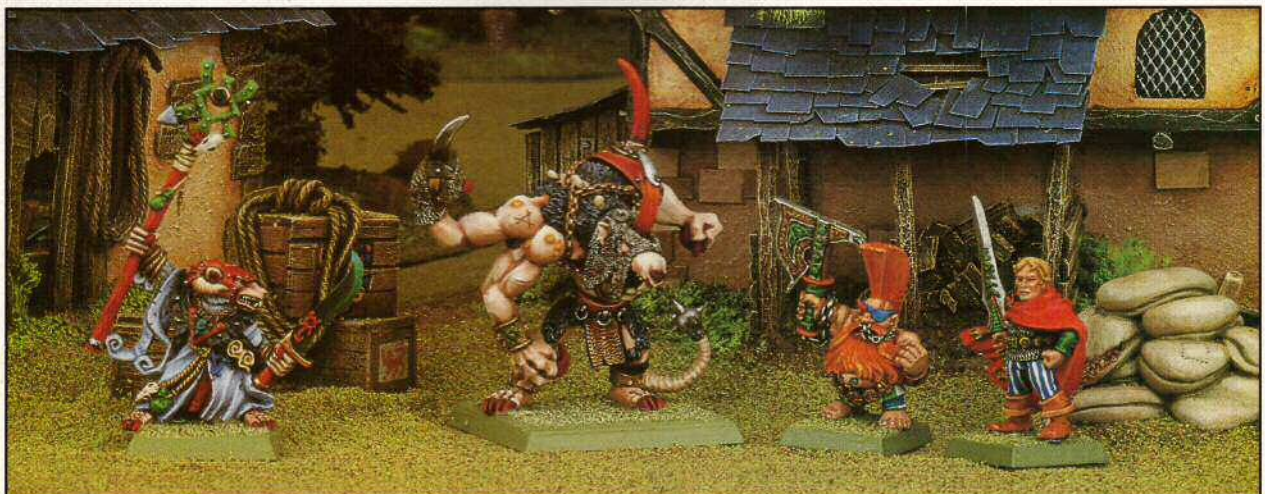


Teclis attacks a Greater Daemon of Tzeentch.

nasty though, just enough to give more lowly characters a chance when they get pounced on by a High Elf Lord perched on top of a Manticore waving a *Frost Blade* as he gulps down a *Potion of Strength*. You know the sort of thing...!

Amongst the new items is *Aldred's Casket of Sorcery*. This can be carried by any character giving him the ability to entrap spells from an enemy wizard in base contact. Once you have trapped a spell it is denied to your enemy and you can use it yourself by releasing it from the casket. Another item that works against magic is the Chaos Dwarf *Chalice of Darkness*. This removes a random number of magic cards from the Winds of Magic, and can also rob spells from either side if the Winds of Magic are not particularly strong. A third device with strongly anti-magic properties is the *Ring of Corin* which allows its wearer to destroy nearby Magic Items.

Two devices have been invented to stave off attacks from the air. these are the *Talisman of Ravensdark* and the *Scarecrow Banner*. The *Talisman of Ravensdark* whips up a local aerial storm so that flying attackers require a 6 to hit. The *Scarecrow Banner* enables a unit carrying it to cause *terror* against flying creatures, which naturally makes it immune to *terror* caused by flyers too.



Gotrek and Felix encounter their arch foes on the outskirts of Nuln.



A Necromancer leads a regiment of Undead Horsemen against the Ice Queen of Kislev.

Van Horstmann's Speculum is useful for Champions who find themselves attacked by a much more powerful enemy character. When a challenge is issued the Speculum, switches over the Strength, Attacks and Initiative of the combatants. The *Black gem of Gnar* is another useful weapon specially designed for modest characters. It causes the wearer and one model in base contact to become locked in time – effectively taking both out of the game until your opponent can dispel its effects on a D6 roll of a 6. Both of these items are designed so that relatively ordinary characters can make good use of them. We figured that the really powerful characters have enough going for them already.

In addition to these items we've created the *Gauntlet of Bazrakk the Cruel*, the *Black Hammer of Hashut*, the *Star Lance*, *Bow of Loren*, *Sky Arrow of Naloer*, and several new

magic banners. These are all interesting items, mostly with offensive capabilities. The *Mad Cap Mushroom* is a new magic item for Goblin characters, who get to feed the mushroom to ball and chain Fanatics increasing their offensive effect by a further D6 hits. The *Sky Arrow of Naloer* allows a character to shoot at creatures which are flying high and is suitably deadly (+1 to hit inflicting D6 S10 hits) although its a strictly one-use item so you have to choose your target carefully. Some of you might remember that this magic item being used to great effect against Karl Franz in last month's mega-battle report.

As well as the magic cards Arcane Magic contains a rulebook. In fact 'rulebook' is a somewhat inaccurate description, as it contains very few rules. There are some new rules in the form of variant deck limitations for the magic cards, but the bulk of the book is taken up with reference charts and tables. This is incredibly useful as it allows players to skim through the details of all the magic items and spells in one place, something which is very difficult with the cards. For example,

the Magic Items Summary provides a summary of each and every magic item, including those from the original Warhammer game, Battle Magic, Warhammer Armies Chaos, and Arcane Magic itself. The summaries include points values, and restrictions that apply, and (where appropriate) explanatory notes.

There is also a summary of all the magic spells, and of the rules for Undead Magic, Ice Magic, Waaagh! Magic (dat's Orcs n' Gobbos mate), and Chaos Sorcerers and Daemons. The Chaos Rewards and Dwarf Runes are also summarised. Having all the information and points values in one place is certainly very handy, including as it does information from many Warhammer Armies books.

All in all, we are very pleased with the way Arcane Magic has turned out and it has rapidly become the essential reference work for all of the Studio Warhammer players. Have fun!

MAGIC ITEM 50 POINTS

ALDRED'S CASKET OF SORCERY

Aldred's Casket of Sorcery has the entrapped and contain the power forever.

The casket may be used at any time by a wizard in contact with a single enemy wizard. The casket automatically captures the wizard's hand and captures it during the wizard's hand phase by casting it as normal. 1 randomly determined spell may be released during the wizard's hand phase. The casket may only be released once and discarded and cannot be used again. The casket may contain any number of spells and may be captured during the same magic phase if you wish.

MAGIC ITEM 30 POINTS

SKY ARROW OF NALOER

This Elven bow and arrow were made by Naloer, a great artisan of the High Elves who wrought it by the ruddy fires of Vaul's Anvil in the time of the Phoenix King Calador I.

The Arrow of Naloer can be shot from the ground at any creature that is flying high. Normally, such targets are impossible to hit from the ground, but the arrow is buoyed up by the celestial magic of the sky. The shooter fires the arrow at the maximum range of his weapon, but as if at the maximum range of his weapon, but may add a further +1 to his dice roll to hit. If he hits, the arrow inflicts D6 hits at Strength 10. Shots against monsters and riders are randomised between them as normal.

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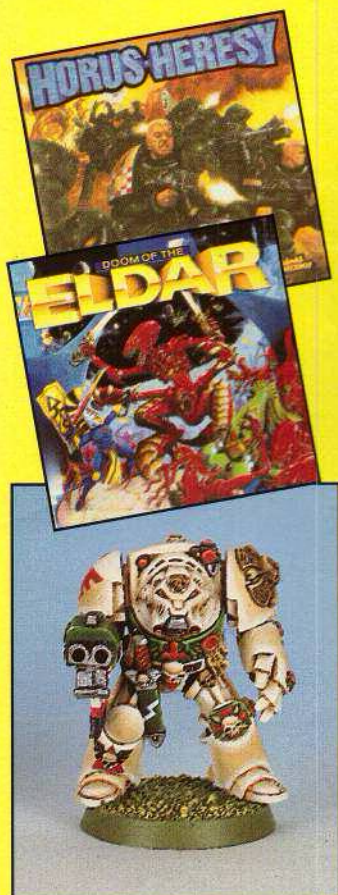
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WAAAGH DA ORKS!

By Gavin Thorpe

Ork Mega-Gargants are the pinnacle of Ork 'Enjuneerin'. These building-sized war machines stomp over the Orks' enemies, as they lead the Orks in their galaxy-wide rampages.

The Mega-Gargant is a colossal example of Ork ideals and Kultur. It's big and it's got lotsa gunz. In fact, it's got lotsa big gunz. Smashing up all opposition, the Mega-Gargants of an Ork Warlord stomp across planets like a green storm. The ground trembles as their huge tracks grind across the battlefield. Entire cities and planets lie devastated in their wake. A Mega-Gargant has everything an Ork could want!

Okay, so a Mega-Gargant isn't all that fast and some of its weapons may be unpredictable, but who cares? If you knew

exactly what was going to happen every time you pulled the trigger, fighting wouldn't be half as much fun as it is. Down through the ages I've been battling all sorts of opposition with my Epic Ork army, and the recent addition of some Mega-Gargants has opened up a huge range of new possibilities. Getting the best out of these dead shooty war machines can be easy if you follow a few sound principles. Just to give you an idea of what it's all about, I'm going to take you through some of my favourite tactics.

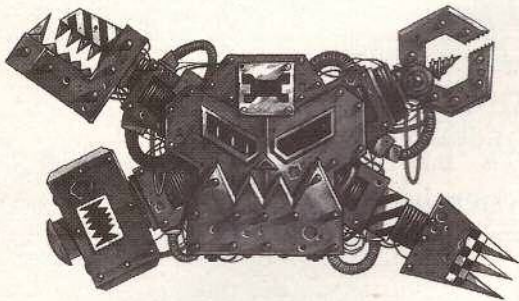


The Mega-Gargant Skinnykilla smashes into an Eldar Phantom Titan.

First of all, I'll take this opportunity to clear up a few points that some gamers have sent letters to us about. The main problem stems from the Mega-Gargant army card. The three most popular questions are:

Q Can you have a Mega-Gargant and a clan card of the same type as you are not allowed more than one of each clan in an army?

A Yes. You can have a Goff Mega-Gargant and a Goff clan, for example.



Q Can you buy a Mega-Gargant any support cards?

A The answer to this is yes! A Mega-Gargant works in the same way as a company or clan card. You can buy up to five support cards and a special card for each Mega-Gargant in your army. The Mega-Gargant is the clan in which it is

painted, and this affects a few things. The normal restrictions for Mekboy support cards apply (and no, there isn't such a thing as a Kult of Speed Mega-Gargant), and some Mega-Gargants can have certain support cards purchased for them. For example, a Goff Mega-Gargant can have squadrons of Gutrippas and Lungburstas attached to it.

Q What is the clan's break point for a Mega-Gargant?

A The 'clan' is broken once the Mega-Gargant is destroyed. When this happens every Ork unit attached to the Mega-Gargant must make its morale check just as if it had been broken normally, and victory points are awarded to your opponent.

Now these points have been cleared up lets talk tactics...

LOTSA BIG GUNZ!

The Mega Gargant has nine different weapon types at its disposal. Each of them has its advantages and disadvantages, and their uses can be very different. Overall a Mega-Gargant's guns can sometimes be a bit clunky and unpredictable, requiring you to roll a scatter dice, artillery dice or a sustained fire dice to see if they work. Some turns nothing much will happen at all, while in others the Mega-Gargant will turn the enemy into chunks of blazing metal in a single salvo. What you do with your weapons when they work is very important, so think carefully about what you are doing. Here's some broad advice to get you started.

ORK MEGA-GARGANT WEAPONS SUMMARY

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Gun Decks	50cm	8	4+	-2	
Turrets	50cm	5	5+	-1	
Skullcrusha	-	Sustained fire dice	-	-	
Bangerz	75cm	8 Barrage points		-1	
Klangerz	75cm	1	3+	-4	+2 to damage rolls
Krusher arm	Close combat weapon. Roll off against opponent - maximum damage.				

MEGA WEAPONS

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Da Big Lobba	25-125cm	Artillery dice barrage points		-2 (-4)	Barrage, ignores cover
Wierdboy Tower	50cm	1 per Ork krew	5+	-2	
Krooz missull	100cm	10 Barrage points		-4	Indirect fire

MEKBOY WEAPONS

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Mod.	Notes
Deth Ray	100cm	1	4+	-1	Ignores shields
Super Lifta Droppa	75cm	Template	4+	-4	See special Lifta Droppa rules

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MEGA WEAPONS

The mega weapons are some of the shootiest guns available to the Orks. The downside is their availability, you have to roll every turn to see how many mega weapons the Mekboys have got working. This means you cannot rely on your mega weapons to be outstanding all the time, when you need them most there is a chance you will only be able to fire one. On the other hand, if you can fire three mega weapons in a turn you should make the most of the opportunity. The well timed launch of a Krooz Missull as well as a Big Lobba barrage has swung a battle in my favour on more than one occasion.

Remember to roll for your number of mega weapons before the Psychic phase, as this is when the Weirdboy Tower makes its attacks.

BIG LOBBA

The Big Lobba is one of the few Ork weapons to fire a Barrage, and this in itself makes the Big Lobba very useful. Its higher saving throw modifier against buildings is an added bonus, very handy for destroying buildings containing troops such as Space Marine Devastators, Imperial Guard Support platoons or Eldar Dark Reapers. In particular, barrage attacks have a distinct advantage over the Mega-Gargant's other weapons. When a Mega-Gargant moves it suffers penalties to all its hit rolls as it churns along the ground, rocking madly from side to side. However, this has no effect on barrage weapons fired by the Mega-Gargant, and so the Big Lobba is very useful for loosing off early shots in the game while you're charging into the fray trying to bring your other weapons into range.

Another advantage of the Big Lobba is the huge blast, which ignores to hit modifiers for cover. This makes it extremely useful for attacking troops skulking around in buildings, woods and rubble which can be really difficult to hit with other Ork troops and weapons.

One other consideration is the random nature of the Big Lobba's ammunition. Since you're not sure how many barrage points the Big Lobba has until you've decided where its firing, it can sometimes lead to a disappointing 2 or 4 barrage points. On the other hand you may get 8 or 10 barrage points and wished you'd fire the Big Lobba at something more valuable. Still, that's Orky guns for you, you take what you're given...

Remember that the Big Lobba has a minimum range of 25cm, so think carefully about choosing this mega weapon when the best targets may be closer than this.

WEIRDBOY TOWER

The Weirdboy Tower is a weapon that is most useful during the middle stages of a battle. As your Gargant takes damage and you lose Krew, the effectiveness of the Weirdboy Tower drops dramatically. Unfortunately, the Weirdboy Tower has a short range, only 50cm, which means that for the first turn of a battle there will probably be no targets within range.

The Weirdboy Tower has a -2 saving throw modifier giving it a good punch against foes with a 3+ or 4+ saving throw. The Weirdboy Tower is also very good at knocking down void shields and power fields, and this can set up enemy Titans or Squat super heavy vehicles for a big hit with the Gun Decks and Skullcrusha cannon.

The greatest benefit of the Weirdboy Tower is the timing of its attacks. Since it is a psychic attack the Weirdboy Tower's bolts of Waaagh energy are let loose in the Psychic phase, before the enemy can use their weapons. This is a very good way of taking out enemy on first fire orders that are threatening the Mega-Gargant or other Ork troops.

KROOZ MISSULLS

The sheer scale of destruction caused by a Krooz Missull is quite gratifying. Not only do they hit very easily and very hard (10 barrage points and they have a -4 saving throw modifier) they can also be fired at target's that thought they were safe. The reason the Krooz Missull is so devastating is your ability to fire it at targets that are out of sight. Even normal indirect barrages require at least one model to have a line of sight to the target, but with Krooz Missulls the enemy can't hide anywhere!

The downside of all this though is the fact that you only get two Krooz Missulls to last the battle. Pick your target's carefully and aim for the hardest opposition, such as super heavy vehicles or Titans with their shields knocked down. Since you may only get to fire one mega weapon in any given turn, it is entirely possible for you to forget about your Krooz Missulls and still have one left at the end of the battle. This would be quite a waste of the Mega-Gargant's capabilities, so try not to forget them! Fire a Krooz Missull when you get the chance, unless there really is another weapon which could be equally damaging to the enemy.



MEKBOY WEAPONS

The Mega-Gargant's Mekboy weapons may not have the straight forward punch of the mega weapons, but they have other, more subtle applications (Orks, subtle? All right, the weapons are downright sneaky). You can only fire one Mekboy weapon each turn, so its important which one you decide to fire.

DETH RAY

With its meagre -1 saving throw modifier, the Deth Ray does not look like a particularly potent weapon when looking at its profile. However, glance across to the Notes column and you will see the innocent looking phrase 'Ignores Shields'. This is the main strength of the Deth Ray, its ability to pass straight through void shields and power fields. Though not likely to have much success against the massive armour of an Emperor Titan, and a -1 saving throw modifier would not cause a Warlord Titan princeps to get worried, there are a few choice targets for you. The most suitable targets are Imperial Knights. These war machines have an annoying habit of standing around soaking up all of the incoming fire with their frontal shield, surviving hits from Skullcrusha shells, Pulsa Rokkitts and other 'armour-busting' weapons. With the Deth Ray though, you can go straight through their defences, with a -1 modifier to their saving throw as an added measure.



The Deth Ray has a long range, allowing you to take out such foes as Knights Paladin, Errant and Lancers (with their weapon ranges of no more than 75cm) before they even get a chance to attack you.

SUPER LIFTA DROPPA

The Super Lifta Droppa can also be found on Mekboy Gargants, and is a really useful, if quirky, weapon. I have found that the Super Lifta Droppa is great against Space Marine Land Raiders and similar tanks. Because units have to stay within their 6cm formation you can usually cover two of a detachment with the barrage template and drop them on the third member of the unit (if you don't roll a scatter anyway). This is also a good way of attacking troops hiding in cover such as rubble or woods, as you can pick up a target in the open and throw it onto its comrades keeping their heads down in cover.

Super heavy tanks make a suitable target for the Super Lifta Droppa too, since they have to make their saving throw with a -4 modifier. Again the most useful aspect becomes apparent if the super heavy tank is near to other troops, allowing you to kill two or more tanks with one shot.

DA UVVER KANNONS

As well as the Mekboy and mega weapons, a Mega-Gargant carries three other types of gun. Of these the Skullcrusha is the most effective against well armoured targets, while the Gun Decks and Turrets are useful against enemy tanks, light vehicles and infantry.

SKULLCRUSHA MEGA-CANNON

The Skullcrusha can fire two types of shell- Bangerz and Klangerz. Each is useful for very different situations. Bangerz are barrage attacks, and are extremely useful while attacking

and moving at the same time. This is because, as stated earlier, barrages don't suffer from to hit modifiers for the Mega-Gargant's speed. With 8 barrage points the Bangerz are good at hitting, and the potential of three barrage templates cannot be overlooked. Despite these advantages, the Bangerz only have a saving throw modifier of -1, making them most useful against light vehicles and infantry. It may be worth firing at more heavily armoured targets if the enemy bunch up to negotiate a narrow pass or gap between buildings. Only fire at such troops if you can cover a good number of them.

Klangerz are very good at destroying Imperial super heavy tanks, such as Baneblades or Stormhammers, while an unshielded Titan can be given serious problems with a well aimed shot. When attacking enemy Titans or Squat super heavy vehicles the Skullcrusha should be used to deliver the killing blow, firing after the Mega-Gargant or other troops have whittled away the target's void shields. Being able to pound up to three shots into a Titan can seriously cripple or destroy it, and every damage roll you make has a +2 modifier on top. Bang, you're dead! Of course, be careful about jamming, don't rely on the Skullcrusha to deliver what you want every time you fire it.

GUN DECKS

The Mega-Gargant's Gun Decks are its equivalent to an Emperor Titan's Secondary weapons, but much better. They hit on a 4+ and have a -2 saving throw modifier, with eight attack dice this is potentially devastating. Unfortunately, the Gun Decks only have a range of 50cm, and this means you're often forced to trundle across the battlefield to get close and incur the to hit roll penalties for moving. You should really pound the enemy with the Gun Decks once the Mega-Gargant has settled into position and stays still (see the Its Stompin' Time! section later).

TURRETS

Unlike the Gun Decks, the Turrets are not really all that good on their own. Where they are most useful is when used in a combined attack with the Mega-Gargant's other weapons, depleting enemy void shields being the most obvious tactic.

KRUSHER ARM

There are a number of uses for the Krusher Arm which may not be immediately obvious. Like the Super Lifta Droppa, thrown vehicles can be used against enemy troops skulking around in cover, or to smash targets within the same unit, bringing it ever closer to breaking. Although a lot of this is down to the luck of the scatter dice, you can swing things in your favour by picking on troops that are near to large concentrations of the enemy.

One of the sneakiest uses of the Krusher Arm is its ability to attack buildings. Mega-Gargants spend most of their time moving, meaning they have to wait until the advance fire segment before they can attack. As the Advance fire segment is after close combat is worked out, you can use this kunnin' plan to help your Mega-Gargants survive. During the Movement phase the Mega-Gargant moves behind a building, shielding it from enemy fire. Make sure the Mega Gargant is in contact with the building. During the close combat segment use the Krusher Arm to attack the building, with a -4 saving throw modifier it's quite likely the building will collapse. When you get round to the advance fire segment there's a clear

line of sight in front of the Mega-Gargant, allowing the Kaptin to let loose with his Skullcrusha, a Krooz Missull and the other weapons. Be warned though, sometimes a building will make its saving throw and your Mega-Gargant will be left standing behind it with nothing else to do..!

This type of tactic becomes really useful if your Mega-Gargant is on the Trash Da Burg mission. By moving past buildings as you advance across the table, your Mega-Gargant can pick up 3 victory points almost every turn. Ork buildings are the best target for this type of move due to their poorer saving throw.

WHAT'S DA PLAN?

Mega-Gargants can be should be given Gargant missions if you want to make full use of their potential. Gargant missions are quite straight forward, and so there follows a summary of what you should be thinking about when you find out what mission your Mega-Gargant has.

TRASH DA BURG

Trash da Burg is a very flexible Gargant mission, which can be carried out while the Mega-Gargant carries on with its main part of your overall plan. Since smashing up buildings is one of the most useful things the Mega-Gargant's barrage weapons can do anyway, this mission shouldn't prove too much of a problem. Don't forget the Krusher Arm can attack buildings and open up better lines of sight. If you gain an additional 3 victory points every time you do this it is all for the better.

STOMPFEEST

Stompfest can be a tricky mission to achieve. A Mega-Gargant is definitely not a speedy model which means you'll have to move flat out for most of the battle to reach the other side of the battlefield. The timely use of the Full Speed Ahead Shouting counter can clinch this mission for you.

The main problem with this mission stems from the Mega-Gargant's very limited fire arcs. The Gun Decks, Mekboy weapons and mega weapons can only fire in to the front ninety degrees of the Mega-Gargant, and as you close with the enemy you'll find that many of the most likely targets start to slip past the sides of the Mega-Gargant, out of reach. However, there are a number of ways to counter this problem, and these are dealt with in detail later.

TRASH DAT SHAK!

The simple answer to this Gargant mission is the Big Lobba. Its massive range and additional saving throw modifier against buildings makes it the perfect gun to complete Trash Dat Shak. You will have to make sure that when you deploy and move your Mega-Gargant, you can maintain a line of sight to the target building as much as possible. You may even have to destroy intervening buildings that get in the way. Also make sure that your opponent doesn't force the Mega-Gargant to turn so that the building lies out of the Big Lobba's fire arc, otherwise you may find it difficult to establish a line of sight.

GRABBIT!

Large war machines like an Emperor Titan or Mega-Gargant can have great difficulty trying to capture a specific objective. With Grabbit, the random determination of the Objective you

are after makes matters worse. However, if you get lucky the achievement of this mission can possibly win you the game. There's a considerable 15 victory points up for grabs with this Gargant mission and anybody who thinks they don't have to at least try capturing the Objective must have a very good plan indeed!

If you are lucky the Objective will be fairly close to your deployment zone, making it a simple matter of moving up for one or two turns at Battle or Full Speed. Once in position the Mega-Gargant can stand still and lay into the enemy with everything its got.

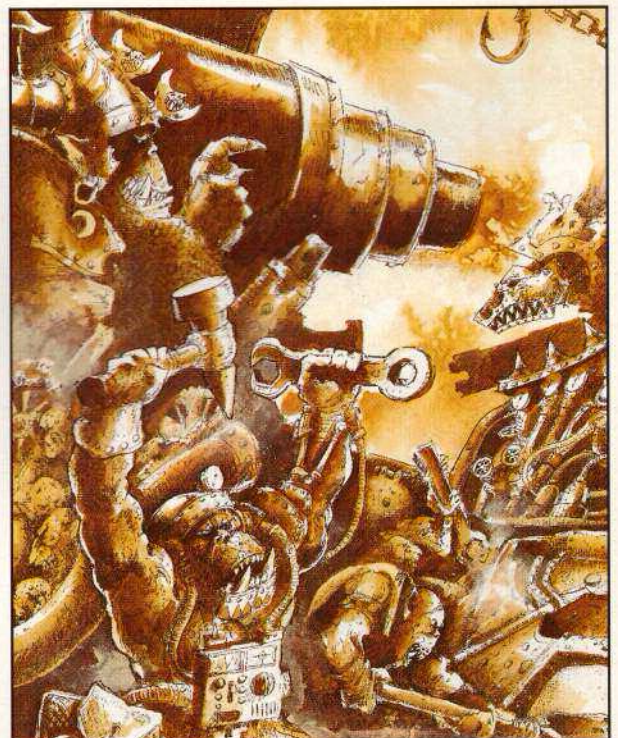
The additional benefit of a Mega-Gargant having this Gargant mission is its Krew. If enemy infantry look like they are about to snatch an Objective from under your nose, disembark a Nobz stand or two and da boyz to discourage them. Don't worry too much about reducing the firepower of your Gun Decks, the 15 vps you get from the mission are probably more than you could hope to achieve with these weapons alone anyway.

My favourite tactic with this mission is to put your Nobz and Boyz in your Boiler Room first, so that when they disembark the only thing affected is your movement. Once you've got the Objective where are you going to go anyway?

Like the Stompfest Gargant mission, you may have to trundle quite deep into enemy territory, so watch out for enemy flank attacks or the opportunity for you to use the Full Speed Ahead Shouting counter.

STOMP AN' SMASH

Stomp An' Smash is the Mega-Gargant's primary role. Its big with lotsa gunz, and who better to pick on than enemy Titans and Squat super heavy vehicles? To complete this mission all you really have to know is how to use a Mega-Gargant properly, as explained in the following part of this article.



ITS STOMPIN' TIME!

When a Mega-Gargant fights, you will find it will spend its first and probably second turn moving. While it does this the Mega-Gargant is reducing its effectiveness due to the hit penalties for moving. What you may find better is a quick 'sprint' in the first turn on Full Speed orders, and then Stop for the rest of the battle where you end up. This will be dictated by a number of things, mainly your Gargant mission, the deployment of enemy Titans and super heavy vehicles, and the terrain in front of the Mega-Gargant.

When you deploy, look at the space one to two thirds across the table from your edge. Pick a point in that area where there are good lines of sight to most of the battlefield (or where there could be with the well timed use of the Big Lobba) and deploy so that your Mega-Gargant can head for that position. Once you reach the desired point, slam on the brakes and stay there. Only if something drastic happens (like an Emperor Titan managing to get round behind the Mega-Gargant) should you shift and spoil your gunners' aim.

This tactic becomes very suitable if you get one or two Full Speed Ahead Shouting counters. These allow you to get to your position quicker, or make small adjustments to your facing and exact position once you are there. Since using Full Speed Ahead has no effect on your to hit rolls, it can be used to give a nasty surprise to the enemy. You can use the additional turns the Shouting counter allows to bring your guns to bear on a target your opponent thought was outside your fire arcs. As there are no to hit penalties for being on Stop orders you can blast away with full effect.

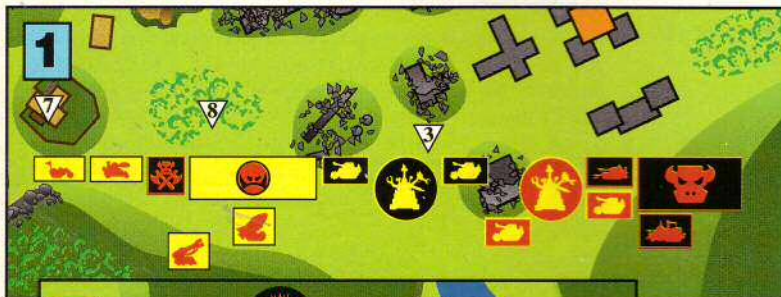
OI! 'ELP ME OUT!

As big and tough as they may be, even Mega-Gargants need friends. There are many situations where supporting troops can help a Mega-Gargant destroy its enemies or stop it from being attacked. The main aid tanks and infantry can lend to a Mega-Gargant is the protection of its flanks and rear. As mentioned earlier, it is not uncommon for a Mega-Gargant to go rumbling into the fray, only to find out that Imperial Knights, Eldar skimmers or other fast opponents have slipped around the sides of the battlefield and can attack from outside the fire arcs of the Mega-Gargant's main weapons. To counter this problem, you should deploy your supporting troops to either side of the Mega-Gargant and form a long line that is hard to break through.

As the Mega-Gargant advances it receives covering fire from artillery such as Palsa Rokkits, while the bulk of the Ork army maintains station alongside. This is best shown by the examples below.

WOT YOU WAITIN' FER?

Although by no means covering every trick in the book, I hope this article has given you some basics on which to build your own cunning ploys and schemes. The strength of any Ork army is its size and variety, and different combinations of troops with your Mega-Gargants will give you ample opportunity to develop your own style of play and tactics. When your weapons backfire, your Bonebreakas break up and the Emperor Titan in front of you gets 12 Plasma counters, just remember the old Orky adage "We's Orks, so when we lose we jus' come back and give 'em some more!"



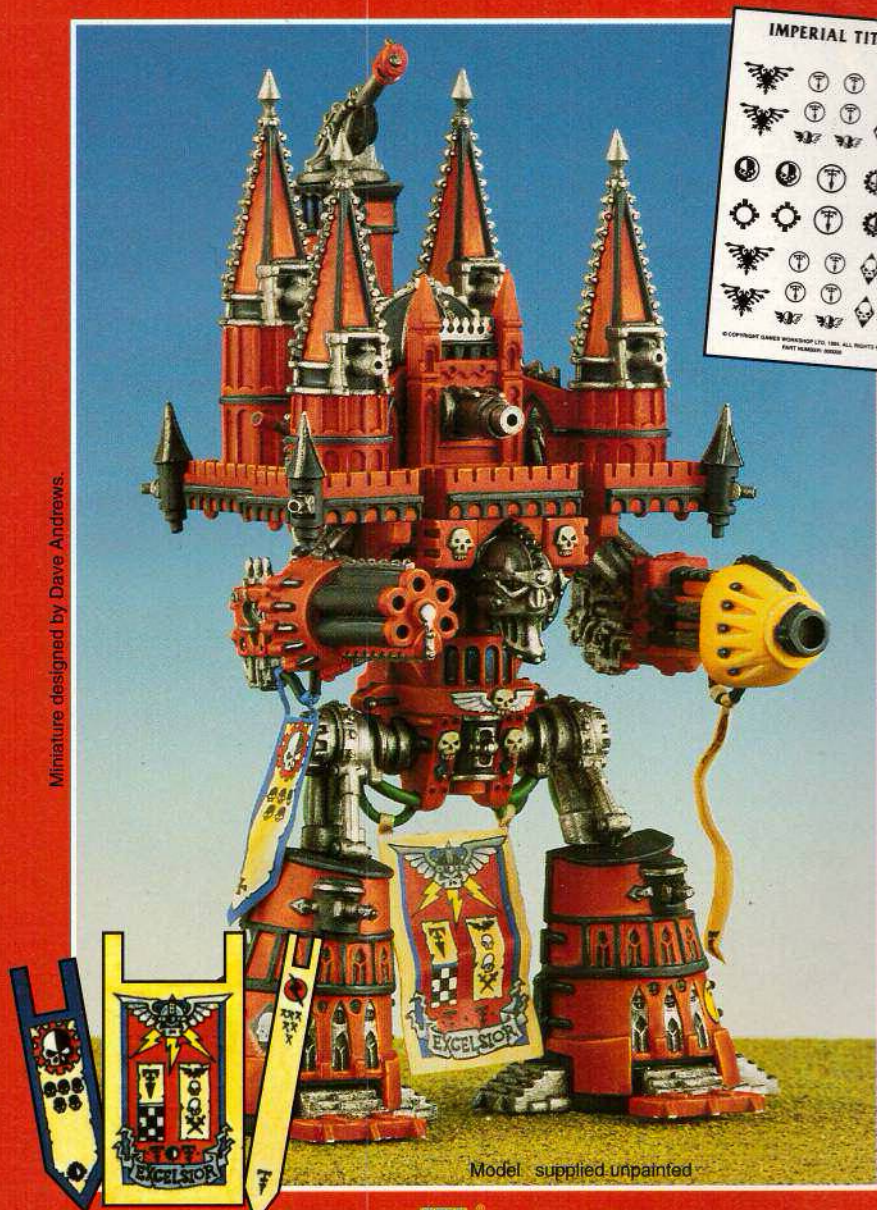
These maps from the Inferno battle report (White Dwarf 179) show how Andy Chambers used his Mega-Gargants to devastating effect.

1. Each Mega-Gargant has troops deployed on either side which stops the enemy surrounding them.
2. The Ork mobs race ahead to set up a 'pocket' that the Mega-Gargants can advance forward into.
3. The Mega-Gargants, supported by the Palsa Rokkits, catch up with the mobs and do some stompin'!

EPIC

IMPERATOR TITAN

Miniature designed by Dave Andrews.



Model supplied unpainted



Emperor Class Titans dominate the wartorn battlefields of the 41st Millennium dealing death to all foes of the Imperium of Man. The Emperor is a towering engine of destruction unrivalled throughout the galaxy. As it relentlessly moves forward, it lays waste whole regiments of troops with its Hellstorm Cannon, before grinding them to dust beneath its armoured bastions. Very few enemy Titans will survive even a single scorching blast from the Emperor's terrifying Plasma Annihilator, and most seek the protection of cover at the first sight of the Emperor's towering form.

This multi-part plastic model comes complete with an Emperor Titan Datacard and all the counters you need to use this Emperor class Titan in your Epic games. The boxed set also contains an Emperor Titan assembly instruction sheet, 3 sheets of full-colour self-adhesive banners and a sheet of Citadel waterslide transfers.

EPIC
TITAN LEGIONS

EPIC
SPACE MARINE

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

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**GAMES
WORKSHOP**



ORK NOBZ IN MEGA-ARMOUR



BAD MOON ORK NOB WITH
PLASMA GUN AND POWER FIST



BAD MOON ORK NOB WITH
COMBI-WEAPON AND POWER FIST



BAD MOON ORK NOB WITH
BOLT GUN AND POWER FIST



A BAD MOON ORK NOBZ MOB IN COMBAT WITH ELДАР STRIKING SCORPIONS ASPECT WARRIORS

WARHAMMER

40,000

COMMISSAR YARRICK

By Jervis Johnson

Unmistakable on the battlefield with his huge battle claw, Commissar Yarrick strikes terror into the hearts of his Ork enemies. Through his boundless faith in the Emperor he has survived wounds that would kill another man and many think he is invincible.

HERO OF THE IMPERIUM

One of the most dangerous periods of the Imperium's history was during the Waaagh led by Ork Warboss Ghazghkull Thraka. In 40,941 Ghazghkull launched a massive campaign of destruction, which began with the bloody invasion of Armageddon. Ghazghkull's massive armies smashed aside all opposition on this Imperial Hive World until an assault force, led by Warboss Ugulhard, ran into Commissar Yarrick and the defenders of Hades Hive.

Commissar Yarrick was an old man when Ghazghkull Thraka attacked Armageddon and the siege of Hades Hive began. He

had a long career of distinguished service in the Planetary Defence Force behind him and was scheduled for retirement at the Feast of the Ascension. Yarrick had a reputation for being utterly loyal to the Imperium and an inspiring leader of men. In his youth he had learned the language of the Orks from a captured Ork raider and he was an expert on the way the Ork mind worked. A better leader than Herman Von Strab – Imperial Overlord of Armageddon – would have paid more attention to what he said, but instead Von Strab grew angry with the old man for daring to contradict his views of what the Orks planned to do and banished him to Hades Hive. As it turned out this was one of the few wise decisions that Von Strab made during the campaign...



Commissar Yarrick leads the Imperial Guard forces into battle against the Ork invaders.

The Ork attack on Armageddon Secundus shattered the Imperial front line and destroyed most of the Imperial army. Everywhere Imperial forces were in retreat, and hive after hive fell. But then the Orks reached Hades Hive, and here Commissar Yarrick supervised the defences. The siege of Hades Hive began with a mammoth Ork assault led by Warlord Ugulhard of the Snakebites clan. Outnumbered three to one, the Imperial defenders were beaten back, and everywhere ferocious and bloody hand-to-hand fights took place between the Orks and Humans.

At this vital moment Ugulhard and Yarrick met. With a mighty roar the Ork Warboss threw himself at Yarrick, his battle claw snickered and snapped, and Yarrick's right arm was torn off at the elbow. But Ugulhard's bellow of triumph quickly turned to a scream of horror. Ignoring pain so intense that any normal man would have passed out instantly, Yarrick swung his chainsword and with one slice lopped off Ugulhard's head. The Ork's body stood upright for a moment, fountaining green blood, and then crashed to the ground. Yarrick calmly bent down, pulled the power claw from the Ork's body, and held it aloft in triumph. For a moment a hush fell over the battlefield. Then with a huge cheer the Imperial troops charged at the stunned Orks and hurled them back. Only once he was sure that Hades was safe did Yarrick allow himself to pass out.

The events of that day gave Yarrick a terrifying reputation among the Orks, and he was to become one of the very few Humans that ever inspired fear (or something like fear) in that warlike and brutal race. It was a commonly held Ork belief that Yarrick could not be killed, and that he had the 'evil eye' which could kill an Ork with a glance. Yarrick understood Ork psychology well, and played on these primitive fears. He kept Ugulhard's battle claw and had it specially modified so that he could use it. Whenever he entered battle he wore the battle claw, and it quickly became a symbol that inspired fear in the Ork attackers and steadfastness in the Imperial defenders. He even had his own left eye plucked out and replaced with a special bionic implant that could fire a powerful pulse of laser energy. If the Orks thought he had the evil eye then, by the Emperor, an evil eye he would have!



For six months the defenders of Hades Hive held out. Who knows what feats of heroism and horror took place in that place, at that time? Those who survived do not talk much about it, save to praise the bravery of Yarrick. In those dark days he seemed to be everywhere, raising the spirits of a people with his own unquenchable belief in ultimate victory. Amazingly he welded together a army capable of standing off the invaders. The time that they bought with their blood allowed fresh Imperial forces, including three Chapters of Space Marines, to arrive and turn the tide against the Orks. Even as the final assault on Hades began, a relief force headed by the Salamanders, Blood Angels and Ultramarines raced in an effort to relieve the hive. But tragically, as the Space Marines broke through the Ork lines, Hades fell. Commissar Yarrick was one of the few survivors. His shattered body was found in the ruins, dozens of Ork bodies heaped at his feet.



It took Yarrick many months to recover from his wounds, and by the time he had done so the Battle For Armageddon was over. At last he was able to retire, and for a brief period he was able to find some peace tending the small garden that was the only luxury he allowed himself. Even so, he was deeply troubled by the memories of what had happened at Hades Hive, and nearly every night he woke screaming from nightmares spawned by those terrible times. But then the news of Ghazghkull's survival reached him. It is said that the look of fury and hatred that crossed his face was so terrible that the messenger cowered and grovelled before him, fearing for his own life. But Yarrick's hatred was reserved for one being, and one only: Ghazghkull. Spinning on his heel he ordered his valet to bring his famous black uniform and battle claw. Yarrick was coming out of retirement, and he would not rest until he had avenged the brave defenders of Hades Hive by spilling the life blood of Ghazghkull Thraka...



COMMISSAR YARRICK

Yarrick may be included in any Imperial Guard or Space Marine army at a cost of 160 points +25 points for his wargear. If he is included as part of an Imperial Guard army then he may be its commander instead of the Imperial Guard Colonel.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Commissar Yarrick	4	6	6	4	4	3	6	3	10

WEAPONS: Storm bolter, laspistol, frag grenades, krak grenades, battle claw (treat as power fist), *Evil Eye* (see Wargear cards).

ARMOUR: Mesh armour, *Force Field* (see Wargear cards).

WARGEAR: Yarrick always takes the following Wargear cards: *Force Field*, *Evil Eye*. He may not take any additional equipment.

STRATEGY: Yarrick has a strategy rating of 2.

SPECIAL RULES

Inspiration: As we have described above, Yarrick became a highly inspirational figure. To represent this, any Imperial Guard units that have a line of sight to his model will *automatically* pass any leadership tests that they are called to

To assemble, first cut out the two Wargear 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 and press the halves together. If you want to make your cards more hard wearing, insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together.

take – as long as at least one model in the unit can see Yarrick you don't even have to bother rolling the dice!

Terror: Yarrick causes *terror* to Orks as described in the Warhammer 40,000 rulebook. Remember that because he causes terror, Yarrick also causes *fear*.

Immune to psychology: As a Commissar, Yarrick is immune to all psychology and never has to make tests for *fear*, *terror* or any other psychology.

Willpower: Yarrick has tremendous willpower, ignoring wounds that would disable another man. To represent this, do not remove Yarrick when his wounds are reduced to 0. Instead, roll once on the wound table below to see what damage Yarrick suffered. Note that you only roll once on the table, no matter how much damage Yarrick took from the attack. However, if Yarrick takes damage a second or subsequent time in the same turn you do have to roll on the table again.

D6	Result	Effect
1-4	Serious Wound	Yarrick carries on as normal, ignoring an injury that would render a normal man unconscious. His wounds characteristic is restored to 1 point.
5-6	Critical Wound	Yarrick is so badly injured that even he cannot keep on fighting. Remove him as a casualty.



FORCE FIELD	20 Points
Yarrick is protected by a specially built force field which reduces the energy of any attacks that hit him. The device is not 100% reliable, sometimes providing Yarrick with virtual invulnerability, and sometimes offering almost no protection at all. Whenever Yarrick is hit roll a D6 and deduct the result from the Strength of the attack. If this reduces the attack to a Strength of 0 or less then the attack is completely stopped and will have no effect on Yarrick at all.	
COMMISSAR YARRICK ONLY	



EVIL EYE	5 Points																		
It was a commonly held Ork belief that Yarrick had the 'Evil Eye' which could kill an Ork with a glance. Yarrick understood Ork psychology well, and had his own left eye replaced with a special bionic implant that could fire a powerful pulse of laser energy to play on the Orks' fear. The implant may be used at the start of any combat phase to attack <i>one</i> opponent who is engaged by Yarrick in hand-to-hand combat. The attack hits automatically, has a strength of 4 and a -1 saving throw modifier.																			
<table border="1"> <thead> <tr> <th>RANGE</th> <th>TO HIT</th> <th>STR.</th> <th>DAM.</th> <th>SAVE</th> <th>ARMOUR</th> </tr> <tr> <th>SHORT</th> <th>LONG</th> <th>SHORT</th> <th>LONG</th> <th>MOD.</th> <th>PENE.</th> </tr> </thead> <tbody> <tr> <td>hand-to-hand</td> <td>auto</td> <td>4</td> <td>1</td> <td>-1</td> <td>2D6+4</td> </tr> </tbody> </table>		RANGE	TO HIT	STR.	DAM.	SAVE	ARMOUR	SHORT	LONG	SHORT	LONG	MOD.	PENE.	hand-to-hand	auto	4	1	-1	2D6+4
RANGE	TO HIT	STR.	DAM.	SAVE	ARMOUR														
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hand-to-hand	auto	4	1	-1	2D6+4														
COMMISSAR YARRICK ONLY																			

WARHAMMER

40,000

ELDAR® WILD RIDERS OF SAIM-HANN



Models supplied unpainted.



Speeding to war on their sleek and deadly jetbikes, the Wild Riders of Saim-Hann strike fear into the hearts of their foes. Leading the Eldar attack, they cut bloody swathes through the enemy ranks and leave the few survivors in disorder and panic.

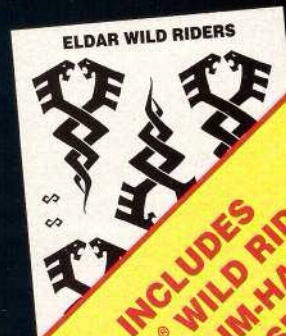
This boxed set contains five complete Eldar Wild Riders of

Saim-Hann on jetbikes, a full-colour, self-adhesive banner sheet and a Citadel waterslide transfer sheet. 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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**INCLUDES
ELDAR® WILD RIDERS
OF SAIM-HANN
TRANSFER
SHEET**



ATHELORN AVENGERS™



Wood Elves are natural Blood Bowl players, although their stubborn refusal to wear armour does leave them vulnerable to some of the more hard hitting teams. However the Wood Elves' natural athletic ability is enough to keep them out of trouble – it takes a fast or cunning foe to lay a hand on a Wood Elf player!



THROWER



LINEMAN



CATCHER



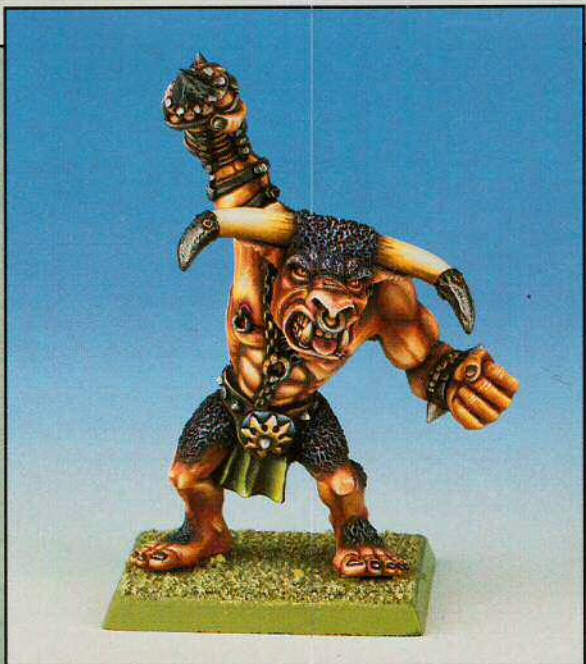
WARDANCER



ATHELORN AVENGERS WOOD ELF TEAM

GRASHNAK BLACKHOOF MINOTAUR STAR PLAYER

Minotaurs are huge, bull-headed creatures of Chaos who delight in violence and have an insatiable appetite for raw flesh. A minotaur's enormous strength, minimal intelligence and vicious, depraved mentality make them almost perfect Blood Bowl players and great favourites with the fans. Fortunately, for most other players, few Coaches allow Minotaurs in their team. This is mainly because of their disconcerting habit of going berserk before, during and after the match and attacking and eating anyone or anything that gets in their way – friends, foes and sometimes even the Coach!



BLOOD BOWL[®]

GET DA REF!

By Jervis Johnson

As more and more of you take up the challenge of coaching your own team to victory on the Blood Bowl pitch, our postbag has filled to bursting with dozens of letters describing exciting matches, interesting plays and asking questions. In this article, Jervis takes time out to answer your most common queries.

BLOOD BOWL FRENZY

Since the Blood Bowl and Death Zone rules have been released I've received a number of letters asking questions about the rules and how they work. Most of these can be answered by carefully studying the rulebook, although we can't hope to cover every possible situation that may arise during a game. If you and your opponent can't agree how to resolve a situation, roll a dice each to decide what to do. After the game, sit down and talk it over with your opponent and try to reach a decision. To help set the record straight, I've answered the most commonly asked questions below.

Q *Can I use a team reroll to reroll the result when I'm rolling on the Kick-Off table? Or when I roll to see if a K.O.ed player recovers consciousness?*

A No to both questions. Team rerolls may only be used during your own team turn and at no other time.

Q *Do prone players have a tackle zone?*

A No they don't. This isn't specifically stated in the rules although it is noted on the introductory playsheet.



Q Does a player with the Frenzy skill **have** to go for it and move extra squares if he fails to knock an opponent over when he throws a block?

A No, but the frenzied player may attempt to move extra squares and carry on attacking if his coach wants him to.

Q Nobbla Blackwart is armed with a chainsaw and has the Frenzy skill. Does this mean that he can continue to make attacks with the chainsaw if the first attack fails to take the victim out?

A No, the Frenzy skill only applies when Nobbla makes a block.

Q What happens if a player with the Frenzy skill blocks an opponent with the Stand Firm skill and gets a push back result? Does the frenzied player carry on making blocks even though he wasn't able to push his opponent back?

A Yes.

Q Are all modifiers to armour and injury rolls added together? For example, if a player with Mighty Blow and Dirty Tackle fouls another player does he +4 to the armour roll (+1 Mighty Blow, +2 Dirty Tackle, and +1 for the foul)?

A Ooops! The rules for skills are missing an important note which states that only one skill may be used to modify a dice roll, although any number of other, non-skill related modifiers can also be used. In the example above, the Coach could either have his player use his Mighty Blow skill to modify the dice roll, or his Dirty Tackle skill to modify the dice roll, but not both (and I know which I'd use!). The +1 bonus for making a foul would still apply whichever skill was used. Note that it is only dice roll modifiers which may not be combined – a player with Strong Arm (which reduces the range of a pass) and Accurate (which gives a +1 pass modifier) would be allowed to use both skills on the same pass, for example.

★★★ **Did you know...**

The most notorious team in Blood Bowl history was the Deadrock Dodgers. These cunning and downright sneaky Goblins managed to break all but one of the Blood Bowl rules (all 14,000 pages of them). From spitting at the spectators to conspiring to contaminate the local drinking water, they did it all. The rule they never managed to break? Using your beard to tickle the referee (introduced after a Dwarf Grudgebearers' game)!

Q Can a player use Mighty Blow or similar skills to modify armour and/or injury rolls if:

i) A player dodges out of his tackle zone and falls over?

ii) A player is pushed off the field by the player with Mighty Blow and beaten up by the crowd?

iii) An opposing player blocks the player with Mighty Blow and falls over himself?

A i) No, ii) No, iii) Yes.

Q Does the Diving Tackle skill allow a player with the skill to make a block against **every** opponent that enters his tackle zone, or may it only be used once per opposing team turn?

A The skill may only be used once per opposing team turn.

Q May a player who has been hypnotised assist a block?

A Yes, but note that because they have lost their tackle zone, they do not stop any opposing players lending an assist as well.



The Vampire uses his Hypnotic Gaze on the Dwarf Lineman, cancelling out his tackle zone. This allows the Zombies to assist the Wight when he throws a block against the Dwarf Blitzer.



The Orc Blitzer can assist the Lineman's foul even though he is in the Mummy's tackle zone.

Q Does a player with Horns and the Frenzy skill receive the +1 strength modifier when he follows up and makes an extra block?

A The player counts +1 strength for the extra blocks, but only if they occur as part of a blitz action.

Q Are the conditions for making an assist for a foul the same as making an assist for a block?

A No. You can assist a foul even if you are in an opposing player's tackle zone.

Q Does a K.O.ed player get a chance to recover from his injury before every kick-off?

A Yes.

Q The 'Sorry' and 'Sorry Sir' special play cards can result in a team's Head Coach (i.e. me!) getting killed. Is this correct? And if it is, what effect does it have?

A Yes, these cards can be used against Head Coaches. If the Head Coach is injured or killed then he may not argue the call for the rest of the match (and Undead Necromancer's may not use their 'Raise The Dead' spell either). If a Head Coach is killed then he is replaced for free in time for the next match. Undead teams that lose their Necromancer Head Coach can carry on playing, but none of the players in the team are allowed to Regenerate as this function is performed by the Head Coach rather than the players themselves. The Necromancer will be replaced in time for the next match in the same way as a normal Head Coach.

Q If a player holding the ball is pushed off the field and becomes a casualty, does the player who pushed him get 2 star player points? And does the ball get thrown back in by the fans as normal?

A Yes to both questions.

Q After the ball has scattered D6 squares at the kick-off and lands in an empty square in the receiving team's half, what happens if it bounces off the field? Is it thrown back in or is it a touchback?

A The receiving team gets a touchback.

Q When a player dodges away from one of your players and fails the dodge roll and then suffers an injury, does the player he was dodging away from earn 2 star player points for inflicting a casualty?

A No.

Q Do niggling injuries last for a whole season? Or are they cancelled out once a 2-6 is rolled on a D6 in the pre-match sequence?

A Niggling injuries are permanent and are never, ever lost! A player that has picked up several niggling injuries has to roll for each and every one of them before each and every match that he plays!

Q If a standing player is pushed into a square containing the ball does he get a chance to pick it up or does it scatter one square.

A It scatters one square.

Q If a player thrown by a team mate lands in the same square as another player, do either (or both) of the players need to make an armour roll followed by an injury roll after they are knocked over?

A Yes. Unless the rules state otherwise, a player that is knocked over for any reason must make an armour roll to avoid injury.



Q *The Landing Modifiers on the example of Throwing a Team-Mate are different to those printed in the rules. Which is correct?*

A The Landing Modifiers printed in the rules are the correct ones (i.e. +1 for an accurate pass, -1 per tackle zone on the square where the player lands).

Q *A number of Dwarf players have the Tackle skill, but it's not described in the Blood Bowl Handbook. How does the skill work?*

A Oops! I'm afraid I managed to miss the Tackle skill out of the Handbook, although it is in Death Zone. If a player has the Tackle skill then opposing players who are in his tackle zone are not allowed to use their Dodge skill if they attempt to dodge out of the player's tackle zone, nor may they use their Dodge skill if the player throws a block at them.



SUGGESTED RULES MODIFICATIONS

Although Blood Bowl benefited from almost a year of continuous play in the Studio League, one or two minor problems have come to light since Death Zone was published. In particular, we've found that we've now got so many teams competing in the league that Tournament Play-Offs have become a particularly cut-throat affair. The fact that there are only four places in the semi-finals makes the number of points

scored in the play-offs vitally important, which can lead to some rather underhand (if not strictly illegal) activity as Coaches desperately try to arrange matches that will give them a big win and lots of points.

In order to stop this happening in future, the next Tournament we run at the Studio will have a quarter-final stage before the semi-finals, which should ensure that all of the top teams can get through the play-off stage without being forced to use sneaky tactics in order to do so. I recommend any league with more than eight teams does the same.

THE REGENERATION GAME

The Regeneration skill has also been causing a certain amount of grief. Since Gavin Thorpe took control of the Studio's Undead team they have taken part in a lot more games than they had previously, with the result that we've noticed that regeneration is extremely helpful in long term league play. At present the skill negates any injury suffered by a player on a roll of 2+. This isn't all that useful in one-off games, as the player can't rejoin play until after the next touchdown is scored.

In a league, however, a player with the Regenerate skill is much more useful, because he is unlikely to get killed and therefore have to be replaced. Replacing dead players is costly, so teams with lots of players that can regenerate (like the Undead) soon become very rich compared to other teams in the league. In order to get round this problem I suggest the rules for the regeneration skill should be changed so that it only works on a roll of 4 or more on a D6, rather than on a roll of 2 or more as it is at present. This is only really necessary for teams that are playing in a league – in one-off games the regeneration rules are just fine as they are.



A Gobbo is accurately thrown to a square inside two Skaven tackle zones. The final Landing roll modifier is -1 (+1 for an accurate pass, -2 for tackle zones). If the Goblin fails the roll and falls down, the Skaven Head Coach must make an armour roll as normal.

WARHAMMER

40,000

SPACE MARINE TERMINATORS



Models supplied unpainted.



Terminators are the most awesome of all Space Marine warriors. Always at the forefront of a Space Marine assault, they teleport into the midst of the enemy, breaking up strongpoints and destroying enemy vehicles.

Terminator squads are equipped with a variety of weapons including the multi-barrelled assault cannon, heavy flammers, stormbolters and such deadly close combat weapons as the chainfist and power fist.

This boxed set contains five complete Space Marine Terminators, two Citadel waterslide transfer sheets and a full-colour, self-adhesive Ultramarines banner.

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.

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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VINDICATOR SQUADRON



KNIGHT PALADIN HOUSEHOLD



KNIGHT ERRANT COMMAND



KNIGHT PALADIN COMMAND



KNIGHT LANCER COMMAND

EPIC[®] TITAN LEGIONS

KNIGHT HOUSEHOLDS

The Knight households of the Imperial Forge Worlds are loyal followers of the Titan Legions, always accompanying them into battle. The many different types of Knights each have a role to play in supporting their towering allies.

THE KNIGHT WORLDS

Each Knight World owes fealty to one of the many Adeptus Mechanicus Forge Worlds, bound by sacred oaths sworn thousands of years ago. In times of war every Knight World sends thousands of men and machines to fight for the Adeptus Mechanicus wherever they are fighting. In return the Knight World prospers, receiving the protection of the Adeptus Mechanicus as well as technology and equipment it would otherwise have no access to.



Some Knight Worlds have many different Knight families inhabiting them, while others are dominated by a single House. On planets with more than one House, competition for the favours of the Forge World is high and sometimes even breaks out into localised hostility. However, whatever their personal differences, when the Forge World sends the call to arms, all Knights fight side by side as brothers against the many enemies of mankind.

TYPES OF KNIGHTS

Throughout the Imperium there exists a huge variety of Knights which are used for many different tasks. Knights range from the slow but heavily armed and armoured Castellans to the lightning fast and deadly Knight Lancers. This means that Knights can perform a wide variety of battlefield duties for the Titan Legions of the Adeptus Mechanicus. With their relatively small size and high speed they can undertake essential scouting missions, flank attacks and other roles in support of the massive Titans.

Some Knight Houses own many different classes of Knight while others prefer a single type. House Khord, for example, is located on the heavily forested world of Avalane VI, and the Knight Lancer is the only type of Knight they employ. Its speed and agility is essential for negotiating the rough terrain of their world.

KNIGHT HOUSEHOLDS IN BATTLE

Sometimes households fight as a single body, but more often the specialised Knights are divided into detachments. These units of Knight Lancers, Errants and others are then attached to other households to support their attack. Only in large and important battles are full households of these specialised Knights sent into the fray as complete units. It is an impressive sight to see a full household of Knights striding into battle with their bright heraldry and colourful pennants.

ARMY CARDS

On the following page we have provided two new Knight Household Army cards for you to use in your battles. Full rules for these and other types of Imperial Knights are to be found in the Epic Titan Legions game.



KNIGHT HOUSEHOLD ARMY CARDS

To assemble your new Army cards, first cut out the two Knight household cards taking care to keep the front and back of each one together. Fold each one in half along the dotted line and 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. When your cards are dry, trim off any excess material.

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KNIGHT ERRANT HOUSEHOLD

A Knight Errant Household consists of a Knight Errant HQ unit and two detachments of three Knights Errant each.

Knight
Errant
HQ UNIT



Knight
Errant
Detachment



Knight
Errant
Detachment



POINTS VALUE 450

KNIGHT ERRANT HOUSEHOLD

BREAK POINT 4: The Knight Errant Household is broken once it has lost 4 Knights. Once the household is broken both knight detachments must take a morale check.

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

The Knight Errant HQ unit is a command unit so it never checks morale, even if the Household is broken.

VICTORY POINTS 5

Your opponent gains 5 VPs when the household is broken

KNIGHT LANCER HOUSEHOLD

A Knight Lancer Household consists of a Knight Lancer HQ unit and two detachments of three Knights Lancer each.

Knight
Lancer
HQ UNIT



Knight
Lancer
Detachment



Knight
Lancer
Detachment



POINTS VALUE 550

KNIGHT LANCER HOUSEHOLD

BREAK POINT 4: The Knight Lancer Household is broken once it has lost 4 Knights. Once the household is broken both knight detachments must take a morale check.

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

The Knight Lancer HQ unit is a command unit so it never checks morale, even if the Household is broken.

VICTORY POINTS 6

Your opponent gains 6 VPs when the household is broken

Fold here

WARHAMMER

40,000

SPACE MARINES[®]

LAND SPEEDER



Miniatures designed by Jes 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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Minatures designed by Dave Andrews

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TITAN LEGIONS

EPIC[®]
SPACE MARINE

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WARHAMMER

40,000

SPACE MARINE DREADNOUGHTS

By Andy Chambers and Gavin Thorpe

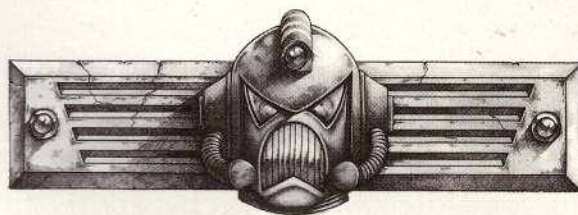
With the release of a new variant of Space Marine Dreadnought, Andy and Gavin take the opportunity to look at the background of these massive war machines, describe their devastating weapons and provide an alternative Data card.

DREADNOUGHTS

The technology for building Dreadnoughts dates back over ten millennia, to the Age of Strife. Their construction requires precision and skill, and the chants and blessings of the most accomplished Techmarines.

Inside every Space Marine Dreadnought is the entombed body of a Space Marine. Mortally wounded in battle, these heroes of the Imperium have been placed inside the armoured shell of a Dreadnought so that they may continue to fight the enemies of the Emperor for eternity. Only the destruction of his Dreadnought can kill a Space Marine once he is incarcerated in the metal sarcophagus, its sophisticated systems keeping him

alive way beyond his natural span. With ancient experience and devastating weapons, the Space Marine inside the Dreadnought can continue to fulfil his oaths of allegiance for many centuries.



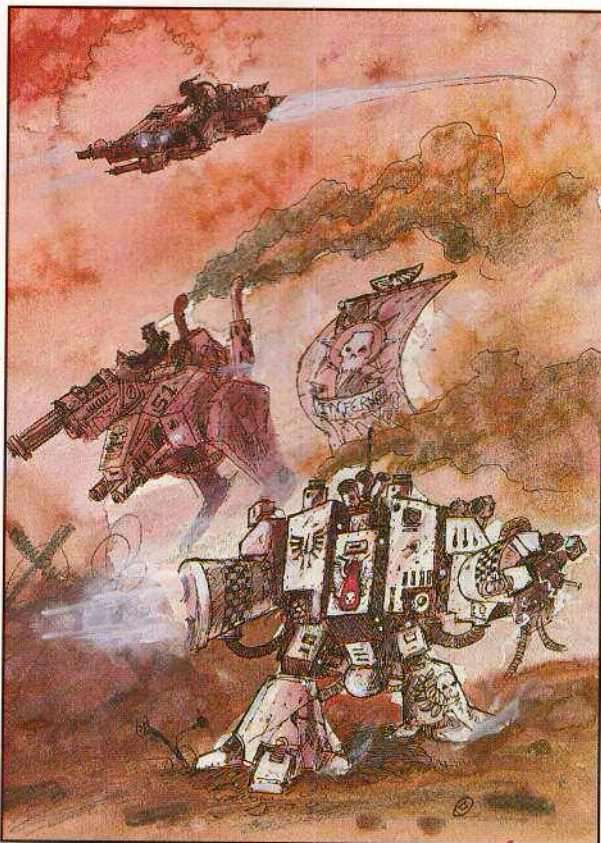
OLD ONES

Most Dreadnought pilots have fought for the Emperor for many hundreds of years, sometimes thousands, and they are referred to with honour as Old Ones. The memories of an Old One date back hundreds of years, and the oldest of them, such as Bjorn the Fell-handed of the Space Wolves Chapter, can even remember such historic events as the the Horus Heresy.

In keeping with the beliefs of the Space Marines, Dreadnoughts are like walking testaments to the Chapter's history. Standards detailing honours and campaign badges flutter from their ornate banner poles, while intricate designs crafted onto the body of the Dreadnought itself are a record of the Space Marines' achievements. Dreadnoughts provide a focus for a Chapter's traditions and many times the sight of a Dreadnought has increased the already immense courage of his brother Space Marines.

AN ETERNITY OF WAR

Once interned in his living tomb a Space Marine cannot leave a Dreadnought, and is fated to fight for humanity until he is destroyed on some distant battlefield. When this happens the Space Marines with him will fight with righteous fanaticism to reclaim the pilot's body and return it to its rightful resting place in the fortress-monastery of the Chapter. The Dreadnought itself is recovered and lovingly restored by the Techmarines of the Space Marine Chapter, destined to house another heroic Space Marine fallen on a field of battle.



DREADNOUGHT WEAPONS

Like most Dreadnoughts, those of the Space Marines have variable configuration weapon mounts on their arms. This facilitates easy conversion of the Dreadnought to a number of different tactical roles depending on the changing battlefield situation. The latest variant of Space Marine Dreadnought carries an assault cannon and power fist for a general role, enabling it to destroy enemy troops and light vehicles with equal ease. We've included a new data card at the end of this article so that you can use this weapon combination in your games of Warhammer 40,000.

Dreadnought weapon systems are superior to those carried by troops on foot in a number of ways. These improvements are partially subsumed into the Space Marine Dreadnought's ballistic skill and its ability to move and fire heavy weapons, but in addition to these the following special rules apply to Space Marine Dreadnought weapons.

SUSTAINED FIRE WEAPONS

The most frequent causes of jams for sustained fire weapons like assault cannon and storm bolters are faulty ammunition, overheating components or empty magazines. The Space Marine Dreadnought features a large ammo hopper holding many thousands of rounds of ammunition for its sustained fire weapons. This is combined with a liquid nitrogen cooling system and a flexible powered ammo feed which literally pushes rounds into the weapon and extracts any dud rounds before they can block the breach.

To represent these improvements a Space Marine Dreadnought firing an assault cannon or a storm bolter ignores the first jam rolled each turn. This means that a storm bolter will never jam

if it's mounted on a Dreadnought and an assault cannon will only jam if it rolls two or more jams together. However, if an assault cannon rolls three jams at once it will still explode, automatically destroying the assault cannon itself but inflicting no further damage to the Dreadnought.

POWER FISTS

Power fists mounted on Space Marine Dreadnoughts incorporate extra power servos so that they can grip and then rotate to tear pieces off the target. This is most useful for ripping apart vehicles, inflicting catastrophic damage on the component attacked.



The special tear attack can only be used against other vehicles including Dreadnoughts. The Dreadnought can make one tear attack for every two hits it would have normally scored. For example, if the Dreadnought was in combat with an Ork Dreadnought and won the combat by two points, it could opt to score two normal hits or make one tear attack. If the Dreadnought was attacking a vehicle, it would normally score three hits, but it could choose to make one tear attack and score one normal hit instead.

To resolve a tear attack the Space Marine player nominates a single location on the target. The Dreadnought seizes that location and attempts to tear part of it away. Roll for penetration as normal. If the location chosen is penetrated the part is torn away, roll for damage with a +2 modifier on the damage chart.



An Ultramarines Dreadnought leads the attack against Eldar Aspect Warriors.

SPACE MARINE® DREADNOUGHTS

Every Company of Space Marines, with the exception of the Scout Company, has its own Dreadnoughts. Not only are these venerable and mighty warriors an important part of the Company's fighting strength, they are also the living embodiment of its history and traditions. Each Dreadnought has its battle honours inscribed into the very metal of its encasement by the Chapter's Artificers to celebrate the many brave actions in which it has fought.

Space Marine Companies do not have many Dreadnoughts – it is unlikely they will have more than two or three operating at any one time. Veteran Companies tend to have more, but even so their numbers are extremely limited and they are considered very valuable. On the battlefield, each Dreadnought is identified by a number displayed both on its left leg armour and on its banner.



DETAIL OF POWER FIST



CHAPTER BADGE



ARMY BADGE

The Army Badge is clearly shown on the Dreadnought's right leg armour.



DETAIL OF ASSAULT CANNON

COMPANY BADGES

Each Dreadnought bears the badge of his Company and a banner bordered in the Company colour. The example shown in the photographs is the 3rd Dreadnought in the 2nd Company of the Ultramarines Chapter.



SAMPLE DREADNOUGHT BANNERS



2nd DREADNOUGHT,
1st COMPANY



3rd DREADNOUGHT,
2nd COMPANY



1st DREADNOUGHT,
3rd COMPANY

To assemble your data card, first photocopy or cut out the card from this page and fold it 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 card 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.

DAMAGE TABLES

D6	Location	Armour	
		Front	Side/Rear
1	Legs	20	18
2	Left Arm	19	17
3	Right Arm	19	17
4-6	Body	21	19

- D6** The inch thick armour plates on the Dreadnought's leg hold, but the force of the blow slows it down. The Dreadnought may not move in its next turn.
- 2** The Dreadnought is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
- 3-4** The leg is seriously damaged. The Dreadnought may now only limp D3" per turn.
- 5-6** The leg is blown off and the Dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

Arm Damage Table

- D6** The arm is hit and partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the Dreadnought's Attacks characteristic by one point.
- 2** Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 3-5** The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed, and the Dreadnought's Attacks characteristic is reduced by one point.
- 6** The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to the Dreadnought's body, bypassing all armour, and causing a secondary explosion. Roll on the Body Damage Table to find out what effect this second explosion has.

Body Damage Table

- D6** The Dreadnought's controls go crazy making the Dreadnought difficult to control. The Dreadnought may only move or attack if you first roll a 4+ on a D6.
- 2** The Space Marine controlling the Dreadnought is badly wounded. All of the Dreadnought's characteristics are halved for the rest of the game.
- 3-4** The Dreadnought's engine bursts into flames and the machine is immobilised. The pilot may use emergency controls to fire one weapon. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- 5** The Space Marine controlling the Dreadnought is slain. The Dreadnought staggers D3" in a random direction, colliding with anything moved into, and then collapses to the ground.
- 6** The Dreadnought's ammunition explodes. The Dreadnought is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

Fold here

SPACE MARINE DREADNOUGHT



VEHICLE DATA

M	WS	BS	S	I	A	LD
6	6	6	7	5	3	10

- CREW:**
ONE SPACE MARINE
- RAM VALUE:**
STRENGTH 7
D10 DAMAGE
-4 SAVE

WEAPONS:

Power Fist with built-in **Storm bolter**, with a 90° field of fire to the front and an **Assault Cannon** with a 90° field of fire to the front.
The Dreadnought may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at an additional cost of **+5 points**.



WEAPON DATA

Weapon	Range		To Hit		Save	Strength	Damage	Modifier	Armour Penet.	Special
	Short	Long	Short	Long						
Storm Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Sustained fire 1D	
Power Fist	Close	Combat	Only	-	8	1	-5	D6+D20+8	Tear attack	
Assault Cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sustained fire 3D	

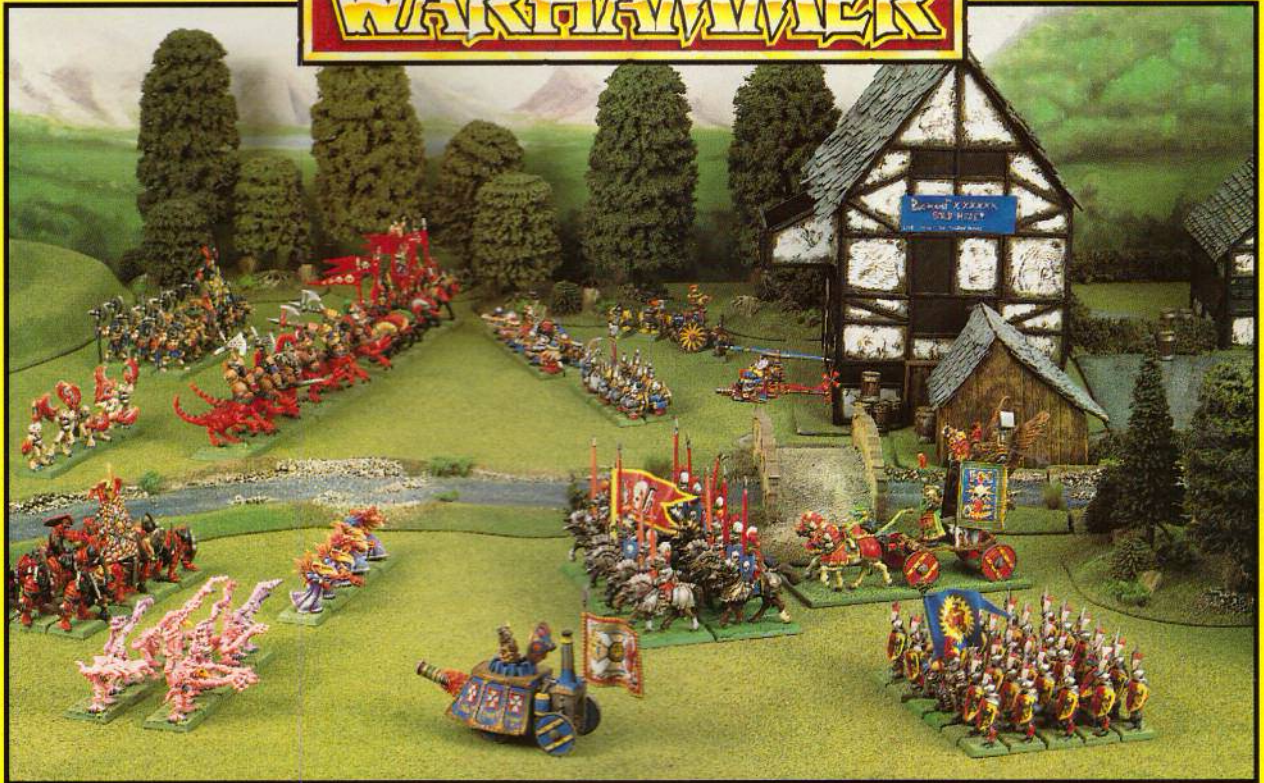
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28th Hull

FEBRUARY 1995

18th Norwich
25th Staines

MARCH 1995

4th Crawley
11th The Plaza, London
18th Nottingham
25th High Wycombe

Look out for more dates to come...



PLAGUE BEARERS OF NURGLE



DAEMONETTES MOUNTED ON STEEDS OF SLAANESH



WARHAMMER

PLAGUEBEARERS OF NURGLE, DAEMONETTES AND STEEDS OF SLAANESH

by Rick Priestley

From the Chaos Wastes they come, unnatural abominations in daemonic form – the disturbingly beautiful but lethal Daemonettes of Slaanesh, and the wretched and corrupt Plaguebearers of Nurgle.

PLAGUEBEARERS OF NURGLE

Plaguebearers 30 points per model

Plaguebearers are created from all the poor mortal creatures who have died of the dreaded disease Nurgle's Rot, a terrible and incurable contagion and one of Nurgle's finest concoctions. Plaguebearers are also called Nurgle's Tallymen, because it is their job to keep count of all the many diseases and corruptions that their master visits upon the world. They are surrounded by the constant drone of counting, and the endless buzzing of the flies that hover like a black cloud over their heads.

Plaguebearers have green, putrid skin, split and rancid like that of Nurgle himself. They have a single eye and one horn that sticks straight out of their foreheads – in the late stages of Nurgle's Rot this horn sprouts from the sufferer's brow. Plaguebearers are armed with a gnarled Plaguesword whose touch brings disease and death.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
---------	---	----	----	---	---	---	---	---	----

PLAGUEBEARER	4	5	5	4	3	1	6	2	10
--------------	---	---	---	---	---	---	---	---	----

SPECIAL RULES

Daemons

All the special rules for daemons apply. In particular, note that the Plaguebearer has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Plaguesword

The Plaguesword drips with venomous slime. If the target has more than 1 wound, then a wound from this weapon will kill mortal creatures on the D6 roll of a 4 or more, regardless of how many wounds the target can normally sustain. Note that this only applies to mortal creatures – not daemons or Undead.

Cloud of Flies

Plaguebearers are surrounded by a black cloud of flies. When the Plaguebearers are fighting these foul buzzing creatures fly into the eyes and mouths of their enemies, clogging their ears, and crawling up their nostrils. This terrible distraction means that any enemy fighting a Plaguebearer must deduct -1 from all his to hit dice rolls.

Fear

Being daemonic monsters the Plaguebearers cause *fear*, as described in the Psychology rules.

MAGIC

A unit of Plaguebearers has a magic level and can cast spells like a wizard. The size of the unit defines its magic level and the number of spells it may cast: 1-5 models = magic level 1/one spell; 6-10 models = magic level 2/two spells; 11-15 models = magic level 3/three spells; 16+ models = magic level 4/four spells. The regiment's spells must be drawn from the Nurgle spell deck.



DAEMONETTES OF SLAANESH

Daemonettes 35 points per model

The Daemonettes are the most numerous of all Slaanesh's daemons. They have a perverse beauty, unnatural and disturbing, but at the same time are undeniably potent.

Daemonettes are fast, agile fighters, whose claw hands can slice through flesh and pierce armour. They have white skin and hair, but often dye their bodies or decorate themselves with flowing designs in pastel blue or pink. Their large, green eyes glow with a malevolent inner light.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
DAEMONETTE	4	6	5	4	3	1	6	3	10

SPECIAL RULES

Daemons

All the special rules for daemons apply. In particular note that the Daemonette has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Fear

As monstrous and uncanny creatures the Daemonettes cause *fear*, as described in the Psychology rules.



MAGIC

A unit of Daemonettes has a magic level and can cast spells like a wizard. The size of the unit defines its magic level and the number of spells it has: 1-5 models = magic level 1/one spell; 6-10 models = magic level 2/two spells; 11-15 models = magic level 3/three spells; 16+ models = magic level 4/four spells. Spells must be drawn from the Slaanesh deck.



STEEDS OF SLAANESH

Daemonettes may ride Steeds of Slaanesh at an additional cost of 25 points per model

The Steeds of Slaanesh are weird bipedal beasts that are ridden into battle either by Champions of Slaanesh or Daemonettes. Their hides are vividly coloured in yellow, red, and blue, with a ridge of green hair that runs down their backs. Steeds of Slaanesh have long tubular tongues, bright electric blue in colour, which they use like whips to ensnare their enemies.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
STEED OF SLAANESH	12	3	0	4	5	1	6	1	10

SPECIAL RULES

Daemons

All the special rules for daemons apply. In particular, note that the Steed has a saving throw of 4+ because of its daemonic intangibility or daemonic aura.

Fear

Steeds of Slaanesh are weird and disturbing monsters. A Steed rider therefore causes *fear* as described in the Warhammer rulebook.

Tongue Attack

The Steed has a single attack, which is made with its tongue. The tongue lashes out and ensnares an enemy, dragging the victim forwards so he can be attacked by the Steed's rider. Work this attack out as follows. Roll to hit as normal – if you hit then the target is ensnared and dragged before the rider. Complete the attack using the rider's weapon and Strength value, as if it were the rider that had struck the blow. If the enemy is not slain, then he has struggled free and can continue to fight as normal.

WARHAMMER



NEW BOXED SET



This new boxed set contains ten highly detailed plastic Citadel Miniatures.



Miniatures designed by Alan Perry.

Models supplied unpainted.



BLACK ORCS

Black Orcs are the biggest and strongest of all the Orcs. They are aggressive and fearless warriors who prefer to fight at close quarters with two huge hand weapons. They are feared by all who have fought them, and their brute strength and grim determination in battle makes them very dangerous enemies.

These models require assembly. We recommend that the models are carefully removed from the plastic sprue with a sharp modelling knife and that they are undercoated before painting with Citadel Paints. These Citadel miniatures are moulded in a hard styrene compound which is particularly suited for painting and modelling.



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WARHAMMER

40,000

BLOOD AND FIRE

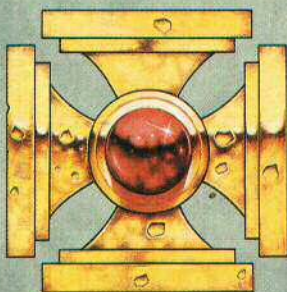
By Jake Thornton and Adrian Wood

The Ultramarines lead their Imperial Guard allies against the mighty Waaagh of Ghazghkull Thraka in this hard-fought battle for control of an ancient Imperial outpost.

The Ultramarines entrance was as dramatic as it was sudden. The air was split by a sonic boom and a Thunderhawk gunship shot overhead its bolters blazing, rockets rippling from under its swept-back wings. Every possible hiding place was cleansed by fire and exploding death before the gunship landed – no sneak assassins would endanger the deployment of the finest warriors in the history of Mankind.

Even before it touched the charred ground the doors swung open and the first of the Ultramarines Assault troops leapt down. The rest of his squad followed, quickly securing a perimeter with silent efficiency. As the last of the Ultramarines dispersed, a warning klaxon sounded briefly, then with a deafening roar the Thunderhawk lifted once more.

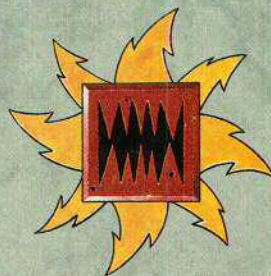
The deployment had taken seven seconds.



All was quiet. Throughout the jungle, birds and other creatures had covered silently as the huge gunship had roared down on them. Now, as its din faded into the distance, their chatter and howls started once more. Bright plumage flitted from tree to tree and insects buzzed angrily through the heat-haze. The Ultramarines ignored it all. They were after larger game.

With surprising stealth, the heavily armoured troopers slipped through the undergrowth, bolt guns at the ready, senses alert.

Abruptly the dense foliage thinned, and they emerged into an open valley dominated by a massive plasticrete and steel construction in the centre – Landing Pad 41.



Rumour had it that the Orks were massing to attack this Imperial outpost, and the Assault squads had been rushed in to hold the position whilst the rest of the Imperial force caught up.

The Ultramarine troopers took up position, watchful for the slightest indication of an Ork presence, but there was none. Then, suddenly there came the distant sound of bolter-fire. Explosions, mayhem and destruction spread through the jungle towards them. Smoke began to rise above the hanging canopy of leaves. Judging by the subtlety of their approach this had to be the Orks.

The Space Marines made their final equipment checks automatically, waiting for the enemy to arrive. Waiting for their battle-brothers. Waiting for battle.

The Ultramarines smelled their Imperial Guard allies before they saw them. The Rough Riders were particularly obnoxious, but they had seen them fight and knew the Atilans to be brave warriors, however little they washed.

As the Ork horde finally broke into the open and they could be seen in all their fierce alien glory the Ultramarines Commander spoke for the first time. "Fear not" he said, "The Emperor is our shield."



INTRODUCTION

This battle was fought as part of the development for the Codex Ultramarines and Imperial Guard. Not only did we have the Studio's large Ork and Ultramarines armies at our disposal, but also all the latest releases such as the Ork Nobz in mega-armour and the Imperial Guards' Cadian Shock Troops, Rough Riders of Attila and Catachan Jungle Fighters. To accompany these troops, Jervis delved back into the vaults and brought the rules for Commissar Yarrick up to date so that he could once more battle against his arch-enemy Ghazghkull Thraka.



Jake took command of an Ultramarines army with Imperial Guard allies, a familiar mixture of troops much like his own army. His opponent was Adrian Wood, a famed Warboss in his own right. He was playing with slightly less than his customary dozen Warbikes, but thought that he could still put up a good fight with what was to hand.

The battlefield was laid out on one of our eight foot by four foot gaming tables with Own Branham's latest piece of scenery – the huge Landing Pad – forming the centrepiece of

the battlefield. This splendid addition to our scenery is shown in several of the photos and will be sure to feature in many future games.



As the game was played, Jake kept notes and Adrian took photos and made sketch maps. This meant that they could get on with the battle and not worry about the quality of the pictures until afterwards. When the dust had settled, a combination of all these elements was used to recreate the battle with proper lighting and cameras to take the photographs you see here.

The same sketch maps and snapshots were also used as the basis for the computer generated maps which you see in this battle report. As usual, these use a slightly condensed battlefield as the extreme ends of the tabletop are seldom used much in a game. We've found that if we concentrate on the part of the tabletop over which the battle was fought then we can use larger, clearer maps.

The battle was fought with normal rules apart from those for the Imperial Guard which Rick has expanded and improved since it was fought.

CHOOSING THE ULTRAMARINES

By Jake Thornton



Since the last time I led the Ultramarines to war (in White Dwarf 175) I've been honing my battle skills and praying to the Emperor for guidance. I have read the Imperium Tactica, meditated in the Chapter's Reclusiam and consulted the Imperial Tarot. This time when the Emperor ordered the Ultramarines to war there would be no mistakes.

The core of my army would be an Ultramarines Assault squad and Terminator squad. Their unflinching bravery would enable me to plan my battle without having to worry that my men might run away! The most numerous troops in my army were the Imperial Guard. These warriors aren't as good as the Space Marines on a one-to-one basis, but you get three times as many of them and I wanted to try out this mixture of Imperial troops in battle. This would also avoid the normal Space Marine problem of being outnumbered three-to-one by the Orks! I chose three different squads of Imperial Guard, and put the legendary Hero of the Imperium – Commissar Yarrick at their head. His inspiring leadership would keep them in the thick of the battle regardless of casualties.

I felt that I also had to include at least one decent psyker and with none of the Ultramarines' Librarians available I resorted to the Adeptus Astra Telepathica. A fourth level Psyker Lord



would give me access to the Adeptus powers and would also give me an even chance to dispel the Warphead's attacks. In fact, I wanted to be even more sure of halting the Warphead wherever I could and so I equipped my Psyker Lord with a *Psychic Hood* which enabled him to reroll any failed attempts to nullify Adrian's powers.

Having already taken an assault cannon for the Terminators, I was pleased to take another with the new Dreadnought. At under two hundred points this devastating war machine is a complete bargain. Leaving aside their actual offensive potential, Space Marine Dreadnoughts are so feared by their enemies that they will often go to great lengths to destroy them, taking large amounts of the incoming fire away from the rest of the army which can then advance unmolested.

A PLAN OF ATTACK

In Warhammer 40,000, the *Take and Hold* mission usually concentrates the battle around the objective that one side is trying to capture. This focuses the blood-letting (of which there is usually rather a lot) as squad after squad is sent in to accomplish the mission. In this battle, both sides had *Take and Hold*. This meant that the main fighting area would spread across the centre of the battlefield between the two objectives, as both sides struggled to complete their mission and frustrate the enemy's attempts to achieve theirs. It also meant that my forces would have to be given very specific tasks in the attack.

My army would be divided into two basic groups each of which included assault and support elements. One group would attempt to stop the Orks from capturing the Landing Pad whilst the second seized my own objective and held it at all costs. As each assault group advanced, heavy weapons would rain fire and death onto the Orks, destroying them where they stood and stalling any attempts to counter-attack.

In the middle of the Landing Pad lay the Orks' objective. Five victory points for the Orks is too many to let them have without a fight, so I decided to deny them this if I possibly could. Ultramarines Assault squads equipped with jump packs would lead the my attack, supported by the awesome fire of the Dreadnought, and the powers of the Adeptus Astra Telepathica Psyker Lord. Also with them would be a Chaplain Major Hero whose presence would support the Ultramarines in a similar way to Yarrick's encouragement of the Imperial Guard. How could the Orks hope to beat such a formidable force?

My main assault team was lead by Terminator squad Calidus. These veteran troopers would be followed by the Cadian Shock Troopers who were mere Humans, but still loyal servants of the Emperor. Also, with Commissar Yarrick leading the way they would never break, and as long as he lived I could rely on them totally. From their vantage point high above the battlefield, the Catachan Jungle fighter Command Section and squad would cover the advance on my objective. They too could see Commissar Yarrick and so even if the Orks were able to bring down fire on them to silence their attacks, their bravery too was assured.

Finally on the far left, the Rough Riders of Attila would make a wide approach under cover of the terrain. When they got close enough in turn three or four, they would charge, smashing any Orks who threatened my possession of the objective. It was my duty to the Emperor to *Take and Hold* this bunker and I wasn't going to let any mere Orks get in the way!



ULTRAMARINES ARMY (2000 points)

ULTRAMARINES



COMMANDER
Space Marine Commander equipped with a bolt pistol, frag grenades, power sword and power armour.



CHAPLAIN
Chaplain Mighty Hero equipped with Crozius Arcanum, Rosarius, bolt pistol, frag grenades, and power armour.



DREADNOUGHT
Space Marine Dreadnought equipped with an assault cannon, power fist, and auto-launchers.



TERMINATOR SQUAD
4 Space Marines equipped with Terminator armour, storm bolters and power fists. One trooper carries an assault cannon. The squad is led into battle by a Sergeant with a power sword.



ASSAULT SQUAD
9 Space Marines equipped with power armour, bolt guns, Krak grenades, jump packs, and a mixture of assault weapons. The squad is led into battle by a Sergeant.

IMPERIAL GUARD



ADEPTUS ASTRA TELEPATHICA
Psyker Lord equipped with a laspistol, flak armour and *Psychic Hood*.



COMMAND SECTION
4 Imperial Guard troopers equipped with lasguns, flak armour and a missile launcher. They are led by a Lieutenant.



ROUGH RIDERS OF ATILA
4 Imperial Guard troopers equipped with hunting lances, chainswords, and riding horses. They are led by a Hetman.



COMMISSAR YARRICK
Commissar Yarrick equipped with a storm bolter and power claw.



CATACHAN JUNGLE FIGHTERS
9 Imperial Guard troopers equipped with lasguns, flak armour and a missile launcher. They are led by a Sergeant.



CADIAN SHOCK TROOPS
9 Imperial Guard troopers equipped with lasguns, flak armour and a heavy bolter. They are led by a Sergeant.

ORK INTRODUCTION

By Adrian Wood



When I realised Jake was going to be using the stalwart Commissar Yarrick I knew I would have to take Ghazghkull Thraka as Warlord for my army. This powerful Ork leader is the embodiment of Orky power and I hoped to see a duel between the two old adversaries. Needless to say, Ghazghkull never takes to the field without his trusted battle standard bearer, Makari.

This jolly chap should provide an excellent example to the two squads of Gretchin that I like to use as a skirmish screen for the rest of the army. Hopefully he should stop them running away too!

For me, a Shokk Attack Gun team is an absolute essential in any self-respecting Ork army. This time I decided to equip the Mekaniak with a *Power Field*, giving him a 2+ save against enemy fire. Although quite expensive and cumbersome it should keep him alive long enough to really give the Ultramarines a headache.

As I wanted to take a Dreadnought, I would need a Painboy as well as the Mekaniak I had already chosen for the Shokk Attack team. Naturally I equipped the Painboy with a *Vaccine Squig* to keep any nasty viruses at bay. After all, I didn't want to catch anything unpleasant from the humies!

I looked through the miniature cabinets at the Boyz mobz and decided which ones to take. Both the Bad Moons and the Deathskulls were large mobs with multiple heavy weapons and I took these in preference to any support weapons. They have proved to be useful squads in the past and they would hopefully prove to be so again. Blood Axe Kommandos were my next choice – vital for scouting ahead and harassing the enemy. They are also armed with power axes which can even do serious damage to vehicles!

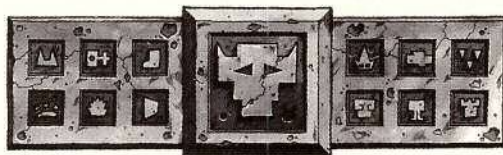


The one squad I was particularly looking forward to using was a Bad Moon Nobz mob. Resplendent in their shiny new mega-armour and armed with power fists, they looked a bit like Ork Terminators. It would be interesting to see if they would stand up to Space Marine Terminators...

Finally, it had been some time since Snakebite Boarboyz have graced my army and I was eager to use them. These fast moving troops have all the toughness of Orks in 'eavy armour and are much faster too! I would try to use a screen of Gretchin to protect them, but of course they might prove a little too slow to keep up with the slaving horde of Ork War Boars.

BATTLE PLAN

The mission that I had drawn was to *Take and Hold* the centre of the Landing Pad. I thought carefully about my plan of attack and decided that I would set up the infiltrating Blood Axe Kommandos on the Landing Pad itself. I guessed that Jake would set up an Assault squad to jump pack onto the Landing Pad and eradicate the Boyz, however, if I put the Kommandos on Overwatch on the first turn, the Ultramarines Assault squads would charge into a hail of bolt pistol fire. I would also place the Deathskulls on the ridge near the back line with a screen of Gretchin. Both squads would Overwatch the Landing Pad as well. A hail of fire like this can be deadly even to tough troops like Space Marines and their power armour can only save so many times. With the way cleared by this barrage of fire, I could then run the Snakebites up the slope and over the top to capture my objective.



Jake had also picked *Take and Hold* as his mission – this was going to be interesting! There were now two points on the battlefield to occupy, the Landing Pad and the bunker beside it. I decided to put the Nobz in mega-armour opposite the Ultramarines' objective. They would advance behind a wall of Gretchin and be supported by the other Bad Moon squad.

SET UP

As we started to deploy, I was forced to rethink my battle plan to compensate for Jake's strategy cards. His *Brilliant Strategy* card meant that I had to set up first instead of the Imperial Guard and the overall strategy rating for the Imperial army was now much higher than the Orks. It was more likely I would be moving second, which was not necessarily a bad thing in a *Take and Hold* mission but would stop the Orks from delivering the hammer blow that they are famous for.

After the Imperial deployment I couldn't set up the Kommando's on the top of the Landing Pad because both Assault squads were on top of it instead! Nevertheless I decided to stick to my battle plan as closely as I could and set up the Blood Axes on the cliff out of sight. Everything else I set up according to plan with the Bad Moon mob, Warhead and Blood Axe Kommandos hidden. With the Space Marine Assault squads sitting on top of my objective the mission suddenly looked a lot harder.



WAAAGH! GHAZGHKULL (2000 points)

DA BOYZ

WARBOSS



Warboss **Ghazghkull Thraka** equipped with a *Kustom Blasta* and *Sniffer Squig*. With him is his Gretchin Standard Bearer **Makari**.



NOBZ MOB

4 Nobz equipped with mega-armour and power fists.

BLOOD AXE KOMMANDOS



7 Blood Axe Kommandos armed with power axes and led by a Kommando Kaptin.

WARPHEAD



Weirdboy **Warphead** with a *Weirdboy Staff* and four **Minderz**.

BAD MOONS MOB



8 Bad Moons Boyz led by a Nob in heavy armour.

PAINBOY



Painboy with power claw and a *Vaxxine Squig*.

GRETCHIN MOB



10 Gretchin armed with autoguns, or autopistols and knives.

GRETCHIN MOB



10 Gretchin armed with autoguns, or autopistols and knives.

DREADNOUGHT



with a lascannon, heavy bolter and 2 power claws.

DA BUGGIES

WARTRAK



Wartrak with a lascannon.

SCORCHER



Scorcher with a heavy flamer.

WARBIKES



2 **Warbikes** with twin autocannons.

BOARBOYZ



6 **Snakebite Boarboyz** led by a Nob.

DA BIG GUNZ

DEATHSKULLS MOB



8 **Deathskull Boyz** equipped with 2 heavy bolters, 2 heavy stubbers and a heavy plasma gun. They are led by a Nob.

MEKANIAK



Mekaniak equipped with *Shokk Attack Gun* and *Power Field*.

RUNTHERD



Runtherd. with 7 **Snotling** bases.





WARHAMMER

WARHAMMER 40,000

WARHAMMER 40,000

FOR FUTURE THERE IS ONLY WAR

SPACE MARINE SOLDIER
WORK COFFER

MIS
OR

TAKE AND HOLD
ENGAGE AND HOLD
DAWN RAID
THE ASSASSINS

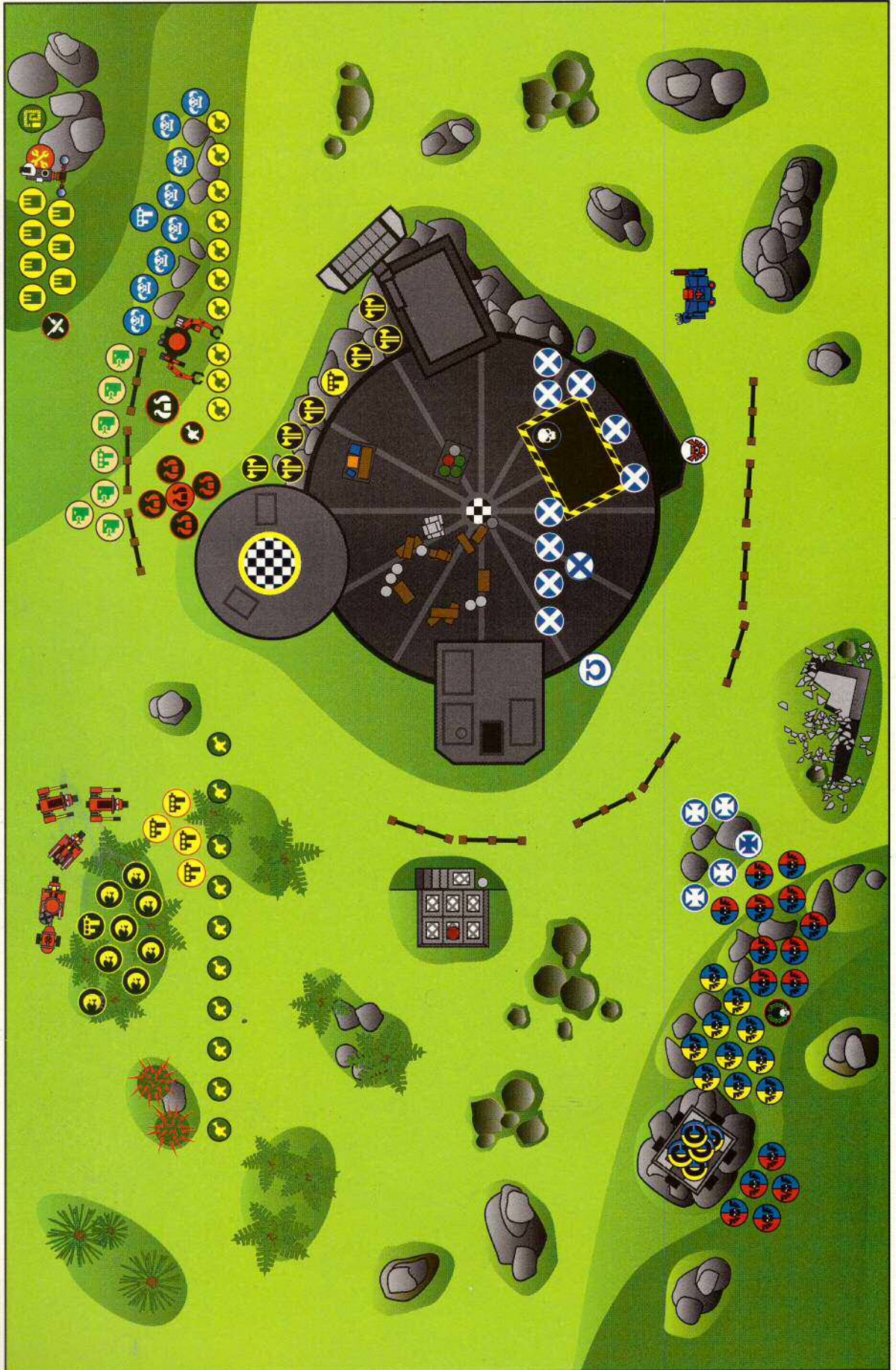
VEHICLE TURNING TABLE

WARGEAR

VORTEX GRENADE

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

DEPLOYMENT MAP





From the very start of the battle the Ultramarines were locked in a bloody hand-to-hand struggle for the Landing Pad.

ULTRAMARINES TURN 1

Jake: With my *Brilliant Strategy* I easily won the roll to see who would move first. I had already used my other Strategy card (*Forced March*) to deploy both Assault squads, my Chaplain, Psyker and Commander far forward and before Adrian could do anything the Ultramarines had swarmed forwards and captured his objective.

My first Assault squad charged into the Blood Axe Kommandos who were lurking at the edge of the Landing Pad. Behind them the second squad, Chaplain and Psyker followed up in support, and to their right the Dreadnought advanced to cover their flank.

On the other flank, the Ultramarine Terminators advanced under the protection of the Imperial Guard on the hill behind them. At the same time, the Rough Riders swept out to my left, keeping in cover all the time. My plan was for them to fall on the flank of the Ork line in turn three or four.

The Imperial Guard's fire was mostly out of range with the exception of their heavy weapons, but even these failed to kill their targets. The Terminators demonstrated the difference between Imperial Guard and Space Marines as they mowed down seven Gretchin and watched the rest break and run.

At the other end of the battlefield, the only firing was from the Dreadnought who needed to clear the second Gretchin screen away. With a string of unlucky dice rolls, I made up for the



ULTRAMARINES TURN 1



ORK TURN 1

Terminators' success by only killing two of the little greenskins. Not even enough to force them to take a break test!

The first Assault squad was already locked in combat with the Blood Axe Kommandos. Rolling another flurry of 1's they just struggled through, killing two of the Orks who passed their break test and stood firm as the Assault squad followed up, pushing the Kommandos back down the slope.

I began the psychic phase by using *Assail* to drag the Warphead away from his Minderz and into the open. Adrian couldn't nullify this, but I managed to stop his reply – *Squish*. Finally, I sent the *Carmine Assassin* against Ghazghkull but he easily shrugged off the attack.

ORK TURN 1

Adrian: I began my turn by placing the Bad Moons on my right on Hidden Overwatch and running the Warphead back towards the largest concentration of Orks on the table where he was grabbed and sat on by his Minderz.

Concentrated firepower wins battles. With this in mind I began to systematically fire everyone at the Ultramarines Assault troops who weren't engaged in hand-to-hand combat with my Kommandos. I began with the Gretchin mob firing at close range. To my surprise and Jake's dismay one of the Emperor's finest slumped and fell off the Landing Pad. My Dreadnought also blazed away at the Ultramarines Assault squad with both his heavy bolter and lascannon but managed to completely miss all of his targets.

Warlord Ghazghkull decided it was time to show the Boyz how it was done. He took careful aim with his *Kustom Blaster* and with an ear-splitting explosion was knocked off his feet. The weapon had exploded!

The Minderz, Painboy and three Snakebite Boarboyz opened up next, but all their shots went wide. This was terrible. Instead of all the cheapest troops blasting the nearest Space Marines in a veritable hail of shots, the firing had only succeeded in

killing a single Marine – and that was done by a Gretchin! I had hoped to blast all eligible targets out of the way of the Deathskulls, who would then have the honour of slaughtering the second squad of Ultramarines clustered around my objective. Unfortunately, the Space Marines were just too tough and the Deathskulls would have to fire at the first squad too.

I decided not to mess around any more – I would fire into hand-to-hand combat if that's what I had to do to accomplish my mission! The Deathskulls set their faces like flint and roared a defiant battle cry, as much from frustration as

anger. With a deafening roar they opened fire and the hillside erupted as hundreds of explosive rounds chewed up the ground. Sure that they had destroyed the Space Marines the Deathskulls paused, only to find when the smoke cleared that the only casualty had been a Blood Axe Kommando!

The last of the Orks on the hill to fire was the Shokk Attack team which singled out the Space Marine Dreadnought. With the shot bang on target, Snotlings materialised inside the body of the unfortunate pilot of the ancient machine, killing him instantly. The machine stood ominously upright and silent and Jake didn't look too pleased either. The Mekaniak cheered and the rest of the army started to chant "Ere we go, ere we go..."

From my right flank, the Nobz mob and vehicle squadron fired at the second Assault squad. Only a single shot struck home but this blasted one of the Ultramarines into oblivion. Meanwhile, the Space Marine struggling with the Blood Axe Kommando knocked aside the Ork's power axe and buried his sword in the Ork's gut. The Kommando's body rolled down the cliff-side and the their resolve faltered but Warlord Ghazghkull steadied the mob with a growl.

The Warphead began the psychic phase by using *Squish* on the last Assault Marine in combat with the Kommandos. The trooper's armour crumpled and split, killing him, much to the relief of the Blood Axe he was fighting. But before he could gloat, the Warphead was once again buffeted across the ground by *Assail*, straight into the sights of the dreaded Terminators. More powers rocketed across the battlefield but with the sides evenly matched, all were nullified harmlessly.

TURN 1 VICTORY POINTS

ORKS: 2 POINTS

ULTRAMARINES: 2 POINTS



As they reach the edge of the Landing Pad the Ultramarines find a solid wall of Orks advancing towards them.

ULTRAMARINES TURN 2

Jake: Aaaargh! I knew that blasted Shokk Attack Gun would be a problem but I hadn't expected it to be so deadly so early in the game. For once the Orks actually hit what they aimed at – something you can usually count on *not* happening. My right flank was now completely open and if Adrian charged his Boarboyz round there would be nothing I could do to stop him. I just had to keep quiet and hope that he didn't see his chance.

To give him something else to think about, my left flank advanced rapidly, closing in on my objective. To support this advance, Commissar Yarrick and the Catachan Jungle Fighters went on Overwatch in case the Orks did move forward. On the far left, the Rough Riders continued to move around the flank, totally ignored by the Ork horde.

Back on the Landing Pad the unengaged troopers in the first Assault squad charged into hand-to-hand combat with the surviving Blood Axes, but only one of them managed to get into contact. The second squad remained in cover behind the crates that were Adrian's objective, wary of the massed fire from the hill.



ULTRAMARINES TURN 2



ORK TURN 2

The Terminators fired first, targeting the Warphead who had been dragged into the open by the psychic power *Assail*. With two of the squad just out of range and another clearing a jammed weapon I only managed to wound him twice. He was still alive but with only one wound left he would be much easier to kill now.

From the tower on my far left, the Imperial Guard Command section fired with their missile launcher, hitting one of the Ork Nobz in mega-armour with a krak missile. With the high save modifier of the krak missile, the Ork had to rely on the fixed 4+ save from the medi-squig to keep him alive. This was the second time this had happened and I was beginning to get the idea that these Orks were going to be rather difficult to get rid of. Beside the Ork Nobz, the cowering Gretchin were targeted by my Commander in an effort to kill just one and remove the whole squad. Needless to say his shot failed to wound and the squad remained where it was.

On the Landing Pad itself the fighting continued with the Kommandos losing another of their mob. Still they refused to break as they were directly under the stern gaze of Warlord Ghazghkull Thraka himself.

The warp flux was fairly weak again and I stuck to the easy and low energy powers that I had used before. With *Assail* I dragged another Blood Axe into hand-to-hand combat with one of the Assault troopers. Adrian tried to attack the Space Marines with *Power Vomit*, but the Ultramarine Assault squad stood firm. Again, I sent the *Carmine Assassin* to kill Ghazghkull. Adrian's attempts to *Nullify* the power failed and as just I began to have visions of actually killing Ghazghkull he was saved by the thickness of his *Adamantium Skull*.

ORK TURN 2

Adrian: As the attack by the Blood Axe Kommandos had failed I decided to try to break through the Assault Marines with the Snakebite Boarboyz. I declared a charge and also set the Bad Moons to my right on Hidden Overwatch once again.

Jake's Psyker Lord was on the lift and out of sight. He was also in no position to advance easily on my army because in order to get out of the lift he would have to use his whole movement allowance to clamber up the side.

The Warphead had been badly shot up by the Terminators but was still alive so he ran back towards the rest of the Ork army and was grabbed by his Minderz once again. Unfortunately, the mob of charging Boarboyz had to negotiate the rest of the Ork army, and after weaving through the mass of greenskins only one made contact with the Ultramarines. On my right,

the vehicle squad swept around the corner and risked the Terminator's weapons, whilst the Nobz mob in mega-armour began to move towards the Ultramarines' objective. The Catachan Jungle Fighters on Overwatch fired their missile launcher at the Nobz but the shot whistled harmlessly over their heads and blew apart a tree.

I decided to try massed firepower again to destroy the lead Assault squad. Firstly, the remaining Blood Axes blasted away at the Space Marines. The Emperor's finest stood untouched. Then the Painboy opened fire, killing one of them with a lucky shot. The Runtherd, followed by the Gretchin blazed away at the troopers but failed to even scratch their armour. Then the Dreadnought picked off the Sergeant with his lascannon. The Deathskulls ignored the last Ultramarine in hand-to-hand combat and took aim at the second squad of Assault Marines. To my horror, each shot either failed to hit or failed to wound. Even the Shokk Attack Gun misfired and two Snotling stands were lost to the warp. Finally my gamble with the vehicle squadron failed to pay off as the Terminators shrugged off every shot.

Both the hand-to-hand and psychic phase were over quickly. In the close combat, the sole survivor of the first Assault squad was struck by the Boarboy but survived. Caught off balance by the blow, he couldn't defend himself and was slain by the Kommando's power axe. In the psychic phase I immediately played *Energy Drain*. I was a little tired of Jake's Psyker Lord using *Assail* against my Warphead and *Carmine Assassin* against Ghazghkull, and thought a turn of inactivity for the psykers would do them good! Now I could only hope that the Terminator's assault cannon would miss the Warbikes!

TURN 2 VICTORY POINTS

ORKS: 5 POINTS

ULTRAMARINES: 2 POINTS



Both sides close in on the Space Marines' objective in the bunker.

ULTRAMARINES TURN 3

Jake: With no survivors of the first Assault squad, the second held back, waiting on Overwatch in case the Orks tried a frontal assault to capture their objective. I had succeeded in stopping the Orks and now I just had to make sure that I could hold onto what I had.

On the left of my line, the Catachan Jungle Fighters went on Overwatch too. In front of them, both the Terminators and their Imperial Guard allies continued to advance on my objective in the bunker. On the far left, the Rough Riders prepared to charge next turn. In the centre, my Commander also moved closer to the bunker, staying in cover beside the Landing Pad.

The only firing was on my left, with the Ork Nobz shrugging off the shots from both Commissar Yarrick and the Cadian squad that followed him. Not only this, but one of the Nobz was saved yet

again by his medi-squig as another krak missile from the Command Section struck home. Would nothing stop these mega-armoured Orks?

With all of the Imperial Guard firing at the Ork Nobz I had expected at least one of them to go down. Sadly, a combination of long range and my poor luck saved them all. With so few troops at my disposal, I couldn't afford to also direct the fire of



ULTRAMARINES TURN 3

the distance between them and the Ultramarines' objective. They would charge again next turn, if their mega-armour didn't fail them. In the centre, the Wartrak sped off out of control, collided with the Warbike and both exploded. Finally, the overwatching Catachan Jungle Fighters fired at the Nobz, but the energy pulses from their lasguns and yet another missile bounced harmlessly off the Ork's thick armour.

On my left flank, the Dreadnought moved forward to get a better view of the Ultramarines on the Landing Pad. Behind it the Warhead and his Minderz backed off towards cover. As the Rough Riders swept through the jungle towards them, the Bad Moons moved out of cover in order to shoot them up before they got too close. With typical Ork cunning, the Bad Moons missed with every shot, lulling Jake into a false sense of security.

Finally, I used the Strategy card that I had been saving for just the right moment. The *Barrage* landed on target and engulfed the survivors of the Assault squad on the Landing Pad but only one trooper died. I fired the Shokk Attack Gun at the same point but the warp hole scattered and the last two Snotling stands materialised way off target. The Deathskulls mob cut loose with everything they had once again and amidst the hail of fire, jamming guns and explosions, the Boyz killed another Ultramarine as well as the Kommando Kaptin!

With no hand-to-hand combat that turn we got straight into the psychic phase. After last turn's three, this turn I rolled double six! With plenty of Force to use I began by using *Waaagh!* at *Ultimate force*. It also knocked the Psyker Lord sprawling, wounding him into the bargain. I was just readying my next attack when Jake played *Energy Drain*, cancelling out the *Waaagh!* and ending the phase and the turn.

Things were getting quite desperate for the Orks. I had to very carefully consider when Ghazghkull was to call on the power of the *Waaagh!* next turn. Everything depended on whether Jake charged the Terminators at the Nobz mob or stood and shot them up. If he charged, I would have Ghazghkull release the power of the *Waaagh!* immediately. If he didn't, I would probably wait until the hand-to-hand combat between the Bad Moons and the Rough Riders which I knew would happen next turn. What was Jake going to do?

TURN 3 VICTORY POINTS

ORKS: 6 POINTS

ULTRAMARINES: 3 POINTS



ULTRAMARINES TURN 4

ULTRAMARINES TURN 4

Jake: After thinking long and hard I decided to charge the Bad Moon mob with my Attilan Rough Riders. I was rather worried that the Scorcher behind them would burn the Imperial Guard to a crisp, but in the end I thought that the overwatching missile launchers at the back would have a chance to take it out before it could harm me and I wanted to see what these Attilans could do!

I resisted the temptation to charge the Ork Nobz with the Terminators as I decided that I could probably do more damage from a distance. Also, if the Terminators moved onto my objective in the bunker, then Adrian would have the difficult task of winking them out in only one turn. This move was backed up by the advancing Cadian Shock Troops and Commissar Yarrick who almost surrounded the bunker.

The Imperial Guard fired first as the Terminators moved forwards. Those that could see the Ork Nobz fired at them, hoping somehow to get through their formidable armour. Not surprisingly, all of them failed. The last to fire was their flamer who launched a stream of burning liquid at the Orks. One of the Nobz disappeared in a ball of flame which proved too much even for his medi-squig, and the Imperial Guard chalked up the first kill against these tough Orks. Another survived the flames but continued to burn. The rest of the squad shot at the Bad Moon Boyz at the back of the Ork lines, killing two of those who weren't in combat with the Rough Riders.

Having taken up position on their objective, the Terminators now opened fire at the Ork Nobz. Explosive bolter rounds crashed off their armour but it was the assault cannon that really did the damage. All three of the surviving Nobz died under the concentrated hail of gunfire, their medi-squigs giving up the unequal struggle as shot after shot wounded the aristocratic Orks.

The last shots came from my Commander who picked off one of the cowering Gretchin. As a result Adrian removed the rest of the squad as there were no longer enough of them to rally.



ORK TURN 4

The hand-to-hand combat phase was next, but before I could roll a single dice Ghazghkull invoked the power of the Waaagh! This added +1 to all the Orks in hand-to-hand combat and made Ghazghkull himself immune to any damage for the rest of the battle. On the left, the Rough Riders of Attila spurred their mounts forwards, crashing into the Ork ranks with their deadly hunting lances. They cut down two of the Bad Moons including their Nob, but in return the Orks killed one of the horsemen.



Finally, I rolled for the warp flux and Adrian took another Waaagh test. To my amusement and Adrian's dismay the Warhead failed his test and his head exploded! With a free hand in the psychic phase I began by trying *Assail* but was nullified. I then sent the *Carmine Assassin* against one of the surviving Boarboyz but narrowly failed to wound him. Lastly, but most importantly, I placed a *Hellstorm* so that it blocked the route onto the top of the Landing Pad. This sealed off the objective from Adrian's troops so that he couldn't possibly capture it even if he could scramble up the cliff fast enough.

ORK TURN 4

Adrian: The Terminators and the Rough Riders must die! Not only had the Terminators smashed the Nobz mob but they were also holding the Ultramarines' objective. At the rear of my lines, the Bad Moon squad facing the Rough Riders were doomed, at least to being reduced to half strength. For this reason the unengaged Boyz would charge into close combat and try to take some of the Imperial Guard with them! The Waaagh! was still in effect and, because it had already saved their skins somewhat last turn, they had a fighting chance against the cavalry this turn.

I began to retreat the Blood Axe Kommandos and the Snakebites away from the Landing Pad. The steepness of the cliff and the *Hellfire* at the top had defeated them – they would never reach my objective in time. The last thing I wanted was for the Psyker Lord to turn his unwelcome attentions against them, especially since the Warhead was now dead.

As I turned the Dreadnought to face the Terminators and advanced the Scorcher against the Rough Riders, Jake opened fire with his troops on Overwatch. The Catachan Jungle Fighters fired a krak missile at the Scorcher, blowing off its tracks but it

still kept going – just! The Jungle fighters Command Section also fired a krak missile at my Dreadnought, badly damaging its lascannon arm. Yet another victory point to Jake and the forces of the Ultramarines.

The badly damaged Scorcher unleashed a stream of flaming liquid over the unengaged Rough Rider, incinerating both rider and mount. Unfortunately, the Imperial troops were in line of sight of Commissar Yarrick so they automatically passed their break test! The Dreadnought and the Deathskulls opened fire at the Terminators and all missed! There was now no way the Orks could recover the battle. The Bad Moons were almost wiped out in the hand-to-hand combat that followed, a single Ork stubbornly refusing to turn tail and flee. The last Psychic phase was upon us.

With only one psyker on the board I only rolled a single dice but still came up with six cards! I was unable to do anything except watch as the Psyker Lord used *Hellfire* to incinerate a Blood Axe Kommando. Even as the last Kommando passed his break test the *Carmine Assassin* crushed him, wiping out the mob and giving away another VP.



With that final casualty Warlord Ghazghkull began to retreat his forces. The battle was over.

TURN 4 VICTORY POINTS

ORKS: 6 POINTS

ULTRAMARINES: 17 POINTS

VICTORY!

That was a battle to remember! All through the fighting the honours were neck and neck right up until the very end when my ability to stop Adrian's Orks from getting close to either objective really paid off. Most of my plan went fairly smoothly and so there isn't much to say about it. Apart from the Dreadnought going down to the Shokk Attack Gun my few casualties were an expected part of the assault.

Adrian thinks that my *Forced March* and *Brilliant Strategy* cards won the game for me and it's true they were a big help. They allowed me not only to set up on top of the Landing Pad within a few inches of the Orks' objective, but also to move first and consolidate my hold over it. However, it is worth considering that even without these cards the Assault squads would have been able to get there with their jump packs. The fight with the Blood Axe Kommandos would probably have been much fiercer, but in the end the result might well have been the same.

What I feared, and what I think would have been Adrian's best plan, was an all out attack. People often criticise the Orks for their lack of tactical finesse, but there are times when a good old fashioned frontal assault is the best strategy. With their advantage of numbers and the early death of my Dreadnought, Adrian could have sent the Boarboyz sweeping around the completely exposed flank to attack my Psyker Lord and keep him from supporting the Assault squads. Whilst he did this, he could have sent the rest of the Orks and Gretchin "over the top" and charging the pitifully few Ultramarines that actually held his objective. True, there are only a limited number of ways onto the Landing Pad and it is slow going uphill, but Adrian never really tried an all out charge until it was too late.

In fact, most of the Orks simply sat and tried to kill the Assault Marines by shooting them from a distance. This took out quite a few of my troopers but was never going to be able to remove the ones that the Deathskulls and others simply couldn't see. The Psyker Lord who was able to completely block any Ork advance on the last turn by using *Hellfire* was never even threatened, and after the death of the Dreadnought he really held my right flank together.



Throughout the battle I was worried about, and expecting, a mass attack by the Orks that never came. This paranoia kept me on my toes, thinking that I had a much less firm grip on the objectives than I actually did. Other than this strategy, I couldn't see any easy way of removing me from the Landing Pad once I had captured it and as Adrian wasn't contemplating a frontal assault I was fairly safe.

What can I say about the Dreadnought except that it was really unlucky? I had expected great things and with its assault cannon and storm bolters it would certainly have ripped into the massed body of Orks that stood on the hill. The effects of the Terminators' assault cannon – killing three of the Nobz on



Mega armour when krak missiles and storm bolter hits had just bounced off shows just how much carnage Adrian avoided with that well placed Shokk Attack Gun shot.

ORK CONCLUSION

Another plan down the tubes! Warlord Ghazghkull has certainly been tasting defeat lately.

Throughout the battle I stuck to my plan and I believe that minimised casualties as much as possible. I was defeated by bad dice rolls, very difficult terrain and, most importantly, by the exceptional Strategy Cards that Jake received. Overall I can't complain – Jake had his own bad dice rolls to contend with too. In many respects I should have been more aggressive with the Nobz mob and advanced them towards the Ultramarines' objective in turn one instead of shooting at the distant Assault Marines. It is always easy to see "what might have been" with hindsight, but at the time the chance to kill some of the Assault Marines who were sitting on my objective was much more tempting a prospect than the distant and heavily armoured Terminators.

The Ork mega-armor worked really well, saving no less than three krak missile hits with its built-in medi-squig! The Blood Axe Kommandos also did very well in difficult conditions. They were only just destroyed on the last turn after having been shot at and fought hand-to-hand for the entire game. They are another mob that finds a regular place in my army.

Either way it was an interesting battle with Jake and I both having the same mission. Owen's terrain certainly proved a challenge and made for a great game of Warhammer 40,000.

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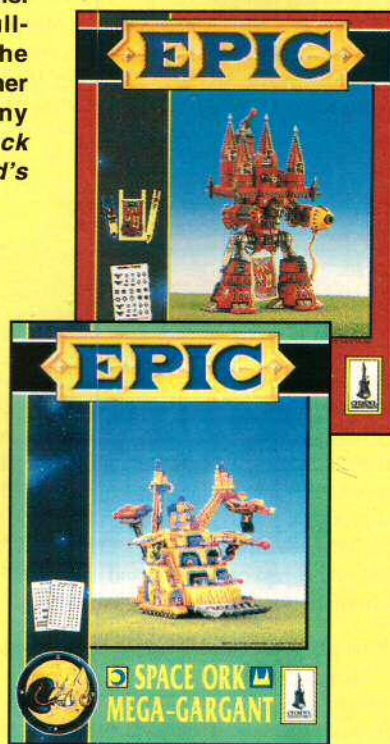
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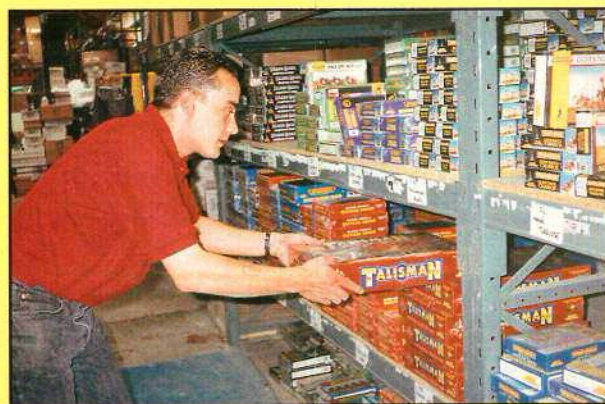
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ORKS

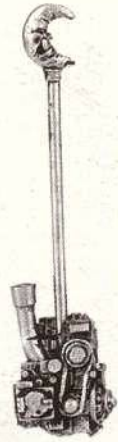
ORK MEGA ARMOUR



MEGA ARMOUR BODY 1
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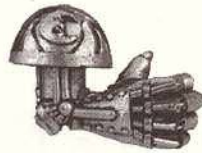
MEGA ARMOUR BODY 2
70814/2



BACKPACK AND
BANNER POLE
70814/1



POWER CLAW
70814/4



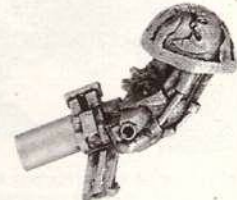
POWER FIST
70814/7



BOLT GUN 1
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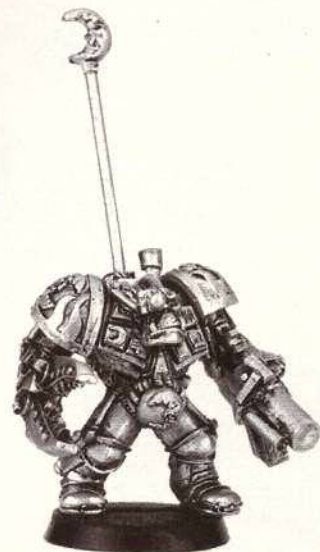
PLASMA GUN
70814/8



BOLT GUN 2
70814/5



A COMPLETE ORK IN
MEGA ARMOUR CONSISTS OF:
1 x MEGA ARMOUR BODY
1 x RIGHT ARM
1 x LEFT ARM
1 x BACKPACK AND BANNER POLE



EXAMPLES OF COMPLETED ORKS IN MEGA ARMOUR

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SPACE MARINES®

SPACE MARINE DREADNOUGHT



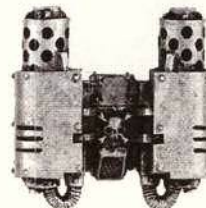
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- 1 x REAR BODY
- 1 x LOWER BODY
- 1 x LEGS
- 2 x FOOT
- 1 x POWER PLANT
- 1 x ASSAULT CANNON
- 1 x POWER FIST ARM
- 1 x POWERFIST
- 1 x AUTO LAUNCHER
- 1 x DREADNOUGHT BANNER POLE



REAR BODY
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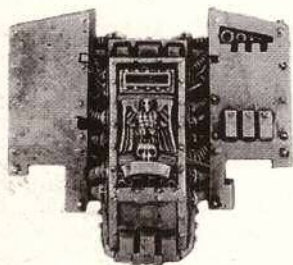
POWER PLANT
0425/4



LEGS
0425/9



DREADNOUGHT BANNER POLE
0442/21



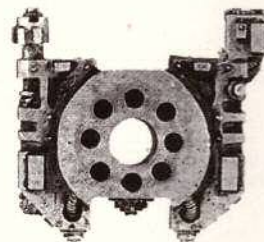
DREADNOUGHT SARCOPHAGUS
0442/20



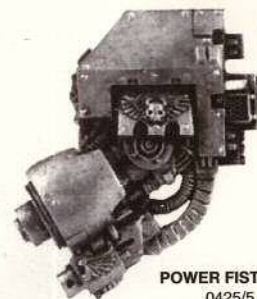
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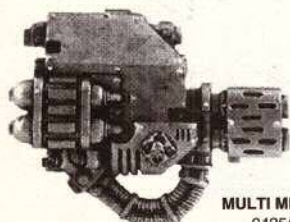
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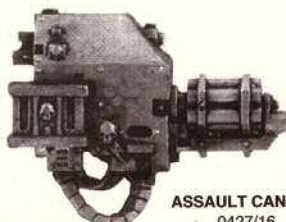
LOWER BODY
0425/2



POWER FIST ARM
0425/5



MULTI MELTA
0425/3



ASSAULT CANNON
0427/16



POWER FIST
0425/6

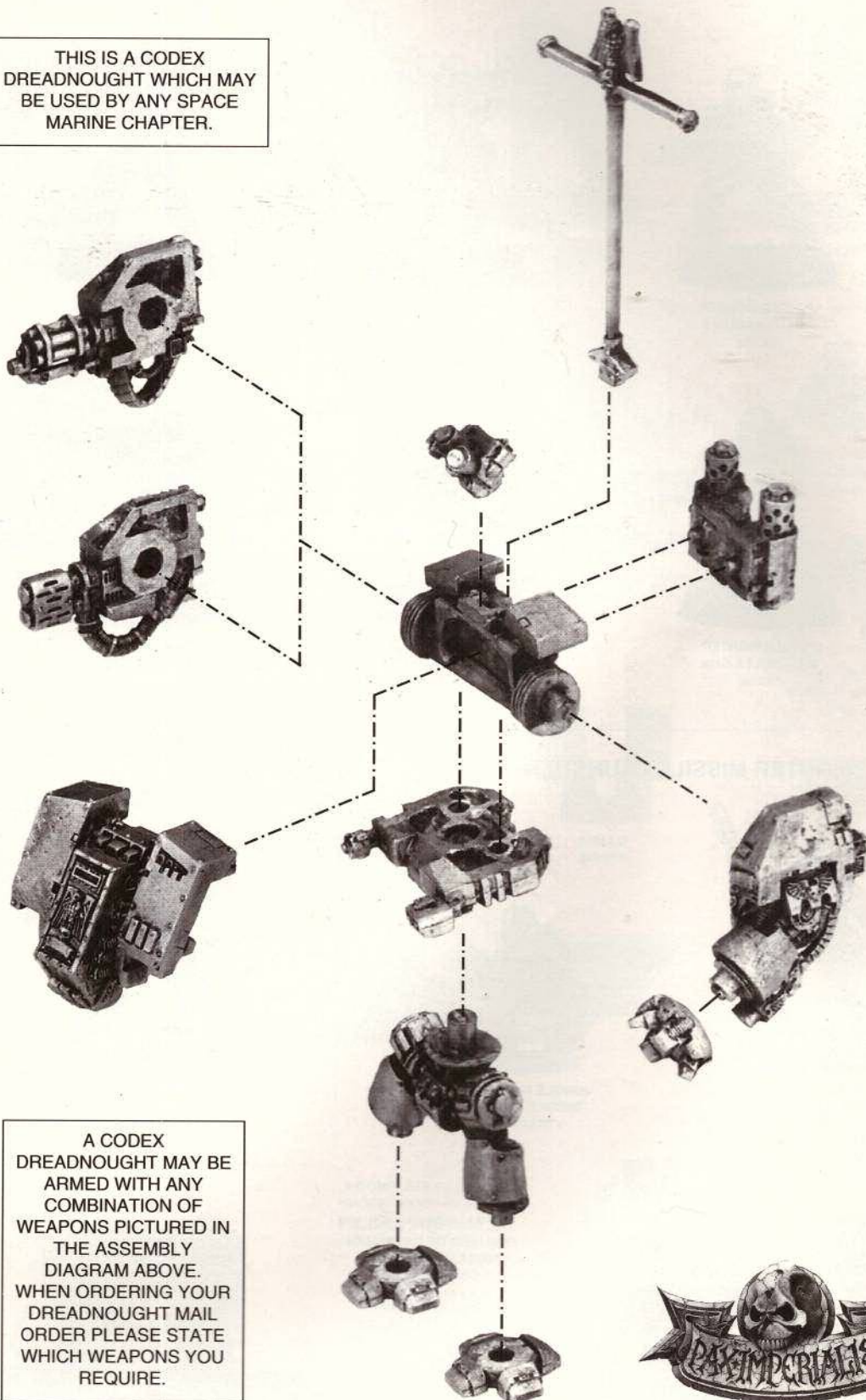
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IMPERIAL GUARD

JUNGLE FIGHTERS OF CATACHAN



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
0437/6



JUNGLE FIGHTER
WITH LASGUN 3
0437/5



JUNGLE FIGHTER
WITH LASGUN 4
0437/1

JUNGLE FIGHTER MISSILE LAUNCHER



JUNGLE FIGHTER
LOADER
0437/7



JUNGLE FIGHTER
MISSILE FIRER
0437/8

JUNGLE FIGHTER LIEUTENANT



JUNGLE FIGHTER
LIEUTENANT
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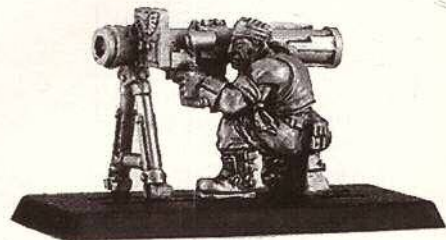


MISSILE
LAUNCHER
STAND
0437/10



MISSILE LAUNCHER
0437/9

THE COMPLETE JUNGLE
FIGHTERS OF CATACHAN
MISSILE LAUNCHER
CONSISTS OF:
1 x JUNGLE FIGHTER
MISSILE FIRER
1 x MISSILE LAUNCHER
1 x MISSILE LAUNCHER
STAND



EXAMPLE OF A COMPLETED JUNGLE FIGHTER WITH
MISSILE LAUNCHER

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IMPERIAL GUARD

CADIAN SHOCK TROOPS



SHOCK TROOP WITH
LASGUN 1
0443/1



SHOCK TROOP WITH
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SHOCK TROOP WITH
FLAMER
0443/6



SHOCK TROOP
SERGEANT
0443/5



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LASGUN 3
0443/3



SHOCK TROOP WITH
LASGUN 4
0443/2



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0443/7



SHOCK TROOP
GUNNER BODY
0443/8



SHOCK TROOP
GUNNER LEGS
0443/9

CADIAN SHOCK TROOP HEAVY BOLTER



TRAIL
0443/11



HEAVY BOLTER
0443/12



SHIELD
0443/10



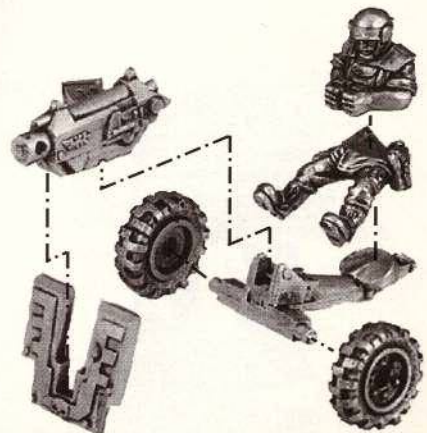
WHEEL
0443/13



EXAMPLE OF A COMPLETED CADIAN SHOCK
TROOP HEAVY BOLTER

A COMPLETE CADIAN SHOCK TROOP HEAVY BOLTER CONSISTS OF:

- 1 x SHOCK TROOP
GUNNER BODY
- 1 x SHOCK TROOP
GUNNER LEGS
- 1 x HEAVY BOLTER
- 1 x TRAIL
- 1 x SHIELD
- 2 x WHEELS

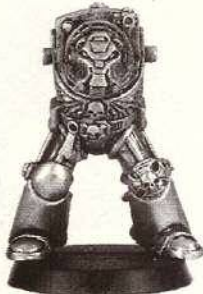


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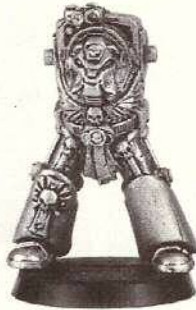


SPACE MARINES®

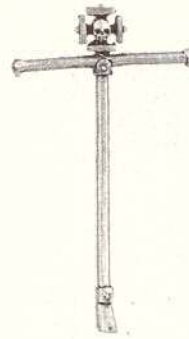
TERMINATORS



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
0441/9

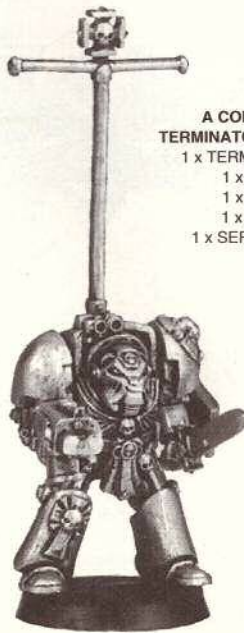


POWER SWORD ARM
0441/7

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



A COMPLETE SPACE MARINE
TERMINATOR SERGEANT CONSISTS OF:
1 x TERMINATOR SERGEANT BODY
1 x STORM BOLTER ARM
1 x POWER SWORD ARM
1 x TERMINATOR SHIELD
1 x SERGEANT STANDARD POLE



EXAMPLES OF COMPLETED SPACE MARINE TERMINATORS

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CHAOS

SCYLA, SPAWN OF KHORNE



THE COMPLETE SCYLA
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
73011/6



TAIL
73011/4



BODY RIGHT
73011/1

COMPLETED EXAMPLE OF SCYLLA, CHAOS SPAWN OF KHORNE



LEFT LEG
73011/7



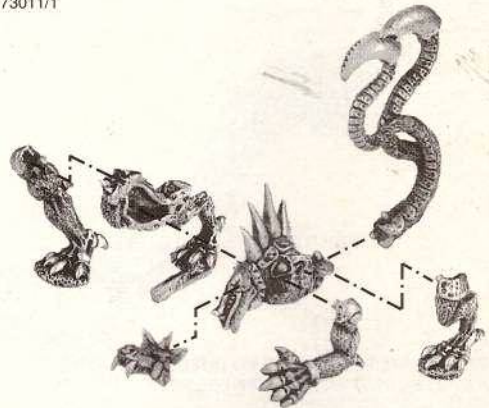
HEAD
73011/3



LEFT ARM
73011/5



BODY LEFT
73011/2



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



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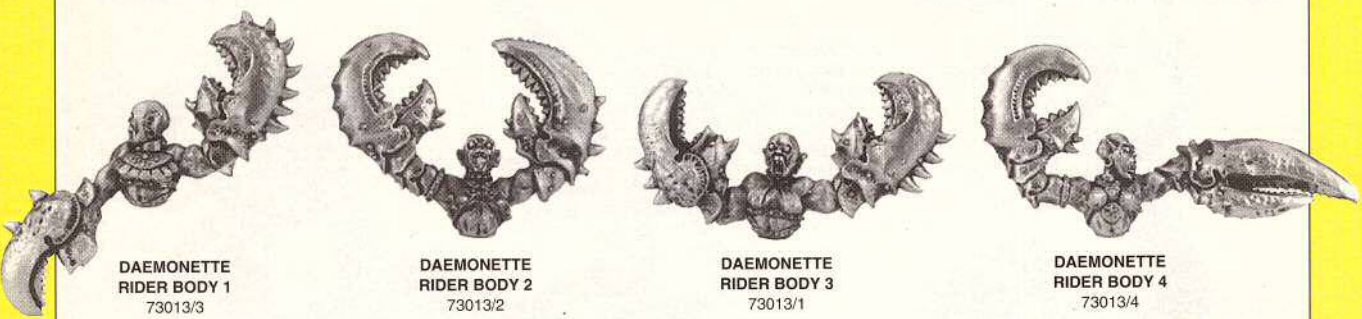


CITADEL
MINIATURES

CHAOS

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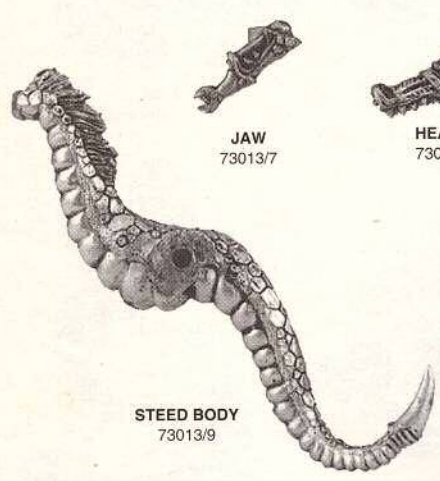


DAEMONETTE RIDER BODY 1
73013/3

DAEMONETTE RIDER BODY 2
73013/2

DAEMONETTE RIDER BODY 3
73013/1

DAEMONETTE RIDER BODY 4
73013/4



JAW
73013/7

STEED BODY
73013/9



HEAD 1
73013/6



HEAD 2
73013/8



RIGHT LEG 1
73013/12



RIGHT LEG 2
73013/10



DAEMONETTE RIDER LEGS
73013/5

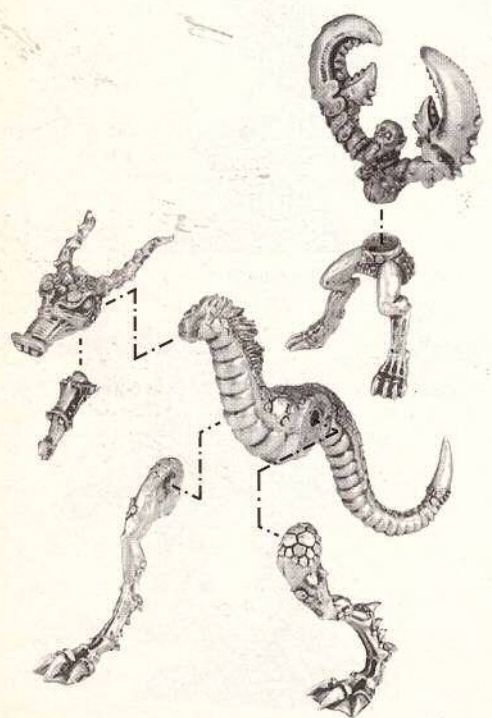


LEFT LEG 1
73013/13



LEFT LEG 2
73013/11

A COMPLETE DAEMONETTE MOUNTED ON A STEED OF SLAANESH CONSISTS OF:
 1 x STEED BODY
 1 x RIGHT LEG
 1 x LEFT LEG
 1 x HEAD 2 OR HEAD 1 AND JAW
 1 x DAEMONETTE RIDER BODY
 1 x DAEMONETTE RIDER LEGS



EXAMPLE OF A COMPLETED DAEMONETTE MOUNTED ON A STEED OF SLAANESH

Designed by Trish and Aly Morrison



CHAOS

BLOODLETTERS OF KHORNE



BLOODLETTER 4
73007/1



BLOODLETTER 1
73007/4



BLOODLETTER 3
73007/2



BLOODLETTER 2
73007/3

DAEMONETTES OF SLAANESH



DAEMONETTE 1
73008/3



DAEMONETTE 2
73008/4



DAEMONETTE 4
73008/1



DAEMONETTE 3
73008/2

PLAGUEBEARERS OF NURGLE



PLAGUEBEARER 1
73014/3



PLAGUEBEARER 2
73014/4



PLAGUEBEARER 3
73014/2



PLAGUEBEARER 4
73014/1

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CITADEL
MINIATURES

IMPERIAL KNIGHTS

KNIGHT LANCER COMMANDER

A COMPLETE KNIGHT LANCER COMMANDER CONSISTS OF:
 1 x KNIGHT COMMANDER BODY 2
 1 x BANNER POLE
 1 x BATTLE CANNON 1
 1 x POWER LANCE



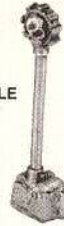
EXAMPLE OF A COMPLETED KNIGHT LANCER COMMANDER

BATTLE CANNON 1
76010/3



KNIGHT COMMANDER BODY 2
76018/1

BANNER POLE
76016/2



POWER LANCE
76010/4



KNIGHT PALADIN COMMANDER

A COMPLETE KNIGHT PALADIN COMMANDER CONSISTS OF:
 1 x KNIGHT COMMANDER BODY 1
 1 x BANNER POLE
 1 x BATTLE CANNON 2
 1 x CHAINSWORD



EXAMPLE OF A COMPLETED KNIGHT PALADIN COMMANDER

CHAINSWORD
76011/2



KNIGHT COMMANDER BODY 1
76016/1

BANNER POLE
76016/2



BATTLE CANNON 2
76011/3



KNIGHT ERRANT COMMANDER

A COMPLETE KNIGHT ERRANT COMMANDER CONSISTS OF:
 1 x KNIGHT COMMANDER BODY 1
 1 x BANNER POLE
 1 x THERMAL CANNON
 1 x POWER GAUNTLET



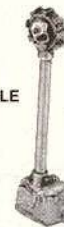
EXAMPLE OF A COMPLETED KNIGHT ERRANT COMMANDER

THERMAL CANNON
76008/2

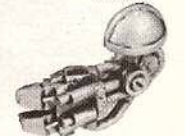


KNIGHT COMMANDER BODY 1
76016/1

BANNER POLE
76016/2



POWER GAUNTLET
76008/3



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EPIC® IMPERIAL

WHIRLWIND

A COMPLETE WHIRLWIND
CONSISTS OF:
1 x RHINO CHASSIS
1 x MULTI - LAUNCHER



EXAMPLE OF A COMPLETED WHIRLWIND

WHIRLWIND
MULTI - LAUNCHER
76049/16



RHINO CHASSIS
76007/1

HELLHOUND

A COMPLETE HELLHOUND
CONSISTS OF:
1 x HELLHOUND CHASSIS
1 x DRAGON FIRE THROWER



EXAMPLE OF A COMPLETED HELLHOUND

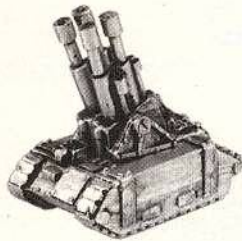
DRAGON FIRE
THROWER
76048/23



HELLHOUND CHASSIS
76048/22

HYDRA

A COMPLETE HYDRA
CONSISTS OF:
1 x ARTILLERY CHASSIS
1 x HYDRA CANNON RIGHT
1 x HYDRA CANNON LEFT



EXAMPLE OF A COMPLETED HYDRA

HYDRA RIGHT
CANNON
76005/1



HYDRA LEFT
CANNON
76005/2



ARTILLERY CHASSIS
76091/15

MANTICORE

A COMPLETE MANTICORE
CONSISTS OF:
1 x ARTILLERY CHASSIS
1 x STORM EAGLE ROCKETS



EXAMPLE OF A COMPLETED MANTICORE

STORM EAGLE ROCKETS
76092/7



ARTILLERY CHASSIS
76091/15

GORGON



GORGON
76045/17

VINDICATOR



VINDICATOR
76044/10

BOMBARD

A COMPLETE BOMBARD
CONSISTS OF:
1 x BOMBARD CHASSIS
1 x BOMBARD SIEGE MORTAR



EXAMPLE OF A COMPLETED BOMBARD

BOMBARD SIEGE MORTAR
76094/2



BOMBARD CHASSIS
76094/1

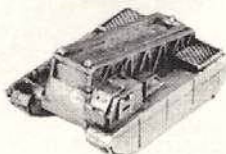
DEATHSTRIKE MISSILE LAUNCHER

A COMPLETE DEATHSTRIKE
MISSILE LAUNCHER CONSISTS OF:
1 x MISSILE CARRIER
1 x DEATHSTRIKE MISSILE



EXAMPLE OF A COMPLETED
DEATHSTRIKE MISSILE LAUNCHER

DEATHSTRIKE MISSILE
76095/13



DEATHSTRIKE
MISSILE CARRIER
76095/12

BASILISK

A COMPLETE BASILISK
CONSISTS OF:
1 x ARTILLERY CHASSIS
1 x EARTHSHAKER CANNON



EXAMPLE OF A COMPLETED BASILISK

EARTHSHAKER
CANNON
76091/5



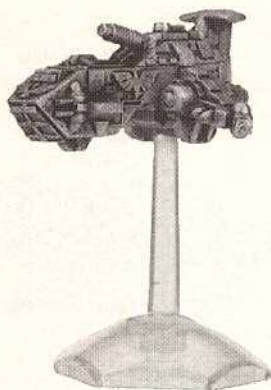
ARTILLERY CHASSIS
76091/15

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EPIC[®] IMPERIAL

THUNDERHAWK GUNSHIP



EXAMPLE OF A COMPLETED THUNDERHAWK GUNSHIP

A COMPLETE THUNDERHAWK GUNSHIP CONSISTS OF:
1 x THUNDERHAWK HULL
1 x THUNDERHAWK WING



THUNDERHAWK HULL
76019/1



THUNDERHAWK WING
76019/2

Designed by Norman Swales

EPIC[®] CHAOS

GREAT UNCLEAN ONES



GREAT UNCLEAN ONE 1
76502/1



GREAT UNCLEAN ONE 2
76555/16



BLOODTHIRSTERS



BLOODTHIRSTER 1
76503/5



BLOODTHIRSTER 2
76551/17

LORDS OF CHANGE



LORD OF CHANGE 1
76554/8



LORD OF CHANGE 2
76504/14

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Designed by Jes Goodwin

EPIC ORKS

BONECRUNCHA

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



EXAMPLE OF A COMPLETED BONECRUNCHA



BONECRUNCHA
TURRET
76303/1



PLASTIC
TANK
CHASSIS
102773



DEATH
ROLLER
76303/2

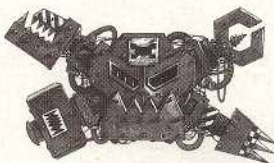


GUTRIPPA

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



EXAMPLE OF A COMPLETED GUTRIPPA



GUTRIPPA
TURRET
76302/1



PLASTIC
TANK
CHASSIS
102773

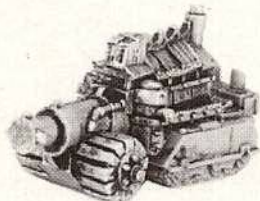


POWER
CLAWS
76302/2

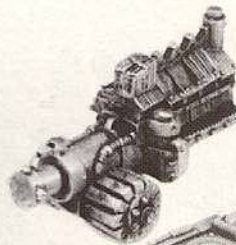


BRAINCRUSHA

THE COMPLETE BRAINCRUSHA
CONSISTS OF:
1 x PLASTIC TANK CHASSIS
1 x BRAINCRUSHA TOWER



EXAMPLE OF A COMPLETED BRAINCRUSHA



PLASTIC
TANK
CHASSIS
102773



LUNGBURSTA



LUNGBURSTA
76251/1

SCORCHER



SCORCHER
76310/3

WARTRAK

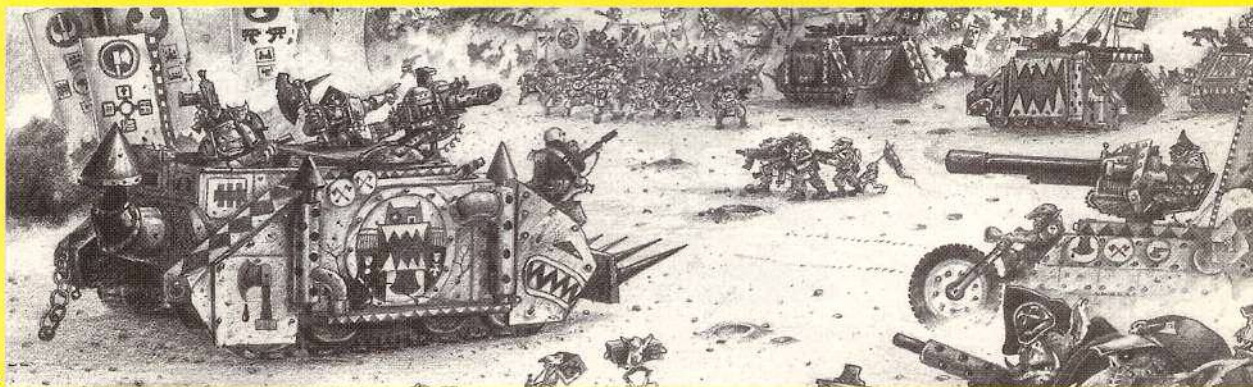


WARTRAK
76311/1

HOPSPLAT GUN



HOPSPLAT GUN
76312/2



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BLOOD BOWL

GNASHRACK BLACKHOOF

THE COMPLETE
GNASHRACK BLACKHOOF
CONSISTS OF:
1 x TORSO
1 x HEAD
1 x RIGHT ARM
1 x LEGS



THE COMPLETED GNASHRACK
BLACKHOOF



HEAD
73519/1



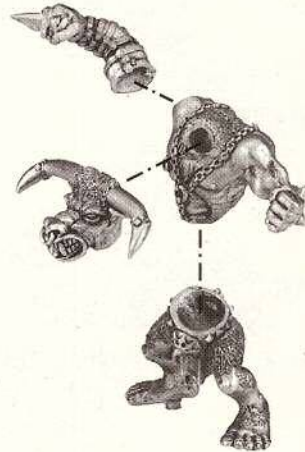
TORSO
73519/2



RIGHT ARM
73519/4



LEGS
73519/3



WOOD ELVES



WARDANCER 1
0289/7



LINEMAN 1
0289/1



LINEMAN 2
0289/2



CATCHER 1
0289/4



THROWER
0289/3



CATCHER 2
0289/5



WARDANCER 2
0289/6

JORDELL FRESHBREEZE



JORDELL FRESHBREEZE
73520/1

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**GAMES
WORKSHOP**



THE IMPERATOR TITAN SPEARHEADS AN IMPERIAL ATTACK AGAINST A HEAVILY DEFENDED ORK STRONGHOLD