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WHITE DWARF®

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WHITE DWARF™

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Warhammer Quest has arrived! After months of anticipation this huge new game is finally available, and no sooner is it out than games and campaigns are starting up at the Studio. Andy Jones' article later this issue introduces the game and details the monstrous foes, deadly traps and other hazards you will face, not to mention the rewards to be gained by your stolid Dwarf, graceful Elf, sneaky Wizard or muscle-bound Barbarian (I like to be the Barbarian best, but that's just because I'm used to bossing people around!).

Other exciting news includes the dates for the 1995 **Golden Demon Awards**. This premier painting competition is a glittering spectacle of the best painted miniatures in the world and we're sure that this year's event will be the biggest, brightest and best we've ever held. So get your paints and brushes at the ready to test your skills against the best figure painters in the hobby! This issue also includes full details of all the categories for this year's competition.

Finally, I've just seen **Codex: Ultramarines** and my fingers are twitching to get an army painted up! Not only does the book contain the complete background and history of the Ultramarines, but it's also full of information on many other Codex Chapters as well. The special characters for the army are great, and I've had a peep at the new miniatures which are waiting to be released soon. There's the Master of the Ultramarines – Maneus Calgar, Chief Librarian Tigurius and, well, too many to mention here...

See you next month

GAMES WORKSHOP®

STUDIO STAFF

We are currently looking to recruit the following staff to join the team at our busy Nottingham Design Studio

'Eavy Metal Painters

The Design Studio is the creative hub of games Workshop, with the Citadel miniature painters at the forefront of the Studio production process. As a Studio painter, you have the opportunity to paint the very latest miniatures months ahead of their official release, and contribute towards our ever expanding range of products.

If you think you have the talent and flair to paint to the standard you see in White Dwarf every month, then take a sample of your best models along to your nearest Games Workshop store and have a chat with the manager. If he's impressed, then he'll arrange for your models to be brought up to the Studio where we can take a closer look at your work.

Pass that test, and we'll invite you up for an interview to see if you have what it takes to join the ranks of the very best miniature painters in the world!

Production Editor/Proofreader

We are looking for a bright, cheerful, self-motivated person who will enjoy working in our busy Studio. We need someone with a very high standard of English – ideally with a minimum of A-level, who will positively enjoy searching for and correcting mistakes. The other vital qualification for this job is a thorough knowledge of Warhammer 40,000, Warhammer and the Epic Game System as many errors are only obvious if you can tell Orcs from Orks!

The job entails assisting with the layout and checking of all written material before it goes to press. This includes magazine articles, adverts, mail order pages, rulebooks, product boxes and all game components which incorporate text. The work involves checking for grammar, spelling, punctuation, missing words, repeated words, and incomplete sentences (a particular problem with desktop publishing!).

If the successful applicant proves able, we would like to extend their duties to a higher level of editing. This would involve working closely with our existing editors, turning raw copy into good, clean English. As our editors also do all the layout work, this includes working on an Apple Mac and using Quark Xpress. Editing at this level involves checking for internal consistency, logic, paraphrasing and in some cases actually rewriting, making sure the level of English is appropriate to the subject and the intended audience, and (as far as possible) making sure game rules make sense.

If you feel that you are the right person for this challenging job, please apply with a full CV to:

Helen King, Office Manager, Games Workshop Ltd,
Chewton Street, Hilltop, Eastwood, Nottingham, NG16 3HY

THIS MONTH'S WARHAMMER 40,000 RELEASES

Codex: Ultramarines	**£9.99**
Space Marine Lexicanium Librarian (One miniature per blister)	**£2.99**
Space Marine Codicier Librarian (One miniature per blister)	**£2.99**
Space Marine Veteran Sergeants (One miniature per blister)	**£2.99**
Space Marine Apothecary (One miniature per blister)	**£2.99**
Terminator with Lightning Claws (One miniature per blister)	**£2.99**
Mordian Iron Guard (Boxed set of ten models)	**£12.99**
Ice Warriors of Valhalla (Four miniatures per blister)	**£4.99**
Ice Warriors of Valhalla Lieutenant (One miniature per blister)	**£2.75**
Ork Weirdboy Warphead (Three miniatures per blister)	**£4.99**

WARHAMMER 40,000

SPACE MARINES

Recently the Imperial Guard's ranks have been bolstered with a host of new regiments, but the Imperium's armies are also reinforced this month by loads of new Space Marines designed by Jes Goodwin. The **Space Marine Codicier** and **Lexicanium Librarians** use their awesome mental powers to blast their foes to dust whilst the **Space Marine Apothecary** heals his injured battle-brothers.

Space Marine Veteran Sergeants are ideal squad leaders and come equipped with a variety of wargear. But most devastating of all are the **Lightning Claw Terminators**. These feared warriors are deadly in hand-to-hand combat where their vicious lightning claws make them almost unstoppable.

Ice Warriors of Valhalla Lieutenant

IMPERIAL GUARD

As if the new Space Marines weren't enough to send any invader running for home, the **Mordian Iron Guard** are also now ready for battle!

Warhammer Quest

Warhammer Quest is here! Weighing in at almost three kilos, we thought that we'd have to make a larger box just to fit it all in! In the end though, we managed to squash in over 90 Citadel miniatures, dozens of Treasure, Dungeon, Event and Spell cards, floorplans for Objective rooms and corridors and masses and masses more.

This challenging new game allows you to explore the tunnels and catacombs beneath the Warhammer Old World. As a daring Warrior you must battle your way past dozens of monsters, using your wits and your trusty swords to carry you through.

Finally, once you've beaten all the monsters, you reach the objective of your quest. Even now victory is not certain as many deadly perils still await the unwary...

Only when you have rescued your kinsman, returned the magical Sword of the Electors, or slain the cunning Orc Shaman can you return to the surface to claim the glory that is rightfully yours!

THIS MONTH'S WARHAMMER QUEST RELEASES

Warhammer Quest (Boxed game)	**£39.99**

THIS MONTH'S EPIC RELEASES

Tyranid Paint Set (Boxed set of six paints)	**£5.99**
Tyranid Carnifex (Three miniatures per blister)	**£4.99**
Tyranid Zoanthropes (Three miniatures per blister)	**£3.99**
Tyranid Dactylis (Three miniatures per blister)	**£4.99**
Tyranid Haruspex (Three miniatures per blister)	**£4.99**
Eldar Avatar (One miniature per blister)	**£2.75**
Eldar War Walkers (Three miniatures per blister)	**£3.99**
Imperial Guard Chimera (Three miniatures per blister)	**£4.99**

EPIC

SWARM

The malignant advance of the Tyranid Hive Fleet continues. Newly evolved for war this month are the terrifying **Carnifexes**, deadly close combat fighters, nicknamed screamer-killers. With these monstrous creations come the bizarre **Zoanthropes**. These highly evolved creatures have devastating psychic powers and can hurl bolts of energy at all who stand in their way.

The swarms are also joined by the awesome **Dactylis** and **Haruspex**. These vehicle-sized monstrosities add considerable weight to the Tyranid assault. The strange Dacytlis send lethal barrages of bile pods at the enemy while the claw-armed Haruspex grind inexorably towards their foes.

ELDAR

However, all hope is not lost. The great new Epic **Avatar** and **War Walkers** should help any aspiring Farseer turn the tide of horrific Tyranid creatures.

IMPERIAL GUARD CHIMERA

The Tech-priests of the Adeptus Mechanicus have also created a new vehicle in the form of the **Chimera Troop Carrier**. This is deisigned to carry the infantry of the Tech-Guard and Imperial Guard safely into the fray.

THIS MONTH'S WARHAMMER RELEASES

Dwarf Paint Set (Boxed set of six paints)	**£5.99**
Boris Todbringer **Elector Count of Middenland** (One miniature per blister)	**£4.99**
Aldebrand Ludenhof **Elector Count of Hochland** (One miniature per blister)	**£4.99**
Valmir von Raukov **Elector Count of Ostland** (One miniature per blister)	**£4.99**
Marius Leitdorf **Elector Count of Averland** (One miniature per blister)	**£4.99**
Ghost (One miniature per blister)	**£2.75**
Beast of Nurgle (One miniature per blister)	**£4.99**

WARHAMMER®

Marius Leitdorf

ELECTOR COUNTS

In response to last month's invasion of twisted and evil characters, the Empire has rallied its heroes and the four **Elector Counts** are now available individually. Armed with dreaded *Runefangs* these heroes have a variety of special abilities. **Marius Leitdorf**, for example, is totally insane and can go into a frenzy at the slightest provocation. **Valmir von Raukov** is armed with the legendary *Dragon Bow* which has proved is worth in countless battles. **Boris Todbringer** is under the protection of the magical *Talisman of Ulric* and his brother-in-arms **Aldebrand Ludenhof** rides to battle proudly carrying a deadly war hawk on his arm.

EVIL IS ABROAD

All the Empire's heroes are needed, for this month also sees the release of the disgusting, daemonic **Beast of Nurgle** to bolster the hordes of Chaos. As if this wasn't enough, Undead hosts can now include a terrifying **Ghost,** raised from the grave by the darkest of magic.

Ghost

Beast of Nurgle

THE FIRST INTERNATIONAL WARHAMMER® TOURNAMENT

A few places are still available at the **First International Warhammer Tournament**, but you'll have to hurry! On the 15th-16th April Nottingham University will ring to the sounds of bloody battles as over two hundred Warhammer players fight for the honour of being declared best general!

As well as the hundreds of Warhammer games going on, there will also be a whole host of seminars, quizzes and other activities for you to join in. If you want more information about how to take part in this fantastic event, write to **Games Workshop Mail Order** at the normal address or telephone our staff on **01773 713213**. Alternatively, pop into your local Games Workshop store and talk to the staff there.

We recently held a smaller version of the tournament for our staff and everyone had a wonderful time. This dry-run has helped us make sure that the real thing is going to be one of the best Games Workshop events ever. Congratulations to Gordon Davidson from our Mail Order department (and his Orcs and Gobbos) for being the overall tournament winner!

Mighty armies clash at the Games Workshop Studio as staff from all over the country gather to test their skill in battle.

BLOOD BOWL®

Models supplied unpainted.

Miniatures designed by Gary Morley

★ ZHARR-NAGGRUND ZIGGURATS™ ★

CHAOS DWARF BLOCKER

Though the terrible mutating power of Chaos has twisted the Chaos Dwarfs into malevolent and evil creatures, they still love to play Blood Bowl! Their complete disregard for any of the rules of the game, combined with an almost psychopathic hatred of other races makes them a huge hit with the fans! Chaos Dwarfs are not numerous so they use their Hobgoblin slaves to make up the numbers in their teams. Even though they aren't as strong as the Chaos Dwarfs, sneaky Hobgoblins can be very useful too!

HOBGOBLIN

The Zharr-Naggrund Ziggurats boxed set contains a complete Chaos Dwarf Blood Bowl team consisting of 4 Chaos Dwarf Blockers and 8 Hobgoblins. The box also includes a Zharr-Naggrund Ziggurats transfer sheet to allow you to add numbers and Chaos Dwarf symbols to your completed Blood Bowl team.

INCLUDES A ZHARR-NAGGRUND ZIGGURATS™ TRANSFER SHEET

CITADEL® MINIATURES

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GAMES® WORKSHOP

HEAVY METAL™

SPACE MARINE® TERMINATORS

TERMINATOR WITH HEAVY FLAMER AND POWER FIST

SPACE MARINE TERMINATOR WITH LIGHTNING CLAWS

TERMINATOR SQUAD GAIUS OF THE ULTRAMARINES

This Terminator squad is equipped for close combat. Two troopers are armed with lightning claws, making them fearsome opponents in hand-to-hand fighting. A third Terminator carries a heavy flamer ready to incinerate the enemy with sheets of deadly liquid fire.

SPACE MARINE TERMINATORS BATTLE AGAINST BLOOD AXE KOMMANDOS

WARHAMMER 40,000

UNMATCHED IN VALOUR

By Rick Priestley and Jervis Johnson

The Space Marines of the Ultramarines Chapter are renowned for their loyalty and their rigid adherence to the traditions laid down in the Codex Astartes. In this excerpt from the forthcoming *Codex Ultramarines*, we delve into the background and history of these supreme warriors.

THE PRIMARCHS

According to legend the Emperor created the Primarchs from artificially engineered genes, carefully imbuing each of them with unique superhuman powers. It took many hundreds of years to collect and refine the mutant genes needed to produce the Primarchs. When all was ready the genetic matrixes were placed within twenty incubator capsules.

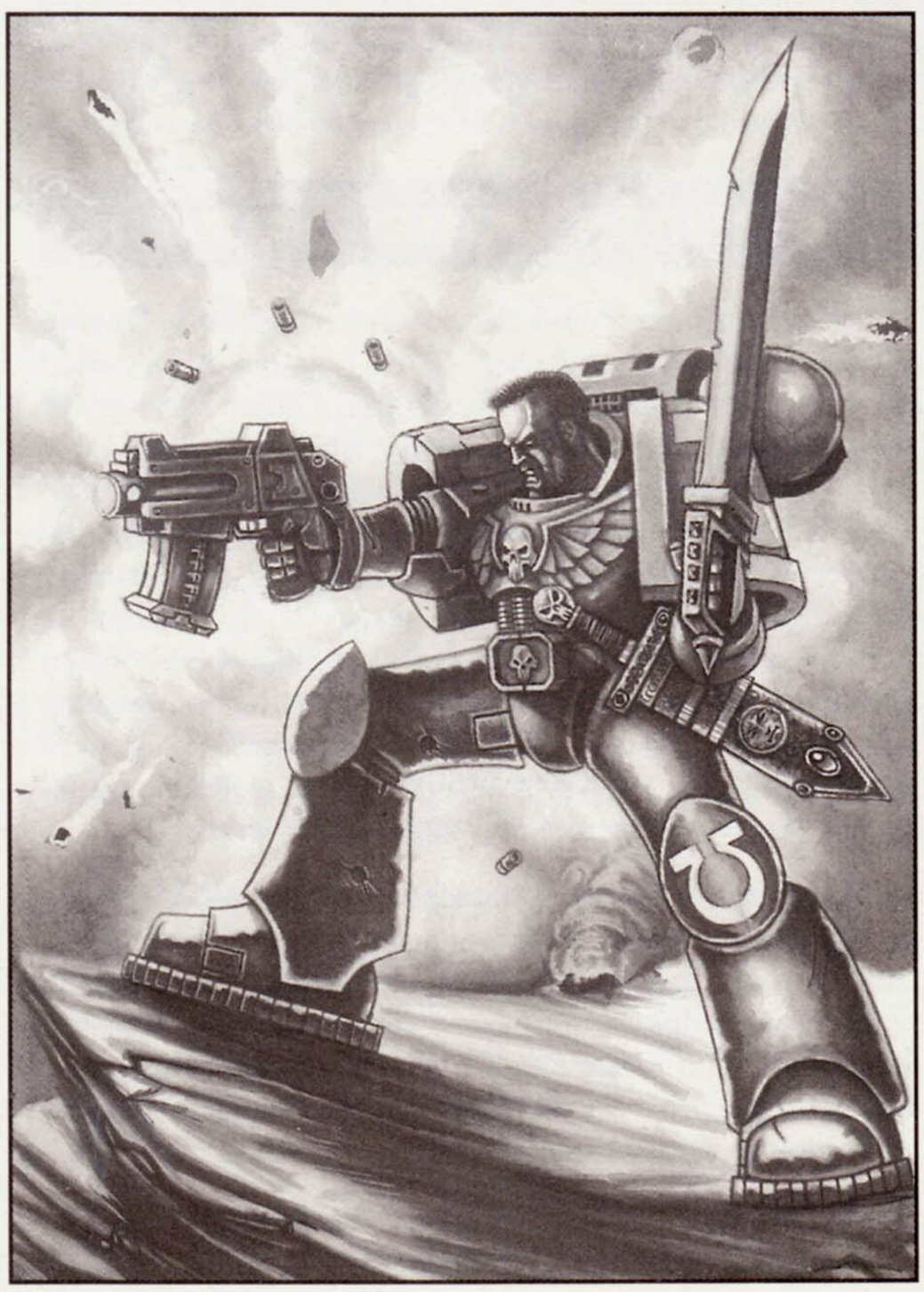
Legend goes on to tell how the Dark Gods of Chaos spirited away the Primarchs within their incubator capsules, scattering them widely throughout the warp. More than one of the capsules was breached whilst it drifted through warp space. The forces of the warp leaked in wreaking havoc in the developing genetic material inside the capsule. Undoubtedly damage was done, although the nature of that damage would only become apparent during the Horus Heresy.

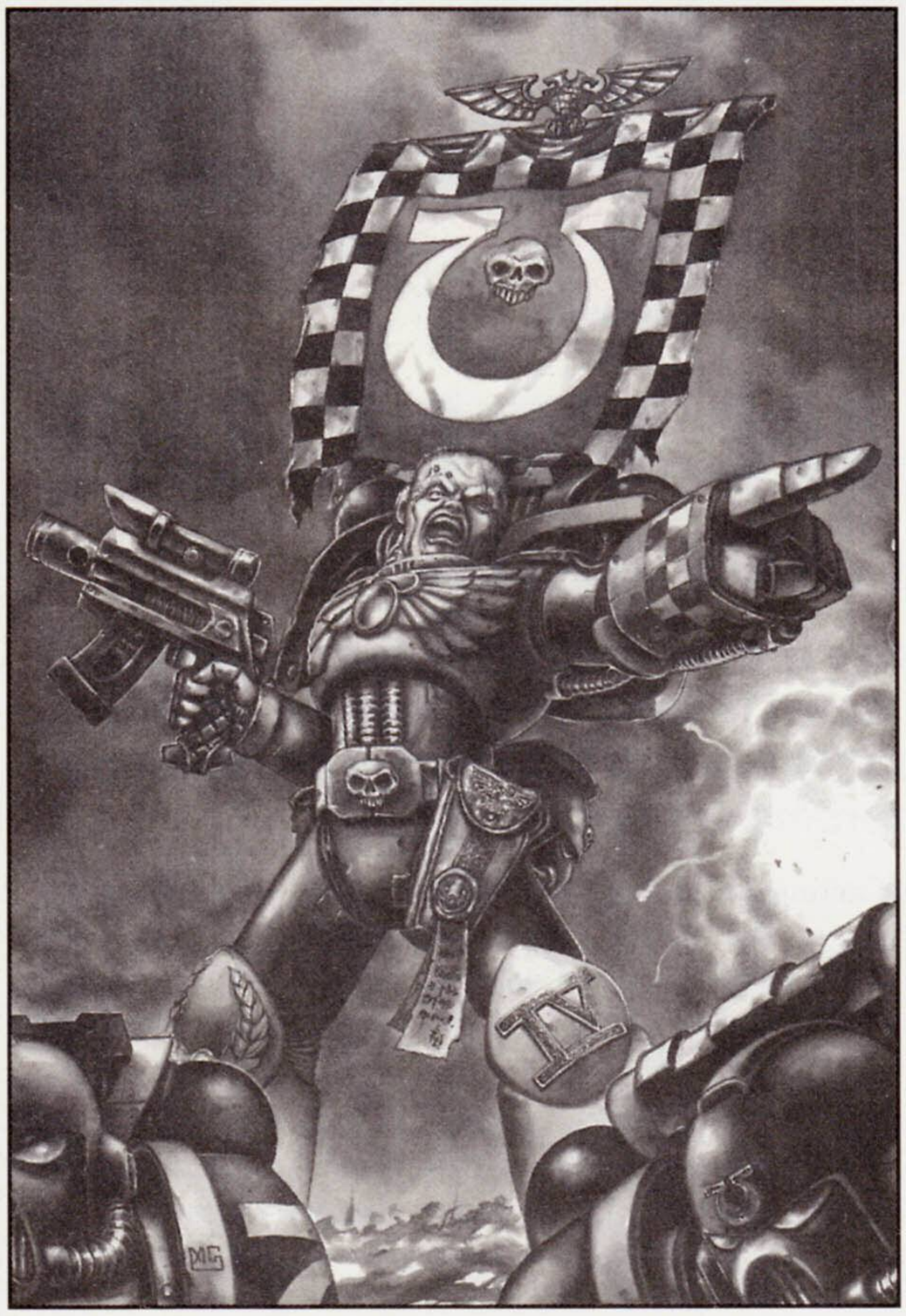
ROBOUTE GUILLIMAN

After drifting for decades, or in some cases even hundreds of years, the twenty incubation capsules came to rest on human worlds throughout the galaxy – distant planets inhabited by a variety of human cultures. The capsule containing the developing form of one Primarch fell upon the world of Macragge. This was a bleak but not inhospitable world that mankind had inhabited for many centuries. Its industries had survived the perils of the Age of Strife and its people had continued to build spacecraft throughout the period of intense warp storms. The people of Macragge had successfully maintained contact with neighbouring systems, despite the loss of many ships and crews.

The Primarch's capsule was discovered by a group of noblemen out hunting in the forest. They broke the capsule's seal to reveal a striking child surrounded by a glowing nimbus of power. The amazing infant was brought before Konor, one of a pair of co-rulers, or Consuls, who governed the civilised part of Macragge. Konor adopted the child as his son and named him Roboute.

The young Primarch grew quickly, and as he did so his unique physical and mental powers became obvious for all to see. By his tenth birthday he had studied and mastered everything the wisest men of Macragge could teach him. His insight into matters of history, philosophy and science astonished his elders, but his greatest talent lay in the art of war. This prompted his father to give him command of an expeditionary force in the far north of Macragge.





This mountainous area was called Illyrium, a barbarous land which had harboured bandits and brigands for as long as anyone could remember. Although many wars had been fought against them, no-one had ever pacified the region for long. Roboute fought a brilliant campaign and won not only the submission but also the respect of the fierce Illyrian warriors.

A BITTER HOMECOMING

Returning home he found the capital in turmoil. During Roboute's absence his father's co-Consul, a man called Gallan, led a conspiracy against Konor. Gallan was one of many amongst the wealthy nobility who were jealous of Konor's power and popularity. These malcontents were used to easy living on their vast estates where they were supported by impoverished slaves. Konor had changed all that, forcing the old aristocracy to provide slaves with reasonable accommodation and food. He had also passed legislation which obliged them to contribute to his ambitious programme of improving and enlarging the city. All these reforms were of great benefit to the people of Macragge, but were unpopular with all but a few of the more far-sighted aristocrats.

As Roboute and his army approached the gates of Macragge City they saw the smoke of burning and hurried to investigate. Soon they met citizens fleeing from the anarchy, and Roboute learned how troops in the pay of Gallan had attacked the Senate House with Konor and his loyal bodyguard inside. The rebels surrounded the Senate, whilst drunken soldiers roamed the city looting and murdering at will.

Roboute hurried to his father's rescue. Leaving his troops to deal with the drunken mob, he fought his way into the Senate House. There he found his father dying of wounds inflicted by a hired assassin. For three whole days the Consul had directed the defence of the building even as surgeons fought for his life. With his dying breath Konor told his son of Gallan's treachery: how he and his fellow conspirators had attempted to murder him as he arrived at the Senate House to declare a public holiday in honour of Roboute's victory.

Roboute crushed the rebels and quickly restored order within the city. Thousands of citizens flocked to the Senate House and amidst a wave of popular acclaim Roboute assumed the mantle of sole and all-powerful Consul of Macragge. The new ruler acted swiftly to crush the old order. Those who had acted against his father were executed and their lands and family titles taken from them. New, honest, hard-working settlers were given the old farms and property. With super-human energy and vision the Consul reorganised the social order of Macragge, rewarding the hard-working, placing men of honour in high office, and building the armed forces into a powerful and well equipped force. Macragge flourished as never before.

THE EMPEROR

While the capsule containing the Primarchs drifted through the warp the Emperor and his armies advanced across the galaxy. This Great Crusade liberated many worlds from alien domination and re-established contact with human planets which had endured isolation and danger for thousands of years. As the young Roboute Guilliman waged war against the Illyrian bandits in the northern mountains of Macragge, the Emperor and a force of Space Marines reached the planet of Espandor in a neighbouring system. From the Espandorians the Emperor learned of Macragge and the astounding son of Consul Konor. He immediately realised that he had found one of the long lost Primarchs.

The Emperor took ship to Macragge. His ship ran into a sudden and unexpected warp-squall, a brief but intensely strong disturbance of warp space that threw the craft off its course. By the time the Emperor reached Macragge, Roboute Guilliman had ruled for almost five years. In that time the

THE CURSED FOUNDING

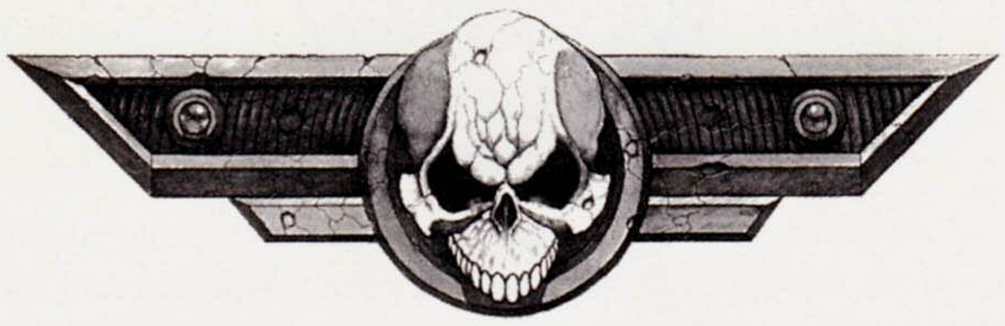
The Twenty First Founding was the largest since the Second Founding. It took place sometime immediately before the Age of Apostasy, a time of civil war which divided and almost destroyed the Imperium. The new Chapters were dogged by bad luck right from the start. Several disappeared mysteriously whilst in action or in warp space.

Every surviving Chapter of the founding is affected by spontaneous genetic mutation of its gene-seed. As a result the Chapters have gradually dwindled in size as their inability to raise and induct recruits means that battle casualties cannot be replaced. Worse still, some Chapters have developed genetic idiosyncrasies, mutations which strain the tolerance of the Inquisition and threaten the Chapter's survival. Few Chapters have suffered as ignominious an end as the Flame Falcons whose spontaneous and extreme physical corruption turned them into a race no longer human or sane. The Chapter was declared Excommunicate and driven from its home world of Lethe by the Grey Knights.

world had undergone a transformation. Its people were well-fed and prosperous, its armies well-equipped and powerful, and its cities had been rebuilt in glittering marble and shining steel. Spacecraft from Macragge ran regular routes between the local systems, bringing raw materials and more people to the flourishing world. The Emperor was astounded to find a world so well ordered and prosperous, and realised at once that Roboute Guilliman was a Primarch of great ability and vision.

FORTRESS MACRAGGE

The Ultramarines Legion of Space Marines was assigned to the control of Roboute Guilliman and its forward base relocated to Macragge. The Primarch quickly assimilated the many wonders of the Imperium and set about his new role with skill and enthusiasm. His chief talents, as ever, lay in war, and he soon led the Ultramarines to fresh conquests in the galactic south. He succeeded in liberating more worlds during the Great Crusade than any other Primarch, and the worlds he brought within the Imperium were to benefit from his organisational skills and passion for efficient government.



Whenever Roboute Guilliman freed a world from the tyranny of Orks, Chaos or other aliens, his first priority was to set up a self-supporting defence system. Once a world was safe he could move on, leaving behind enough advisers to ensure that industry would be created, trading routes set up with the Imperium, and government directed towards the prosperity of the people. In this way the Ultramarines could conquer worlds faster than any other Space Marine Legion.

Meanwhile, the fortress of the Ultramarines grew on Macragge. Some Ultramarines remained behind to supervise the work, which progressed rapidly thanks to the ready trading network and advanced industries of the planet. Within a year a training base was established, and recruiting began on the planet Macragge and surrounding worlds. It was not long before the Ultramarines Legion received its first influx of warriors born and bred on Macragge. Thanks to their usual thoroughness of organisation, the Ultramarines were able to receive constant recruits throughout the Great Crusade. Because of its strong recruitment base and Roboute Guilliman's tactical expertise the Ultramarines soon became the largest Space Marine Legion, having more recruits than any other Legion and suffering fewer casualties.

THE HORUS HERESY

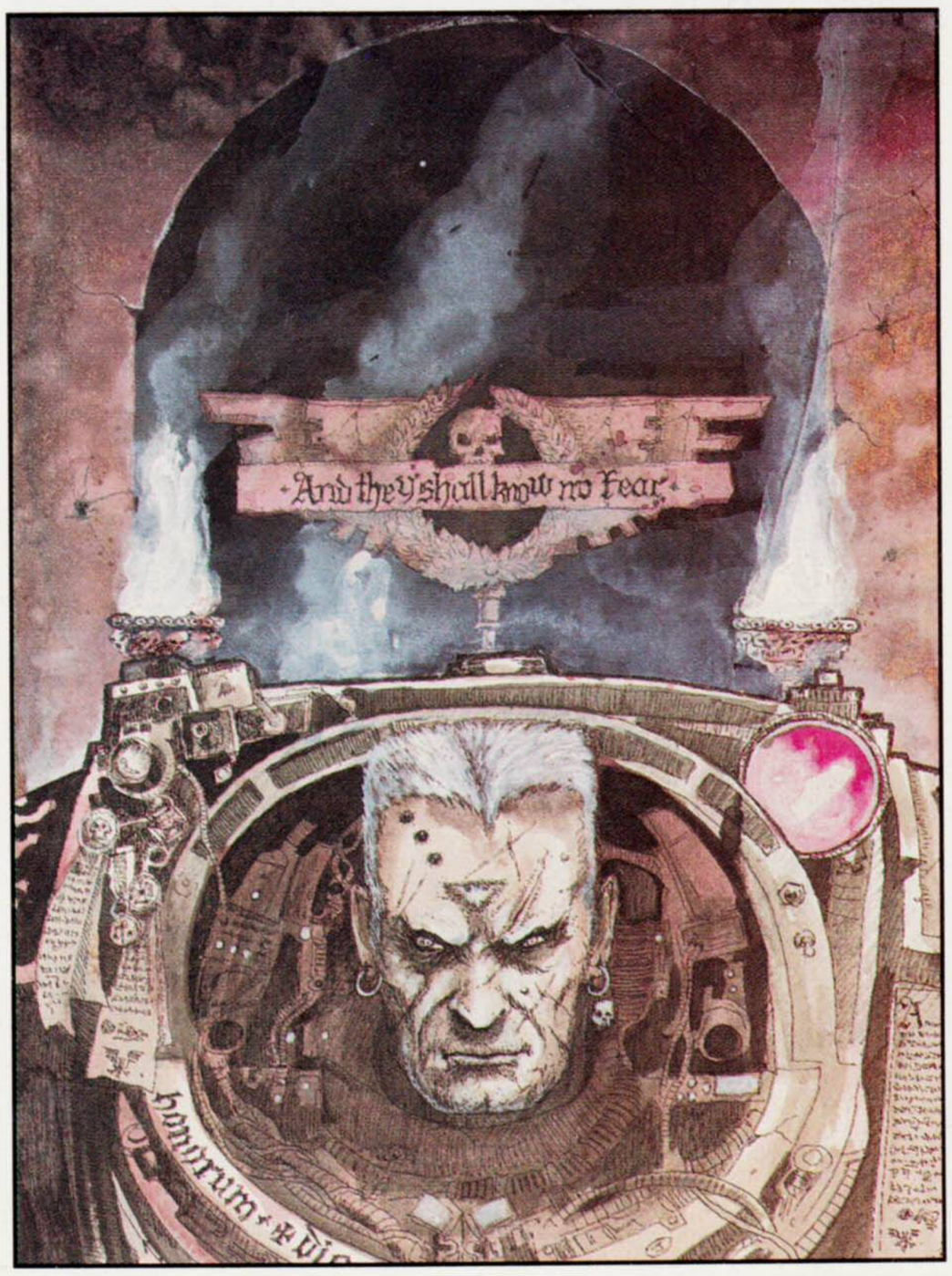
Whilst the Horus Heresy plunged the Imperium into savagery and civil war, the Ultramarines were engaged on the southern edge of the galaxy. Their very success had carried them far from Earth and isolated them from the conquering armies of Horus in the north-east. News of Horus's treachery did not even reach the Ultramarines until the attack on Earth was underway. Thanks to the speed of Horus's attack there was little that Roboute Guilliman could do. None of the worlds already liberated by the Ultramarines was in serious danger from the forces of Chaos. Consequently, the Ultramarines were poorly placed to contribute much during the early stages of the Horus Heresy. Their main success was the destruction of a large force of Chaos Space Marines which was heading to reinforce Horus's position. Afterwards the Ultramarines took part in several important battles to recover human worlds from the dominion of Chaos.

As fate would have it, the Ultramarines were therefore largely untouched by the fighting of the Horus Heresy. Other loyal Space Marine Legions had lost thousands of troops during the fighting, and half of the original Legions had sided with Horus. As a result the number of Space Marines left was very few, and never were they more needed.

AFTERMATH

The confusion and disorder following the Horus Heresy had left the Imperium weak and vulnerable. Everywhere the enemies of mankind prepared to attack. Many worlds remained in the grip of Chaos. Into this breach stepped Roboute Guilliman and the Ultramarines. Always the largest Legion, the Ultramarines found themselves divided and dispatched all over the Imperium in a desperate effort to stem the tide of invasion and unrest.

The Ultramarines successfully held the Imperium together during a time of intense danger. Macragge was able to supply new recruits at such a rate that soon the Ultramarines alone accounted for more than half the total number of Space Marines. Within a decade order was restored to the Imperium. Even as the Ultramarines reconquered, a new theory of warfare was emerging. Under the guidance of the Ultramarines' Primarch, the Codex Astartes was taking shape. Its doctrines would reshape the future of all Space Marines and lay the foundation for the Imperium's military strength.



THE SECOND FOUNDING

The Second Founding of the Space Marines was decreed seven years after the death of Warmaster Horus. The existing Space Marine Legions were dissolved one by one and refounded as smaller, more flexible formations. Where the old Legions were unlimited in size, the new formations were fixed at a nominal one thousand fighting warriors. This corresponded to the existing unit within the Legions called the Chapter, and in future the Chapter was recognised as the standard autonomous Space Marine formation.

Existing Space Marine Legions were divided into new Chapters. One Chapter kept the titles and colours of the original Legion, whilst the remaining Chapters took new titles and colours. Most of the old Legions divided into fewer than five Chapters, the Space Wolves divided into only two, but the Ultramarines were divided many times. The exact number of new Chapters created from the Ultramarines is uncertain: the number listed by the oldest known copy of the Codex Astartes (the so-called Apocrypha of Skaros) gives the total as twenty three but does not name them. A list of Chapters known to have been created at this time is given in Codex: Ultramarines.

As a result of the Second Founding the Ultramarines' gene-seed became the stock type. The new Second Founding Chapters created from the Ultramarines are often referred to as the Primogenitors, or 'first born'. All the Primogenitor Chapters venerate Roboute Guilliman, the Primarch of the Ultramarines, and their own founding father and Patron.

SHRINE OF THE PRIMARCH

The Shrine of Roboute Guilliman is one of the most holy places in the entire Imperium, and one which welcomes millions of pilgrims every year. It lies within the Temple of Correction, a building forming a part of the fortress of the Ultramarines in the northlands of Macragge.

The Temple is a miracle of construction and typical of the attention to detail which is an Ultramarines' trait. Its proportions defy the human mind by the scope and grandeur of design. The multi-coloured glass dome that forms the roof is the largest of its kind. Even the Techno-magi of the Adeptus Mechanicus come to marvel at the structure said to have been designed by Roboute Guilliman himself. According to the Ultramarines there is enough marble within the Temple to build a mountain, and sufficient adamantium and shining plasteel to construct a warfleet.

Within this edifice is the great marble throne of Roboute Guilliman and upon that throne sits his regal corpse. Though the best part of ten thousand years have passed since his death the Primarch's body is perfectly preserved. Even his death wounds are visible upon his neck, and the blood still glistens upon his throat. His mortal remains are preserved from the ravages of time by means of a stasis field which isolates the Primarch from the time-stream. Everything encompassed by the field is trapped in time and can neither change nor decay.

There are some, however, who claim the Primarch's wounds do change. They say that the Primarch's body is slowly recovering and that his wounds show mysterious signs of healing. Others deny the phenomena, and point out the sheer impossibility of change within the stasis field. Yet enough people believe the stories to come to the shrine and witness for themselves the miracle of the Primarch.

ULTRAMAR

With the Second Founding the size of the Ultramarines' force was much reduced. Most of the Space Marines left Macragge to establish new Chapters elsewhere. The Ultramarines' fortress was built to accommodate more than ten times as many Space Marines as now remained on the homeworld. As a result its arsenals and weapon shops were partially dismantled, and taken by the Primogenitor Chapters to found their own bases throughout the galaxy. The genetic banks of the Ultramarines, and the huge recruitment organisation, was similarly reduced in size.

One aspect of the old Ultramarines Legion that survived was the close relationship between the Space Marines and the people of the surrounding planets. During the Great Crusade the worlds around Macragge provided young recruits for the Ultramarines. They also supplied raw materials, armaments and spacecraft. Although the need to recruit from these worlds vanished with the reorganisation, the tradition continued. To this day, the Ultramarines recruit not from a single world, but from the whole of local space. This area around Macragge is called Ultramar, the empire of the Ultramarines.

Ultramar is unique amongst the Space Marines. Where other Chapters rule over a single planet, asteroid or, in some cases, a mobile space fleet or orbital fortress, the Ultramarines have a larger domain. They control no fewer than eight local systems, each with its own worlds and governments loyal to the Chapter. All the worlds of Ultramar share a common cultural heritage with Macragge, so it is not surprising that their styles of architecture, government, and traditions are similar. After the Horus Heresy all eight worlds benefited from the improving reforms of Roboute Guilliman. There are many today who regard the realm of Ultramar as the ideal model for human society.

The worlds of Ultramar are inhabited by a disciplined, productive and loyal people. Although primarily industrial worlds, they have none of the nightmarish toxic wastelands that are common phenomena throughout the galaxy. The population live in sprawling cities, but these cities are surrounded by extensive farmlands and seas that teem with fish. Every world is self-sufficient in raw materials and food. Trade between the worlds is active and each planet has its specialities and delicacies. Each world is balanced as a society and also as an ecosystem – a rare and valuable achievement in the Imperium.

Not all the worlds of Ultramar are identical by any means. Macragge itself is mostly bleak and rocky, over 75% of its land mass being formed of bleak mountainous upland which is almost entirely devoid of life. The people of Macragge do not

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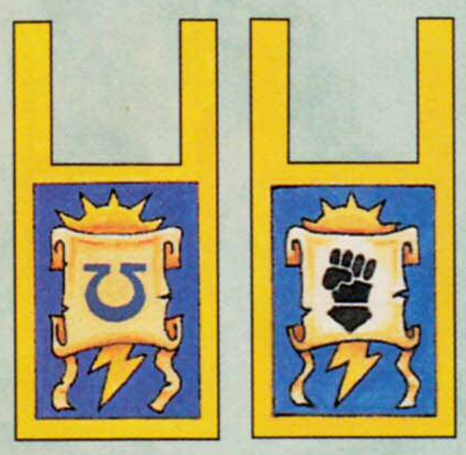
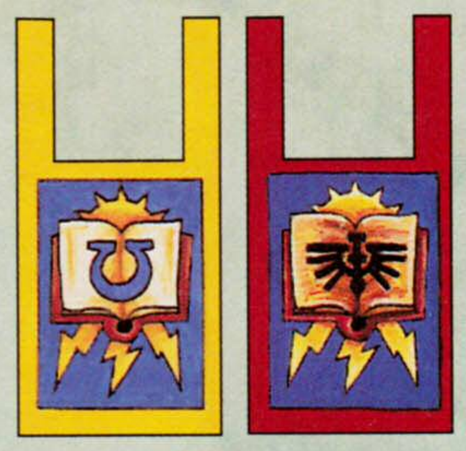


LEXICANIUM BANNERS

Each Space Marine Chapter includes a Librarius, as part of the Chapter Headquarters. Within its great walls and cloisters the Chapter's Librarians perform their exacting rituals and mental tasks, honing their own powerful psychic abilities and testing those of their initiates.

On the battlefield a Librarian's special abilities mark him out as separate from his fellow Space Marines. Always first in an assault, Librarians perform daring acts of heroism and are highly honoured among their battle brothers.

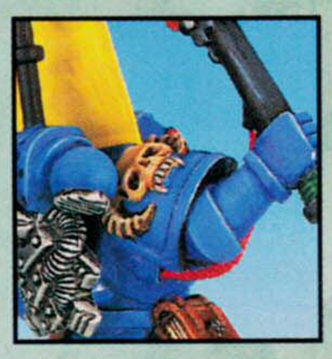


CODICIER BANNERS

The Codex Astartes has strict guidelines for the uniform, behaviour and tactics of the Librarians. Irrespective of Chapter, their armour is blue with yellow and gold decorative trim. Their rank is displayed on their shoulder pads, banners and as simple black designs on their golden yellow tabards. In addition, their armour, weapons and banners may be embellished by the Chapter's Artificers to mark their battle honours, and individual Librarians may be festooned with many such decorations.

ULTRAMARINES LEXICANIUM

CHAPTER SYMBOL

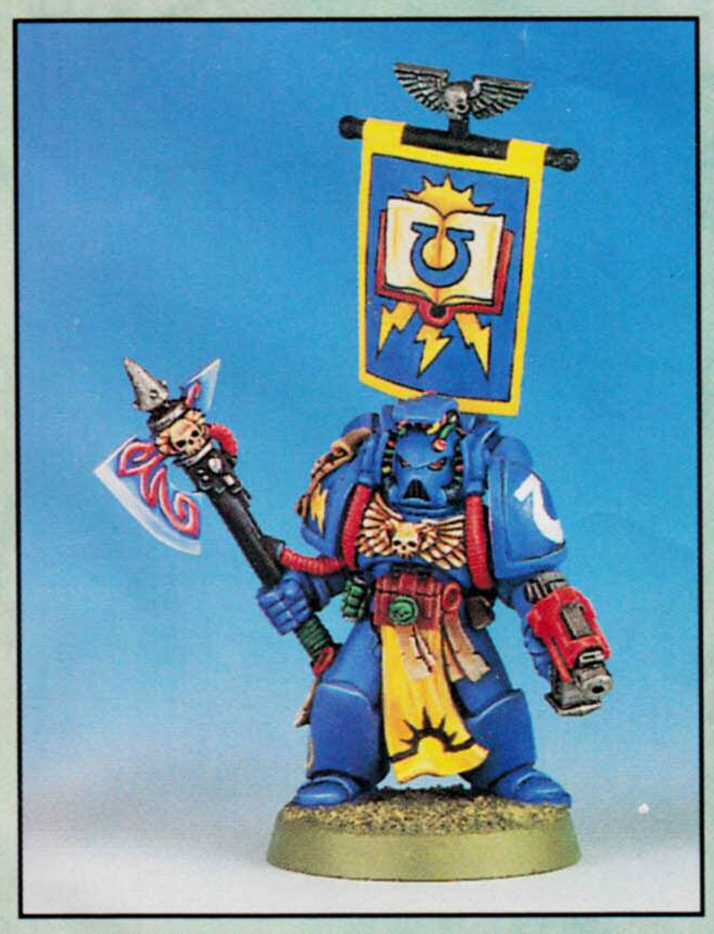


LEXICANIUM BADGE

IMPERIAL FISTS LEXICANIUM

CHAPTER SYMBOL

LEXICANIUM BADGE



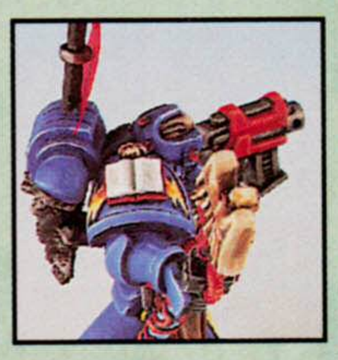
ULTRAMARINES CODICIER

CHAPTER SYMBOL

CODICIER BADGE

DARK ANGELS CODICIER

CHAPTER SYMBOL



CODICIER BADGE

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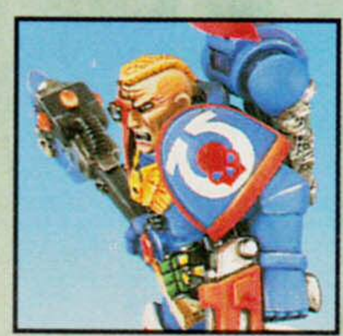
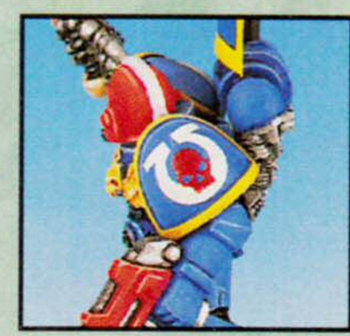
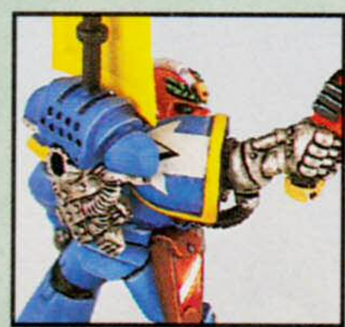


ULTRAMARINES VETERAN SERGEANT
WITH A BIONIC EYE

IMPERIAL FISTS VETERAN SERGEANT
ARMED WITH A COMBI-WEAPON

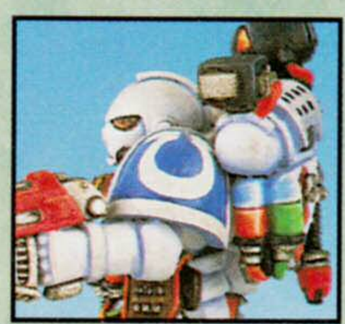
BLOOD ANGELS VETERAN SERGEANT
ARMED WITH A BOLT GUN AND TARGETER





ULTRAMARINES VETERAN SERGEANT
WITH A BIONIC ARM

SPACE MARINE® APOTHECARIES



ULTRAMARINES APOTHECARY

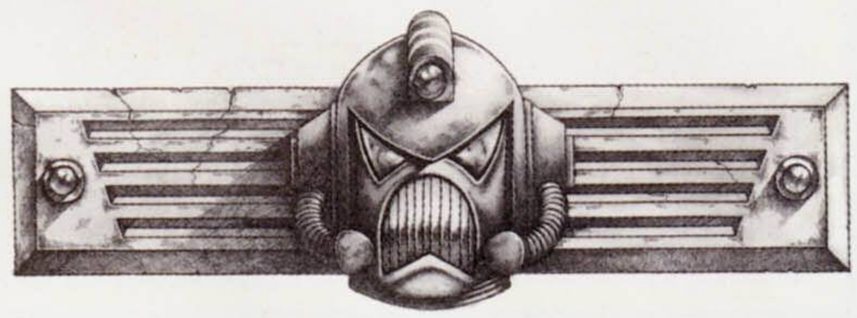
DARK ANGELS APOTHECARY

live in this inhospitable region, but the fortress of the Ultramarines is built here upon a craggy peak surrounded by impenetrable mountains. Within this mighty fortress, inside a vast temple, is the shrine of the Primarch himself. This is where his body sits upon a huge throne of ornately carved marble. He is preserved in death by a stasis field impervious to the decaying effects of time. This is one of the holiest places in the Imperium, and thousands come from all over the galaxy to look upon the face of the ancient Primarch.

Other worlds are quite different from Macragge. Talassar is a planet of storm-tossed seas and rocky islands whose single continent is known as Glaudor, which was the site of a major battle between the Ultramarines and invading Orks immediately after the Horus Heresy. In contrast to the oceanic world of Talassar are the arid Three Planets of Quintarn, Tarentus and Masali. These small planets form a triple world combination orbiting around a common centre of gravity much like the Earth and its moon. Gigantic horticultural cities cover hundreds of square miles, capturing precious water in wind traps and storing it in massive underground tanks. The cities of the Three Planets are enclosed by gigantic domes under which flourish forests and gardens as lush as any in Ultramar.

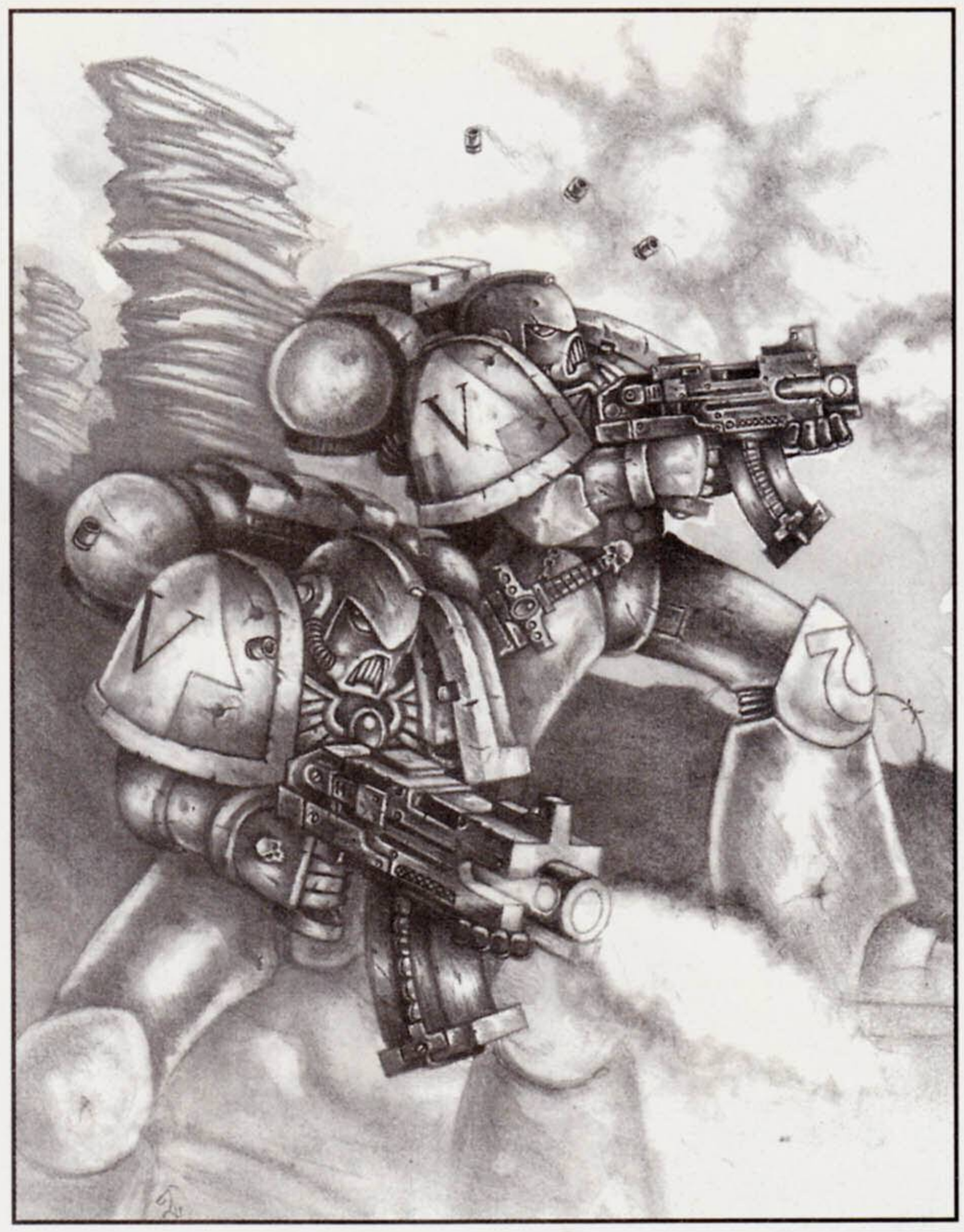
One of the most productive planets of Ultramar is Calth, an airless world whose inhabitants live in underground cities where the deadly light of Calth's blue sun cannot reach them. The caverns of Calth are constructed on such a huge scale, and with such grandeur, that they are as light and airy as any city of Macragge. Of all the local worlds Calth is the most specialised, for although its people grow vast quantities of food in nutrient vats they prefer to import most of what they eat from the neighbouring system of Iax. Calth is famous for its shipyards, which provide the craft used by the Ultramarines as well as civil and military craft for wider use in the Imperium.

Iax is sometimes described as the Garden of Ultramar. Its climate and fertility have made it one of the most naturally productive worlds in the Imperium. The inhabitants have harnessed the planet's inherent productivity, covering its surface with well-ordered farms and cultivated woodlands. There are no large cities on Iax, but many small towns are dotted over the landscape, connected together by an efficient system of fast hydroways. The oldest and most densely urbanised area of Iax is the ancient fortress city of First Landing, whose tall citadel has withstood the barrages of invaders over the centuries.



Most distant from Macragge is the world of Espandor, a planet of extensive forests whose major cities are confined to the westernmost of its two continents. Espandor is a secondary settlement whose people are the descendants of explorers from Macragge. Tradition has it that Espandor was settled during the Age of Strife by traders blown off-course and subsequently stranded by warp storms. It is the least densely populated of all the worlds of Ultramar.

Prandium was once a world teeming with life. Settlers from Macragge established a colony on the planet after the Horus Heresy. Thanks to a mild climate and fertile virgin



environment the people of Prandium prospered. The planet soon become the most beautiful jewel of Ultramar, a planet of remarkable prosperity and an incredibly rich native fauna. Prandium was destroyed by Hive Fleet Behemoth in the First Tyrannic War. The wasted world is now dead and lifeless, reduced to bedrock, its atmosphere blown into space by the ferocity of the Tyranid attack.

THE MILITARY

Ultramar is the realm of the Ultramarines within the greater realm of humanity that is the Imperium. Its worlds do not pay the Imperium's tithes. Instead they contribute directly towards the upkeep of the Ultramarines Chapter. The rulers of the individual worlds of Ultramar are feudal lords of the Master of the Ultramarines. This is why the Ultramarines' leader is also known as the Lord of Ultramar.

Just like other worlds in the Imperium, each world of Ultramar raises regiments for its own defence. Most worlds in the Imperium are obliged to provide regiments for the Imperial Guard when required, but Space Marine homeworlds are an exception. In the case of Ultramar, however, the Ultramarines rule so efficiently and are so prosperous that they maintain several hundred regiments ready to join the ranks of the Imperial Guard when needed. As a result regiments have fought all over the galaxy, often in campaigns alongside the Ultramarines themselves.

Each world of Ultramar also provides Space Marine recruits for the Ultramarines Chapter itself. Throughout Ultramar proud citizens point to public statues of famous Ultramarines who were born to local families. Amongst the older aristocratic dynasties it is a matter of considerable esteem to provide recruits for the Space Marines. For a family to have provided a renowned hero, or an actual Master of the Chapter is a great honour bringing considerable fame for generations.

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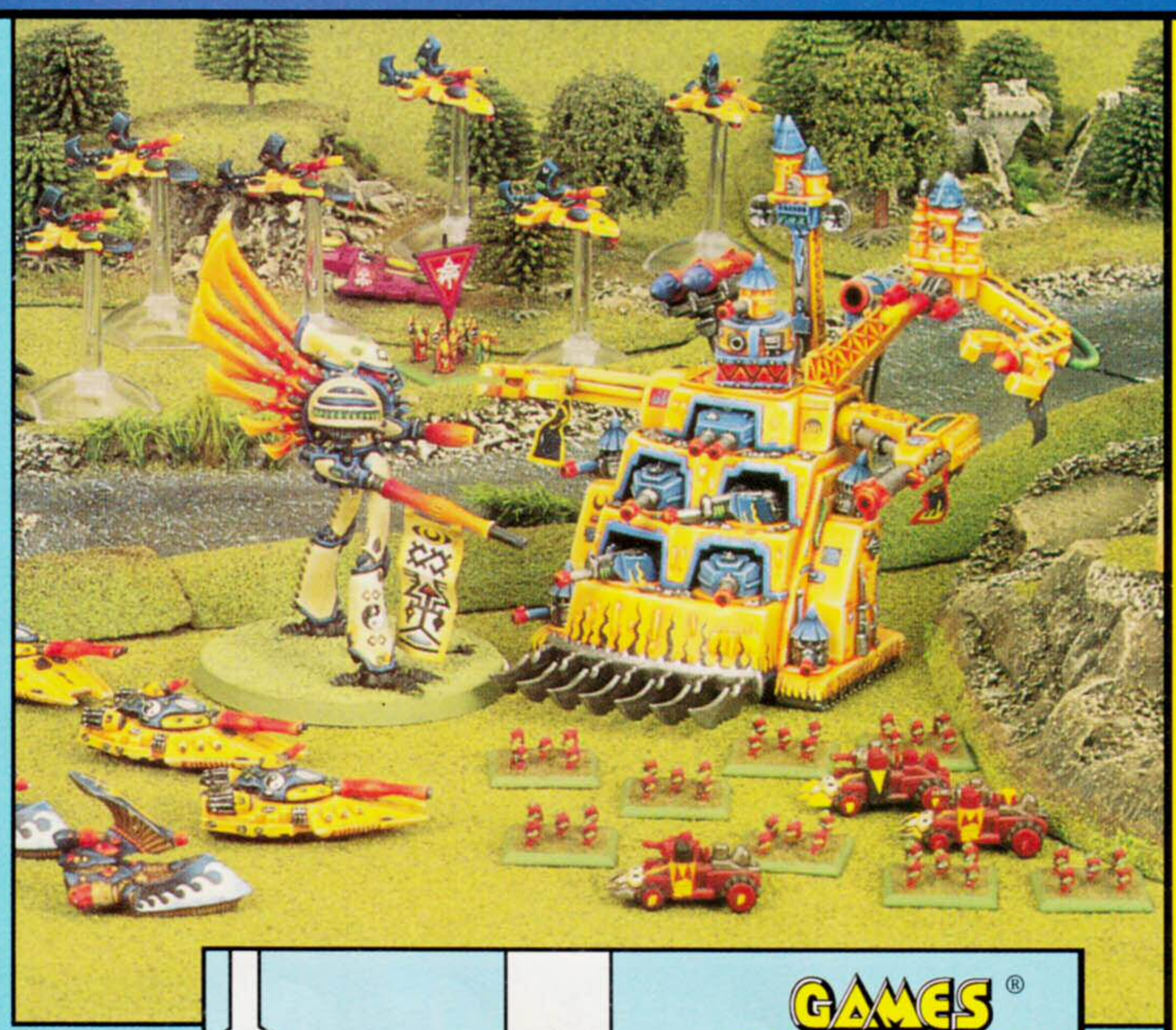

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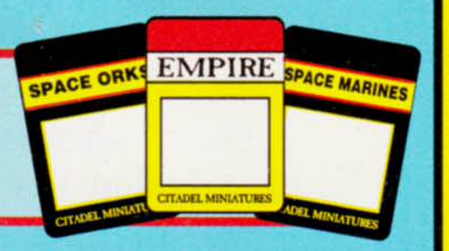

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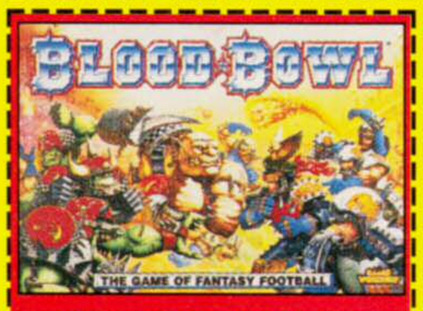

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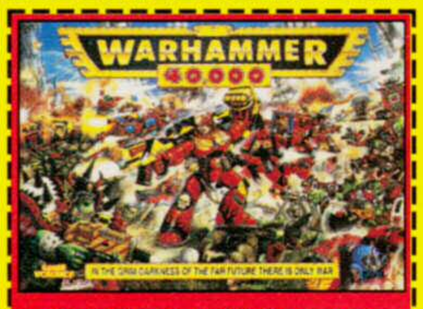

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MODELLING WORKSHOP

A BASIC STRONGPOINT FOR WARHAMMER 40,000

By Rick Priestley and Robin Dews

Are you tired of fighting across the same old terrain? Do you always get caught out in the open? Well never fear… in this special modelling workshop Rick and Robin explain how to build an entire Warhammer 40,000 city with nothing more complicated than cereal packets, scissors, sellotape and glue!

If you play Warhammer 40,000 you know how important scenery is. Woods, hills, rocky outcrops, buildings, rivers and other bits and pieces make a game more exciting and almost infinitely varied. Different types of cover offer your troops protection from enemy attacks and provide useful fire-points from which you can dominate the battlefield. The Warhammer 40,000 boxed set includes a few card ruins to get you started, but there is no limit to what you can make with a little ingenuity (and a bit of cardboard and some glue!).

Most gamers know how to make basic items of scenery such as polystyrene hills. The photographs we show every month in White Dwarf also contain endless examples of terrain that has been modelled up from cheap or free materials such as cardboard tubes, polystyrene packing, and bits of wire, gravel, sand and the like. Possibly the only exception to this DIY approach is woods. Trees can be tricky and time consuming to make and most gamers prefer to buy the commercially available ones which are cheap and of excellent quality

A variant on the completed Strongpoint with three towers and two walkways.

BACK TO BASICS

Many past issues of White Dwarf have contained modelling articles on how to make different kinds of terrain, but from reading your letters and chatting to people at Games Day and other events it appears that it's buildings which many gamers find most daunting. With this in mind we decided to get right back to basics and come up with a model which requires no special materials, modelling techniques or extraordinary painting skills. All you need is a little time and a few simple items and you can produce all the buildings you want.

This is a design for a Warhammer 40,000 Imperial Strongpoint. It's easy to make from scraps of card and it provides useful hard cover on the battlefield. You can also butt several together to make a larger building or fortification. We've provided templates to get you started, but once you've made your first one, you can vary the sizes (photocopiers with an enlarge function are great for this) and go on to build a whole Imperial fortress!

All you need to make this model are the few simple household items shown here.

MATERIALS

The only equipment you need to make this model is a large cereal packet, a pair of scissors and some glue – Citadel PVA, UHU, Evostick, Bostik, or any similar adhesive is perfect. You might find that some sellotape, and a modelling knife come in handy, but they are not essential. We also used a few ordinary drinking straws to add extra detail to one of our Strongpoints.

THE TEMPLATES

The templates with this article provide you with the exact shapes for all the pieces you need to make your model. You'll need to either remove the pages from your magazine or photocopy them before you start. You don't need to cut out the individual pieces as you are simply going to transfer the shapes onto your card. The best way to do this is to put the page over your card and then use a compass, or a similar sharp pointy thing, to prick a hole through at each corner. The red circles on the templates show all the positions at which you'll need to do this. Once you have marked all the corners in this way, just join up all the pin holes with a pen or pencil like a dot-to-dot puzzle and you'll have a perfect copy. You can then cut out this card copy with your scissors. You'll find that you need to make two or more copies of some of the pieces but this information is marked on the templates.

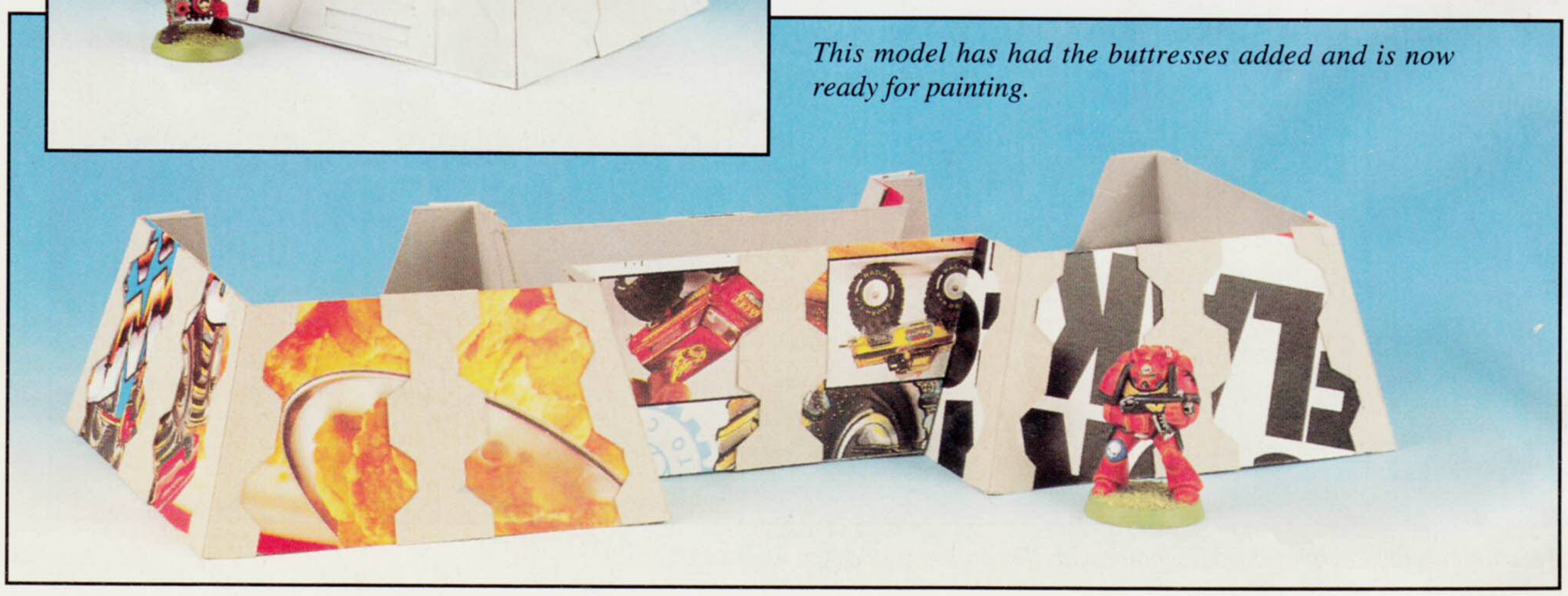
The Strongpoint consists of three parts: two towers and a bridging section between. The towers both look the same but one is in fact a mirror image of the other. Don't worry about this. All you have to do is fold the two sections of one tower 'inside out' and you'll find you have just the shapes you need.

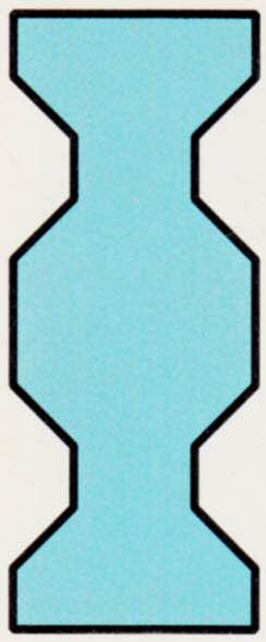
ASSEMBLING THE TOWERS

Take all the bits for one tower and score and fold along the dotted lines. Use a knife or the blade of your scissors to do this, but be careful not to cut right through your card. Cut out and remove the grey areas completely but place them on one side. The section with the black bars on it can be turned upside down and glued onto the outside of your model to make 'steps' to the entrance. The other section can also be used to create additional surface detail.

The two halves of the tower are glued together along the side flaps. You'll find it helps if you glue one flap in place and use sellotape to hold the other side firm, then, when the first bit is dry, undo the sellotape and glue the second side.

This model has had the buttresses added and is now ready for painting.



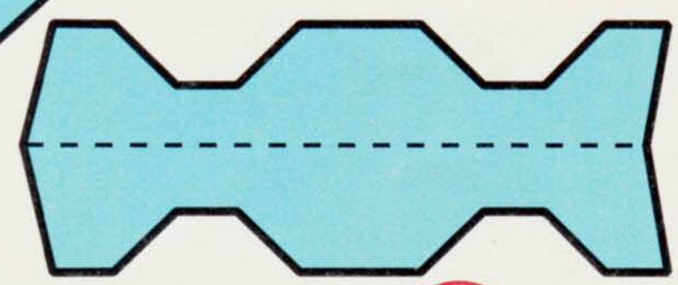


Side Buttress: *You'll need 6 of these to stick onto the outside of your model.*

STRONGPOINT FRONT SIDE X2

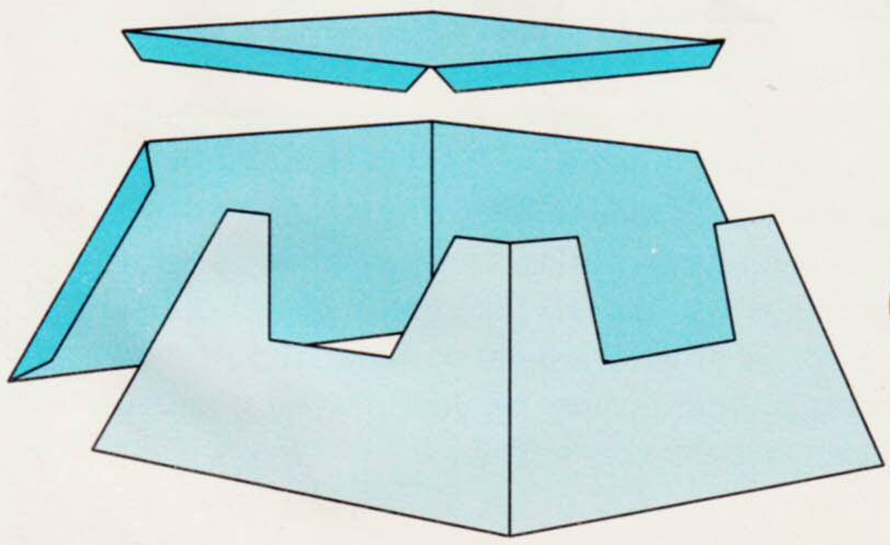
STRONGPOINT BACK SIDE X2

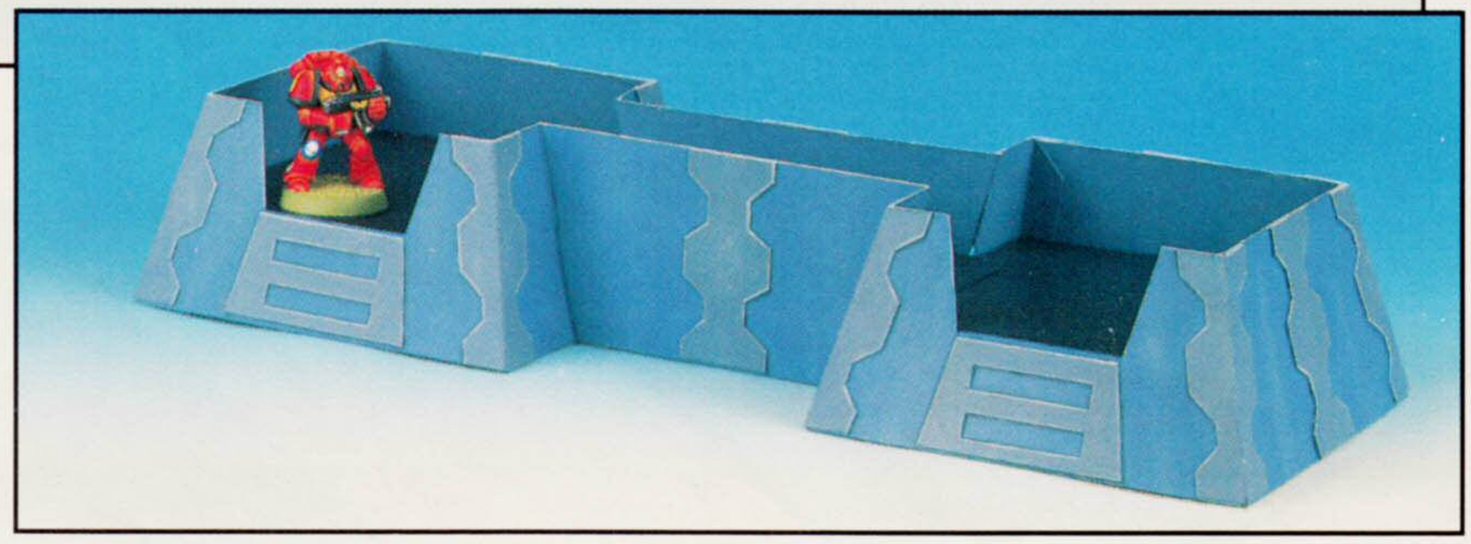
Corner Buttress: *You'll need 8 of these to add to the corners.*



STRONGPOINT FLOOR X2

Diagram A. *It should be fairly obvious how to assemble the two end towers. Just remember that one tower is a mirror image of the other and so you'll need to fold it 'inside out'. Once you've glued the sides together, you'll have to insert the floor from below, as it won't fit in the top!*

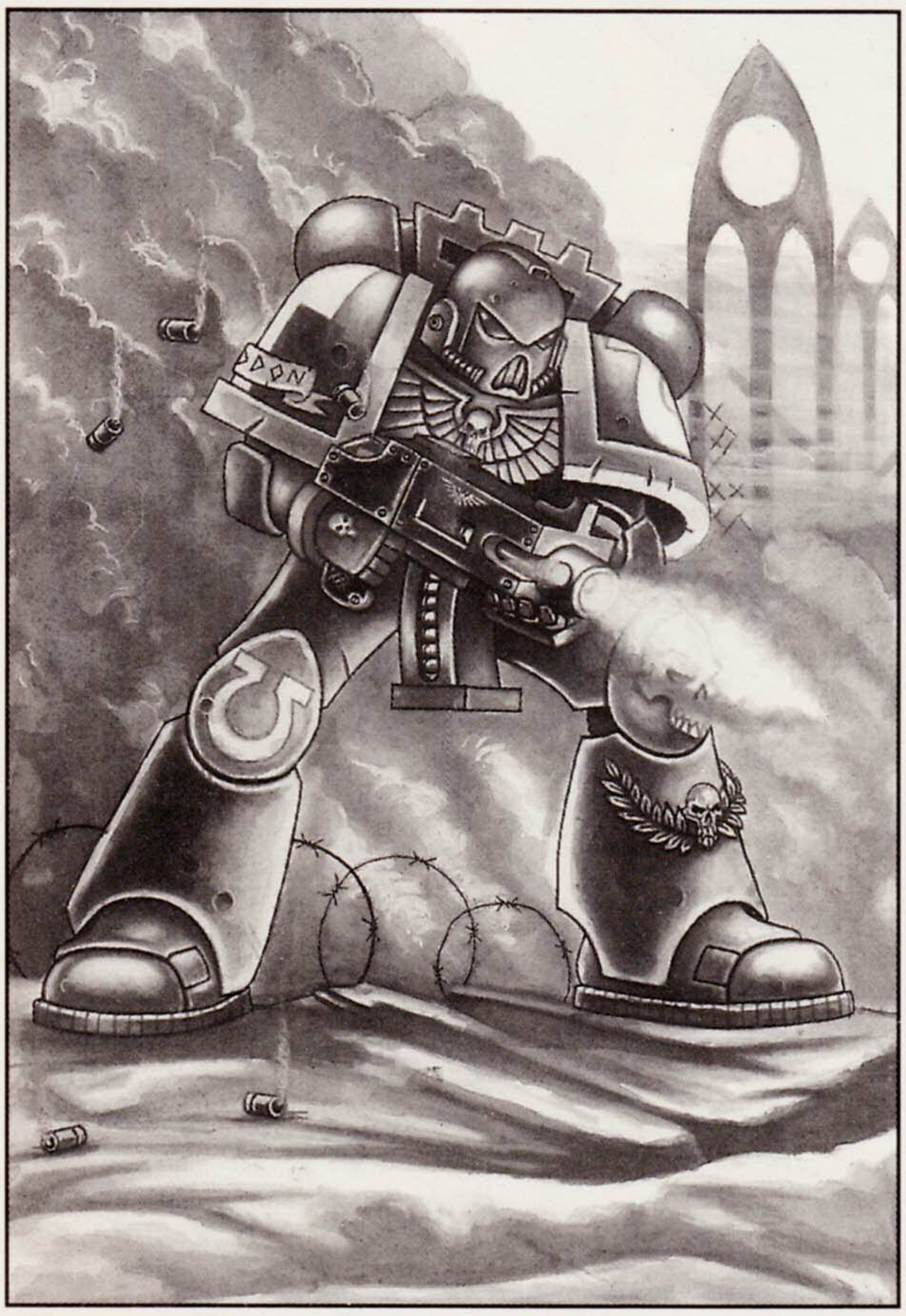




Above: *This photo shows the basic model with lots of bits of rough shaped angular card glued onto the sides to give it a bit of texture. It also makes it look a rather Orky!*

Right: *We added a more disciplined style of buttressing to this Strongpoint to give it a hard, Imperial look.*

Once the basic tower structure is sound you can insert the floors. The floors fit in underneath and are secured by four separate flaps of card. You'll find it easiest to hold these in with sellotape while you glue a couple of flaps at a time. Don't worry about splashing glue about or leaving gaps or rough edges – you'll cover all that up with paint afterwards.



While all this is drying you can go off and have a cup of tea or eat a few more bowls of cornflakes to make sure you've got enough card for the next bit.

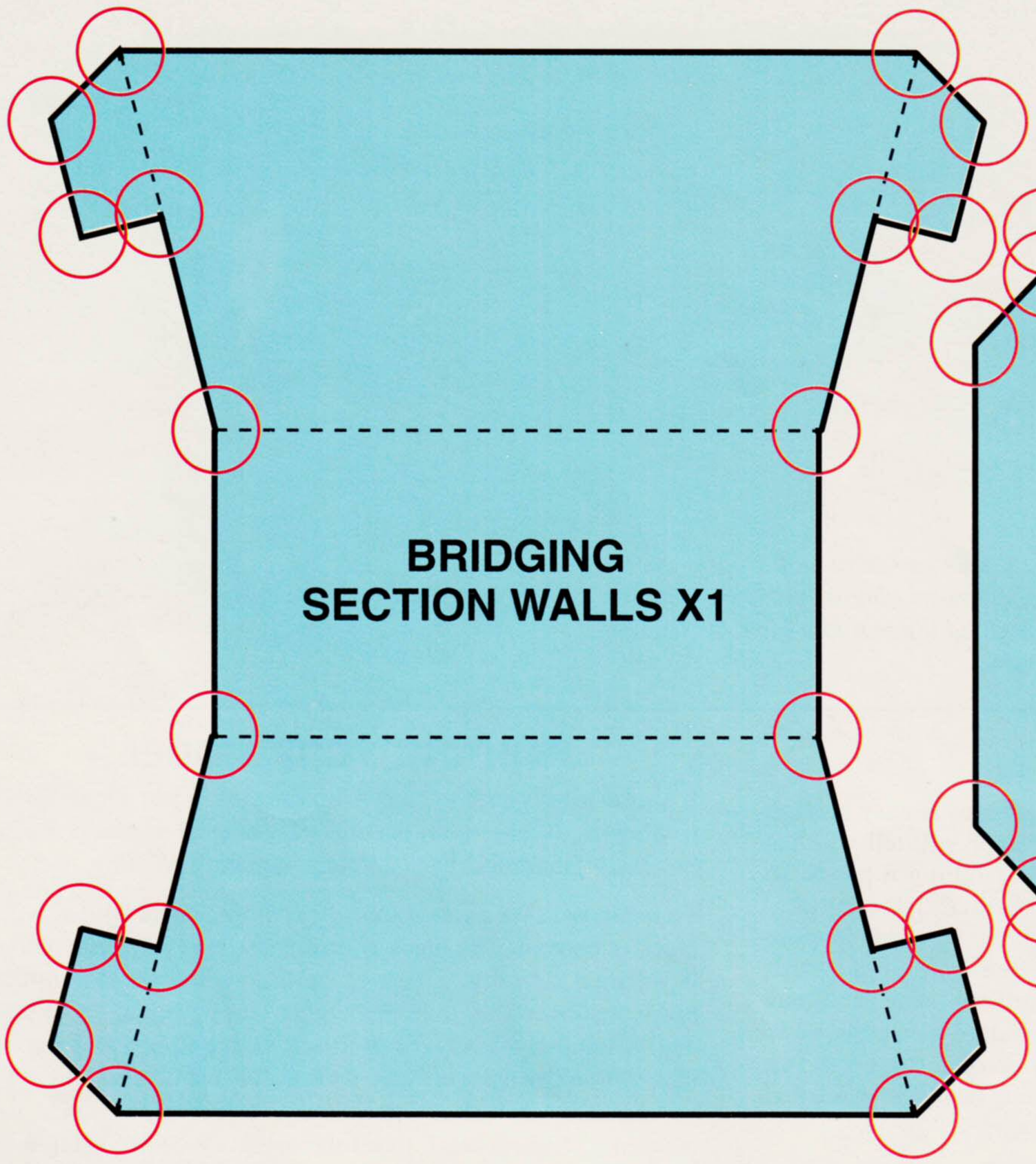
THE BRIDGING SECTION

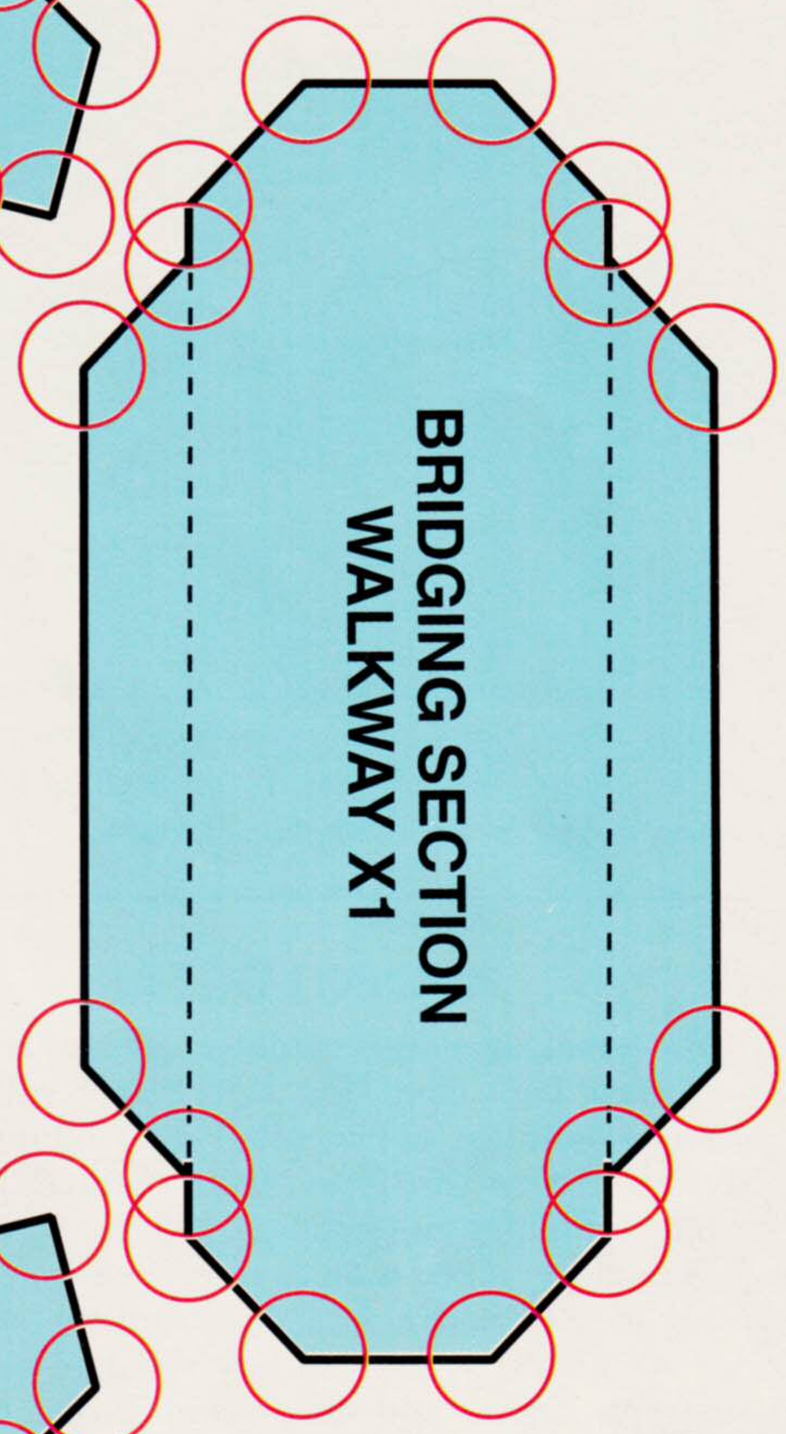
Once both towers are complete you can add the bridging section. This consists of two pieces, the walls and a walkway. Start off by marking out the templates, cutting them out and scoring all the dotted lines to make folds and flaps as you did with the towers.

Assembly is very straightforward and you should be able to work it out by fiddling with the bits of card and looking at the diagrams on the opposite page. Fold the two sides of the bridging section walls upwards and bend the flaps outward as you can see in *Diagram B*. Glue the flaps on the bridging section just **inside** the rectangular hole you cut out of one of the towers. Once this is dry, glue the other end of the bridging section to the other tower in the same way. It should now become clear why you needed to make a mirror image of the second tower, but don't worry if you forgot. Your first building will just have to have an entrance that happens to face the enemy assault! When both ends are dry, glue the walkway down into the bridging section so that it lies flush with the floor of the two towers. The flaps on either side of the walkway should tuck downwards so that they cannot be seen on the finished model.

THE JOB'S A GOOD 'UN!

And that's it! Well just about anyway. I always like to put my own buildings onto a separate card base as this makes them a bit more stable, but you don't have to. The end result is a quick, easy and practical Warhammer 40,000 building that will serve you well for a good few battles. I once spent an afternoon churning out buildings just like this for a game, and must have made at least a dozen of assorted shapes and sizes. I don't remember painting them either, we just played over this massive cityscape game the very next day.





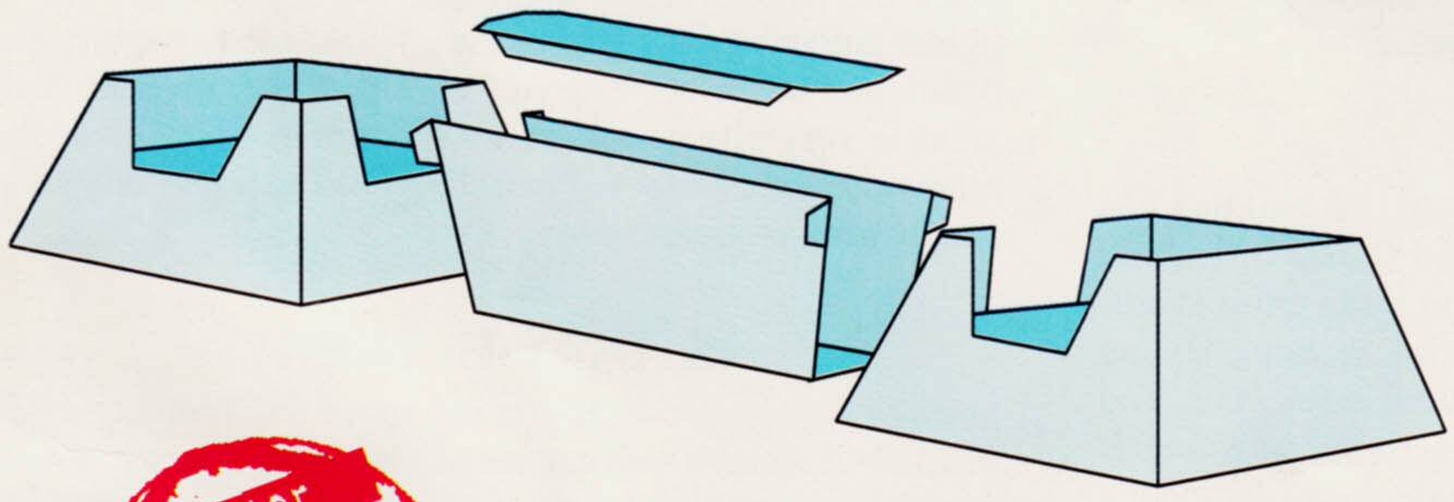


Diagram B. *Now that you've got your two towers assembled, it's time to link them together.*

Cut out and fold up the bridging section and glue the model together, taking care to ensure that the tabs on the bridging section walls, fit ***inside*** *the walls of the tower.*

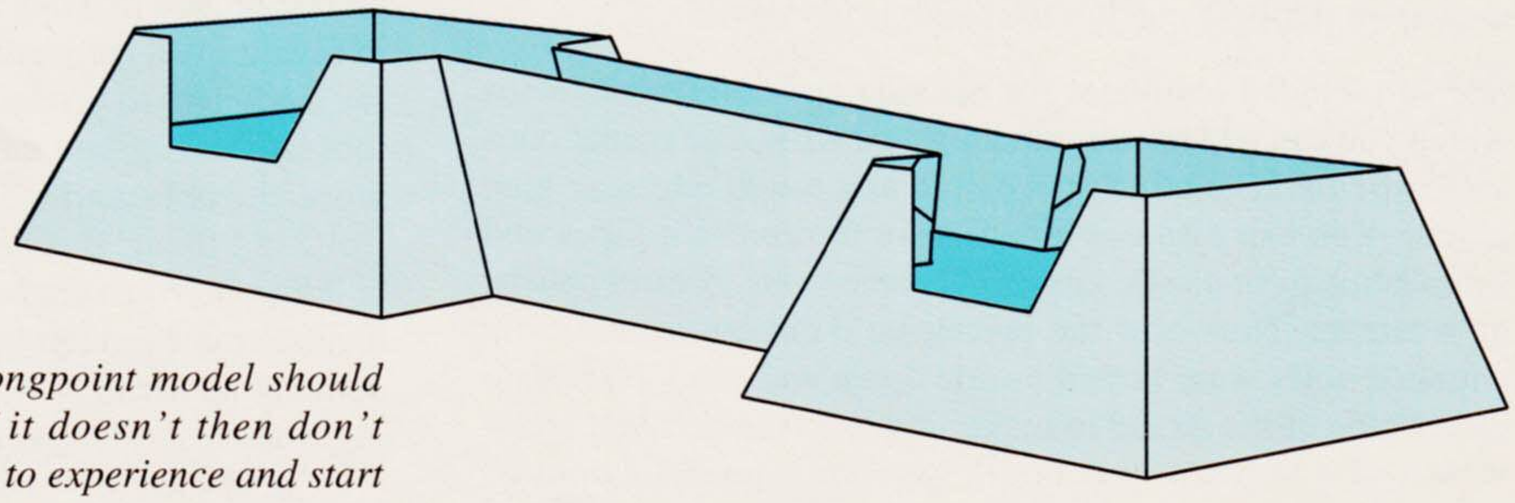
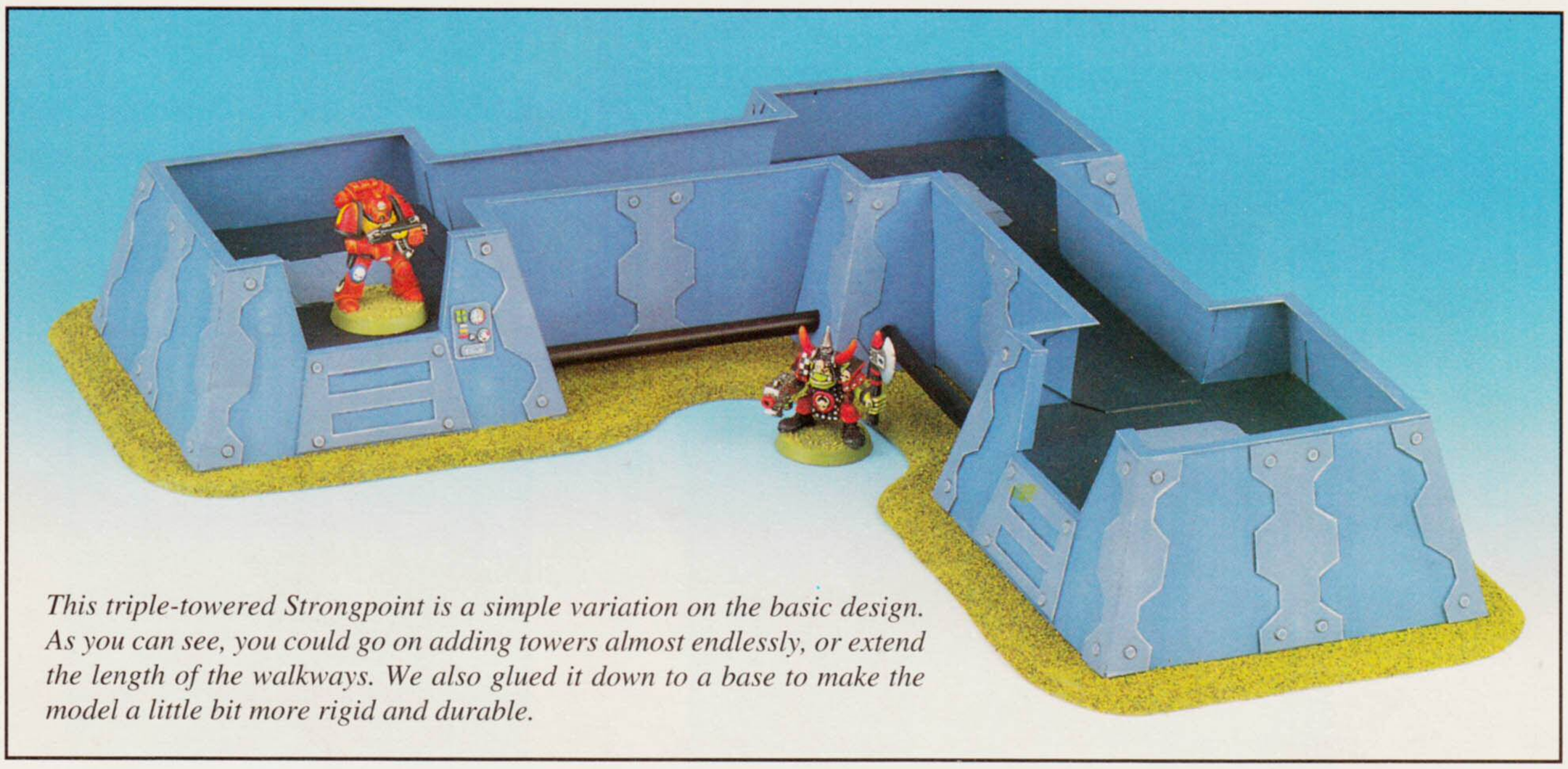


Diagram C. *Your Strongpoint model should now look like this. If it doesn't then don't worry. Just put it down to experience and start eating the cornflakes again!*



This triple-towered Strongpoint is a simple variation on the basic design. As you can see, you could go on adding towers almost endlessly, or extend the length of the walkways. We also glued it down to a base to make the model a little bit more rigid and durable.

ADDING DETAIL

Alright, so making simple cardboard shapes is easy enough (it's all about flaps innit). But some people will tell you that finishing a building, adding detail and painting it has to be hard. Pahhh! Don't believe a word of such defeatist talk. Finishing buildings to a good presentable standard is quite easy. Admittedly if you want to go in for architectural awards you may have to work at it, and the stuff we make for White Dwarf is finished to the very best standard to enable us to photograph it time and time again. For normal gaming purposes though, you only need something that looks good and doesn't take forever to make or cost a bomb!

So down to business. Any Warhammer 40,000 building can acquire instant detail by cutting out small square or angular bits of cardboard and sticking them on to make extra layers. These might be armour plates, construction sections, sliding doors, hatches for posty to stick the letters in, etc, etc. You don't need a template to do this, just make it up, copy ours if you like. This extra detail makes the building look real and it's very simple to do. To try and make the walls look a bit more substantial, we added a few strips of thin card along the top of the walkways and towers of our triple-towered model. These were a bit fiddly to cut, but the result is worthwhile.

We've included templates for the side and corner buttresses which you can add to your model if you wish. The corner ones are particularly good at concealing any rough edges or glue marks. You can also use bits of wire to represent pipes and scrap items from plastic kits can become vents, control panels, or whatever. Note how the pieces we'd cut out to make the entrance holes were turned upside down and stuck back onto the outside of the model to make simple ladders! If you really want to go to town, you could give your model a coat of textured paint to make it look like concrete. This is a good way to conceal any mistakes but it's entirely up to you.

PAINTING YOUR MODEL

It's surprisingly easy to paint a building using just a few simple techniques. It takes a bit of time and patience to master these, but overall its probably easier than miniature painting.

To begin with we painted the whole model black with Citadel black undercoat. The black is useful because when the model is finished, any bits you have missed will show through as black shadow rather than plain card. Once the undercoat was dry we applied a base coat of Space Wolves Grey. It's a good idea to thin the paint slightly with water, but be careful not to get the card too wet or it may warp. When this was dry, we painted a shading wash to all the areas where we wanted to create shadows – around the door edges, the inner corner of the towers, and around any areas of detail on the Strongpoint.

Once the whole lot has dried, you can apply highlights of lighter colour to the edges of the corners, the edges of raised detail, and any other bits you've added. Drybrushing these areas is very effective because you are working on such a relatively large surface. Finally you can pick out any small details with different colours.

IS THAT IT THEN?

More or less, that is it. If you can make a reasonably strong structure from card, you can make a building. If you can make one you can make a dozen. If you can do that you could be playing a multi-level Warhammer 40,000 urban fire-fight next weekend. You'll have to eat a lot of cereals in between though.

Of course, just as Mike McVey and the 'Eavy Metal team paint miniatures to a heroically super-human standard, there is scope for modellers to produce buildings to the very best standards too. Obviously you can use thicker card to make buildings more durable and you can take your time painting and finishing them. But remember, the fundamental value of a building in Warhammer 40,000 is that it splits the game into levels, creates inaccessible areas, and offers both cover and dominating fire positions to troops who occupy it. In effect the presence of buildings multiplies the gaming potential of an area many times over. To achieve this you don't need brilliantly modelled prize winning buildings... you just need buildings! So get to it!

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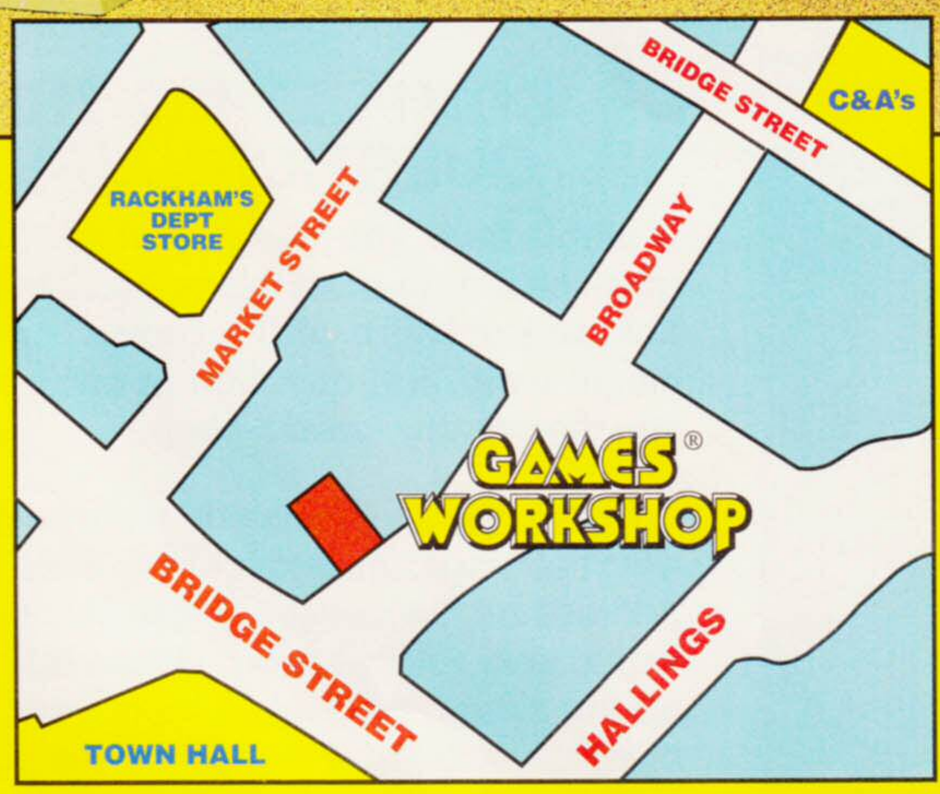

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WHITE DWARF™

1995

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Adrian 'Ork Boss' Wood from the White Dwarf team shows off just a small part of this year's readers' survey Mega-prize!

COMPLETING THE QUESTIONNAIRE

It won't take you a moment to fill in the questionaire. In most cases you just have to tick one or more of the boxes, or write a single word. If a question doesn't apply to you then simply leave it blank.

To return the questionnaire, remove the page from the magazine and fold it in three with the address on the outside. Tape along the thin flap to seal your entry but please do not tape up the sides as it makes them very hard to open. (Just spare a thought for the poor Mail Order Troll who will have to open thousands and thousands of the things!)

Don't forget to fill in the name or address box at the bottom of the questionnaire or we won't be able to enter you into the prize draw!

Finally, you need to stick a stamp on the front and drop the completed form into a postbox. Remember you *must* use the original form and not a photocopy otherwise we cannot accept your entry.

The closing date for entries is the 31st May 1995. Only completed forms returned by this date will be entered in the draw.

The Mega-prize draw offer is limited to all Games Workshop games, Games Workshop books and Citadel Miniatures boxed sets available at the time at which it is awarded. The draw is not open to employees of Games Workshop or their families. The organisers' decision is final and no correspondence will be entered into.

WHITE DWARF® 1995 READERS'SURVEY

1. How old are you? ..... years

2. What year did you first buy one of the following games?

Warhammer .....

Warhammer 40,000 .....

Space Marine or Titan Legions .....

3. Do you collect an army for Warhammer?

Yes ❑ No ❑

If **yes**, what is your largest army? .....

What is the points value? ..... pts

4. Do you collect an army for Warhammer 40,000?

Yes ❑ No ❑

If **yes**, what is your largest army? .....

What is the points value? ..... pts

5. Do you collect an army for the Epic system?

Yes ❑ No ❑

If **yes**, what is your largest army? .....

What is the points value? ..... pts

6. How often do you buy White Dwarf?

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Sometimes ❑

Never ❑

7. How many copies of White Dwarf do you own? .....

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10. How often do you play games?

Several times a week? ❑

Several times a month? ❑

Once a month or less? ❑

11. Where do you buy your games and miniatures?

At a Games Workshop store? ❑

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12 If you shop at a Games Workshop store, how far away is it?

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13. How often do you go?

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15. Would you like to see the same, more or less of the following Games Workshop products?
(Please tick only one box per category)

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Transfers	❑	❑	❑
Self-adhesive banners	❑	❑	❑
Card buildings/Terrain	❑	❑	❑
Combat cards	❑	❑	❑
Games Day events	❑	❑	❑
T-Shirts	❑	❑	❑
Posters	❑	❑	❑
Novels	❑	❑	❑
Solo Gamebooks	❑	❑	❑
Trading Card Games	❑	❑	❑

16. Do you play computer games?

Yes ❑ No ❑

17. Do you read comics?

Yes ❑ No ❑

18. What was the first Games Workshop game you ever played?

.....

19. What other magazines do you read?

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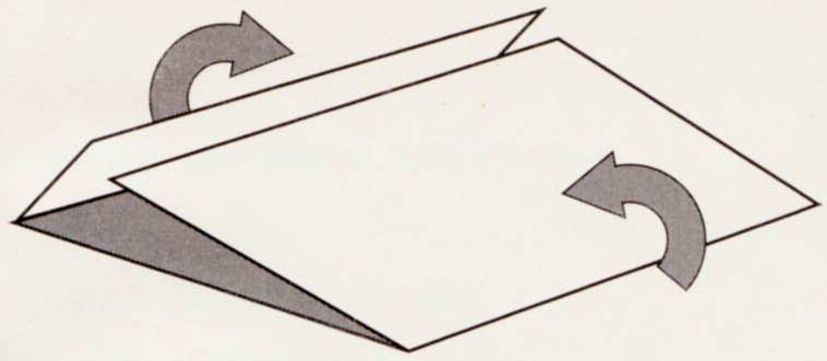

First remove this page from your copy of White Dwarf and crease it in three along the dotted lines.

Fold up the bottom half so that the address is visible on the outside of the 'envelope' and then fold down the thin strip on top (see diagram). Run a piece of sellotape along the thin flap to keep it in place, stick a stamp on the front and then pop the whole thing into a post box.

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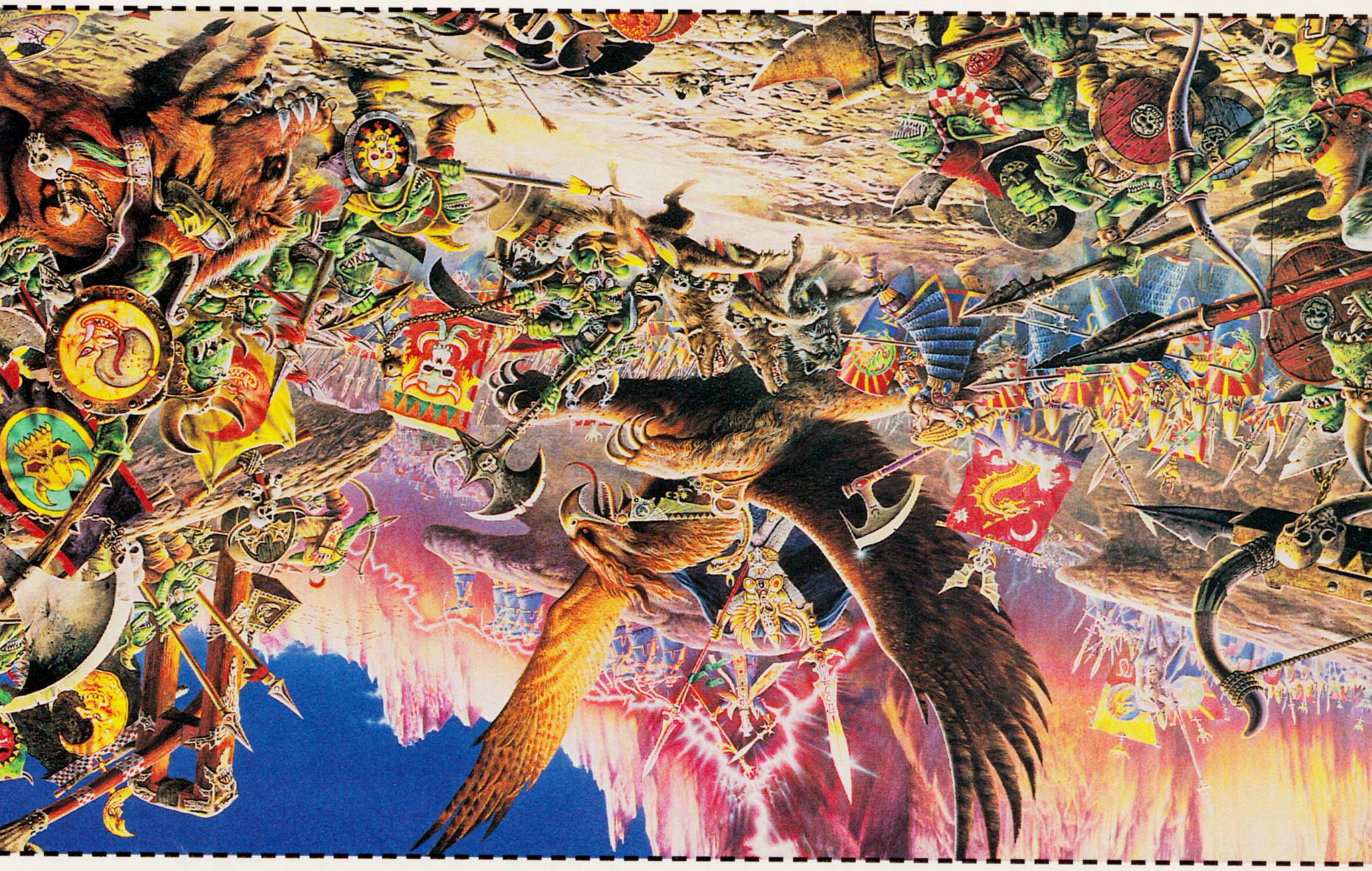

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Warhammer Quest™

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

By Andy Jones

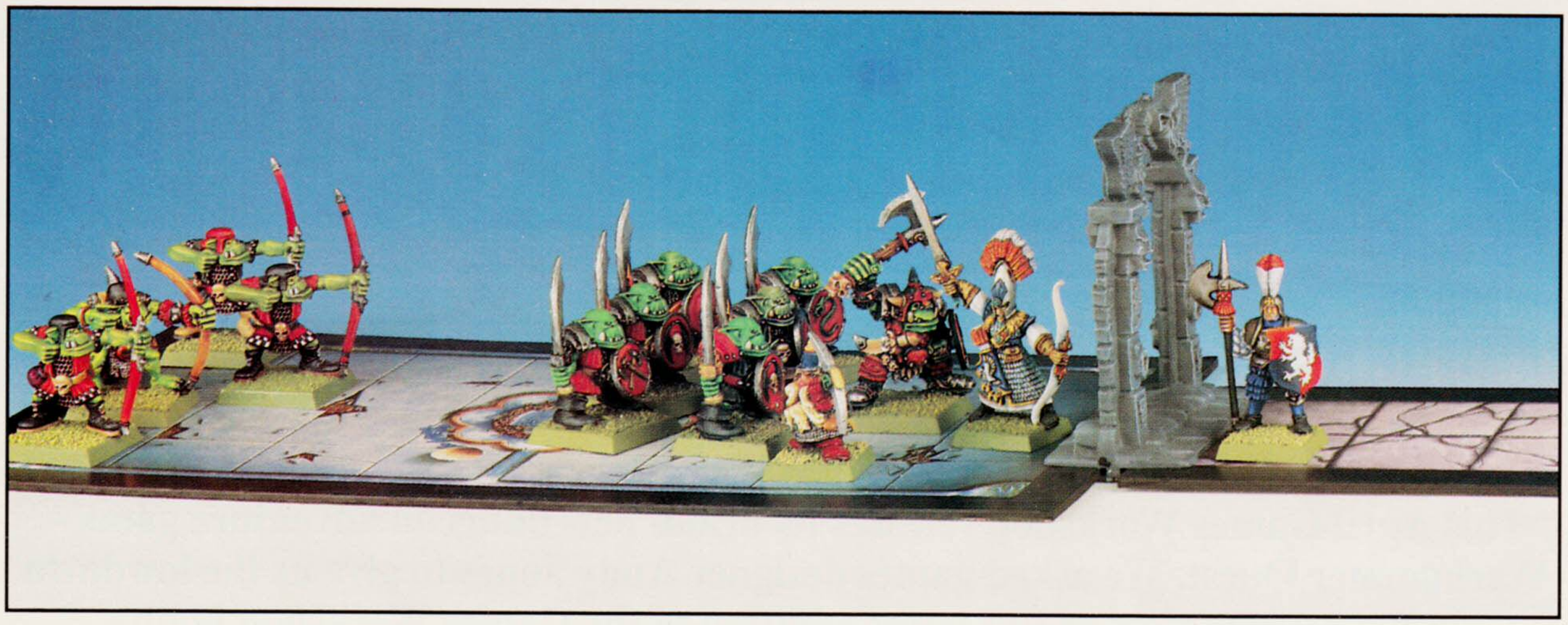
This April Games Workshop releases its brand new dungeon adventure game – Warhammer Quest. We asked games designer Andy Jones to give us the lowdown on the development of this latest addition to the Games Workshop hobby.

Over the last year or so, we've been kept busy writing army lists and developing the background for many different Warhammer races. All this work is periodically published as a new Warhammer Armies book, and with with every volume, we add an extra layer of detail to the Warhammer World.

Most of this background detail takes the form of characters, stories, illustrations and maps of the newly charted regions. This is because our primary intention is to develop a rich history and background to the Warhammer Old World, within which individual Warhammer battles and linked campaigns can develop and unfold.

As well as creating a superb setting for fighting out tabletop battles, we also realised that the Warhammer World had just the right atmosphere for another type of game. Rather than commanding an army and facing the forces arrayed against you by the other player, in this game you would command just one bold Warrior in a party of four like-minded heroes, in order to venture into the caverns, caves, dungeons and other perilous underground realms of the Warhammer World.

As we looked at the Warhammer map, we realised that here was a great opportunity to explore the world in even more detail. The Warhammer Armies books have created such a rich and evocative mix of races, cultures, locations and monsters, that the possibilities for such a game seemed almost endless. Adventures might be set in the catacombs below Middenheim, in the deep Skaven infested tunnels of the Vaults Mountains, or as far afield as the Citadel of Morgheim and the cursed Undead Necropolis of Khemri. You could even journey to the Chaos Dwarf lands and venture deep below the burning furnaces of Zharr Naggrund (though there is no guarantee that you'd get back in one piece!).



DESIGN INNOVATION

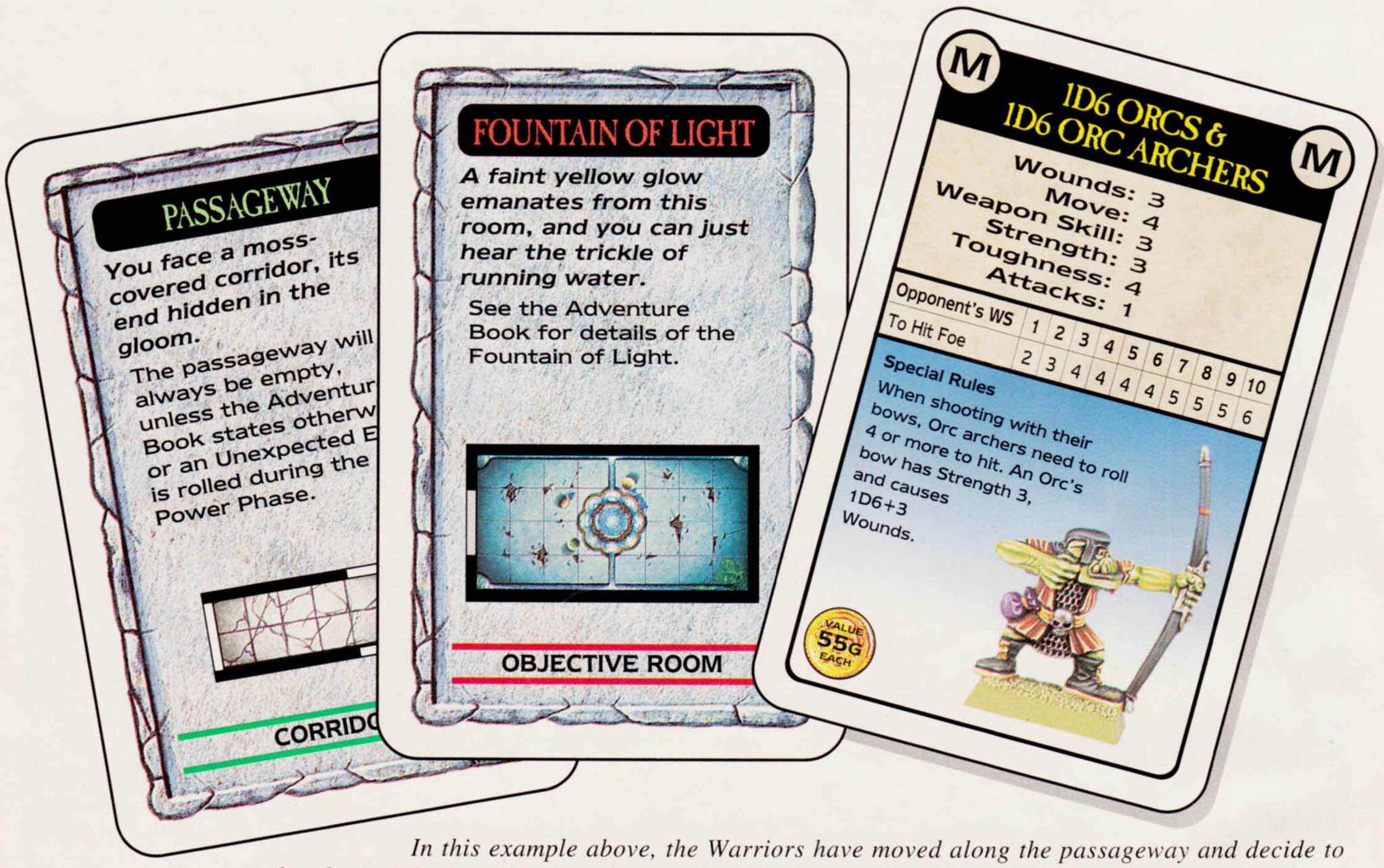
Of course, games of this type have been done before, and some years ago Games Workshop published a game called Advanced Heroquest which had a similar theme. However, we saw the opportunity to create an exciting and unique new game system which would both build upon this past work and set the standard for many years to come.

This game would not only incorporate many of Games Workshop's design innovations, but also utilise the whole of Citadel's Warhammer range. This would enable us to create a fun, perilous, exciting and challenging game that traced the adventures of a band of heroes as they fought their way to glory and riches against almost impossible odds!

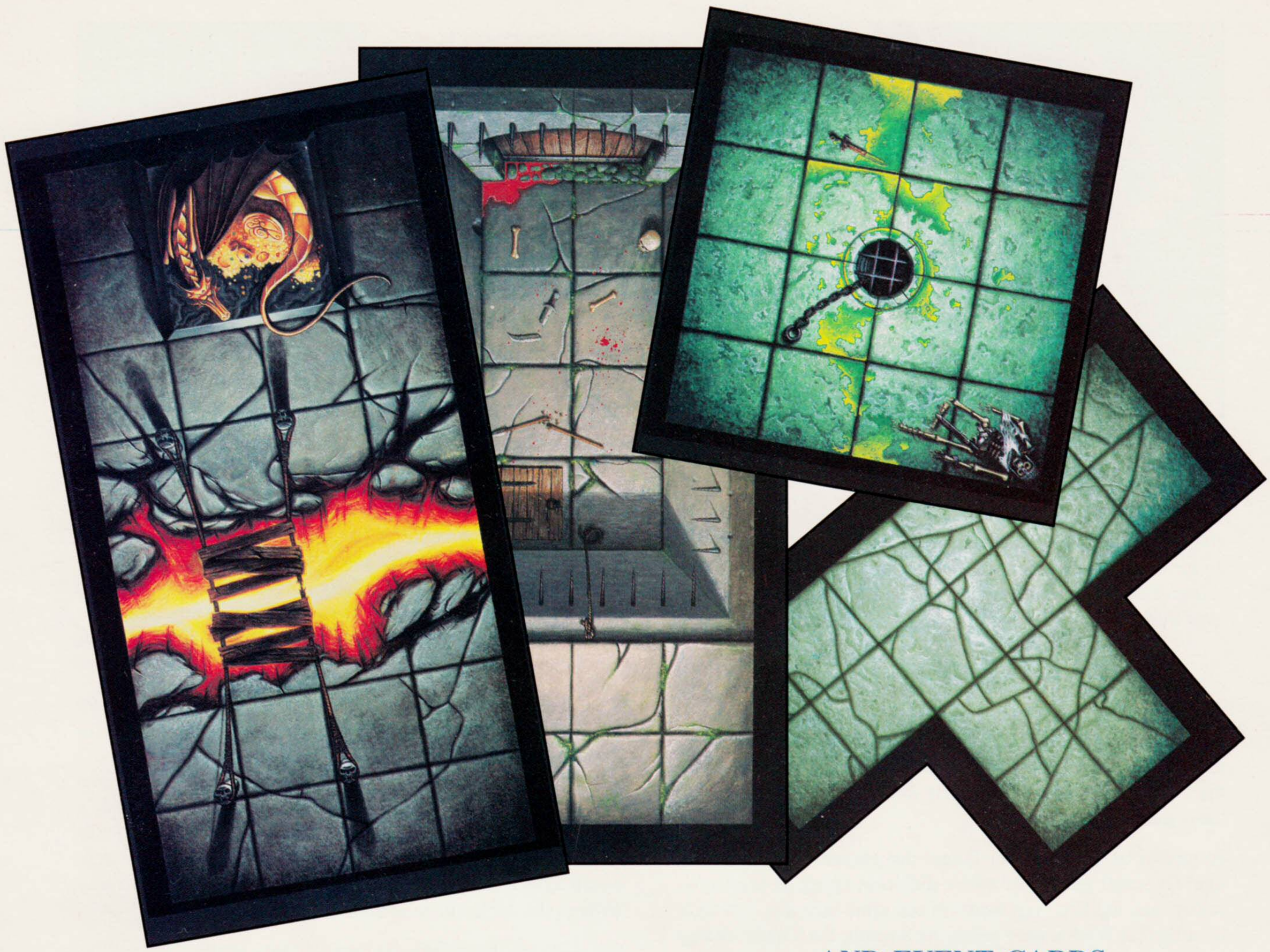
HOW THE GAME WORKS

Once we'd got a clear idea of the subject for the game, the next stage was to devise and test out various game mechanics and rules. What we were after was a system that was simple to learn and play, but which provided a fun, dangerous and challenging adventure for the players.

I therefore sat down and put pen to paper (desktop computer actually!) to knock the rules into shape and the first playtest copy of Warhammer Quest was the result. For the next few months, assistant games developers Gavin, Ian, Mark and anyone else who wasn't busy, played endless games of Warhammer Quest with me. Rules were tested and rejected, modifications were made and the basic game began to take



In this example above, the Warriors have moved along the passageway and decide to explore beyond the door. The next Dungeon card they turn over is the Fountain of Light and the goal of their quest. The High Elf and Dwarf move into the room, turn over an Event card and are immediately confronted by a horde of Orcs!



shape. At the same time, artists Dave Gallagher, Wayne England and Richard Wright, started work on the floorplans and other physical components for the game.

CARDPLAY

Right from the start, I wanted to use decks of cards to hold and manipulate all the information you need to play the game. After a bit of trial and error, I settled on three different sets of cards. The *Dungeon* cards – that show what the dungeon looks like, the *Event* cards – that control what goes on in the rooms and passages, and the *Treasure* cards that show what gold and precious items the Warriors find.

DUNGEON CARDS...

First of all, the descriptions of the passages and rooms of the dungeon itself were written onto cards so that each one corresponded to one of the floorplans included with the game.

As the players move forward and explore the underground chambers, *Dungeon* cards are turned over to reveal what lies ahead. What's more, when the players come to a junction or the passage splits, the unrevealed cards are separated into two piles and these are then placed next to the two passages. In this way, the players never know where the Objective Room – the goal of their adventure – is located until the dungeon is explored. Thus every adventure is different.

...AND EVENT CARDS

In a similar way, the *Event* cards direct the sequence of events within the adventure. Every time the Warriors move onto a new board section, an *Event* card is turned over. Sometimes the Warriors find treasure or magic items, other cards reveal dangerous traps and hazards such as spiked pits or cave-ins, but more often than not, the turn of a card pitches the Warriors into deadly combat with the denizens of the dark!

PLUS... TREASURE CARDS

As we continued to develop the idea of using card decks as the method of controlling the flow of action in the game, a whole host of other ideas sprang to mind. I realised that we could also put treasure, armour, swords and other weapons as well as magic items and spells onto card decks. This in turn created a simple mechanism to determine which warrior was carrying what. If you had the card you had the item! It also meant that when something like a single use spell was used up, the card was simply discarded. This means that when you actually play the game, all the information you need is right up front and the need to look up tables or flick through rulebooks is kept to an absolute minimum. This makes for a very fast-playing game.

Of course, we also have lots of plans to increase the size and scope of these card decks and thus take the game system in several new and exciting directions. We already have dozens of new *Treasure* cards ready, with many more to come.

The four Warriors from the Warhammer Quest game – the Wizard, the Barbarian, the Dwarf and the Elf, have to be among the best plastic Citadel miniatures we have ever designed.

THE WARHAMMER QUEST BOX

Even before we'd finished developing all the new cards and playtesting the rules, I'd come to the decision that I wanted the box to contain enough plastic miniatures to fully populate the dungeon for any of the thirty different adventures in the basic game!

In games of Warhammer Quest the players have to battle against small groups of many different types of monsters, rather than the huge regiments of the same race that you fight in a typical Warhammer game. As a result, the Citadel design teams were kept very busy developing all of these new models. The four warriors you see above have to be some of the very best plastic miniatures we have ever done, and the rest of the models in the box fully do them justice. Of course, Warhammer Quest does not start nor end with the models you get in the box. The system is fully compatible with the whole range of Warhammer Citadel miniatures and so any models in your existing collection can be immediately used in your Warhammer Quest games.

All in all, Warhammer Quest contains: 6 Orc Warriors, 6 Orc Archers, 12 Giant Rats, 12 Giant Spiders, 6 Night Goblin Archers, 6 Goblin Spearmen, 12 Giant Bats, 12 Snotlings, 3 Minotaurs, 12 Skaven plus the Barbarian, Wizard, Dwarf and Elf! – that's 91 plastic Citadel Miniatures and the start of a decent sized Orc and Goblin Warhammer army! There are also 10 plastic dungeon doorways that are used to clip the different board sections together as the Warriors battle their way through the dank and dangerous depths.

Speaking of floorplans, Richard Wright really has done us proud. Richard was the man responsible for the new Blood Bowl pitch but his work on the Warhammer Quest rooms and passages has really surpassed anything we've seen before. They really do bring the game to life and give it an air of incredible realism. The same is also true for all of the counters, cards and various other components that you can see in the photo on the opposite page.

GETTING STARTED

Once you've opened the box and fought your way past the mountain of Citadel miniatures you'll find a short 32 page Rulebook, a 16 page Adventure book and a How to Get Started sheet. There is also a huge 192 page Roleplay book which you should put to one side until you've completed your first few adventures.

Warhammer Quest has been designed to allow you to play the game on a number of different levels. At its simplest, you can open the box and go for an exciting romp through a dungeon, hacking your way through ranks of Orcs, Goblins and Minotaurs and stealing their treasure and gold! With this in mind, the Adventure Book contains thirty ready-made adventures which should keep you busy for some time to come.

WARHAMMER QUEST ROLEPLAY

After a while, there will come the time when you want to seek out new challenges for your Warriors. In the Roleplay book you'll find everything to take your Warhammer Quest games on into the exciting world of roleplaying games. The book introduces dozens of extra elements into your Warhammer Quest games in a structured and logical order. In this way, your games become linked together to form a campaign, where the Warriors fight monsters, vanquish the enemy and claim the prize before returning to civilisation to spend their riches on better weapons and equipment.

Eventually, your Warriors will be able to study and train between adventures in order to learn new skills to aid them in their quests. Thus over time, each Warrior will develop into a mighty hero, capable of slaying dragons single-handedly (or so legends say...). As their quests get progressively more difficult, they will surely need these skills. In the Warhammer Quest basic game, the sight of a Minotaur with 15 wounds and 2 attacks per turn is enough to strike terror into the heart of the bravest of Warriors. By comparison, in the Roleplaying game, by the time the Warriors have become mighty heroes they will be up against Bloodthirsters with 125 wounds and 8 attacks per turn, not to mention a whole array of frighteningly deadly special abilities...!

THE WARRIOR PACKS

Over the next few months, we'll be putting together a range of supplements to expand the Warhammer Quest game. Warrior Packs will contain all the templates, counters and cards you need to use a new type of warrior in your games, together with a detailed rulebook and an absolutely splendid Citadel miniature to represent the Warrior himself. We are currently working on a dozen or so of these packs, ranging from Witch Hunters to Wardancers, and all will be revealed in due course.

THE ADVENTURE PACKS

There are also a range of Warhammer Quest Adventure Packs in development. Rather than focusing on a particular Warrior, these bigger supplements provide a whole new set of adventures for your Warriors. Each pack is set in the lair of a particular monster or villain, and contains all the floorplans, counters, playing cards and rules you need to explore this hazardous realm. It goes without saying that each Adventure Pack will also come complete with a host of Citadel miniatures to represent the arch-enemy and his henchmen.

White Dwarf, will of course, be running regular articles on Warhammer Quest, together with new Treasure cards, Objective Rooms and adventures that you can cut out and include in your Warhammer Quest games.

It has to be said that I'm really pleased with Warhammer Quest. It's been quite a slog since finishing Man O' War and the supplements, and I've always seemed to have a million and one other things to do.

Finally, thanks a bundle to the assistant games developers Gavin, Ian and Mark, who put in a lot of hours working with me and playtesting the Roleplay book – all hail to Grunnson's Marauders, the Warriors who made it all the way to Battle-level 10 and lived to tell the tale!

Good luck, good adventuring, and watch out for those Bloodthirsters – they're dead 'ard!

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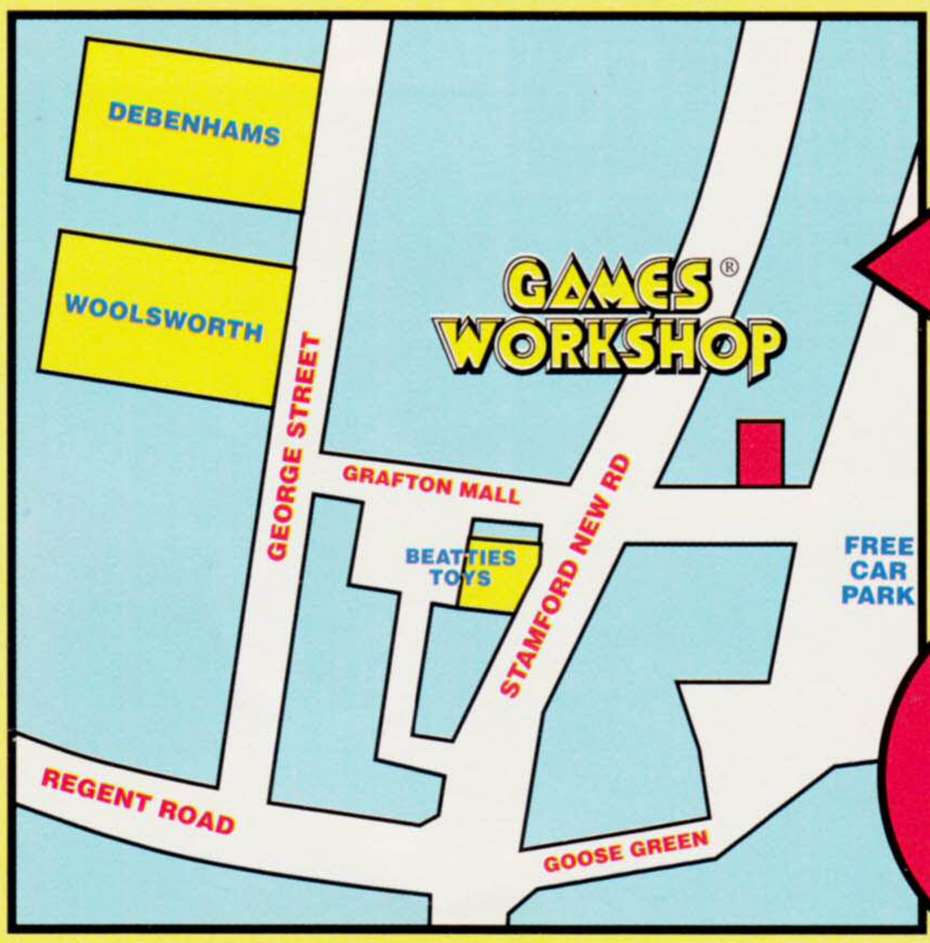

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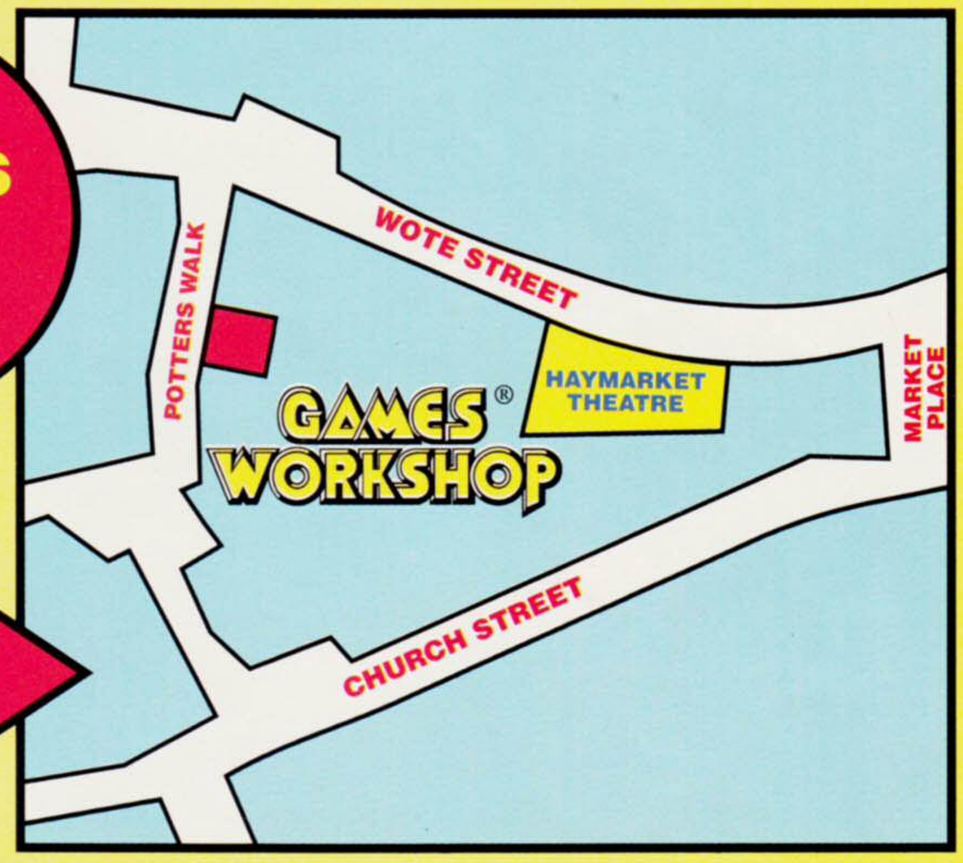

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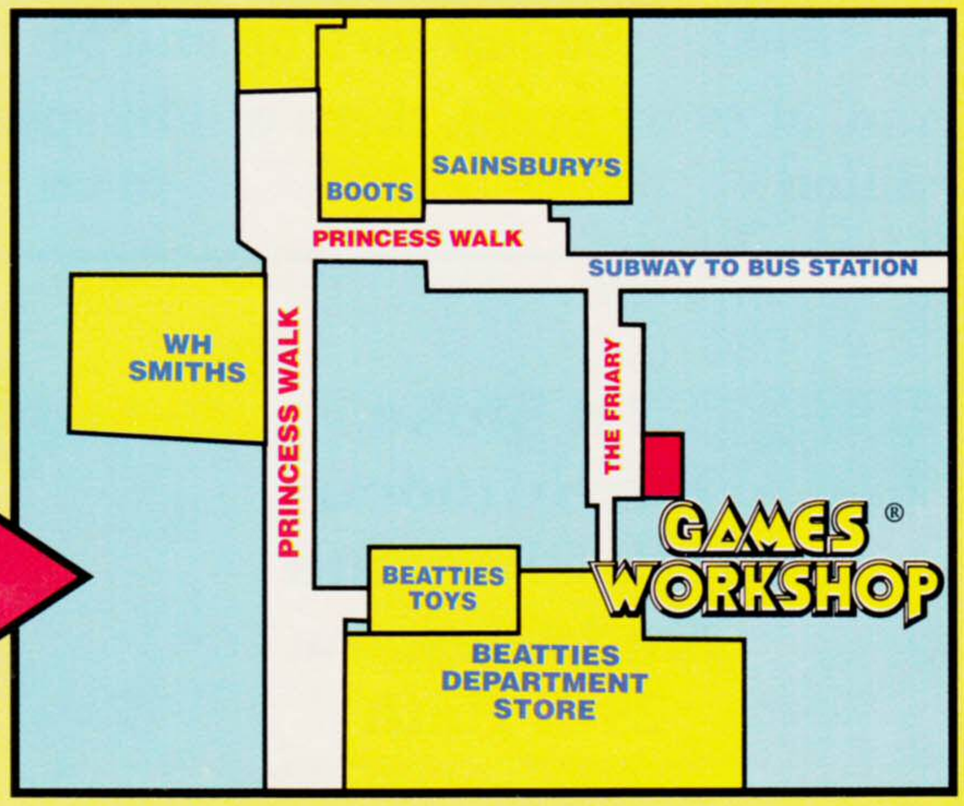

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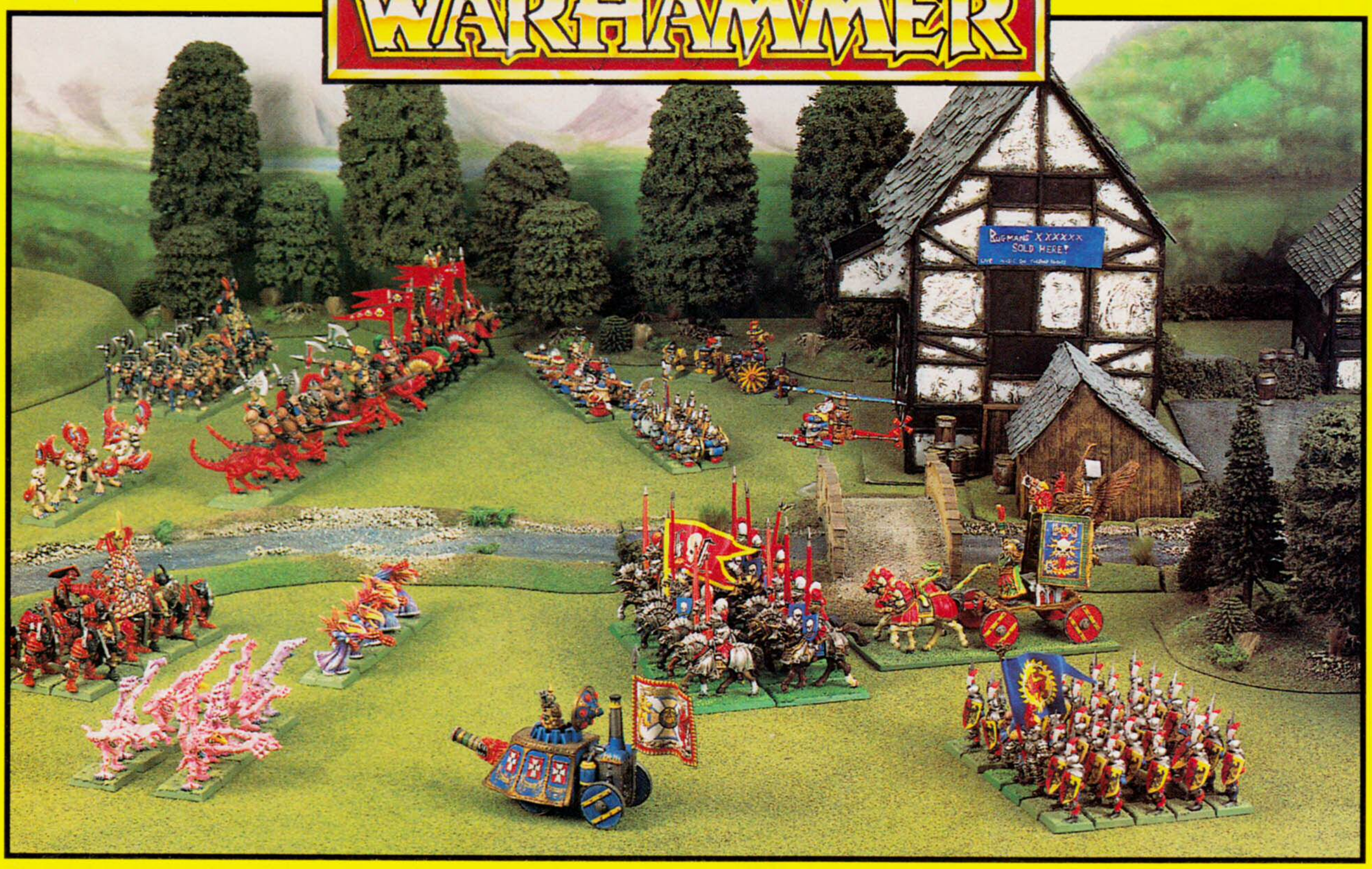

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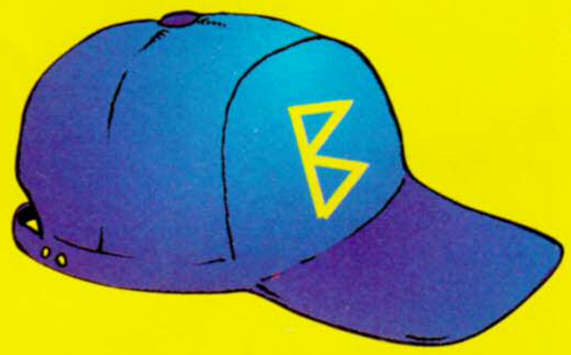

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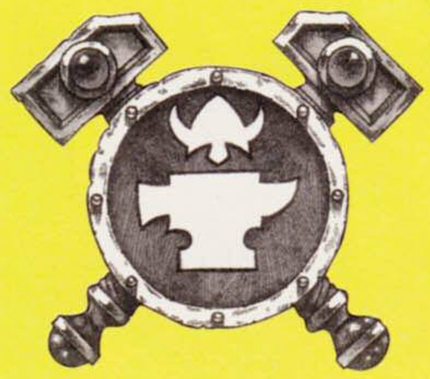

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WARHAMMER 40,000

IMPERIAL GUARD VETERANS

By Rick Priestley

Continuing his series of articles on the Imperial Guard, Rick describes some new veteran rules. These enable you to add a wide variety of battle-hardened troops, like *Grizzled* veterans, *Street Fighters* or *Tank Hunters,* to the massed ranks of your Imperial Guard army.

VETERANS

Compared to Space Marines, Orks and even Eldar, the ordinary Imperial Guardsman often finds himself outmatched in one-to-one combat. Yet as part of the greatest army in the galaxy he knows he can rely upon the support of his fellows and the tactical might of the Imperial fighting machine.

With tanks, heavy weaponry, and the courage of its officers, the Imperial Guard is the most formidable armed force in the Imperium. Although an individual trooper can never be as tough as an Ork, as fast as an Eldar, or as superior as a genetically enhanced Space Marine, experience and ferocity can make him outstanding amongst the herd of humanity.

These battle-hardened fighters are veterans – the hard core of the Imperial Guard. As such they are the first squad in an assault and the last in a retreat.

Ogryn Hardened Fighters smash into the Eldar line.

VETERANS IN BATTLE

The special abilities described here can be used to represent the superior fighting qualities of veteran troops. Veterans are warriors who have proved their mettle in dozens of battles and who have gained extraordinary skills as a result of their extensive combat experience. These unusual abilities are an important asset for an Imperial Guard commander who can use carefully placed veteran squads to give an extra edge to his attack or to bolster his defence.

You may, if you wish, upgrade any, or even all, of your Imperial Guard squads to veteran status. Choose a single veteran ability from the list below for each upgraded squad. The points value is added to the cost of the squad and the rule applies to the entire squad, regardless of its size. There are a few restrictions regarding which veteran upgrades you apply to which Imperial Guard units. These are noted in the descriptions of the veteran abilities themselves.

Players are free to choose whichever upgrades they think will give them an appropriate tactical edge, or which they feel are appropriate for the regiment. For example, you might want to upgrade your Jungle Fighters of Catachan to *Stealthy* veterans, as this reflects their ability to move and fight in dense jungle. However, you could equally well make them *Tank Hunters*, *Street Fighters*, or *Dead Eye Shots*.

You can chose the same veteran ability for different squads, different abilities for each squad, or upgrade some squads and not others, it's entirely up to you. However, no squad may be upgraded more than once.

Veteran abilities are not restricted to just ordinary Imperial Guard infantry. Command sections can be veterans, for example. Veteran abilities can also be applied to Ogryns, Ratling Snipers, Rough Riders and any other Imperial Guard infantry squads, but *not* to either support weapon crews or vehicle squadrons.

VETERAN ABILITIES

Crazed ..... +25 points (+50 for Ratlings)

Crazed troops have grown so accustomed to fighting that they no longer have any fear or respect for their enemy. *Crazed* troops ignore all psychology tests and do not have to make a break test unless they lose half their number during the current turn (ie 50% rather than 25% casualties for break tests). Ratlings pay extra points for this ability as it is not really in their nature to hang around when the going gets tough.

Dead Eye Shots ..... +25 points

Dead Eye Shots are better marksmen than ordinary troops. Any trooper who misses a shot can re-roll the dice to hit again. This only applies when shooting and doesn't apply to grenades or to heavy weapons that use a blast marker.

Freedom Fighters ..... +5 points

Freedom Fighters are experts at fighting behind the enemy lines and at setting traps and ambushes. If *Freedom Fighters* are inside a wood, or within a building, then each enemy model which moves within the same wood or building is a potential victim of a booby trap. Any enemy model which moves within the area automatically suffers a single strength 3 hit. Ogryns cannot be *Freedom Fighters* – an Ogryn setting up a booby trap is far more dangerous to himself than anyone else.

Grizzled ..... +15 points (+30 for Ratlings)

Grizzled troops have seen it all and don't flinch in the face of enemy fire. *Grizzled* troops roll three dice instead of two for any check against their Leadership, and use the best two dice rolls out of the three. Ratlings are by nature extremely interested in self-preservation and so pay extra points to become *Grizzled* veterans.

Guerrillas ..... +10 points

Guerrilla fighters are expert hit and run troops, appearing and disappearing suddenly, outpacing and outwitting their enemies. *Guerrillas* may run and hide in the same turn or, alternatively, run and shoot with a -1 to hit penalty. This ability is not available to Ogryns whose chances of outwitting their enemies are absolutely zero.

Hardened Fighters ..... +10 points

Hardened Fighters are ferocious close combat specialists. In hand-to-hand fighting a *Hardened Fighter* may re-roll any single Attack Dice. The original score of the re-rolled dice is ignored, even it is a '1' fumble. Hand-to-hand opponents may never parry against a *Hardened Fighter's* attacks.

Slick Crew ..... +20 points

Slick veterans are expert at handling heavy weapons, their crews are well trained and co-ordinated to act together like a well-oiled machine. Only a squad or command section which contains heavy weapon teams can have the *Slick Crew* ability. The ability applies to all heavy weapon teams in the squad so long as they have both crew members fighting. If the weapon scores a hit then it is automatically entitled to a further shot that shooting phase (assuming it does not jam, explode, need to recharge and so forth). This can be against the same target, or any new target that could otherwise be fired at. Work out the results of the first shot before attempting the second.

In the case of the Imperial Guard mortar detailed in White Dwarf 183, the *Slick Crew* gets a second shot only if their first round is a direct hit, ie they rolled a 'HIT' on the Scatter dice.

Stealthy ..... +10 points

Stealthy fighters are expert at moving amongst dense terrain, whether thick jungles or urban ruins. *Stealthy* troops ignore all movement penalties for difficult or very difficult terrain. They also receive a +1 Combat Score modifier in hand-to-hand combat when fighting in such terrain. In addition, their line of sight is increased to 4" through a wood (rather than 2" as normal). The *Stealthy* ability may not be used by Rough Riders because they ride horses, or by Ogryns because these loud raucous creatures have no concept or appreciation of stealth!

Street Fighters ..... +20 points

Street Fighters are seasoned veterans of urban fighting. There are few troops with such an uncanny sense of timing, position or use of cover. *Street Fighters* in soft cover count -2 to hit and when in hard cover they count -3 to hit (rather than -1 and -2 as normal troops). Rough Riders cannot be *Street Fighters* due to the impracticalities of taking cover with a horse.

Tank Hunters ..... +10 points

Tank Hunters are experienced tank fighters, they know how to sneak up on vehicles without being seen and they know where a tank is vulnerable to a carefully placed charge. When *Tank Hunters* use grenades against vehicles they may automatically re-roll any or all of the dice for armour penetration. *Tank Hunters* also ignore any psychological effects that may be caused by vehicles.

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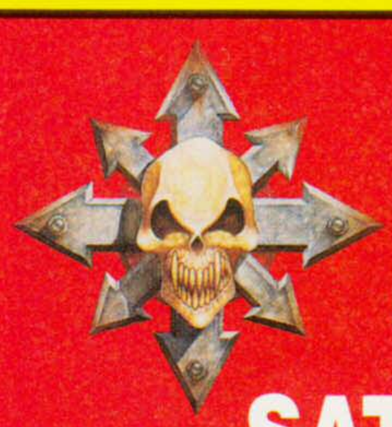

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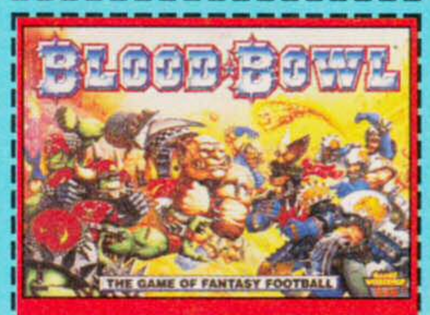

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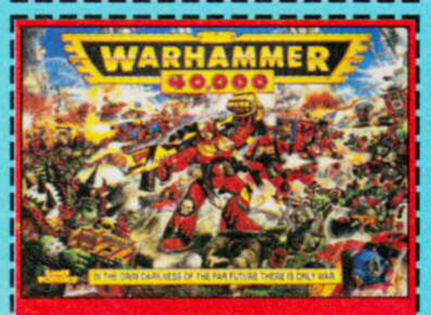

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The magnificent bronze Space Marine Trophy. This year it will be awarded by the Studio 'Eavy Metal Team to the Games Workshop store that produces the finest painted Warhammer Command group.

GAMES DAY 1995 AND THE GOLDEN DEMON AWARDS

On the 15th October 1995, the Birmingham National Indoor Arena will play host to **Games Day '95** and the **1995 Golden Demon Awards**. Thousands of Games Workshop hobbyists will get together for a dazzling day of exciting games and special events.

The **Golden Demon Awards** is the showcase for the finest painted miniatures in the world. Hundreds of Citadel miniature painters and modellers come together to display their talents and compete for the title of Golden Demon Master Painter and the coveted Golden Demon Slayer Sword.

THE 1995 GOLDEN DEMON AWARD CATEGORIES

NEIL THOMANSON – 1994 1ST PLACE WARHAMMER 40,000 SINGLE MINIATURE

1. Best Warhammer 40,000 Miniature

Any single Warhammer 40,000 miniature on a standard round slottabase.

2. Best Warhammer 40,000 Squad

This category is for Warhammer 40,000 squads chosen from the Squads section of the Codex army lists. Note: Space Marine squads must be full ten-man squads and not five-man combat squads. Other races may be chosen within the army list parameters (eg: Striking Scorpions 3-7 models, Dark Reapers 3-7 models, Deathskulls Mob 3–10 models, Snotling Herd 2–10 bases plus a Runtherd, Genestealers 5 models etc). All models must be presented on standard slottabases.

3. Best Warhammer 40,000 Vehicle

This category is open to single Warhammer 40,000 vehicle, Dreadnought or War Walker models.

GARY TAYLOR – 1994 1ST PLACE WARHAMMER 40,000 SQUAD

ROBIN HEMPSALL – 1994 1ST PLACE WARHAMMER SINGLE MINIATURE

4. Best Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard gaming slottabases up to 25mm x 50mm maximum size (cavalry base). Models on 40mm x 40mm bases should be entered into the Monsters and Creatures category.

5. Best Warhammer Command Group

Entries for this category consist of any four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must include **four** of the following five models for any one army: an Army General, an Army Standard Bearer, a Regimental Musician, a Regimental Champion or a Wizard.

AKIO MENISTER – 1994 2ND PLACE WARHAMMER 40,000 CREATURE

AND

6. Best Warhammer Monster or Warhammer 40,000 Creature

This category is open to all Warhammer or Warhammer 40,000 monsters on 40mm x 40mm standard bases. This covers Avatars, Ogryns and Tyranids and you may include a rider if you wish eg: Orc Wyvern, Chaos Dwarf Bull Taurus, etc.

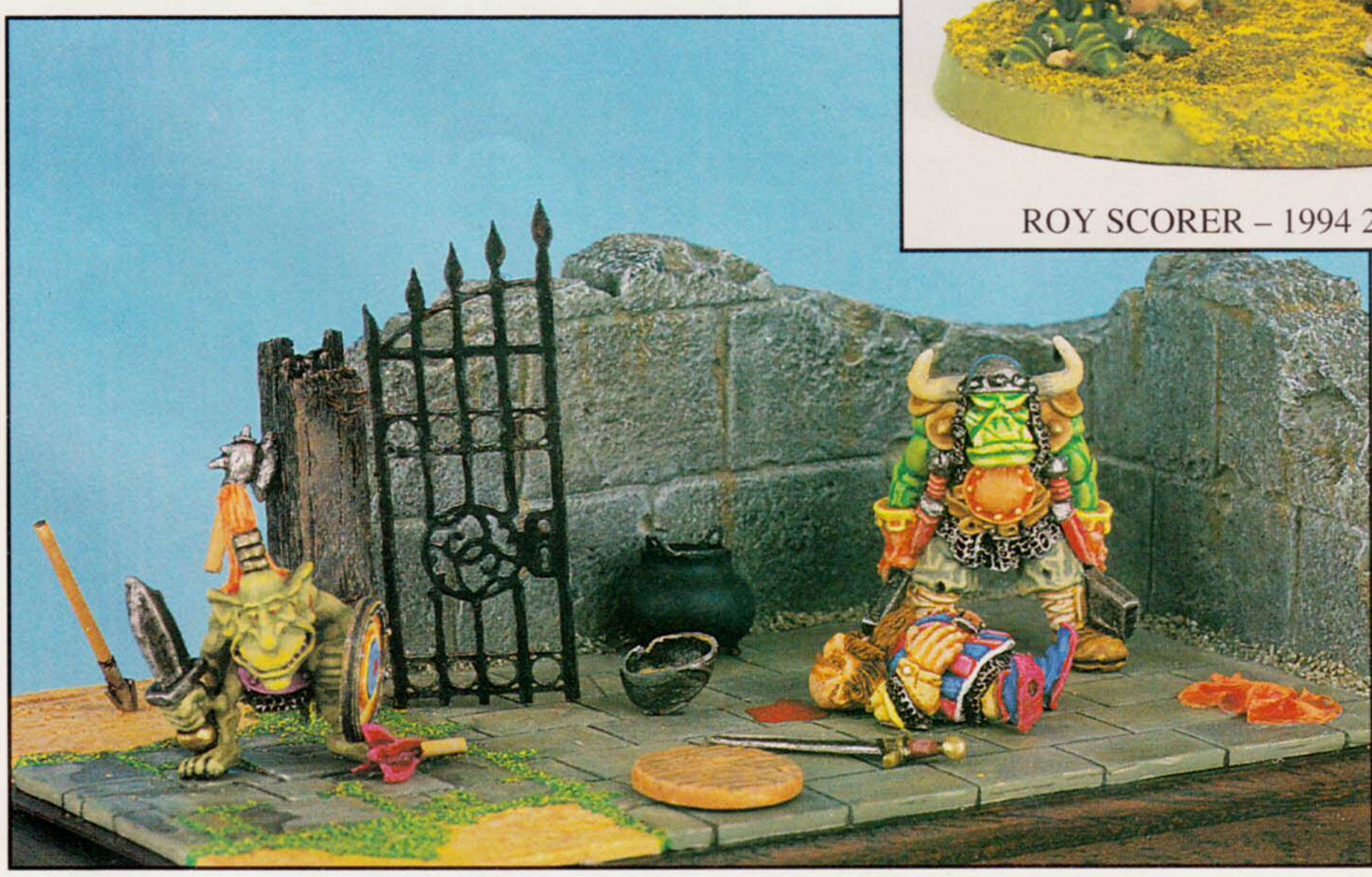
7. Best Epic Titan

This category is for a single model of a Titan of any class, or any type of Gargant.

8. Best Epic Battleforce

Entries to this category should be made up of an Epic force consisting of the miniatures representing a **Company Card**, with a Titan/Gargant or Gigantic Vehicle as a **Special Card,** plus three **Support Cards.**

ROY SCORER – 1994 2ND PLACE EPIC TITAN



MARK WALTHAM – 1993 COMMENDED BATTLE SCENE

9. Battle Scene

Entries for this category consist of a Battle Scene from either Warhammer 40,000, Warhammer or the Epic game system. The display must not be larger than 30cm x 30cm and the maximum permitted height is 30cm. The Battle Scene should have at least two miniatures arranged in a combat pose, but otherwise there is no restriction on the model's theme or content.

THE GOLDEN DEMON COMPETITIONS

In addition to the nine main Golden Demon Award categories, this year we will also be running two Golden Demon Painting and Modelling Competitions.

The Young Bloods Competition

The Young Bloods painting competition is open to any competitors aged 14 years or under.

Your entry should consist of any single plastic Citadel miniature on its standard gaming slottabase.

The Golden Demon Open Competition

The Golden Demon Open Competition is literally what it says – an open opportunity for you to let your imagination run riot. There are no restrictions on your entry so it could range from a single miniature to a sweeping diorama. Anyone can enter the Open Competition, including Games Workshop staff, but remember that no matter how wild your entry, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes. Conversions are allowed, but should also be consistent with the atmosphere of the game world and spirit of the miniatures.

ROY SCORER – 1994 2ND PLACE BATTLE SCENE

1995 COMPETITORS GUIDELINES

All entries to the Golden Demon Awards must be painted Citadel or Marauder miniatures.

All single miniatures must be mounted on the appropriate gaming bases. To help the judges compare the entries, we prefer these to be painted green.

Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.

Overall, the judges will be looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes.

All entries to the 1995 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena Birmingham on the 15th October 1995. Full details on the entry and and booking-in procedure will appear in White Dwarf issues 188, 189 and 190.

Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.

Once they have been booked in, Games Workshop undertakes to treat all entries with the greatest care, be we can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's risk.

Entry into the competition gives Games Workshop the right to display, photograph and publish any entry as they see fit. The judges' decision is final and no correspondence will be entered into.

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MORDIAN IRON GUARD LASCANNON AND HEAVY WEAPONS TEAM

THE MORDIAN IRON GUARD REPULSE A TYRANID ASSAULT

WARHAMMER 40,000

MORDIAN IRON GUARD

By Rick Priestley

The Iron Guard are the champions of the Tetrarchy of Mordian, standing between the planet's continued survival and anarchy and destruction. Resplendant in their distinctive bright uniforms, they are instantly recognisable and form a loyal bastion against the encroachment of Chaos.

TREACHERY!

In the long and sinister annals of the Inquisition there are many tales of treachery and horror, of the destruction of worlds and the triumph of man's greed and foolishness. It is a record of human weakness and the power of the Dark Gods of Chaos.

Yet amongst that record of lost planets and mortal defeat there are a few stories of human victory – rare cases where the daemonic army of Chaos has been turned aside at the moment of success and driven back into the void from which it came. One such place is Mordian – the World of Eternal Night.

MORDIAN

The Mordian day is the same length as the Mordian year, the small planet turning upon its axis once each time it completes a circle of its sun. As a consequence, one side of Mordian is constantly burned by the fierce heat of the sun, whilst the other side lies in eternal darkness. The scorched side is lifeless and barren, a desert of splintered rock and canyons where mighty armies clashed during the Age of Apostasy thousands of years ago. On Mordian, all life is on the dark side.

The slow revolution of Mordian does little to stir its thick atmosphere, so the weather is constantly hot and still with no natural breezes to move the oppressive air. In the sultry darkness the Mordians go about their daily lives. Ancient and ruinous cities sprawl across the planet's dark surface. Pyramidal, multi-levelled towers reach for the sky and rise like mountains towards space. Hundreds of millions of people exist upon a land surface barely one tenth the size of Earth.

Mordian is a world that seethes with people, a crowded and dark world whose rulers, the Tetrarchs of Mordian, must fight a constant battle against anarchy. Only the most careful husbanding of Mordian's resources keeps its massive population alive. All food, all clothing, all essential resources and supplies are strictly controlled and rationed. This enables the Mordians to survive albeit with the utmost effort and in considerable impoverishment.

Such harsh and demanding conditions naturally breed discontent. Few people really understand the predicament they or their planet is in. Others care nothing for their fellow men and seek only to accrue personal wealth and power regardless of consequences. In the decaying, multi-levelled cities crime is rife. Gangsters and criminal warlords rule an underworld where life is cheap and where the desperate are merely pawns to be expended as their masters please.

THE IRON GUARD

The Mordian Iron Guard stands between order and anarchy. They are the champions of the Tetrarchy of Mordian, uniformed in bright colours and fiercely loyal to their cause. Their enemies are all those who would divert the scant resources of Mordian or threaten its continued existence. They fight a constant battle against the criminal warlords of the undercity, insane gangs of cannibals, and misguided rabble-rousers who would sooner see universal destruction than endure the sacrifice necessary for the survival of the world.

The Iron Guard are ruthless in pursuit of their enemies. Their discipline is legendary and their training is as rigorous as possible. All who fight in the Iron Guard understand full well the horror that would engulf their world if they were to fail in their duty. Their loyalty and determination is all that keeps Mordian from plague, starvation and savagery.

THE CONSPIRACY OF CHAOS

The greatest threat to Mordian came one hot summer. The stifling heat was unusual even for Mordian. The planet seethed with unrest. Beneath the streets brooded a secret conspiracy that posed a threat far greater than any seen before. In the depths met a dark conclave, a group of men who knew the extent of Mordian's wealth and wanted it for themselves. Away from the sight of saner citizens they made their incantations and called upon the Dark Gods of Chaos.

A spell was begun. It is impossible to say how much innocent blood was spilled to fuel their sorcery, or what sinister pledges were made to their dark masters. Those that cast the spell sought only personal power. Their lust knew no bounds. They would destroy the planet itself if they had to. They cared no more for its teeming millions than did the Chaos Gods.

The summer grew hotter as the spell neared its completion. Many strange things were reported in the capital. The cannibal mobs and criminal gangs were restless. Men saw winged monsters hovering in the city lights. People disappeared without trace.

A SKY OF FLAMES

At last the spell was complete and suddenly the world shook as its sky erupted into flame, and from the flame came the Warlords of Chaos itself. From the Eye of Terror distorted and ugly spacecraft soared into the Mordian skies to rain fire and destruction upon the world. Chaos Space Marines poured into the city slaying all around in a great and bloody sacrifice to their gods. Daemons stalked the burning towers and hunted the souls of those that fled from the devastation below.

From their dark hiding places the servants of Chaos crawled to bathe in the fire and terror of their world, confident of their master's favour now that their work was done.

CHAOS WAR

As the sky exploded into flame the Tetrarchs of Mordian ordered their Astropaths to send psychic calls for help. The power of Chaos was so strong that the Astropaths' minds melted with the effort. It was impossible for anyone to say whether the messages got through or if help was on its way.

Meanwhile, the Iron Guard fought a gallant resistance against the daemonic assault. Whilst lesser men fled in terror before the might of Chaos the Iron Guard stood their ground, pouring volley after volley into the enemy ranks. At last the Iron Guard Captains were forced to give the order to withdraw. Though their men would stand until the end they could achieve little against the hordes that opposed them. Reluctantly the Iron Guard regrouped around the capital, abandoning the rest of the planet to the enemy.

The Mordian Iron Guard defend their capital against Chaos Space Marines.

Whilst the forces of Chaos rampaged throughout Mordian the Iron Guard prepared the capital's defences. Every building became a fortress, every tower a strongpoint, and every street and plaza a killing-zone for the Iron Guard's carefully sighted weapons. At the centre lay the Tetrarchal Palace itself, from which the defence of the capital was co-ordinated.

When the attack began the Iron Guard was well prepared. Chaos Space Marines fell before their well disciplined fire as shot after shot struck their ranks. Channelled into well prepared fire traps the Chaos Marines were easily repelled, but far greater and more potent foes followed upon their heels.

ATTACK FROM THE DEPTHS

From the sewers and service ducts poured an army of those who had sold their souls to the Dark Gods. Clad in rags and armed with no more than iron bars and lengths of chain they threw themselves upon the defenders. Driven by their insane devotion to Chaos they cared little if they lived or died, and thousands were cut down by the devastating weapons of the Iron Guard. Nonetheless, this attack from an unexpected source left the defenders unprepared for the next assault.

The forces of Chaos moved upon the Iron Guard with purpose. Daemons and Chaos Marines advanced as one. Bloodthirsters of Khorne roared a great challenge to chill mortal blood. Keepers of Secrets stalked the battlefield, slaying those that dared to look upon them with a withering glare. Whirling Horrors skipped and chattered in an eerie blur of incandescant power. It was a terrifying sight, yet the Iron Guard held firm before the onslaught though many payed the ultimate price for their devotion.

Street by street, building by building, the Iron Guard fell back into the heart of the city. Their lines drew tighter but refused to break, as attack after attack was repulsed. When losses grew too heavy to endure, or as positions were outflanked and became untenable, the Iron Guard withdrew to another line, always preserving what they could of their men and weapons. It was a battle fought with all the tactical brilliance and discipline the best Imperial troops could hope for. Yet it was a battle the Mordians could not win. Eventually they would have nowhere left to retreat to.

THE BATTLE FOR THE PALACE

At last the Iron Guard took position around the Tetrarchal Palace itself, the last strongpoint on the whole world. Behind hastily constructed defences the infantry waited for the inevitable attack. From the towers and ceremonial balconies the barrels of lascannons and other heavy weapons glinted in the light of the burning sky.

Suddenly the horde of Chaos was upon them, screaming and bellowing in its might. Greater Daemons of Nurgle strode clumsily amongst their minions, rising above them four or five times the height of a man, giants and lords of their foul kind.

The bloated daemons shuffled forward, putrid innards spilling over the ground, nauseous gasses bubbling from rents and tears in their leathery flesh. Beside them were the Chaos Space Marines of that pestilential God, their armour green and rancid with decay, their rank bodies stiff with disease. Before them came a black cloud of flies which buzzed about the Iron Guard, crawling into eyes and ears, and filling their mouths with black hairy bodies.

The Iron Guard's lasguns spat a volley of death into the screaming horde. Again the lasguns cracked with a single voice, as the Captains ordered shot after shot into the vile mass. From the Tetrarchal Palace came the chatter of autocannons, the angry scream of boltguns, and the piercing shriek of lascannons. With mechanical precision the weapon crews loaded and fired, loaded and fired, never stopping for one moment or breaking their routine. Deamon gore ran like a foul river in the once white square, but as one beast fell another twice as hideous marched over its body towards the Iron Guard's position.

The Captains ordered their men back to the Palace steps and formed a firing line. Their discipline intact, the Iron Guard prepared for a single volley before the forces of Chaos fell upon them. Their final moment had come, though there were few left now to witness their inevitable defeat.

THE TIDE IS TURNED

Little could the defenders of Mordian know of the power or purposes of Chaos. How could they imagine, as the hordes of Chaos advanced upon them, that the Chaos gods' hold upon Mordian was but a tenuous one. The spell that brought them to mortal space and imbued the flesh of their servants with physical energy was almost spent. The fires that burned in the sky were growing dim and the bellows of daemons echoed shallowly in the air.

As the Iron Guard watched, their enemies dissolved before their eyes. The sky darkened to its customary blackness. In the dark the guiding lights of Imperial spacecraft glittered amongst the stars. The Iron Guard had won not just a battle, but the most precious thing of all – time. From beyond the orbit of Mordian Imperial psykers had wrought a counter spell to break the hold of Chaos. Whilst the Iron Guard fought upon the planet, a separate battle of wills had raged between mortals and gods. Only the Iron Guard's heroic resistance had given the psykers enough time to work their mysical abilities before the planet was won for Chaos for all time.

IMPERIAL GUARD LASCANNON

The Imperial Guard lascannon is mounted on a sturdy carriage which is nonetheless relatively light and can be easily manoeuvred by its crew. Lascannons such as this can be hauled into position quickly, allowing them to keep pace with their squad's advance whilst larger and clumsier support weapons are left behind.

The team rules already described in White Dwarf issues 180 and 182 also apply to the Imperial Guard lascannon. Because the lascannon is a separate model at least one crewman, the firer, must be positioned touching the weapon to fire or move it. The loader must remain within 2" of his partner, and is assumed to load the weapon as well as help carry it when necessary. A single crewman can still move and fire the lascannon if his partner is slain, however, he may not run with the lascannon by himself.

In addition, because of its useful extra shielding the two crewman both benefit from their weapon's protection. If someone shoots at the crew from anywhere in front of the lascannon, the crew are assumed to be in hard cover (-2 to hit) regardless of other cover. This takes into account the extra level of protection offered by the gun shield, and assumes that both crew are within 2" of the weapon at the time. The lascannon model is automatically removed once its last crewman is killed.

MORDIAN IRON GUARD

For every Command Section in your Imperial Guard army you may include up to three squads of Imperial Guard. These squads could be Mordian Iron Guard, Ice Warriors of Valhalla, Cadian Shock Troops, Rough Riders of Attila or any other Imperial Guard regiment.

MORDIAN IRON GUARD SQUADS ..... 143 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 an autopistol, chainsword, frag grenades and flak armour (6+ save). One trooper is equipped with a grenade launcher, and the squad includes a two man weapons team armed with an Imperial Guard lascannon.

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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MINDER

MINDER

MINDER

BAD MOON WEIRDBOY WARPHEAD

MINDER

A BAD MOON WEIRDBOY WARPHEAD CONFRONTS AN IMPERIAL PSYKER

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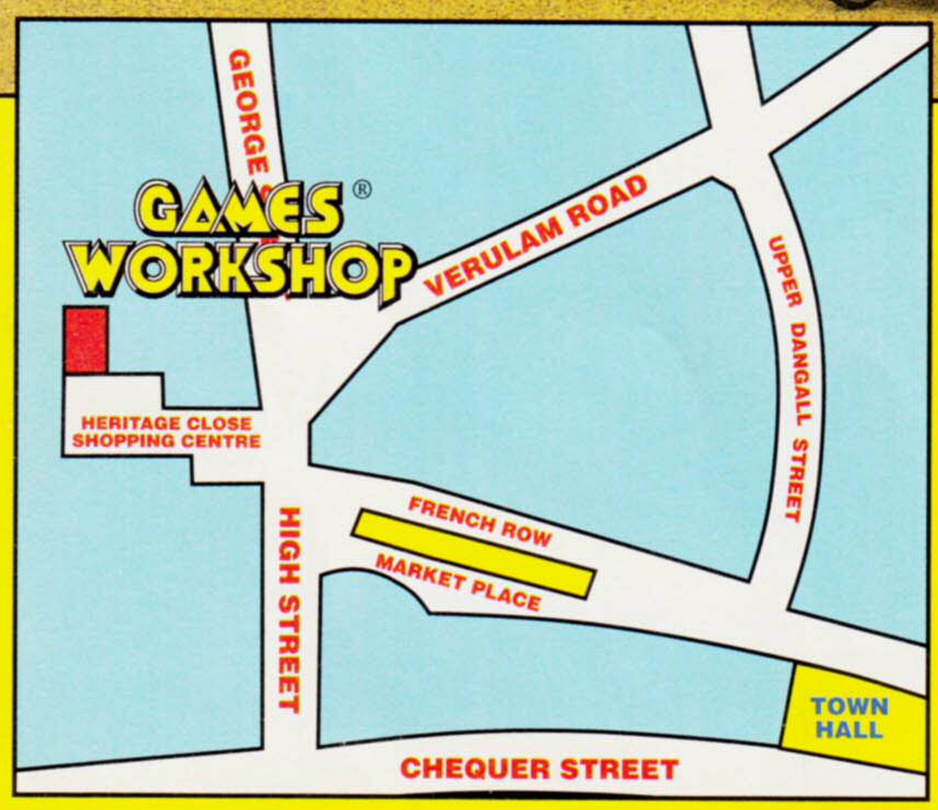

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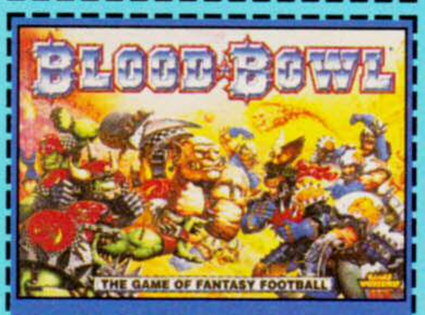

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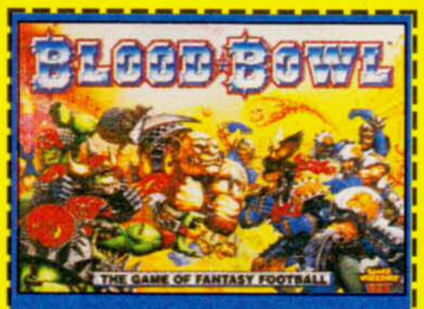

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EPIC TITAN LEGIONS

ABOMINATION!

By Ian Pickstock and Gavin Thorpe

As the Tyranid invasion grows in strength, we take this opportunity to bring you a report on one of our recent Epic games. Can the Imperial forces stop the onrushing alien hordes or will Hive Fleet Kraken engulf the few, brave defenders?

EPIC HIVE WAR

Gavin: Last month, Andy Chambers described how he developed the rules for the new Epic Tyranid army. As the army took shape, Andy led the swarms of the Hive Mind against every conceivable opponent. Ian and I took command of some of those armies, fighting battle after battle against the alien might of the invading Tyranid horde.

When the playtesting was over and the final product was being assembled, fresh projects beckoned and other duties came to hand. After a couple of months, when everything had been printed, Ian and I decided to have another go at fighting with this most alien of alien races. A few battles later, we'd got the hang of the Tyranids' unusual army structure and Ian was putting up a valiant defence against my rampaging Tyranid swarm. As we were having so much fun, Robin suggested that we actually do some work and write up one of these struggles! The result is the battle you see here.

THE BATTLE

At the start of the second Tyrannic war, the vast malevolence of Hive Fleet Kraken struck deep into the Ultima Segmentum, smashing aside the first Imperial attempts at defence. As the Emperor and his servants mobilised to stop this apocalyptic threat, it was left up to the scattered forces of the Imperial Guard, Space Marines and Titan Legions to slow the Tyranid advance. This battle represents just one small incident in this titanic conflict, as the vast might of the Imperium struggles for survival against the alien Tyranid horde.

In this game, a combined Imperial force intercepted a small portion of Hive Fleet *Kraken*. This scouting force was exploring ahead of the main fleet and it was the task of Inquisitor Carrax leading Strike Force *Damacles* to destroy it. Inquisitor Carrax knew he would face horrific strains of Tyranid bio-engineering that had never before been encountered, and his secondary mission was to compile a report of these creatures for the High Lords of Terra. To combat the seemingly ever-changing alien menace the Imperium needs every piece of data it can get. Any clue that might give away a weakness in the Tyranids, or suggest a way to eradicate the threat they posed, was too valuable to miss. The scene was set for a battle to the death!

Inquisitor Carrax stared at the view screen. Tiny red blips were appearing, slowly at first, but then quicker than he could follow. Within minutes they had merged into a solid, glowing mass which flowed over the screen like blood, bathing the Inquisitor's face in an eerie, red light. The Tyranid assault had begun.

With a jarring lurch, Carrax's Rhino ground to a halt. Servos began to crank into operation and the rear door swung open. Daylight flooded in. Inquisitor Carrax stepped out and the troops around him erupted in cheers and shouts of "Praise to the Emperor". Carrax saluted back and the furore died down as the Guardsmen went about their tasks, checking and rechecking their weapons. Many ran to and fro, no doubt scrounging for more ordinance, trying to get their squad extra grenades and special issue equipment. Inevitably, some squads would find their supplies suddenly short, while the older, more wily Guardsmen would be armed to the teeth! Carrax knew his presence had raised their spirits and most men were almost cheerful, knowing that with him present the Emperor was watching them. Even so, fear still shone in their eyes at the thought of the horrors they would soon have to face.

He signalled to the company commanders who began issuing orders down the comm-net. Immediately, the infantry began to form up in ranks, tank crews clamped down their hatches and engines roared into life. In under a minute the company was formed and the advance began.

STRIKE FORCE DAMACLES

By Ian Pickstock

When Robin asked me if I would take part in an Epic battle report, I was happy to oblige. Having fought many battles with the Imperial army, I was ready to take on the alien forces of the Hive Mind.

Firstly, I considered what my enemy was good at and how they win. Tyranids don't get victory points for capturing Objectives – all of their VPs come from killing! They get the normal points when they break a unit, but get also the same value again when they wipe it out! This made it important for me to capture Objectives early in the game while I still had sufficient troops. Many of the Tyranid troops carry deadly short range weapons and have vicious close combat capabilities. My biggest fear was that Gavin would gather all his force together and concentrate his attack on one point of the battlefield. If I was unprepared for this then wave after wave of Tyranids would smash into my line, overwhelming my defenders in a torrent of blood.

Morale tests were another major worry. For a variety of reasons a Tyranid army can force you to take lots of morale tests in quick succession. These range from the the terrifying effect of the Carnifexes and Dominatrix to the Hive Tyrant psychic power *The Horror*. When you are forced to take a large number of morale checks there is a good chance your troops can be wiped out before they even get a chance to fire!

PREPARING FOR COMBAT

I decided to divide my force into two elements. The main bulk of my army would be devoted to speeding forwards to capture as many Objectives as possible. I started with an Inquisitor – any units within 25cm of him would automatically pass their morale tests,which would be invaluable. To bear the brunt of the fighting, I picked a Leman Russ company and an Imperial Guard Tactical company. To give these troops some protection against Mycetic Spores I also included a Hydra detachment. Any beasties that dropped within range would be met by twelve attack dice! Finally, to round off this part of my army I decided to take a Warhound Scout Titan detachment. These fast moving Titans would be ideal to exploit any gaps or weaknesses in Gavin's army, especially if they could move around a flank and get behind the advancing Tyranids!

The rest of my army would comprise a fast, hard-hitting attack force which would charge forward and meet the Tyranids head on. These units would try to bog Gavin's troops down in the middle of the battlefield. Maybe, if the dice were with me, I could even start pushing them back! If this attack started to falter then I could move units from my main force to lend some support. For this attacking force I would need something that had lots of firepower and was relatively good in close combat. This left me to choose between super heavy tanks like Baneblades or some Imperial Knights. I decided to go for the Knights as their shields would also help them weather the storm of bio-cannon fire they would inevitably face. I took a Household of Knights Paladin, a detachment of Knights Lancer and a Baron (who allows nearby Knights to add +1 to their morale tests). To really give the attack force some punch, I supported it with a complete Reaver Titan Battle Group!

INTO BATTLE

Gavin's placement of Objectives 1-4, made it fairly clear that his attack would come down my right flank. Therefore directly opposite this area I deployed my attack force, ready to tackle the Tyranids head-on! To cover the attack force's rear from any Mycetic Spores I decided to place one of my Commissars and an Imperial Guard Tactical detachment on the hill behind them. From this vantage point they would be able to pour fire on any attackers that got too close.

I thought that the area inside the river bend would be an ideal place for the bulk of my army. The river itself would protect my flanks and it would be very unlikely that any Mycetic Spores would drop amongst the mass of buildings or the river itself. This group would charge across the river and then spread out to capture Objective 6 and protect the flank of my attack force. To add some more clout, I detached *Ferratus Primus* from the Reaver Titan Battle Group. Although this would leave the Titan on advance orders for the entire game, this was probably what I would have done anyway. From this supporting position, the Titan could use its barrage missile to crush any Tyranid assaults heading towards the bridge.

STRIKE FORCE DAMACLES (4000 POINT IMPERIAL ARMY)

KNIGHT HOUSEHOLD

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

Knight Paladin HQ UNIT | Knight Paladin Detachment | Knight Paladin Detachment

POINTS VALUE 550

LEMAN RUSS TANK COMPANY

A Leman Russ tank company consists of a company HQ tank plus 3 Leman Russ squadrons. Each squadron contains 3 Leman Russ tanks including a squadron HQ.

Company HQ UNIT + Squadron 1 | Squadron 2 | Squadron 3

POINTS VALUE 600

IMPERIAL GUARD TACTICAL COMPANY

An Imperial Guard tactical company consists of 1 company HQ unit and 3 tactical platoons. Each platoon comprises 10 tactical stands and includes a section HQ.

Company HQ UNIT + Tactical Platoon 1 | Tactical Platoon 2 | Tactical Platoon 3

POINTS VALUE 600

REAVER TITAN BATTLE GROUP

A Reaver Titan Battle Group consists of three Reaver Battle Titans.

Reaver Titan | Reaver Titan | Reaver Titan

POINTS VALUE 1000

SPECIAL CARD

BARON

POINTS VALUE 150

HYDRA DETACHMENT

A Hydra detachment consists of 3 Hydra AA guns including 1 detachment HQ Hydra.

POINTS VALUE 250

WARHOUND SCOUT TITAN DETACHMENT

A Warhound Scout Titan detachment consists of two Warhound Scout Titans.

POINTS VALUE 500

KNIGHT LANCER DETACHMENT

A Knight Lancer detachment consists of 3 Knight Lancers.

POINTS VALUE 250

SPECIAL CARD

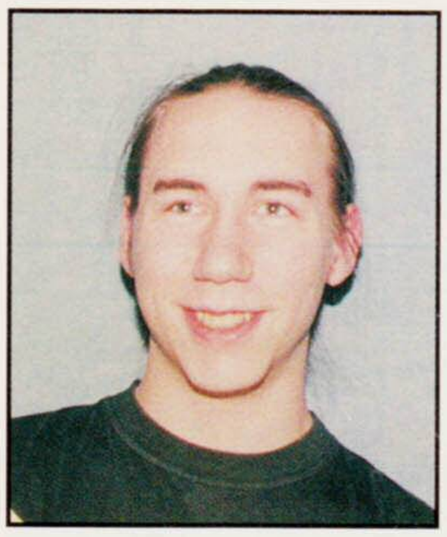
INQUISITOR

An Inquisitor is represented by an Inquisitor stand and a Rhino.

POINTS VALUE 100

TYRANID INVASION!

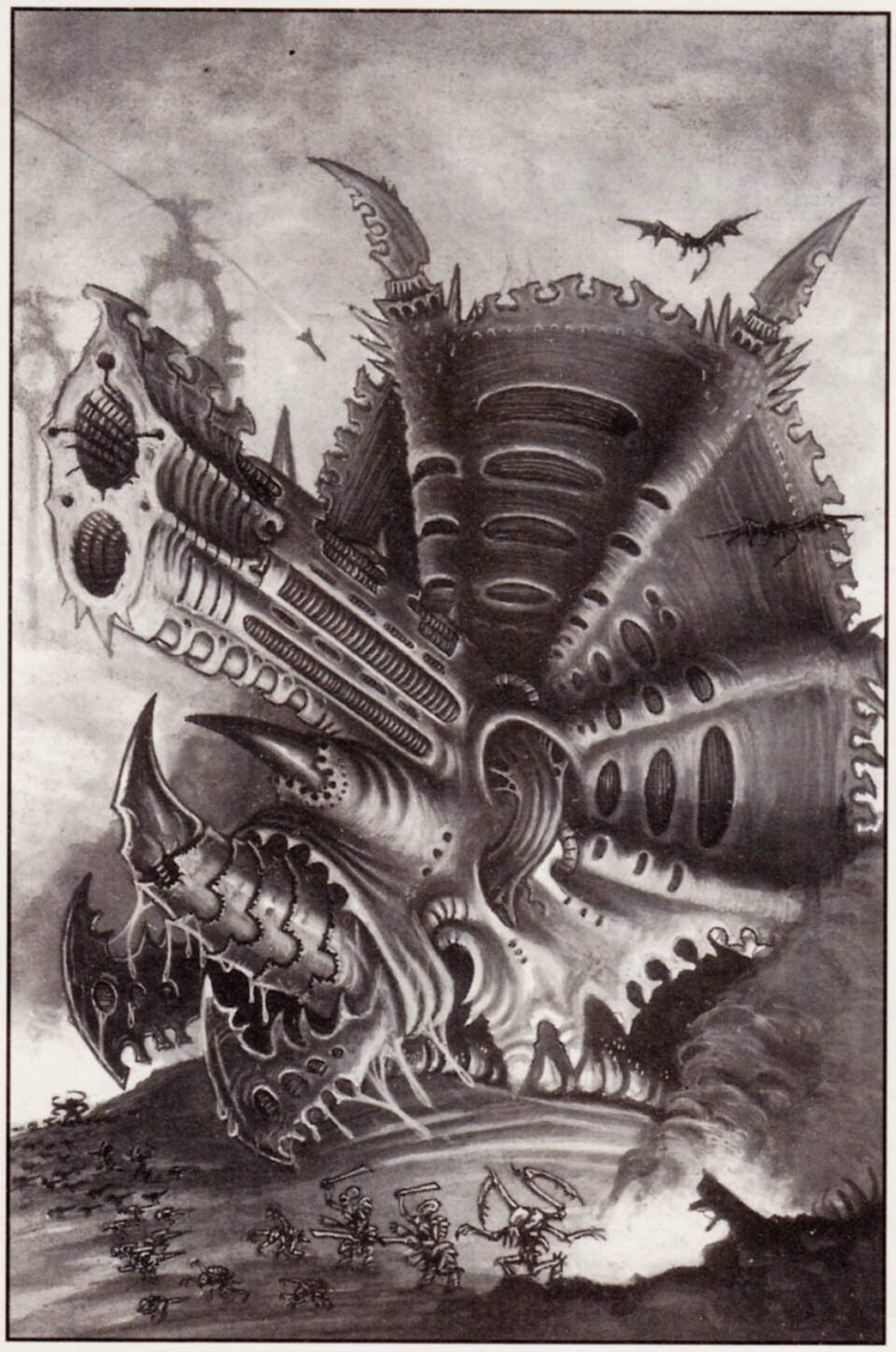
By Gavin Thorpe



From across the void we came, seeking fresh material for the Tyranid gene-stock. I wasn't totally inexperienced with the Tyranids as I had helped playtest the army during its development. However, I had mainly faced the attacks of the bio-engineered alien hordes, watching their approach over the sights of my trusty Imperial lascannons, Eldar pulse lasers or Squat battlecannons. Now I was in command and it was the time to remember all those intergalactic plans and nasty tricks that had been used against me to great effect by that dastardly super-fiend Andy Chambers.

ORGANISING THE ARMY

Tyranids have a unique command structure which represents the influence of the Tyranid Hive Mind. Basically, there are three types of Tyranid troops: *Commanders*, *Independent Creatures* and *Instinctive Creatures*. Dominatrix and Hive Tyrants are *Commanders* and act like any other command units – they don't need to be given orders and can always move up to their charge rate and shoot in the first fire segment. These creatures also influence the way in which you give orders to the rest of your army.



INDEPENDENCE AND INSTINCTS

Then there are *Independent Creatures* like Tyranid Warriors, Lictors and Genestealers. These creatures are closely linked to the Hive Mind and can be given orders just like normal troops from other races. Finally, we come to the *Instinctive Creatures* which make up the bulk of the Tyranid forces. These creatures need the intervention of the Hive Mind or they will revert to whatever comes naturally to them. If, for a variety of reasons, an instinctive brood or creature has no orders they will follow their instinctive behaviour and either *Nest*, *Hunt* or *Rampage*.

Tyranid broods which *Nest* are naturally inclined to remain where they are, protecting themselves by firing their weapons at the closest enemy target in the first fire phase. Examples of creatures that nest are Dactylis, Exocrines and Biovores, all of which have fairly long-ranged weapons. This type of creature is commonly used to support the advancing troops of the main Tyranid assault.

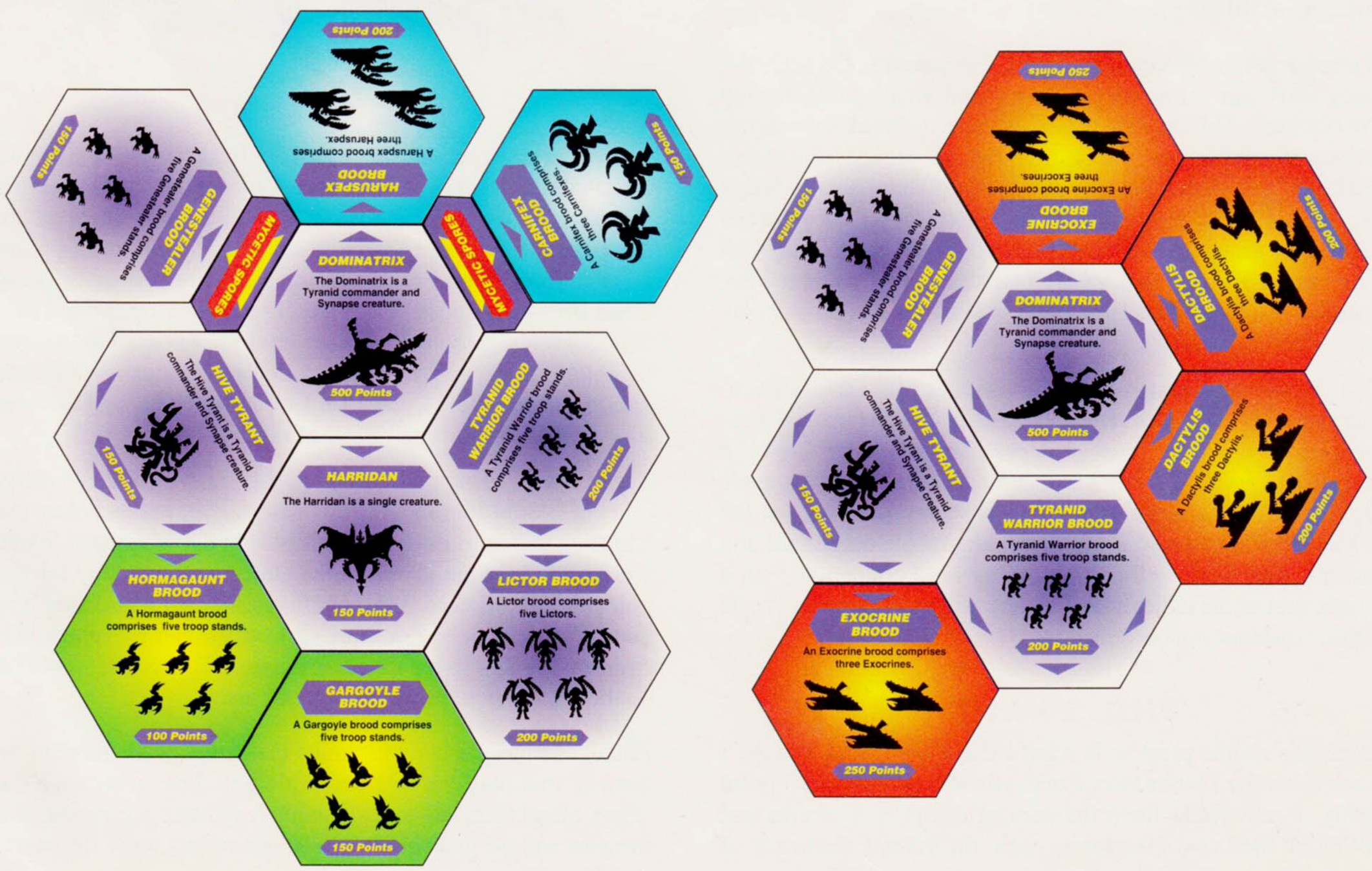
The instinct to *Hunt* will force Tyranid creatures to seek out the nearest enemy and attack them. This behaviour means the creature will move up to its normal movement allowance towards the nearest enemy. If this takes the creature into close combat it will fight, if it doesn't the creature will fire at the hunted target in the advance fire segment. Hormagaunts, Gargoyles and Termagants are all creatures which *Hunt*.

Tyranid troops which *Rampage* are driven to close with the enemy as soon as possible, filled with a desperate need for combat. A rampaging Tyranid will move at double its normal movement rate towards the closest opposition and attempt to bring it into close combat. A rampaging creature pays no heed to the terrain it crashes through and can end up killing itself if it moves into terrain which is normally impassable (though there is a chance it will just keep going, despite the difficulties of the obstacle!). Carnifexes, Haruspex and other vicious close combat opponents are all creatures which *Rampage*.

GIVING ORDERS

At the start of the game and in every psychic phase, the Tyranid player gains a number of Hive Mind cards. These cards all represent some aspect of the Hive Mind's power. Some allow you to change the Tyranid creatures in your force so that they have *Acid Blood* or are filled with an *Adrenaline Surge*. Most of the cards are *Orders* cards though, which you need to give orders to your *Instinctive Creatures*. Each card allows you to place one, two or three order counters, and the units these are given to will follow those orders normally. Also, broods within 10cm of the Harridan or Tyranid Warriors can copy their orders. This meant that I could give non-independent broods the same orders as the brood or creature they were copying. For example, if a Tyranid Warriors brood had advance orders, any other troops within 10cm would be allowed advance orders as well, irrespective of their instinctive behaviour or my Hive Mind cards.

TYRANID HIVE SWARM (4000 POINT TYRANID ARMY)



EVOLVED TO KILL!

The most noticeable thing about the Tyranids is their specialisation. The Tyranids evolve their creatures for one purpose, and they perform that purpose excellently. For example, Exocrines can hurl the acidic ammunition of their bio-cannon tremendous distances, while Genestealers have no ranged weapons but are devastating in close combat. Whatever task you set yourself, the Tyranid army has a creature to fill the place.

Tyranids get no victory points at all for capturing Objectives – they only get them for breaking and wiping out enemy formations. This means that you have to break or destroy almost the entirety of the enemy army to win! This is not as difficult as it seems because the Tyranids have totally lethal troops at their disposal. You can't ignore Objectives altogether though, otherwise your enemy will snatch them all and beat you before you've even started to dent his army. So, I needed to deny Objectives to Ian's army and inflict as many casualties as possible.

Tyranid creatures range from cheap troops like Termagants to the expensive but powerful Dominatrix and the size of your army will vary considerably, depending on what you pick. I decided to go for a really hard, compact force that was made up mostly of expensive troops. In a previous game against Ian I had spread my small army across the whole battlefield and hadn't done very well. This time I would concentrate on a single part of the tabletop and would, with a bit of luck, utterly crush whatever opposed me.

THE SWARMS

With this simple premise in mind I chose my forces. Firstly, I took both the Dominatrix I was allowed with a 4000 point army. Each would form the central nexus of a swarm and although they cost 500 points each, the greater resilience of multiple swarms is really worthwhile. Around my Dominatrix clustered two Hive Tyrants and two Tyranid Warrior broods. These would allow me to attach more swarm cards to each of my Dominatrix.

Even with their unusual organisation and command structure, Tyranid creatures can still be defined as assault, tactical or support units. Exocrines and Dactylis provide support in the form of long range firepower, while Hormagaunts and Genestealers are most definitely assault troops. I decided that one of my swarms would be assault orientated, while the other would contain mainly long ranged support creatures. The Dactylis and Exocrine broods would cover my Genestealers, Hormagaunts and Gargoyles as they scuttled towards the enemy. While this happened the Tyranid Warriors, Hive Tyrants and Dominatrix would provide more mobile firepower. Then I discovered a lone Harridan lurking in the figure cabinets, and had the idea of launching a lightning-fast aerial assault…

AERIAL ATTACK!

My Gargoyles and Harridan would get stuck straight in and bog down Ian's army while the rest of my force scuttled into position. As an added diversion I placed a brood each of Genestealers and Carnifexes in Mycetic Spores, which would allow me to drop them right on top of the Imperial defenders. During playtesting Andy Chambers had made extensive use of such surprise attacks to devastating effect. Hopefully it would do the same for me.

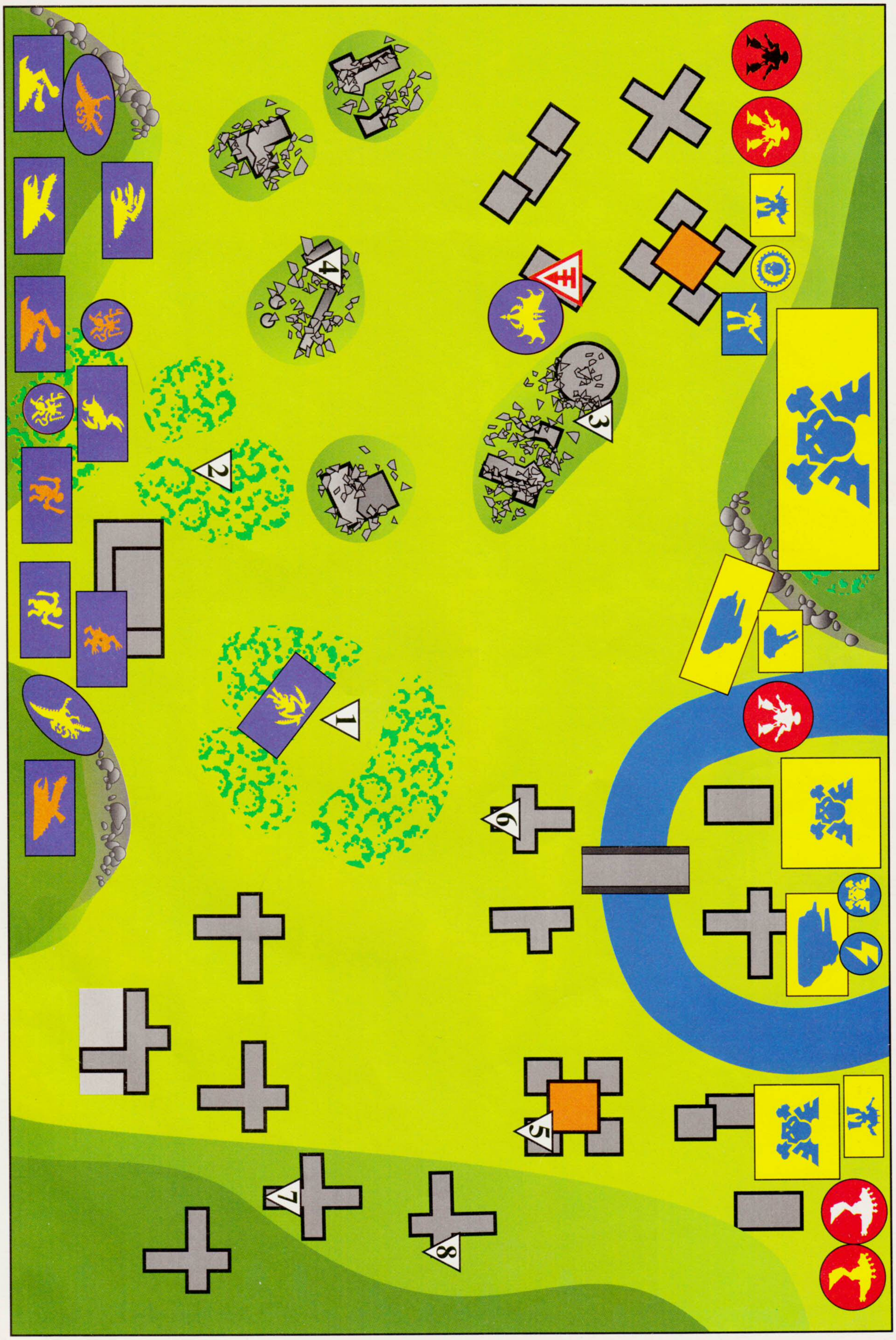
Mycetic Spores are similar to Space Marine Drop Pods and allow you to land some of your broods from the sky. This is not totally without risk as a well prepared enemy can shoot a lot of them to bits as they come down, but they do allow your deadliest troops to get stuck in from the very outset.

THE DETAILS

I now had to iron out the wrinkles in my plan. When Ian revealed that his Titans were on a *Capture* Titan Mission this made it slightly easier for me to deploy. Since I knew where his Titans would most likely be heading, I could position my army to meet them. For this reason the major part of my army lined up opposite the *Capture* objective. Hopefully Ian's Titans would march straight into my trap. In case Ian decided to ignore his Titan Mission and deploy further towards the centre of the table, I placed a Dominatrix and an Exocrine brood to protect the right flank of my army.

Speed would be my main weapon. If I could get stuck in really quickly I could start racking up those victory points before Ian had the chance to grab too many Objective counters. Speed would also help me to snatch the Objectives and deny Ian the points he would need. I felt confident that if I could stop him getting more than two or three Objectives, and prevented him from succeeding in his *Capture* mission, my broods would be resilient enough to break through his army.

Finally, astute gamers will notice that some of the models we used in this battle aren't available yet. That's because the 'Eavy Metal team had already painted up some pre-production samples and we just couldn't keep our sweaty paws off them!



DEPLOYMENT MAP

HEAVY METAL™

ELDAR®

ELDAR AVATAR

ELDAR WAR WALKERS FROM THE ALAITOC CRAFTWORLD

ELDAR WAR WALKERS FROM THE IYANDEN CRAFTWORLD

IMPERIAL

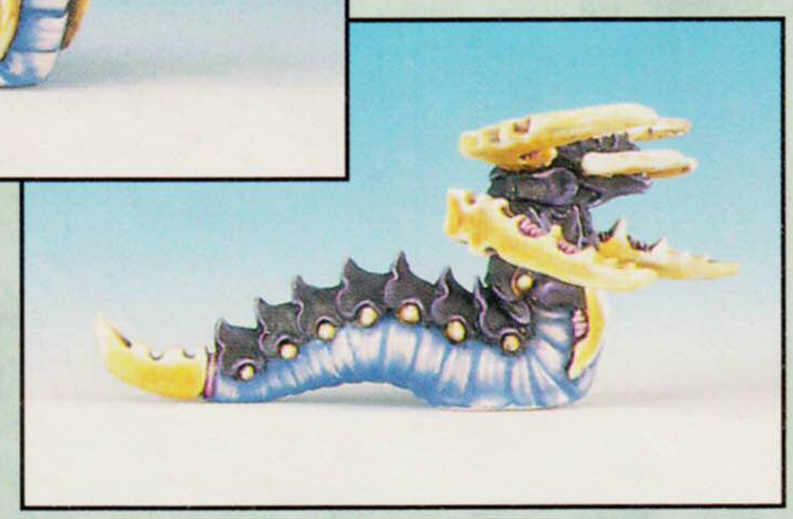
IMPERIAL CHIMERA DETACHMENT

AN AVATAR LEADS THE ELDAR HOST AGAINST IMPERIAL FORCES

TYRANID BROODS

Hive Tyrants are terrifying alien warrior-lords of the Tyranid swarms. In addition to their formidable size and fighting prowess Hive Tyrants form vital synapse links in the structure of the Tyranid hive mind. In battles the presence of Hive Tyrants motivates the lesser creatures of the swarm and extends the influence of the hive mind across the teeming hordes.

TYRANID HIVE TYRANT



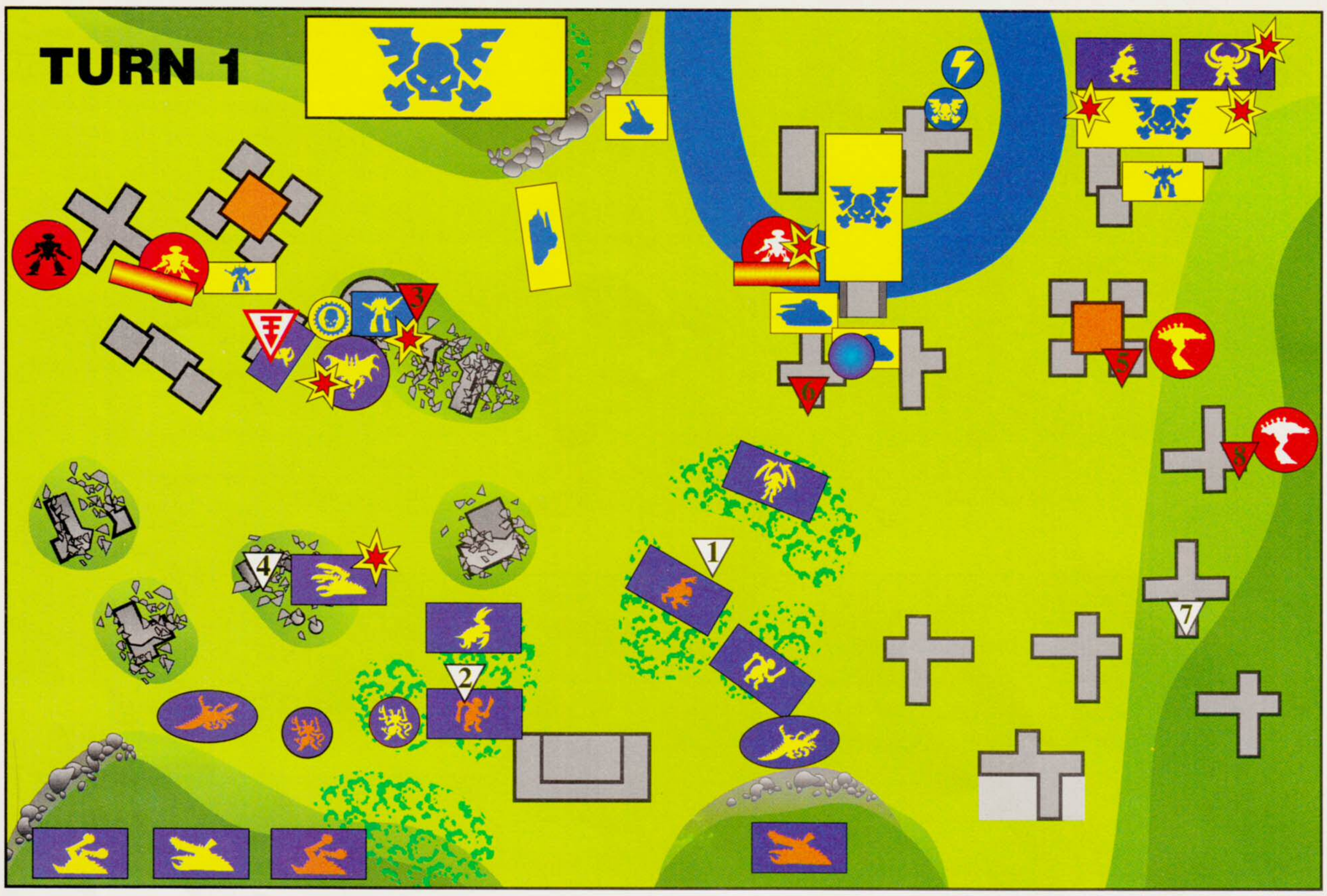
TRYGON

The Trygon is a solitary, snake-like organism the size and weight of a super heavy tank. This predatory creature has been genetically engineered to turn it into a living weapon which generates a powerful electrical field. During battles this electrical field is launched forward as a rolling blast of high voltage power.

AN EXOCRINE BROOD

A MALEFACTOR BROOD

AN EXOCRINE BROOD OVERRUNS A MOB OF ORK BRAINCRUSHAS



STRIKE FORCE DAMACLES

Battlegroup Ferratus

- *Ferratus Primus*
- *Ferratus Secundus*
- *Ferratus Tertius*
- Leman Russ Squadron

Tactical Company

- Commander
- Tactical Platoon
- Inquisitor Carrax
- Hydra battery

Squadron Mordax

- *Mordax Alpha*
- *Mordax Beta*
- Knights Paladin
- Knights Lancer

TYRANID HIVE SWARM

- Dominatrix
- Hive Tyrants
- Harridan
- Tyranid Warriors
- Genestealer Broods
- Exocrine Broods
- Dactylis Broods
- Hormagaunts
- Carnifexes
- Gargoyle Brood
- Haruspex
- Lictors

TURN ONE

Gavin: After both armies had been set up, I had one last trick up my sleeve before we started – both the Harridan and Lictor brood can sneak further onto the battlefield after deployment. The Harridan swooped over to end up next to the building the Reaver Battle Group was trying to *Capture*, while the Lictors stalked forwards into the woods around Objective 1.

First of all I placed orders for my *Independent Creatures* and those broods that were sharing orders with my Tyranid Warriors and Harridan. I then used my only Hive Mind *Order* card to give first fire orders to the Exocrine brood on the central hill. This left the Dactylis, Exocrine and Haruspex broods to follow their instinctive behaviour. The Haruspex would *Rampage* towards the nearest enemy, while the other creatures would *Nest*, firing their weapons at the closest Imperial troops in the first fire phase.

I won the Initiative and as soon as the order counters were all placed I unleashed my Mycetic Spores. Bio-pods crashed through the skies towards the first Imperial Guard Tactical platoon and Knights Paladin on the left of Ian's army. As they plummeted to the ground, the Imperial Hydra battery unleashed its deadly salvo. Fortunately for the Tyranids, only two of the Mycetic Spores were destroyed by the anti-aircraft fire, the Genestealers inside being blasted apart before they even saw the enemy.

To keep Ian off-balance, I followed this assault by playing a *Bio-Assassin* Hive Mind card. The target of this surprise attack was the Commissar controlling the Imperial Guard Tactical platoon on the large hill opposite my main assault. The mutating *Bio-Assassin* tore into the Commissar, and though he fought bravely there was no stopping the ferocious attack of the alien creature and he was torn to pieces! With no command unit to issue orders, Ian would have to think fast to keep this platoon in the game.

The bulk of the Tyranid army surged forward down my left flank, leaping, slithering and scuttling through the woods and

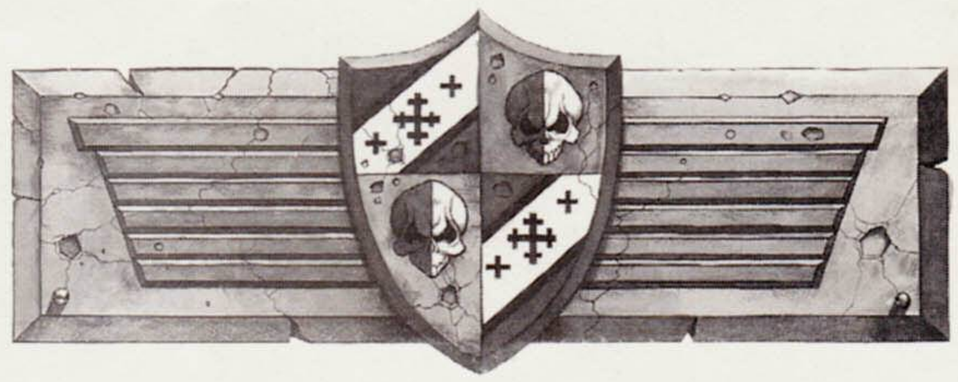
The Baron leads a detachment of Knights Lancer into deadly close combat with the Harridan.

ruins in front of them. Ahead of this advance, the Harridan released its cargo of Gargoyles who swooped down from the skies to occupy the building which Ian's Titans were trying to *Capture*. In the centre, the Lictors stalked past Objective 1, followed by Tyranid Warrior and Genestealer broods. The Dominatrix thundered towards the right, bringing the Reaver Titan *Ferratus Secundus* into range of its lethal bio-cannon.

With their instincts taking over, the Carnifexes burst from their Mycetic Spores and began to *Rampage* towards the nearest enemy. Two of the huge creatures crashed into hapless Imperial Guard stands, but the third spied the large form of a Warhound Titan and went straight for the immense machine!

Ian: The Imperial army responded quickly to this battlefield-wide onslaught, and closed in. The Baron and Knights Lancer charged the swooping form of the Harridan, their power lances crackling with barely suppressed energy. The Knights Paladin on my right moved into the plaza in front of them, accompanied by *Ferratus Secundus* who hoped to capture the building that was the Battle Group's objective. *Ferratus Tertius* swept around on my far right flank, and made its way towards the side of the Tyranid horde.

In the centre, the two Leman Russ squadrons beyond the river rolled across the bridge and took cover behind the nearby buildings. The Tactical stands of the second Imperial Guard platoon also advanced, taking up positions on the bridge itself. To their right *Ferratus Primus* stepped into the river, its massive legs making easy work of the strong currents. The Princeps ordered its weapons to be powered up as the Titan prepared to duel with the nearest Dominatrix. Surrounded by aliens falling from the skies, the infantry stands of the first Imperial Guard Tactical platoon tried to get as far away as possible from their fearsome enemies. The Knights Paladin deployed with the platoon circled round and brought their weapons to bear on the Genestealers and Carnifexes. Ignoring the aerial attack, the Warhound Titans raced forward to capture Objectives 5 and 8. A similar move next turn would capture Objective 7 and bring them behind the Tyranid line.



Gavin: I played a Hive Mind card, and the Tyranid Hive Fleet orbiting the planet unleashed a *Psychic Barrage* on one of the Leman Russ squadrons near the bridge. One of the Imperial battle tanks was torn apart by the blast and smouldering pieces of wreckage showered down on the rest of the squadron. Both Dominatrix made their first attacks in the form of psychic *Energy Pulses*. The Reaver *Ferratus Secundus* lost all of its void shields and had its multiple rocket launcher smashed into a nearby building by the warp-generated pulse. *Ferratus Primus* was more fortunate and only lost a single void shield to the psychic attack, but the Dominatrix were already proving that they are fully worth their 500 points!

With the psychic attacks over it was time for the more traditional combat. In the centre of my side of the battlefield the Dominatrix fired its bio-cannon at *Ferratus Secundus* but the six attack dice only managed to strip away a single void shield. Ian had few troops on first fire orders and so his command Leman Russ fired at the Exocrines directly opposite

the bridge. The commander's aim was off, however, and the shots strayed harmlessly past the creatures. The Exocrines replied to this attack, hurling their acidic ammunition at *Ferratus Secundus*, which knocked down the last of the Reaver Titan's void shields in a flare of incandescent light. As the command Knight Paladin brought his weapons to bear on the Carnifexes I played the *Energy Immunity* Hive Mind card. This would give them an extra unmodified 4+ saving throw for the rest of the turn. I needn't have worried though, as Ian's dice rolls were awful and the commander's shots all went astray.

As the hissing spasms of bio-weapons and roar of battlecannon died down it came down to Tyranid tooth and claw against Imperial power lances and chainswords. I played a Hive Mind card which stimulated the Harridan to produce *Acid Blood*, which would spew out over the Knights if the flying creature was killed in close combat. Thanks to the presence of the Inquisitor the Imperial Guard locked in near-suicidal combat with the Carnifexes automatically passed their morale test.

Surrounded by Imperial Knights, the Harridan was badly wounded as their power lances tore into its body. Then the Baron charged in and opened up another gaping tear in its flesh, sending it tumbling to the ground. As it fell, the *Acid Blood* fountained across the Knights Lancer. One collapsed, its armoured shell melting and hissing as the concentrated bio-acid ate through to the unfortunate pilot inside. At the other end of the battlefield, the combat between the Carnifexes and Genestealers and the Imperial Guard was predictably one-sided, all four Imperial Guard stands being torn apart with ease by the hideously efficient Tyranid creatures.

Despite its *Energy Immunity*, one of the Carnifexes was knocked to the ground by the Knights Paladin firing everything they could at the scythe-armed monstrosities. I wasn't too worried though, as the Carnifexes can *Regenerate*, and would be able to fight on if I could roll a 4, 5 or 6 in the end phase...

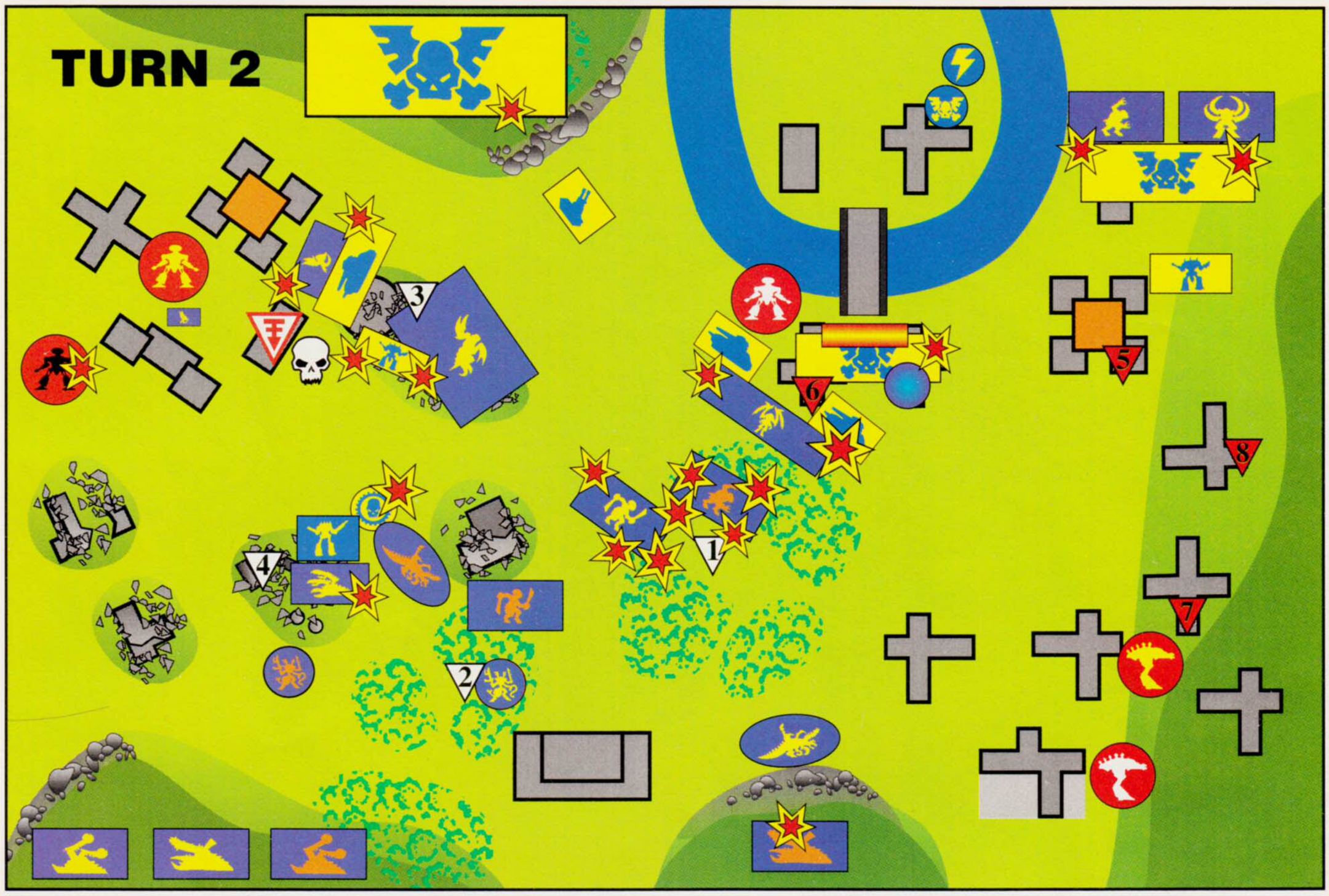
Sure enough, the wounded Carnifex clambered to its feet with a piercing howl of anger, much to the horror of the watching Imperial Guardsmen. The princeps of *Ferratus Secundus* managed to restore two of his lost void shields, but *Ferratus Primus'* generators had obviously been too seriously overloaded. The Reaver Titan would face the next turn with no void shields at all, and the Dominatrix was watching the clunky metal machine with ancient, alien malice in its eyes...

TURN 1 VICTORY POINTS

IMPERIAL: 22 POINTS

TYRANIDS: 0 POINTS

Carnifexes and Genestealers burst from their Mycetic Spores to rampage amongst the Imperial Guard.



STRIKE FORCE DAMACLES

Battlegroup Ferratus

- *Ferratus Primus*
- *Ferratus Secundus*
- *Ferratus Tertius*
- Leman Russ Squadron

Tactical Company

- Commander
- Tactical Platoon
- Inquisitor Carrax
- Hydra battery

Squadron Mordax

- *Mordax Alpha*
- *Mordax Beta*
- Knights Paladin
- Knights Lancer

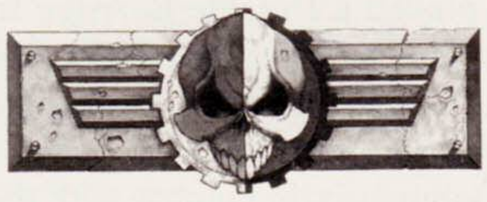
TYRANID HIVE SWARM

- Dominatrix
- Hive Tyrants
- Harridan
- Tyranid Warriors
- Genestealer Broods
- Exocrine Broods
- Dactylis Broods
- Hormagaunts
- Carnifexes
- Gargoyle Brood
- Haruspex
- Lictors

TURN TWO

Gavin: Once again I went through the painful process of trying to decide which of my Tyranid broods should be given orders, and which were best left to their instincts. I had only one Hive Mind *Orders* card again, this time it allowed me to place two order counters. After consideration, I let the Haruspex brood continue on their *Rampage*, and left the Gargoyles to *Hunt* down the enemy. The Carnifexes were too far away from a Synapse creature (a Dominatrix or Hive Tyrant) and so I had no option but to let them get on with whatever they felt like doing (safe in the knowledge that it would be something suitably psychopathic!). Finally, I decided to give both Exocrine broods first fire orders, as I was pretty sure the closest targets to them would not be the best thing for them to shoot at. The Dactylis settled down to *Nest* once more, and the Hormagaunts again copied the Tyranid Warriors close to them.With the death of their Commissar, the second Imperial Guard Tactical Platoon was outside Ian's chain of command and could not be given orders this turn.

Ian: This time I won the initiative and decided to move first. The Reaver Titan, *Ferratus Tertius* continued its advance around the flank, while *Ferratus Secundus* settled down in the plaza to deal with the approaching Tyranids. The nearby Leman Russ squadron crunched forwards over the rubble, their battlecannons trained on the Gargoyles. The Hydras too trundled forward, joining the general advance on my right wing. *Ferratus Primus* splashed out of the river and ducked behind a building, its Princeps cursing the ineptitude of the Tech-Priests trying to restore the Reaver Titan's void shields.



The Warhound Titans of Squadron Mordax raced even further across the battlefield, keeping to the cover of the scattered buildings. Behind them the Knights Paladin continued to withdraw from the Carnifexes, keeping their weapons targeted on the huge creatures. Just in front of the Imperial Knights, the remains of the first Tactical platoon spread out in a screen, sacrificing themselves so that their companions could get away. Back on the right flank, the Knight Lancers, buoyed up by the destruction of the Harridan, followed their Baron and charged into the Haruspex. Behind this stirring sight the rest of the Knights Paladin advanced to secure Objective 3.

The Tyranid broods launch a mass assault on the bridge.

The Tyranid horde charged forward undeterred, bounding and darting through the cover of the woods. One of the Dominatrix let out an ear-splitting scream of challenge and hurled itself at the Baron. Hearing this, The Tyranids flung themselves at the enemy with alien determination. Lictors leapt amongst the Leman Russ tanks near the bridge, while the Hormagaunt brood swarmed around the Knights Paladin holding Objective 4. Behind the Lictors, Tyranid Warriors and Genestealers continued to close with my beleaguered defenders.

Gavin: Again I played a *Psychic Barrage* from my hand of Hive Mind cards. This time the Hive Fleet unleashed its potent blast of energy at the Imperial Guard near the bridge, destroying one of their stands as the troopers' nervous systems collapsed. The Dominatrix in combat with the Baron took no chances, bringing up a shimmering *Warp Field* to protect herself. This would give her a 3+ unmodified saving throw against any damage she suffered for the rest of the turn, including hits in close combat. The other Dominatrix let the warp energy flood out in another *Energy Pulse*, directed this time at the two buildings flanking the Tyranid side of the bridge. One of the buildings shook as the psychic energy pulsed through it, but it remained intact. Even so, the thick walls offered no protection against the attack and another stand of Imperial Guard succumbed to the Tyranid psychic assault.

From the rear of my army, the Dactylis flung their bile pods at *Ferratus Tertius*, the nearest enemy model. The barrage landed right on target and another void shield flickered and failed. Meanwhile, the Leman Russ command tank fired again at the Exocrines opposite the bridge, its battlecannon shells tore into one of the brood and sent it tumbling down the hillside in a spray of blood and ichor. The rest of the Exocrine brood split their fire between the unengaged Leman Russ and Tactical stands in front of the bridge but the Imperial troops all survived the acidic fusillade unscathed.

The fight for Objective 4 was in the balance and the Exocrine brood nearest the conflict turned their attentions to the Knights Paladin and the Reaver Titan *Ferratus Secundus*. My only hit against the Knights was turned aside by the pilot's skilful use of his directional power field, while *Ferratus Secundus* remained completely untouched. Then one of the Hive Tyrants let out a hoarse roar and pointed its venom cannon at the tall war machines. The hail of biological ammunition tore through one of the Knights Paladin, ripping it to pieces.

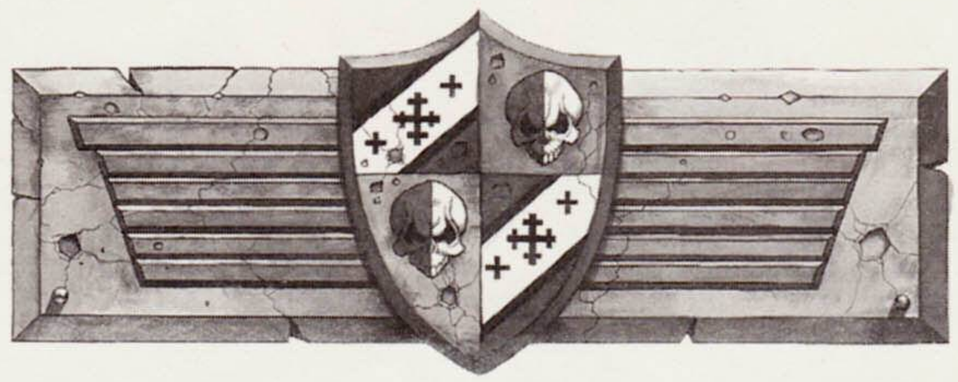
The Carnifexes continued to shred their way through the ranks of the first Imperial Guard Tactical platoon, but the Genestealers did not fare so well. Ian rolled a double six for one his stands and the clawed monstrosities were destroyed by the Imperial soldiers they were fighting. This was only a temporary setback as the other Genestealers ripped apart their opponents, leaving the Imperial Guard detachment badly mauled. The Gargoyles fighting the Leman Russ tanks scrabbled over to destroy the bulky metal machines. After a close fought combat, only a single tank remained intact. Bounding onto their opponents, claws scissoring with deadly

intent, the Lictors charged into hand-to-hand combat. One Leman Russ managed to shake off the attacking creature, but the others had no such luck and Ian lost another three Leman Russ tanks and a stand from the second Tactical Platoon to the stalking Lictors.

Leaping at his foe, the Baron's power lance sent a pulse of deadly energy into the Dominatrix, but the lethal charge was dispersed by the Tyranid queen's *Warp Field*. Screeching in triumph the Dominatrix struck back. Her head snaked out and ripped through the Baron's metal skin, tearing it asunder. The other Knight Lancer in combat with a Haruspex duelled with the bio-creature but neither combatant could gain the upper hand and the fight was drawn. Around Objective 3 dozens of Hormagaunts swarmed over a lone Knight Paladin who was toppled to the ground by the sheer weight of numbers.

Ian: Seeing the Tyranids scuttling forwards all over the battlefield, the Princeps of *Ferratus Primus* ordered the barrage missile launcher to target the Tyranid Warriors and Genestealers surrounding Objective 1. I rolled a five for the number of extra barrages and the fiery plasma engulfed the woods like a small star. All five Tyranid Warrior stands were engulfed in the blazing death, but Gavin made the 6+ fixed saving throw for two of them and they leapt from the inferno unharmed! Two stands of Genestealers also succumbed to the fiery barrage, but devastating as it seems, the overall effect had been less than either of us had expected. The Titan's vulcan mega-bolter then let out a grinding roar and spat out its hail of shells but the remaining Tyranid Warriors and Genestealers were just out of range. The victorious Dominatrix which was trampling over the shattered shell of my Baron was next to be targeted and was knocked sideways by a shot from *Ferratus Tertius*' plasma blastgun. Despite this she escaped unharmed, saved again by her *Warp Field*!

My sole remaining Leman Russ near the ruins fired at the Gargoyle brood, and managed to pick off one stand of the creatures skulking in the cover of the rubble. The orderless third Tactical platoon fired wildly at the terrifying forms of the Tyranid Warriors advancing towards them. However, the sudden and unnerving death of their Commissar made them shaky and the criss-cross of lasgun beams only managed to take down a single stand of the Tyranid Warriors. The Tyranid brood returning fire with their deathspitters were luckier and two of the Imperial Guard stands were killed by the spattering slime. Near the bridge and Objective 6, my Tactical troops fired at the Lictors, but despite their best efforts only one of the elusive creatures died.



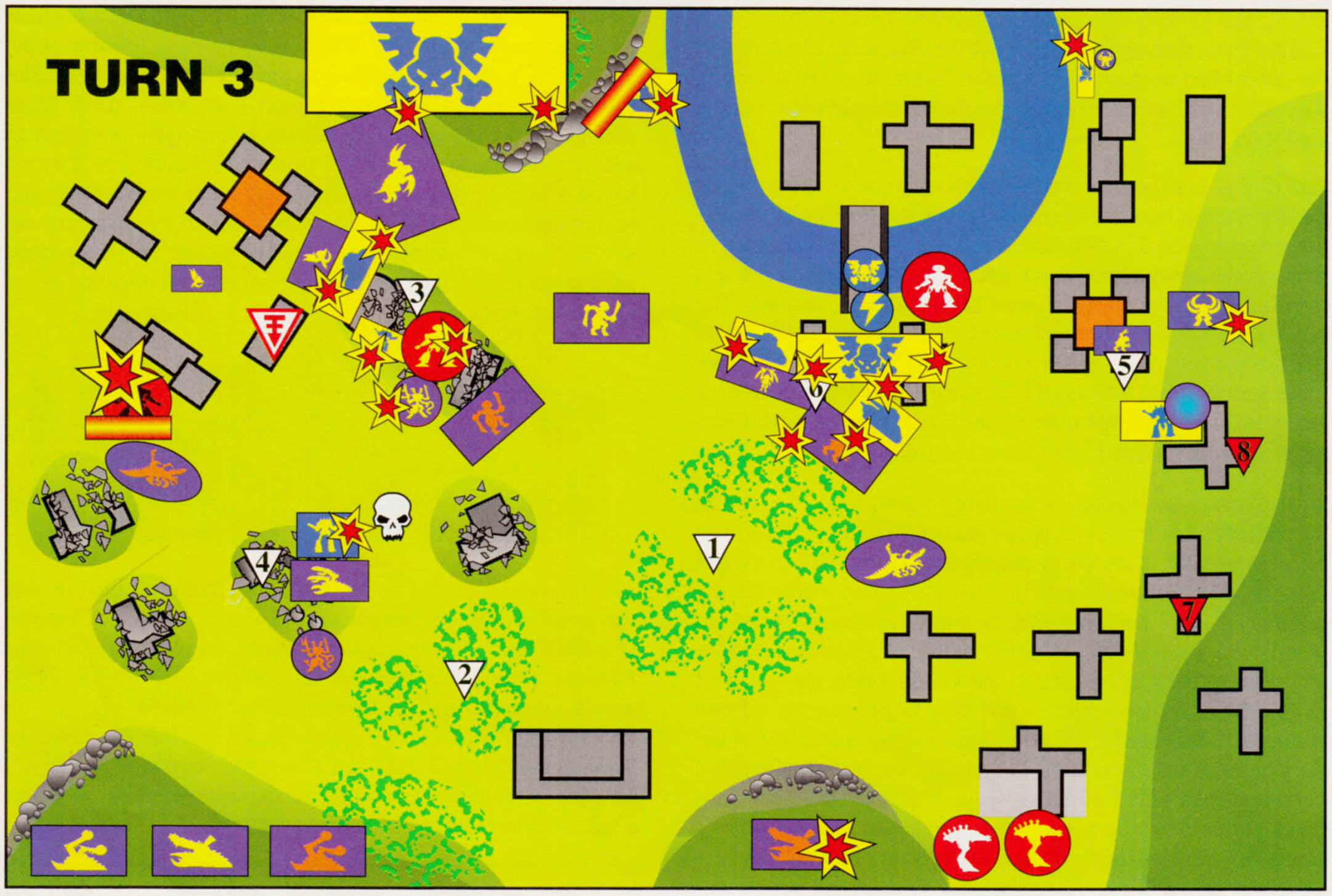
The Imperial Guard Tactical Company had been broken, but the presence of the Inquisitor ensured that they remained steadfast and automatically passed their morale check. *Ferratus Primus* continued to have trouble and failed to bring any of its void shield back up. *Ferratus Secundus* managed to recover one of its lost void shields, as did the third Reaver Titan in the Battle Group. The Titans were in a very precarious position, with hardly any protection against the threat posed by a hail of Exocrine fire next turn!

TURN 2 VICTORY POINTS

IMPERIAL: 28 POINTS

TYRANIDS: 10 POINTS

A Tyranid Dominatrix charges into combat with the Imperial Baron



STRIKE FORCE DAMACLES

Battlegroup Ferratus

- *Ferratus Primus*
- *Ferratus Secundus*
- *Ferratus Tertius*
- Leman Russ Squadron

Tactical Company

- Commander
- Tactical Platoon
- Inquisitor Carrax
- Hydra battery

Squadron Mordax

- *Mordax Alpha*
- *Mordax Beta*
- Knights Paladin
- Knights Lancer

TYRANID HIVE SWARM

- Dominatrix
- Hive Tyrants
- Harridan
- Tyranid Warriors
- Genestealer Broods
- Exocrine Broods
- Dactylis Broods
- Hormagaunts
- Carnifexes
- Gargoyle Brood
- Haruspex
- Lictors

TURN 3

Gavin: This turn the Hive Mind cards in my hand allowed me to place three order counters, so I gave charge orders to my Hormagaunts and first fire orders to both of my Exocrine broods. This would allow me to choose who they attacked rather than letting their instincts dictate my plan. I won the initiative again this turn and elected to move first.

Seeing how the destruction of the Baron had opened up a gap in the Imperial Knights, I charged a Dominatrix forwards, but was not quite able to bring the *Ferratus Tertius* into close combat. The Hormagaunts infesting the ruins around Objective 3 followed my plan and charged across to engage the third Tactical platoon. Like the Dominatrix, my guess had been slightly out and only one of them managed to get into close combat. Behind the Hormagaunts a Hive Tyrant and a brood of Tyranid Warriors took up position so that they were protecting the Objective recently vacated by the bounding Hormagaunts. My second Hive Tyrant closed in on the Knight Lancer ahead of it, and levelled its menacing venom cannon at the human machine. To support the Hormagaunt attack against the Imperial Guard on my left, my second brood of Tyranid Warriors scuttled out from the inferno left by the barrage missile and stalked towards the humans.

The battle for the bridge was joined by a Dominatrix and the remains of the Genestealer brood from the woods surrounding Objective 1. Together they attacked the Imperial Guard squads and machines near the bridge, whilst a single Lictor leaped into the nearest building and snatched the Objective from right under the guns of the Imperial Guardsmen!

The Carnifexes that had dropped down in Mycetic Spores now divided their attentions. The first one chased after the single stand that remained of the first Tactical platoon. The other two were closer to the Knights Paladin, but were still unable to close the distance the Imperial war machines had put between themselves and the lethal bio-warriors. While distracted by this, the pilots of the Imperial Knights failed to see the small and fast Genestealers of the drop force race past them to deny the Imperial army yet another Objective!

Ian: In response to the surge of Tyranid creatures converging on the bridge, Inquisitor Carrax ordered his driver to steer for the approaching Lictors. As the yellow lightning strike of Carrax's banner fluttered across the bridge the Princeps of *Ferratus Primus* once again moved away, putting a building between himself and the huge Tyranid Dominatrix. I moved my Hydras away from the approaching Tyranids in a bid to make it as difficult as possible for Gavin to kill them all.

Ferratus Secundus lumbered towards the ruins behind the Battle group's objective, and crashed into the Hive Tyrant skulking there. Back at the other end of the battle the Warhound Titans of Squadron Mordax carried on their relentless sweep around the flank, but this time they were slower and their weapons were primed for firing.

Gavin: Using the eyes of the Carnifexes I unleashed yet another *Psychic Barrage*. Devastating waves of energy ripped into the Knights Paladin, sending one of them crashing to the ground as a piece of twisted and smoking scrap. The two Dominatrix spewed forth their *Energy Pulses*, one of them directed at the retreating Hydra battery while the other focused its malignant willpower on *Ferratus Tertius*. One of the anti-aircraft guns was engulfed by crackling forks of devastating energy while the other psychic attack coruscated across the *Ferratus Tertius*' void shields, overloading the banks of generators in swift succession. With its shields stripped bare the Reaver Titan was suddenly very exposed to the three broods of supporting Tyranid bio-weapons on the hill opposite.

The Princeps' fears were realised as a brood of Exocrines coughed forward their acidic ammunition, inflicting three hits on the unprotected metal giant. Seizing my opportunity, I then played the *Pathogenic Slime* Hive Mind card. This turned one of the bio-cannon hits into D6 hits, and I was lucky enough to roll a 6! An Exocrine bio-cannon adds +1 to each Titan damage roll, and so eight hits spelt almost certain death for the towering war machine. As gout after acidic gout splashed into *Ferratus Tertius* its legs were blasted almost to nothing, but despite this devastating assault it stayed upright! Then one final missile struck the Titan, smashing the crippled Reaver's head and knocking the Titan to the ground. As internal explosions wracked its shattered body the broken machine twitched spasmodically in its death throes.

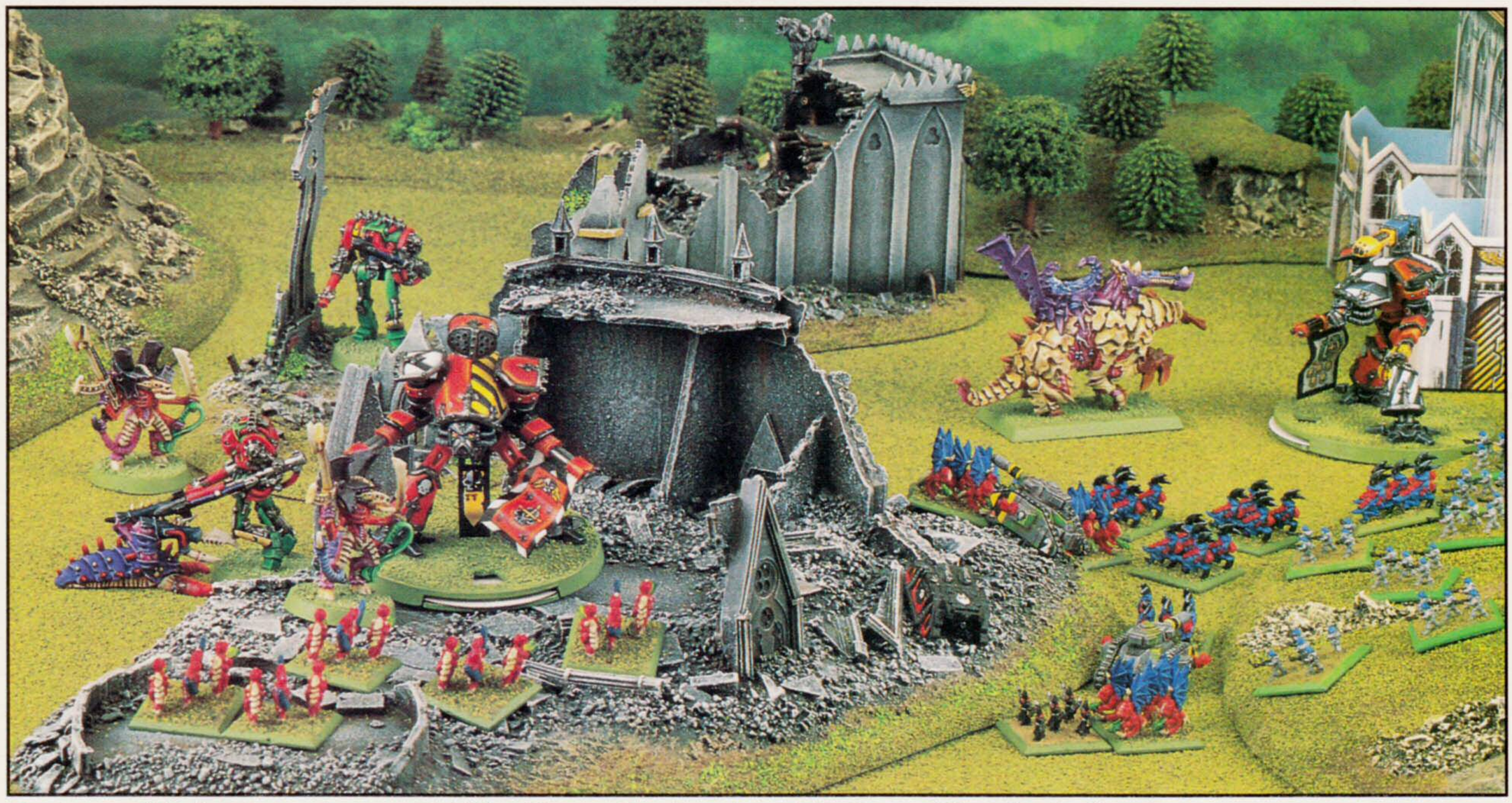
The brood of Exocrines that occupied the central hill fired at the Leman Russ command tank near the bridge, hurling its smouldering wreckage backwards with the deadly accurate salvo. Around the bridge the Imperial Guard stands fired at my approaching Genestealers and Lictors, and managed to kill a single stand of 'stealers before they were engulfed in a tide of rippling claws and bared fangs. The valuable battery of Hydras was targeted by one of my Dominatrix, which also directed two of its bio-cannon shots at the third Tactical platoon. At the back of Ian's lines, the Hydras managed to pass through the torrent of corrosive slime unscathed, but a squad of Imperial Guardsmen was destroyed.

The commander of the Knights Paladin fired at the Exocrines that had destroyed *Ferratus Tertius* but could not get his aim on target. In reply, the broods of Dactylis next to the Exocrines all fired, their arms snapping forward in a deadly wave. Their twin barrages landed amongst the Knights Paladin and one of the Imperial warriors was destroyed in the blasts.

A sprawling combat had broken out in and around the ruins of Objective 3. Gargoyles and Hormagaunts stalked through the debris seeking out the Imperial Guard troops, Leman Russ tanks and the newly arrived Commissar with his Rhino. In a maelstrom of death, tanks skidded and overturned, Gargoyles screeched and Hormagaunts ripped through human flesh with their deadly claws. Of the Imperial forces, only a single Tactical stand remained alive at the end of the combat! In the fight for the bridge the last of the Leman Russ company was torn into tangled wreckage by a Lictor, and the Genestealers totally overran the desperate Imperial Guardsmen.

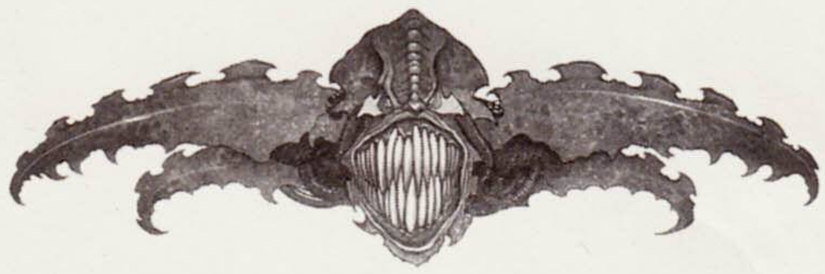
As the shadow of *Ferratus Secundus* fell across the Hive Tyrant it threw back its armoured head and let out an ferocious battle howl. The Tyranid creature leapt at the Reaver Titan but before his attack could connect, the Princeps of the war machine brought a massive foot down on the bio-commander. With a hideous sound of shattering chitin and cracking bone the Titan drove its leg down further. Down but not yet dead,

Genestealers and Lictors finally overrun the valiant defenders of the bridge.



Raging conflict breaks out between the Hive Tyrant, Dominatrix and the Reaver Titan Battle Group.

the Hive Tyrant had suffered four wounds and would have to regenerate three of them in the End phase if it was to survive. As the victorious Reaver Titan stood upright, its void shields flickered and died, knocked down by the nearby Tyranid Warriors. On my right, the Warhound Titans finally fired, with Mordax Alpha blasting away with its turbo-laser destructor at the nearest Exocrines. Two beams cut through the creatures, spilling the purplish ichor of their blood across the hill. The other brood of Tyranids Warriors followed their biologically engineered cousins and fired their deathspitters at the Reaver Titan who was busy grinding the Hive Tyrant into wet ruin. Unfortunately, their aim proved to be off and *Ferratus Secundus* survived for another turn. As the Imperial force gave up the field the last shot was from the Knights Paladin, desperately hoping to cut through the Carnifexes that blocked their line of retreat. Their battlecannon shells proved insufficient for the task, but a lucky bolter round managed to knock one of the bulky screamer-killers to the floor.



In the End phase, the Hive Tyrant failed to regenerate any wounds, but the Carnifex shrugged off its bolter hit with ease, regaining its feet to stand between the Imperial Knights and escape. I had won, but among the Tyranid swarm there were no cheers or celebrations of victory – only the implacable alien advance as the Imperial force fled to fight another day.

TURN 3 VICTORY POINTS

IMPERIAL: 30 POINTS

ORKS: 47 POINTS

I REGRET TO REPORT...

Ian: It was a close-fought battle, but in the end I just couldn't stop them! Maybe next time I'll take an Imperator Titan and see how those Tyranid hordes like a taste of Plasma Annihilator and Hellstorm Cannon! In the end though, I think that my overall strategy was sound, but a combination of my lack of attention to detail, simple bad luck and Gavin's good generalship cost me the battle.

This defeat raises an important lesson for fighting against Tyranids (and Chaos for that matter). Don't get distracted by special cards and concentrate more upon the army's actual forces. After all, the cards are random and neither you or your opponent's plans can really rely on them. The most important part of my strategy was to stop the Tyranids' main assault, and I still hold by this notion. However, the next time I meet the Tyranids I'll use a different selection of troops! Warlord Titans, or even the awesome might of an Imperator may be worth trying. Certainly the Emperor class Titans are enough to make any opponent nervous. At the other end of the scale, lots of cheap infantry would also have been useful. They would have been able to get in the way of his attacking swarm and also form a cheap target for Gavin's nesting creatures.

In battle, the Tyranid army operates rather like a single, giant, many-limbed creature. What I think I should've done is tried to chop off its head (the Dominatrix). In the battle I never really tried to kill these monstrous creatures and I think that this was probably a mistake. In lots of ways they hold the Tyranid army together, and if I could've destroyed them then Gavin wouldn't have had as many Hive Mind cards. What I did was allow myself to get distracted by the most immediate threats, failed to concentrate my fire and lost sight of my plan. As it was, I did damage some of the swarms but...

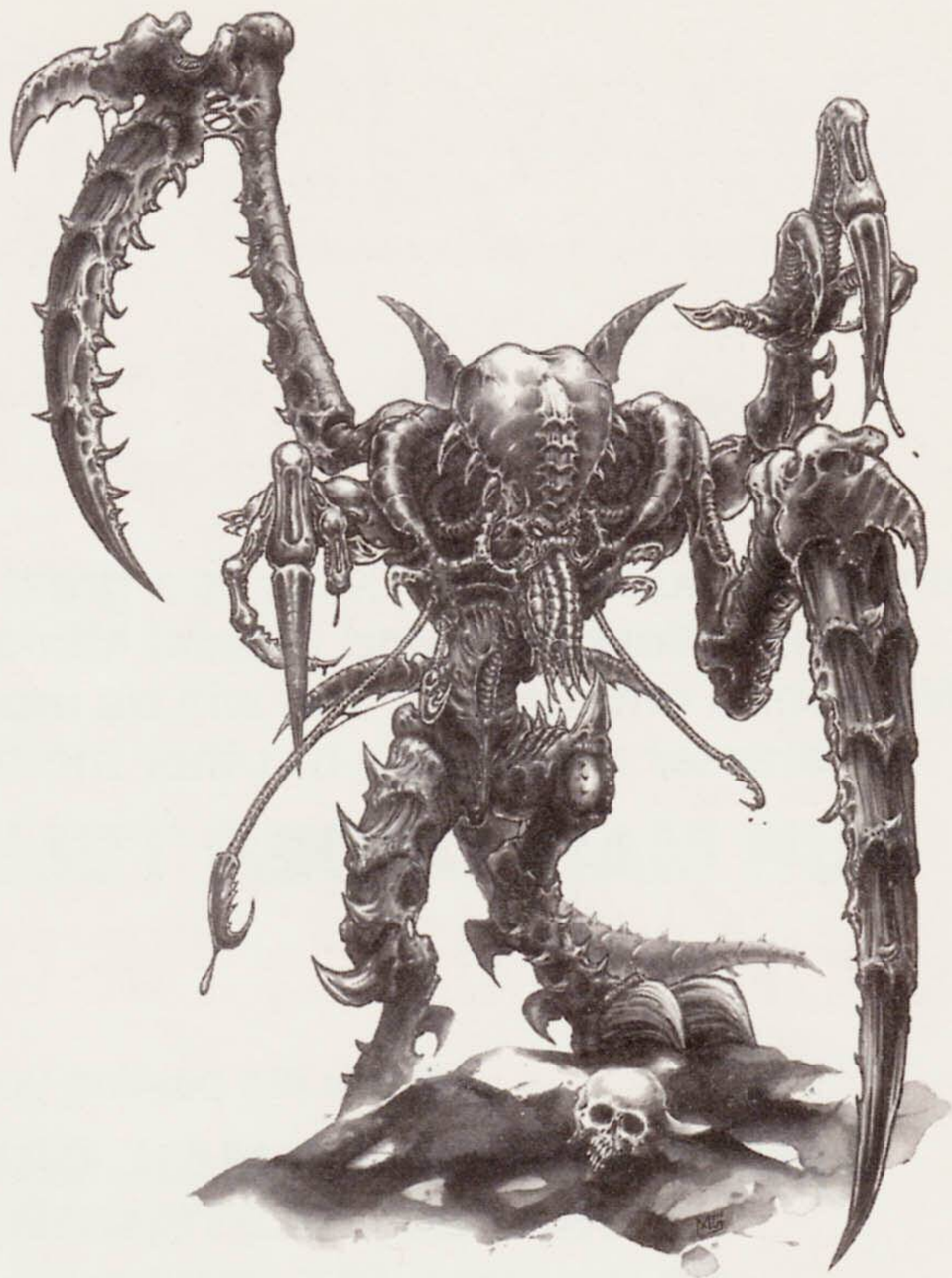
It's very hard to fight the Tyranids because they have a very wide variety of stuff. You don't know whether you'll be fighting against an assault based army, or loads of bio-artillery, bio-titans or Mycetic Spores. What you really need to do is come up with your own plan and stick to it, no matter what!

DIGEST AND SURVIVE

Gavin: "How good are the new Epic Tyranids, then?" Brilliant! They are a really different army with lots of exciting (and powerful) new abilities. The Hive Mind cards are a great way of representing the unique command system of the Tyranids, as are the swarm cards. The use of these two things alone means that they behave in a way which is totally unique. Added to this is the way that Tyranids gain victory points, which ensures that you have to annihilate the enemy to win. This is really good fun! Killing off three or five models from a support card is quite straightforward, but by no means simple. Trying to wipe out thirty stands of an Imperial Guard Tactical company is another matter altogether!

In this game I did have some really good luck, but there were times when it didn't seem like it. I held my best hand of Hive Mind cards at the end of the game, when I had three Hive Mind *Orders* cards. Until then I had few of these and lots of the more extravagant cards. Although *Psychic Barrages* and *Bio-Assassins* can be a serious pain in the enemy's side, if you can't place orders for your troops you'll find it difficult to get them acting as you want. A good example is when the Hormagaunts 'borrowed' the charge orders of some Tyranid Warriors so that they could snatch an Objective from Ian's Knights Paladin. If the Hormagaunts had been following their *Hunt* instincts there would not have been able to steal those 5 victory points.

A similar situation arose when my Gargoyles moved from the building that Ian was trying to *Capture*. This left it wide open for *Ferratus Secundus* to take, but Ian decided to go for one of my Hive Tyrants instead. A mistake on his part, I think. My execution of the plan was by no means perfect, but the dice turned out to be rather forgiving for a change. If you can't be a brilliant commander, at least be a lucky one!



The Tyranids are a superb army which provides a massive range of new challenges, both for their commander and their opponent. Not only do they play well, but Dave Andrews' new models look really great on the battlefield! Now I'm going to dust off my Epic Ork army and see what the greenskins make of Epic Hive War.

With a blood-curdling scream the Lictor charged, ripping through the line of tanks and Imperial Guardsmen with ease. Its razor claws scraped along the side of a Leman Russ, sending sparks flying in all directions until it reached one of the tracks and snapped it like a piece of wire. The damaged tank swerved wildly, spewing track-links and twisted metal in a wide arc. One link embedded itself in the back of a Guardsman as he turned to run, cutting short his terrified screams and knocking his broken body into the mud.

Inquisitor Carrax's guard ran forward to protect him, chainswords held aloft, bolt pistols firing shot after shot into the approaching creature. To their horror, the explosive shells pattered harmlessly off the Lictor's chitinous armour and the hideous beast kept coming!

"No you fools, to me!" shouted Carrax, but his order was drowned out by the chattering of bolters. With a triumphant cry the Lictor ploughed into the Guardsmen. Fleshy hooks erupted from the creature's rib cage, pinioning the unfortunate troopers who convulsed in a macabre dance of death as alien toxins coursed through their veins.

The Lictor still came on, it was among his personal guard now, its razor-edged claws a blur, lost in a mist of blood and gore as it made quick work of his paralysed men. In moments the squad had been slaughtered, the poisons which dripped from the Lictor's talons leaving even those with minor wounds hideously crippled!

Rage boiled up inside Carrax. Suddenly he was charging, power sword drawn and servos grinding within his Terminator armour as he propelled himself toward the abomination. It was still feeding on the remains of his men, but raised its bloodied head and hissed at him as he closed. Fear slid across Carrax's mind briefly, but then it was gone – suppressed by his rigid training. As he charged Carrax wondered whether the creature recognised a worthy opponent or merely registered him as another meal. It didn't matter. He would kill it whatever it thought!

Slicing claws closed in from both sides. Carrax was on the ground and into a roll as his battle-honed reflexes saved him. Raising his power sword to parry, he barely realised his mistake before he heard the shattering of plasteel as the monomolecular edge of the flesh hooks sliced through his arm. Blood fountained, burning pain lanced through his body and he roared in agony. In an effort to save him, the Terminator armour pumped pain-numbing drugs into his body. Everything seemed to slow down, but he couldn't move – his mind raced but his body was transfixed!

In complete horror the Inquisitor watched the Lictor brace itself for the killing blow. Muscles rippled under its chitinous armour as it moved. Venomed talons shone in the light with their hideous toxins. Fresh blood glistened on the creature's barbed flesh hooks which twitched nervously – eager to slaughter. There was no escape...

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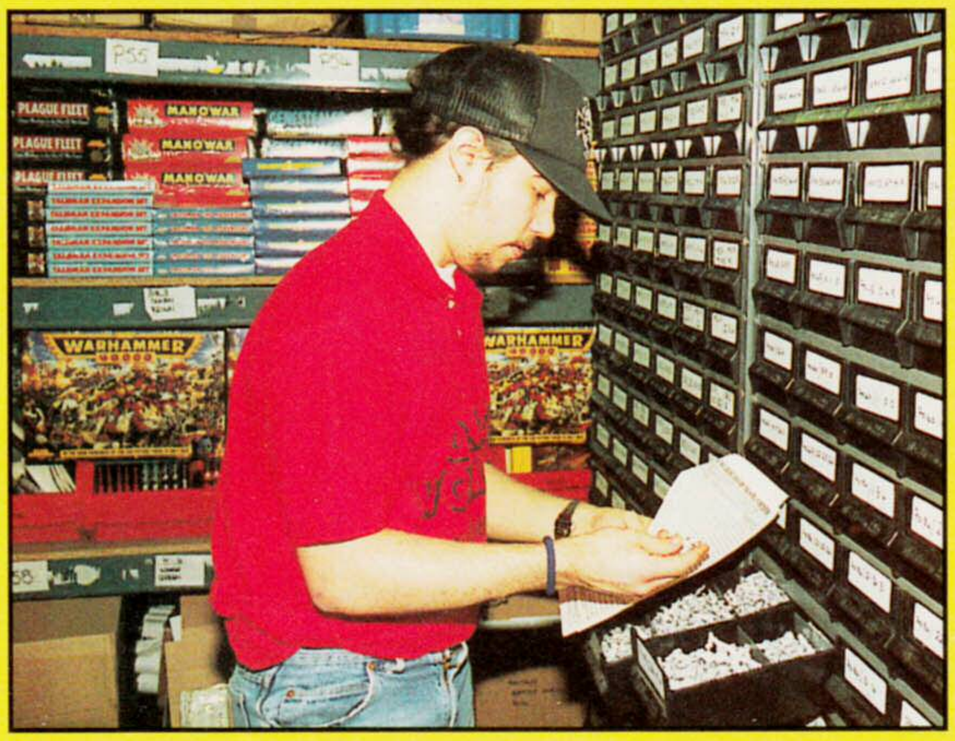

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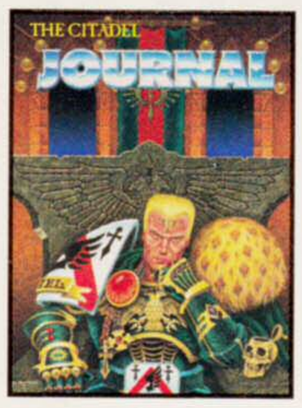

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SPACE MARINES®

APOTHECARIES

A COMPLETE APOTHECARY CONSISTS OF:
1 x APOTHECARY
1 x MEDI-PACK
1 x CHARACTER ARM SPRUE

APOTHECARY 1
70082/1

APOTHECARY 2
70082/2

APOTHECARY MEDI-PACK 1
70082/3

EXAMPLE OF A COMPLETED APOTHECARY

LIBRARIANS

LEXICANIUM 1
70080/1

LEXICANIUM 2
70080/2

CODICIER 2
70083/1

CODICIER 1
70083/2

EXAMPLES OF COMPLETED SPACE MARINE LIBRARIANS

VETERAN SERGEANTS

VETERAN SERGEANT 4 WITH AUXILIARY GRENADE LAUNCHER
70081/3

VETERAN SERGEANT 3 WITH BIONIC ARM
70081/1

VETERAN SERGEANT 1 WITH BIONIC EYE
70081/2

VETERAN SERGEANT 2 WITH CUSTOMISED BOLT PISTOL
70081/4

EXAMPLES OF COMPLETED SPACE MARINE VETERAN SERGEANTS

EACH OF THESE MINIATURES IS SUPPLIED WITH A PLASTIC CHARACTER ARM SPRUE AND A PLASTIC CHARACTER BACKPACK SPRUE

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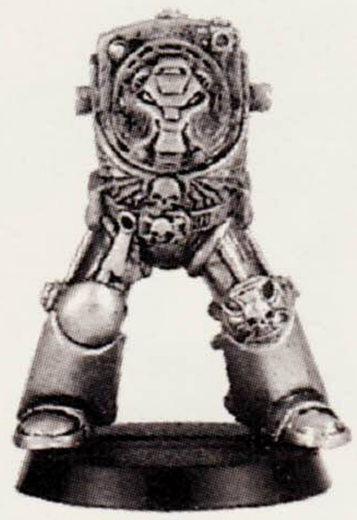
CITADEL MINIATURES

Designed by Jes Goodwin

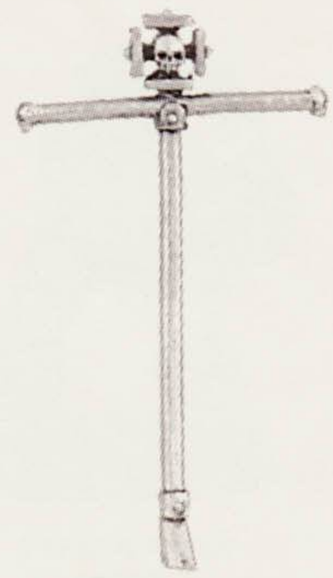
SPACE MARINES®

TERMINATORS



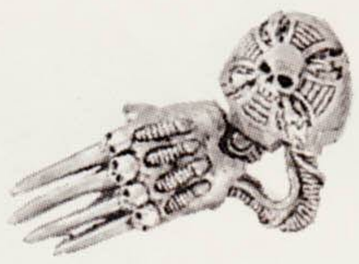
TERMINATOR BODY
0441/3

TERMINATOR SERGEANT BODY
0441/1



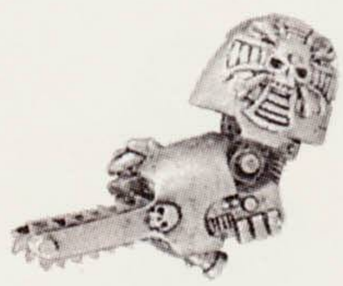
SERGEANT STANDARD POLE
0441/2

TERMINATOR SHIELD
0809/9



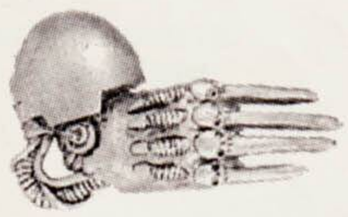
LEFT LIGHTNING CLAW
70154/12

POWER FIST
0441/6

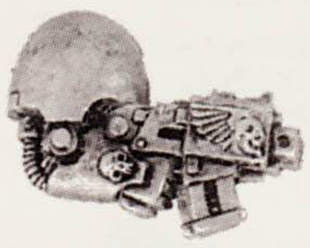


CHAINFIST
0441/8

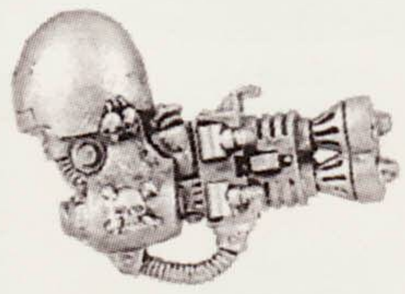
POWER SWORD
0441/7



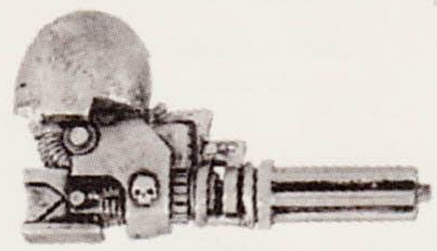
RIGHT LIGHTNING CLAW
70154/11



STORM BOLTER
0441/4

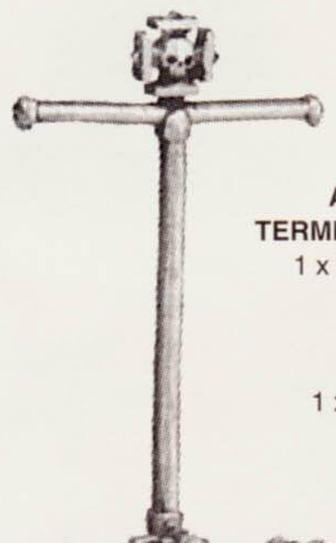


HEAVY FLAMER
70153/10



ASSAULT CANNON
0441/5

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



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

EXAMPLES OF COMPLETED SPACE MARINE TERMINATORS

Designed by Jes Goodwin

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IMPERIAL GUARD

ICE WARRIORS OF VALHALLA

ICE WARRIOR WITH LASGUN 1
0444/1

ICE WARRIOR WITH LASGUN 2
0444/2

ICE WARRIOR WITH LASGUN 3
0444/3

ICE WARRIOR WITH FLAMER
0444/5

ICE WARRIOR SERGEANT
0444/6

ICE WARRIOR WITH LASGUN 4
0444/4

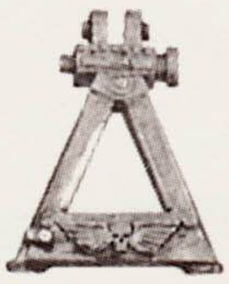
ICE WARRIOR LIEUTENANT

ICE WARRIOR LIEUTENANT
72207/1

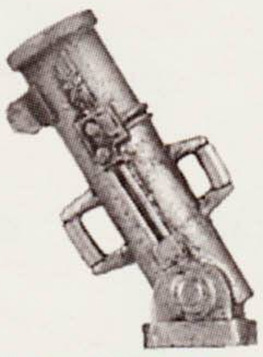
MORTAR

ICE WARRIOR MORTAR OPERATOR
0444/8

ICE WARRIOR MORTAR LOADER
0444/7



MORTAR STAND
0444/10



MORTAR BARREL
0444/9

A COMPLETE ICE WARRIORS OF VALHALLA MORTAR CONSISTS OF:
1 x MORTAR BARREL
1 x MORTAR STAND

AN ASSEMBLED ICE WARRIORS OF VALHALLA MORTAR

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CITADEL MINIATURES

Ice Warriors designed by Alan Perry, Mortar designed by Norman Swales

IMPERIAL GUARD

MORDIAN IRON GUARD

IRON GUARD WITH LASGUN 1
0445/1

IRON GUARD WITH LASGUN 2
0445/3

IRON GUARD SERGEANT
0445/6

IRON GUARD WITH GRENADE LAUNCHER
0445/5

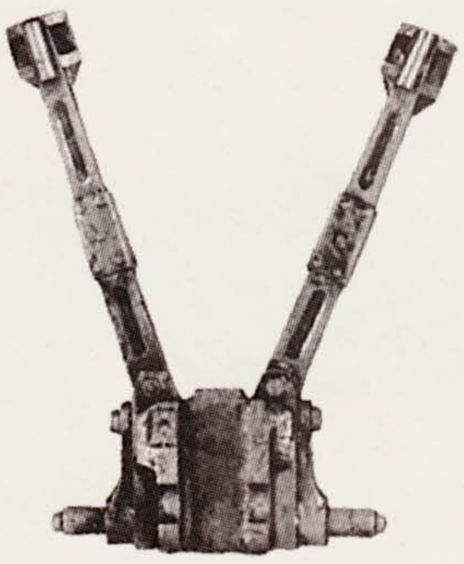
IRON GUARD WITH LASGUN 3
0445/4

IRON GUARD WITH LASGUN 4
0445/2

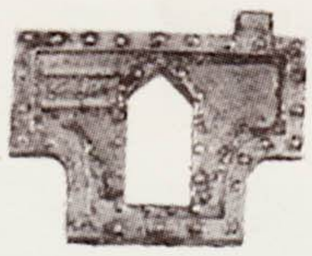
LASCANNON

IRON GUARD LASCANNON OPERATOR
0445/7

IRON GUARD LASCANNON LOADER
0445/8



LASCANNON STAND
0445/11

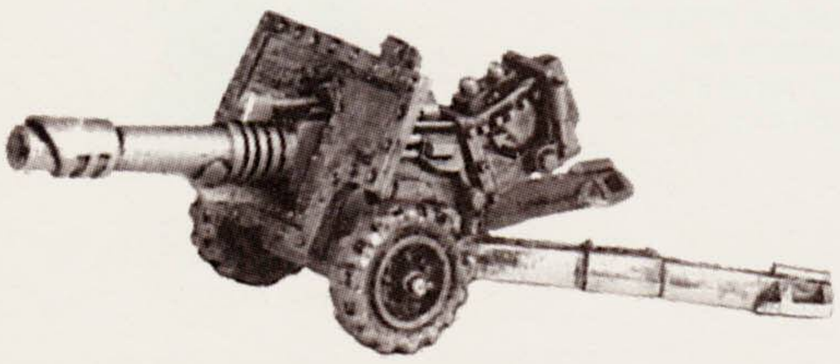


LASCANNON SHIELD
0445/10

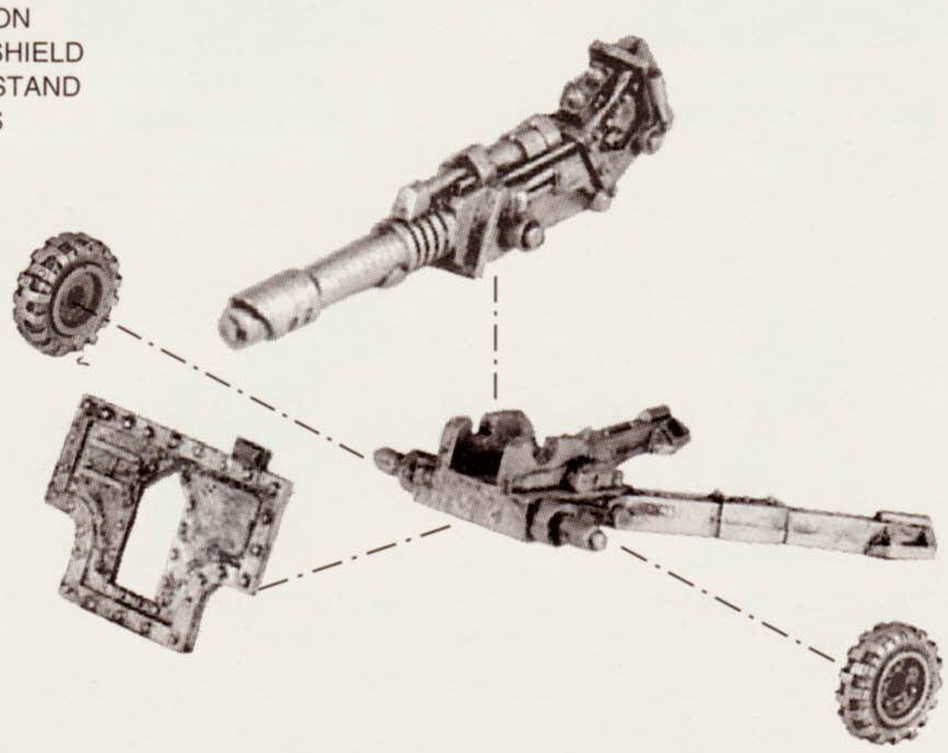
WHEEL
0443/13

LASCANNON
0445/9

A COMPLETED MORDIAN IRON GUARD LASCANNON CONSISTS OF:
1 x LASCANNON
1 x LASCANNON SHIELD
1 x LASCANNON STAND
2 x WHEELS



COMPLETED LASCANNON



Designed by Michael Perry and Norman Swales

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CITADEL MINIATURES

ORKS™

ORK WARPHEAD AND MINDERZ

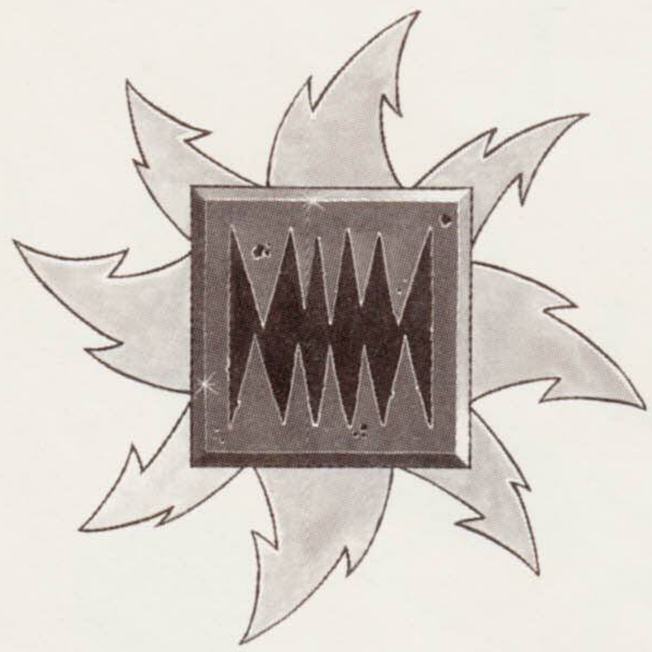
MINDER 1
70816/4

MINDER 2
70816/2

WARPHEAD
70816/1

MINDER 3
70816/3

MINDER 4
70816/5



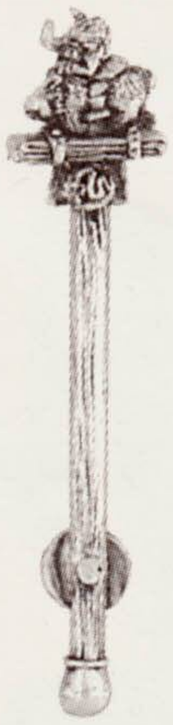
A COMPLETE MINDER CONSISTS OF:
1 x MINDER BODY
1 x PLASTIC ORK ARM SPRUE
1 x PLASTIC ORK WEAPON SPRUE

EXAMPLES OF COMPLETED ORK MINDERZ

ZODGROD WORTSNAGGA

THE COMPLETE ZODGROD WORTSNAGGA CONSISTS OF:
1 x ZODGROD BODY
1 x ZODGROD'S BANNER POLE

ZODGROD WORTSNAGGA
70806/1



ZODGROD'S BANNER POLE
70806/2

COMPLETED ZODGROD WORTSNAGGA

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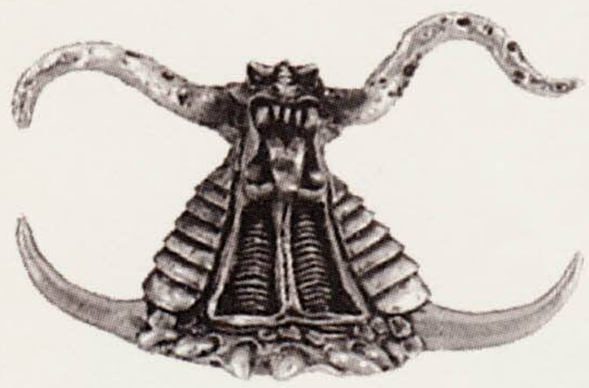
CITADEL MINIATURES

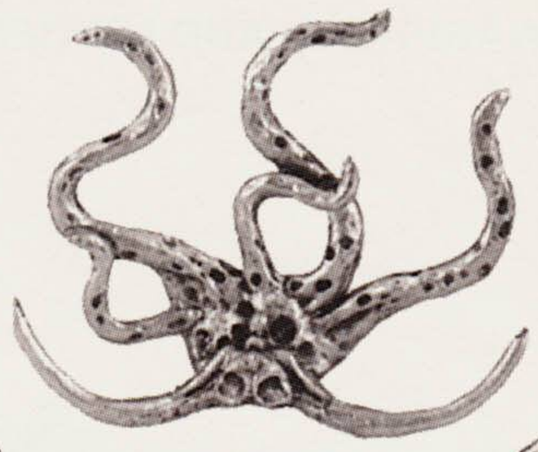
CHAOS

BEAST OF NURGLE

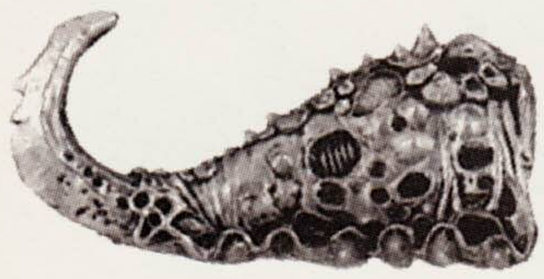


HEAD 1
73018/7

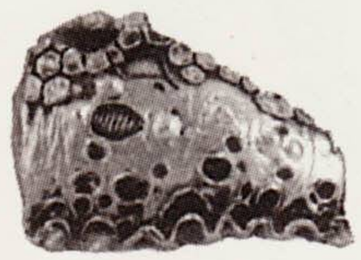
HEAD 2
73018/3



HEAD TENTACLES
73018/4



BODY RIGHT
73018/1



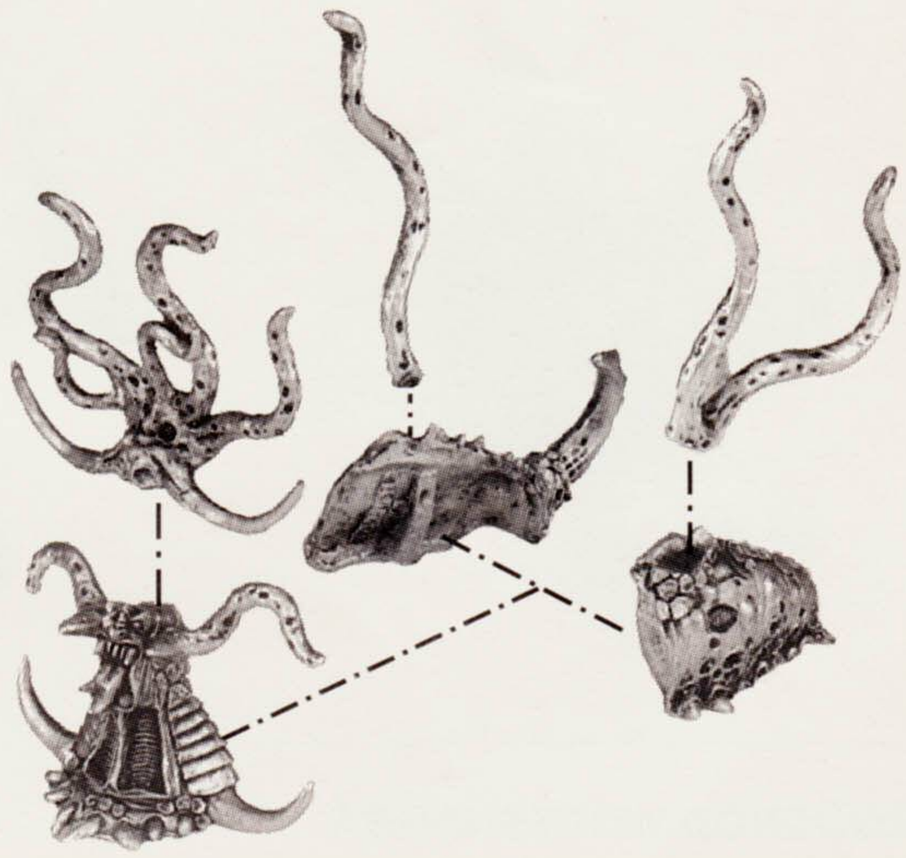
BODY LEFT
73018/2

TWIN TENTACLE
73018/5

TENTACLE
73018/6

EXAMPLE OF COMPLETED BEAST OF NURGLE

A COMPLETED BEAST OF NURGLE CONSISTS OF:
1 x HEAD
1 x HEAD TENTACLES
1 x BODY LEFT
1 x BODY RIGHT
1 x TENTACLE
1 x TWIN TENTACLE



Designed by Trish Morrison

UNDEAD

GHOST

GHOST
74534/1

ISABELLA VON CARSTEIN

ISABELLA VON CARSTEIN
74525/1

COUNT VON CARSTEIN

COUNT VON CARSTEIN
74526/1

Designed by Gary Morley

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CITADEL MINIATURES

EMPIRE

ELECTOR COUNTS

ALDEBRAND LUDENHOF
0821/3

MARIUS LEITDORF
0821/2

VALMIR VON RAUKOV
0821/1

BORIS TODBRINGER
0821/4

A COMPLETED ALDEBRAND LUDENHOF
ELECTOR COUNT OF HOCHLAND

A COMPLETED MARIUS LEITDORF
ELECTOR COUNT OF AVERLAND

EACH ELECTOR COUNT
IS SUPPLIED WITH A PLASTIC
ARMOURED HORSE

A COMPLETED VALMIR VON RAUKOV
ELECTOR COUNT OF OSTLAND

A COMPLETED BORIS TODBRINGER
ELECTOR COUNT OF MIDDENLAND

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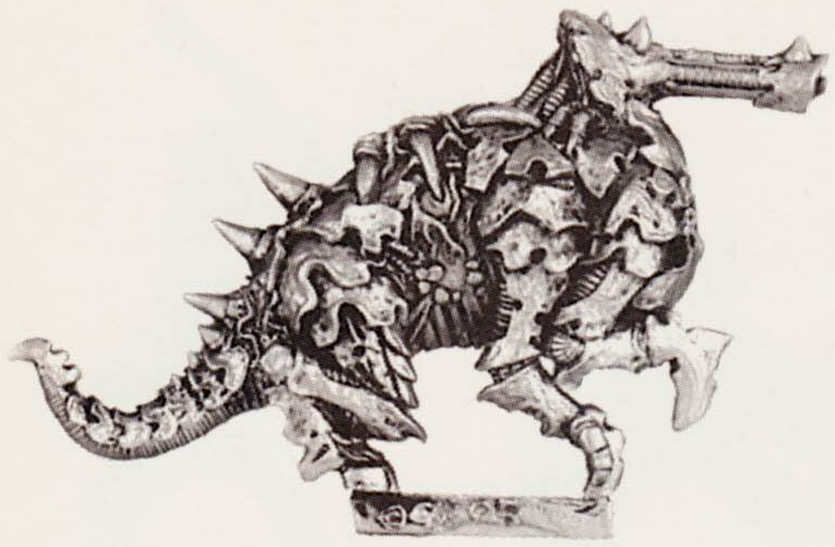
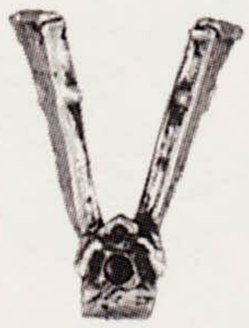
Designed by Michael Perry

EPIC® TYRANIDS®



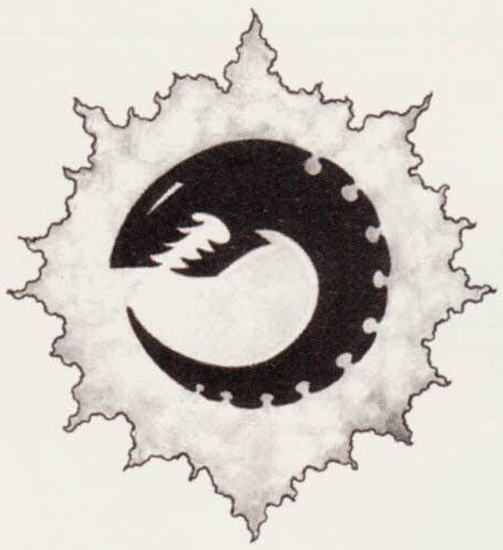
DOMINATRIX RIGHT BODY
76809/1

DOMINATRIX LEFT BODY
76809/2



DOMINATRIX THRONE BACK
76809/5

DOMINATRIX HEAD
76809/3



DOMINATRIX THRONE
76809/4

A COMPLETE TYRANID DOMINATRIX CONSISTS OF:
1 x DOMINATRIX LEFT BODY
1 x DOMINATRIX RIGHT BODY
1 x DOMINATRIX HEAD
1 x DOMINATRIX THRONE
1 x DOMINATRIX THRONE BACK

THE COMPLETED DOMINATRIX

ZOANTHROPE

A COMPLETE ZOANTHROPE CONSISTS OF:
1 x ZOANTHROPE HEAD
1 x ZOANTHROPE BODY

COMPLETED ZOANTHROPE

ZOANTHROPE HEAD
76807/2

ZOANTHROPE BODY
76807/1

HIVE TYRANT

HIVE TYRANT
76804/1

CARNIFEX

CARNIFEX
76805/1

Designed by Alan Perry and Michael Perry

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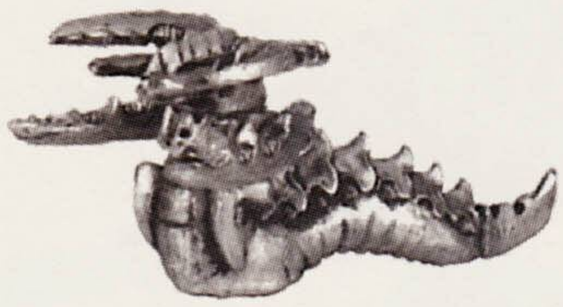
CITADEL MINIATURES

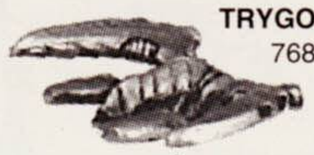
EPIC® TYRANIDS®

TRYGON

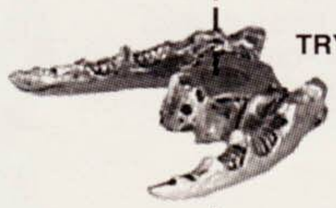
A COMPLETE TRYGON CONSISTS OF:
1 x TRYGON HEAD
1 x TRYGON CLAWS
1 x TRYGON BODY



A COMPLETED TRYGON



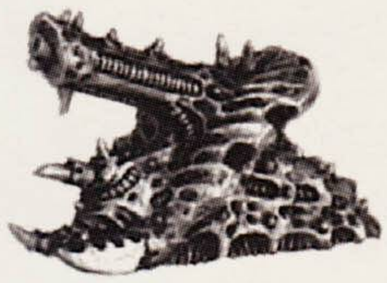
TRYGON HEAD
76806/1



TRYGON CLAWS
76806/3

TRYGON BODY
76806/2

EXOCRINE

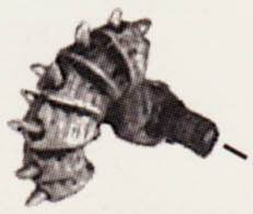


EXOCRINE
76808/1

MALEFACTOR

A COMPLETE MALEFACTOR CONSISTS OF:
1 x MALEFACTOR BODY
1 x MALEFACTOR RIGHT CLAW
1 x MALEFACTOR LEFT CLAW

A COMPLETED MALEFACTOR



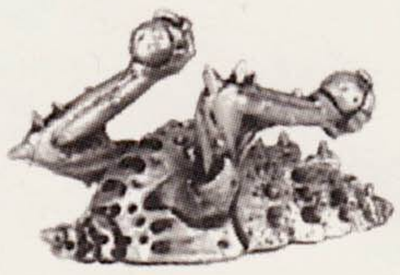
MALEFACTOR RIGHT CLAW
76802/3

MALEFACTOR BODY
76802/1

MALEFACTOR LEFT CLAW
76802/2

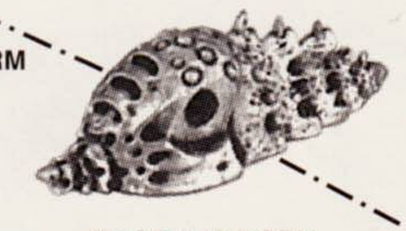
DACTYLIS

A COMPLETE DACTYLIS CONSISTS OF:
1 x DACTYLIS BODY
1 x DACTYLIS RIGHT ARM
1 x DACTYLIS LEFT ARM



A COMPLETED DACTYLIS

DACTYLIS RIGHT ARM
76803/2



DACTYLIS BODY
76803/1

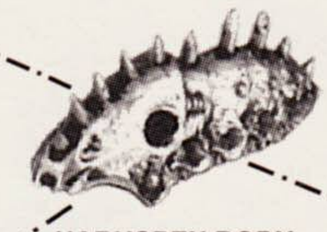
DACTYLIS LEFT ARM
76803/3

HARUSPEX

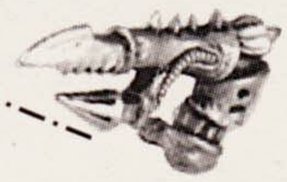
A COMPLETE HARUSPEX CONSISTS OF:
1 x HARUSPEX BODY
1 x HARUSPEX MOUTH
1 x HARUSPEX LEFT ARM
1 x HARUSPEX RIGHT ARM

A COMPLETED HARUSPEX

HARUSPEX RIGHT ARM
76801/3



HARUSPEX BODY
76801/1



HARUSPEX LEFT ARM
76801/2

HARUSPEX MOUTH
76801/4

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CITADEL MINIATURES

Designed by Dave Andrews and Michael Perry

ELDAR® TITANS

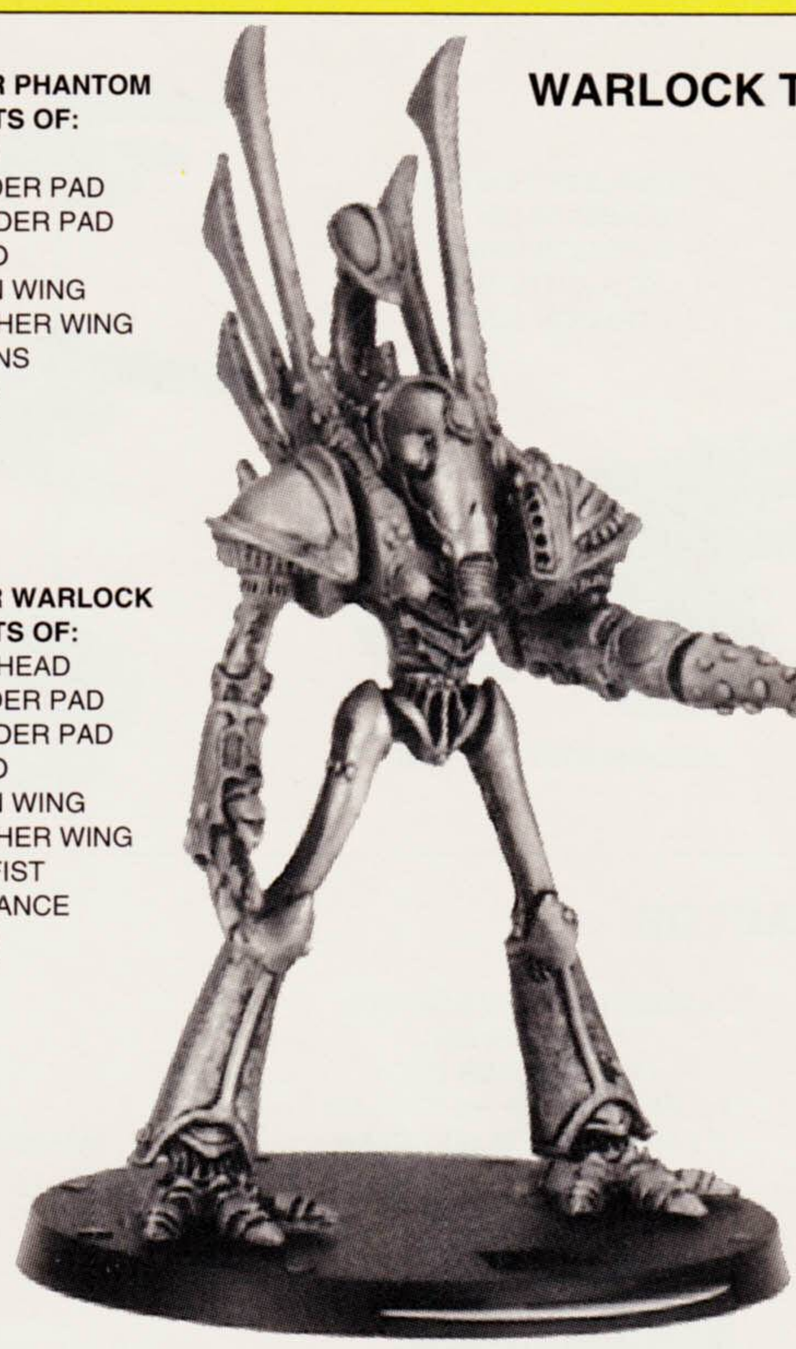
PHANTOM TITAN

A COMPLETE ELDAR PHANTOM TITAN CONSISTS OF:
1 x HEAD
1 x LEFT SHOULDER PAD
1 x RIGHT SHOULDER PAD
1 x TORSO
1 x LASCANNON WING
1 x MISSILE LAUNCHER WING
2 x WEAPONS
1 x LEGS
2 x FEET

A COMPLETE ELDAR WARLOCK TITAN CONSISTS OF:
1 x WARLOCK HEAD
1 x LEFT SHOULDER PAD
1 x RIGHT SHOULDER PAD
1 x TORSO
1 x LASCANNON WING
1 x MISSILE LAUNCHER WING
1 x POWER FIST
1 x PSYCHIC LANCE
1 x LEGS
2 x FEET

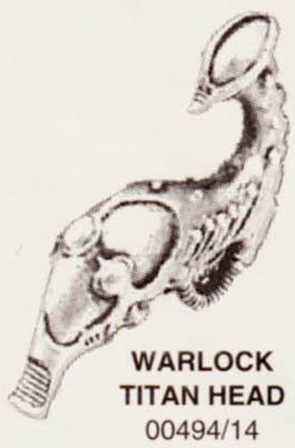
WARLOCK TITAN

EXAMPLE OF COMPLETE ELDAR PHANTOM TITAN



EXAMPLE OF COMPLETE ELDAR WARLOCK TITAN

LASCANNON WING 0494/2



WARLOCK TITAN HEAD 00494/14

PHANTOM HEAD 1 0498/8

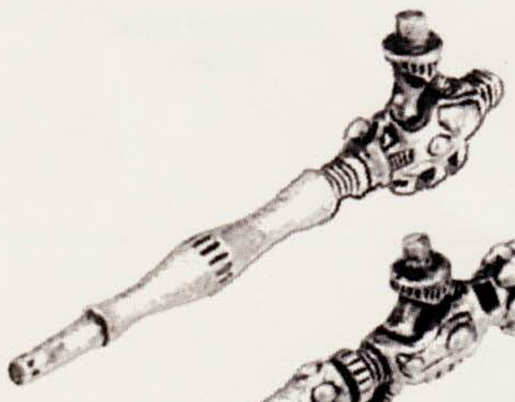
MISSILE LAUNCHER WING 0494/3

PHANTOM HEAD 2 76404/12

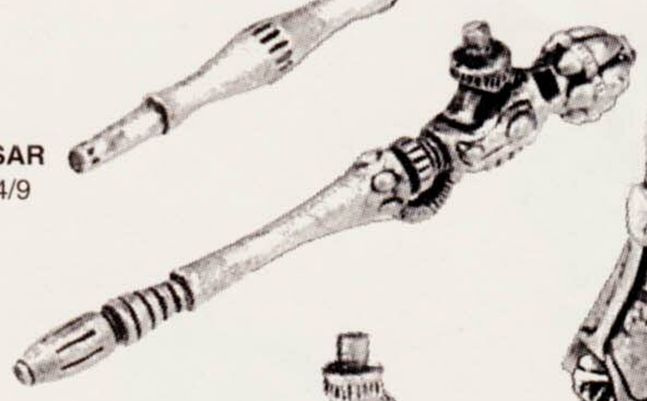
RIGHT SHOULDER PAD 0494/5

PHANTOM TORSO 0494/4

LEFT SHOULDER PAD 0494/6

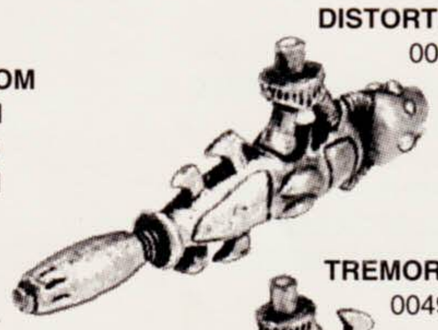


PULSAR 0494/9



HEAT LANCE 0498/16

PHANTOM TITAN LEGS 0494/1



DISTORTION CANNON 00498/10

TREMOR CANNON 00498/13

POWER FIST 00494/11

PHANTOM TITAN FEET 0494/7

PSYCHIC LANCE 00494/15

Designed by Jes Goodwin

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CITADEL MINIATURES

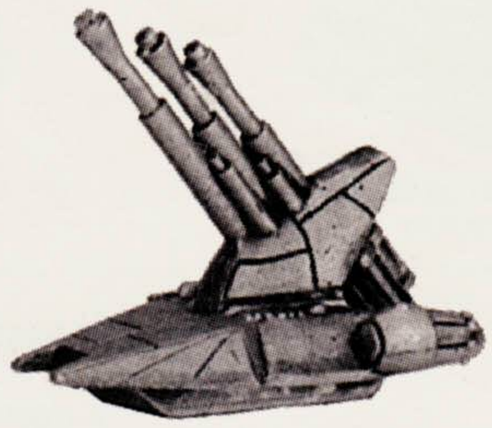
EPIC® ELDAR®

ELDAR AVATAR

ELDAR AVATAR
76437/1

ELDAR FIRESTORM

A COMPLETE ELDAR FIRESTORM CONSISTS OF:
1 x FIRESTORM LASER BATTERY
1 x ELDAR GRAV HULL



COMPLETE ELDAR FIRESTORM

FIRESTORM LASER BATTERY
76436/1

ELDAR GRAV HULL
76423/4

ELDAR WARP HUNTER

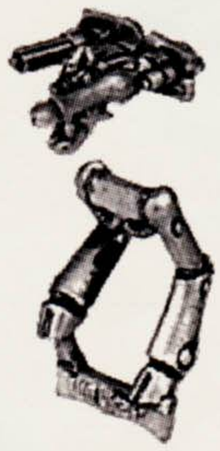
ELDAR WARP HUNTER
76422/3

ELDAR WARWALKER

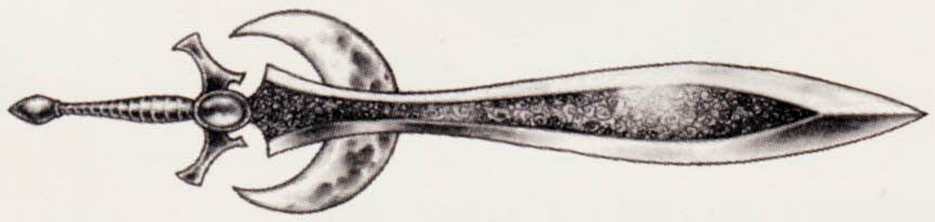
A COMPLETED ELDAR WARWALKER CONSISTS OF:
1 x WARWALKER BODY
1 x WARWALKER LEGS

COMPLETE ELDAR WARWALKER

WARWALKER BODY
76438/1

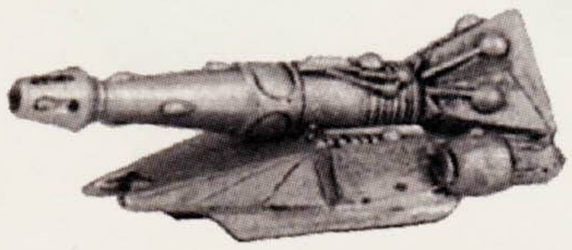


WARWALKER LEGS
76438/2



ELDAR DEATHSTALKER

A COMPLETE ELDAR DEATHSTALKER CONSISTS OF:
1 x PRISM CANNON
1 x ELDAR GRAV HULL



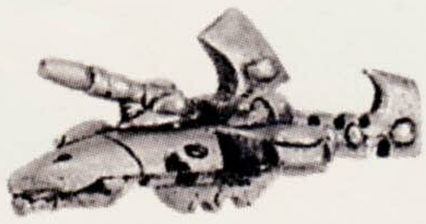
COMPLETE ELDAR DEATHSTALKER

PRISM CANNON
76423/5

ELDAR GRAV HULL
76423/4

ELDAR NIGHTWING

A COMPLETE ELDAR NIGHTWING CONSISTS OF:
1 x NIGHTWING HULL
1 x NIGHTWING TAIL
1 x NIGHTWING GUN



COMPLETE ELDAR NIGHTWING

NIGHTWING GUN
76435/3

NIGHTWING HULL
76435/1

NIGHTWING TAIL
76435/2

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CITADEL MINIATURES

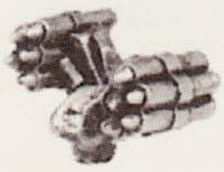
Designed by Dave Andrews, Jes Goodwin and Norman Swales

IMPERIAL TANKS

WHIRLWIND

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

WHIRLWIND MULTI - LAUNCHER
76049/16



COMPLETED WHIRLWIND

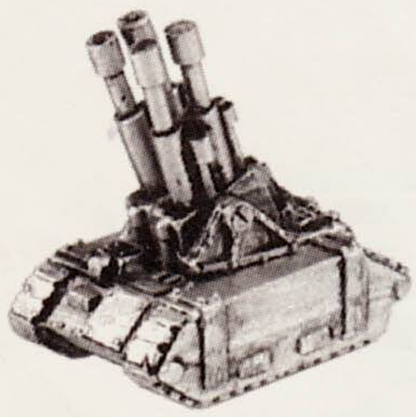
RHINO CHASSIS
76007/1

HYDRA

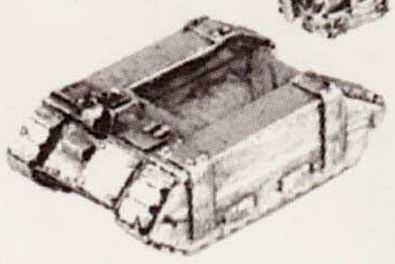
A COMPLETED HYDRA CONSISTS OF:
1 x ARTILLERY CHASSIS
1 x HYDRA CANNON RIGHT
1 x HYDRA CANNON LEFT

HYDRA RIGHT CANNON
76005/1

HYDRA LEFT CANNON
76005/2

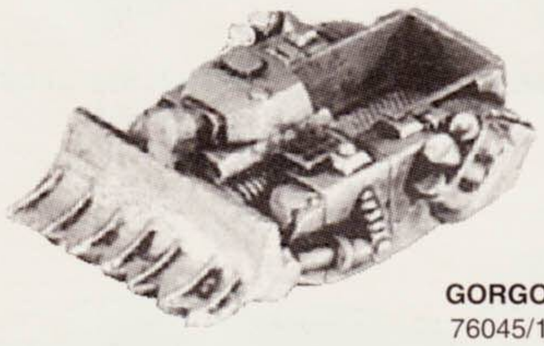


COMPLETED HYDRA



ARTILLERY CHASSIS
76091/15

GORGON

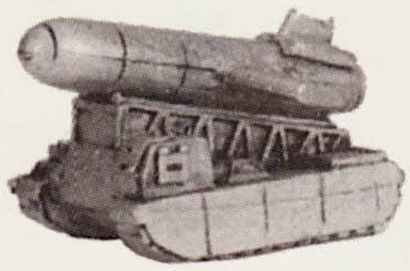


GORGON
76045/17

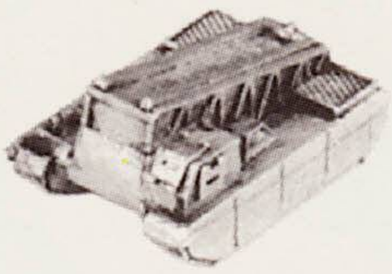
DEATHSTRIKE MISSILE LAUNCHER

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

DEATHSTRIKE MISSILE
76095/13



COMPLETED DEATHSTRIKE MISSILE LAUNCHER

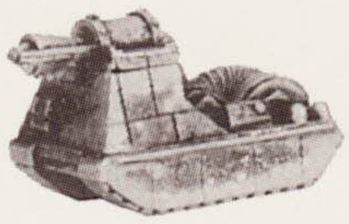


DEATHSTRIKE MISSILE CARRIER
76095/12

HELLHOUND

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

DRAGON FIRE THROWER
76048/23



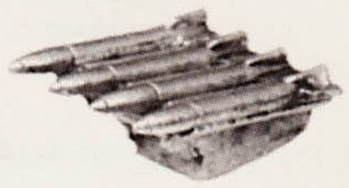
COMPLETED HELLHOUND

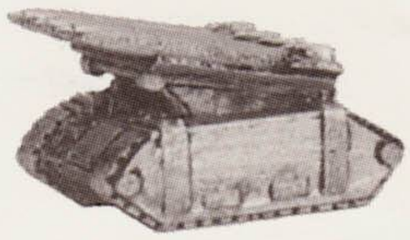
HELLHOUND CHASSIS
76048/22

MANTICORE

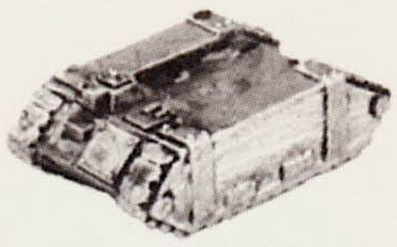
A COMPLETED MANTICORE CONSISTS OF:
1 x ARTILLERY CHASSIS
1 x STORM EAGLE ROCKETS

STORM EAGLE ROCKETS
76092/7





COMPLETED MANTICORE

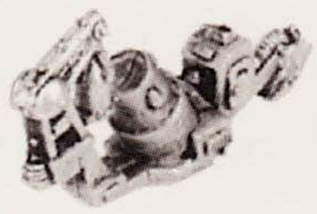


ARTILLERY CHASSIS
76091/15

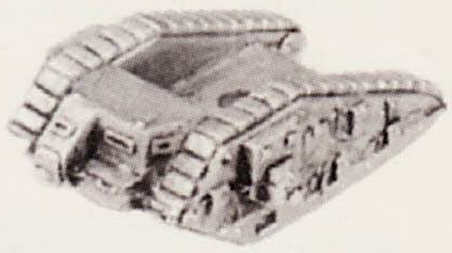
BOMBARD

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

BOMBARD SIEGE MORTAR
76094/2



COMPLETED BOMBARD

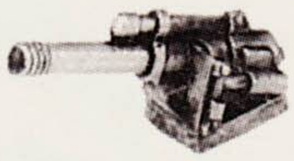


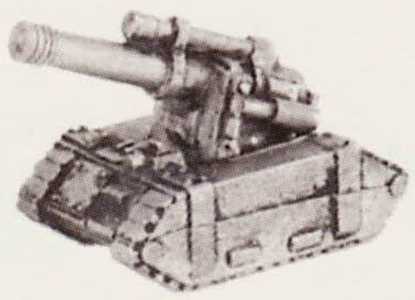
BOMBARD CHASSIS
76094/1

BASILISK

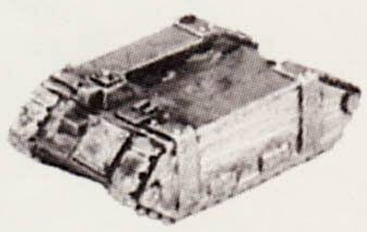
A COMPLETED BASILISK CONSISTS OF:
1 x ARTILLERY CHASSIS
1 x EARTHSHAKER CANNON

EARTHSHAKER CANNON
76091/5





COMPLETED BASILISK



ARTILLERY CHASSIS
76091/15

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CITADEL MINIATURES

IMPERIAL TITANS

REAVER TITANS

A COMPLETE REAVER TITAN CONSISTS OF:
1 x HEAD
2 x SHOULDER GUARD
1 x CARAPACE
2 x FEET
1 x LEGS
3 x WEAPONS

EXAMPLES OF COMPLETED REAVER TITANS

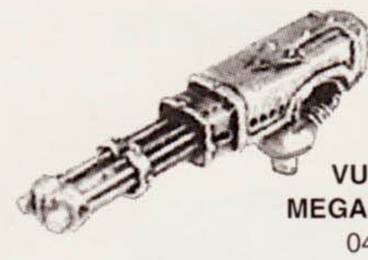
BANNER POLE
76002/19

MULTIPLE ROCKET LAUNCHER
0499/14

SHOULDER GUARD
0499/12

REAVER CARAPACE
0499/8

SHOULDER GUARD
0499/12



VULCAN MEGA-BOLTER
0493/7

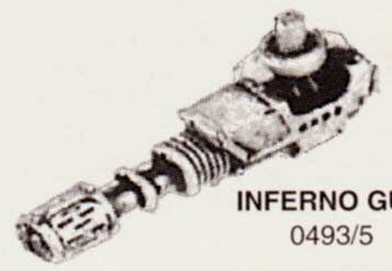
REAVER HEAD
0499/17

REAVER LEGS
0499/9

PLASMA BLAST GUN
00499/6

REAVER POWERFIST
00499/18

REAVER FOOT
0499/10



INFERNO GUN
0493/5

REAVER FOOT
0499/10

REAVER CHAINFIST
76002/16

TURBO-LASER DESTRUCTOR
0493/4

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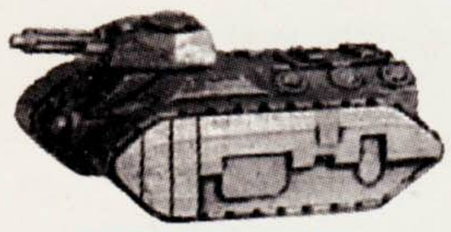
CITADEL MINIATURES

Designed by Jes Goodwin

IMPERIAL TANKS

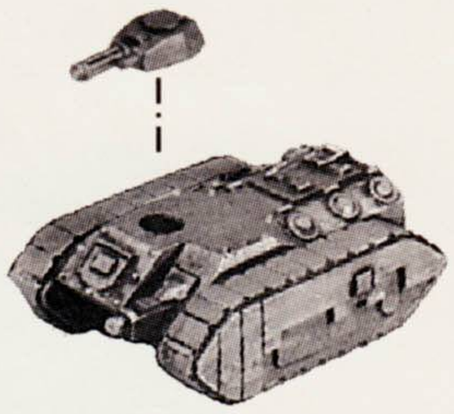
CHIMERA

A COMPLETE CHIMERA CONSISTS OF:
1 x CHIMERA CHASIS
1 x CHIMERA TURRET



COMPLETED CHIMERA

CHIMERA CHASIS
76020/2



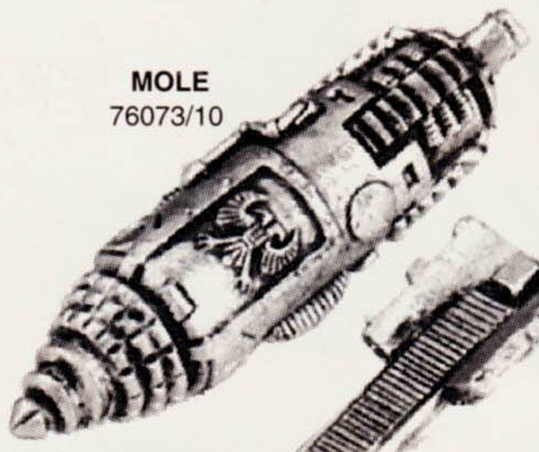
CHIMERA CHASIS
76020/1

IMPERIAL MOLE

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

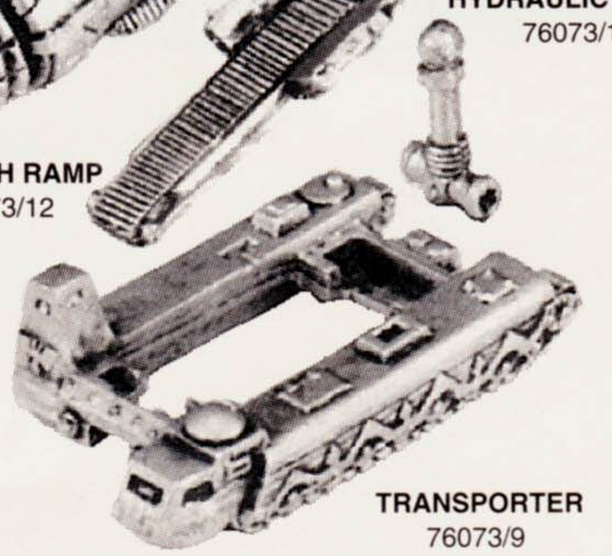
COMPLETED IMPERIAL MOLE

MOLE
76073/10



HYDRAULIC PISTON
76073/11

LAUNCH RAMP
76073/12



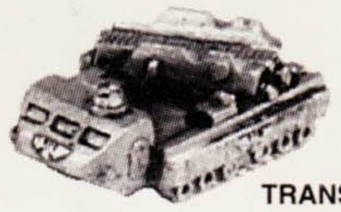
TRANSPORTER
76073/9

IMPERIAL TERMITE

COMPLETED IMPERIAL TERMITE

A COMPLETE IMPERIAL TERMITE CONSISTS OF:
1 x TERMITE
1 x TRANSPORTER

TERMITE
76072/7



TRANSPORTER
76072/6

SURFACING TERMITE
76072/8

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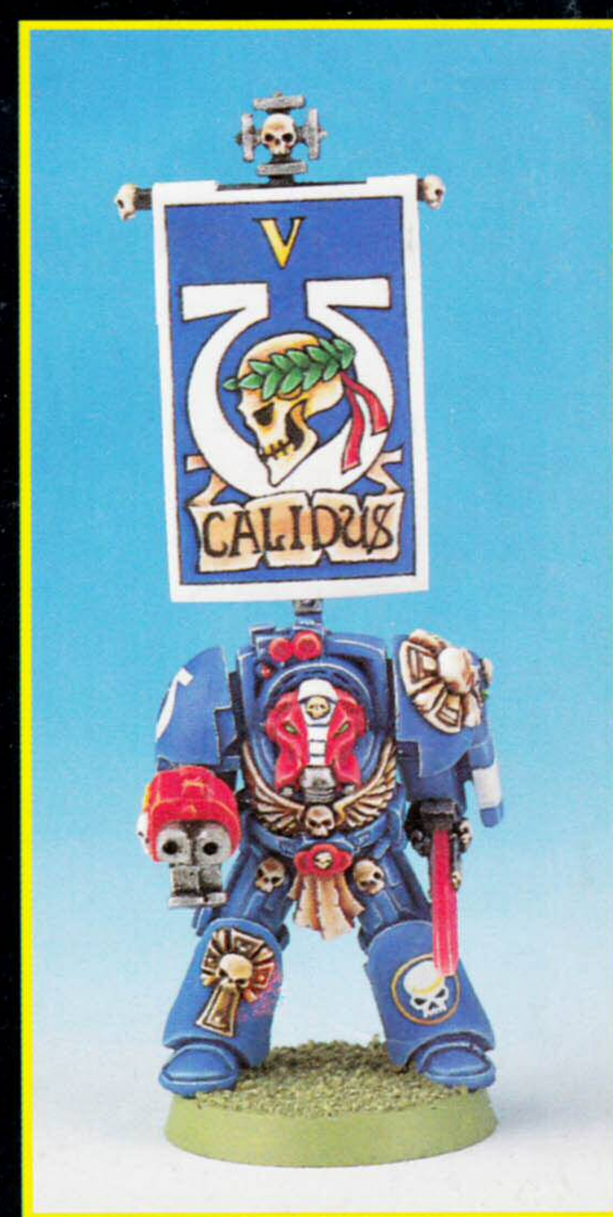

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