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COVER WIGHT LORD

Mark Gibbons

2 GW AND CITADEL NEWS

The White Dwarf Crew

All the latest news from Games Workshop and the world of Citadel Miniatures.

10 THE LIVING DEAD RETURN

We recently decided to give our **Warhammer** Undead army a major face lift, and certain dedicated fanatics of the 'Eavy Metal team undertook the monumental task of repainting the whole thing from scratch. They achieved this in record breaking time, so for the lowdown on

how they went about it, just turn to page 10.

22 GOLDEN DEMON '97

Mike McVey

Mike shares his abundant fund of figure painting know how with anyone who is planning to enter this years Golden Demon Competition. Applicants will also find an entry form attached to this article.



Page 10. The dead are amongst us...

SPECIAL UNDEAD PAINTING FEATURE IN THIS ISSUE!



27 WHITE LIONS OF CHRACE

Tuomas Pirinen

The hazardous mountain realm of Chrace on Ulthuan is the domain of some hardy Elves indeed. If you intend to include any of these warriors in your High Elf army, then let Tuomas give you some insight into how they should best be deployed on the battlefield. This article contains tactics and background for the White Lions, as well as full rules for their renowned Captain, Korhil.

34 WAAAGH! 'ERE COME DA ORKS

Andy Kettlewell

With this month's **Epic 40,000** releases, the entire Ork range will be complete, so Andy, a veteran Greenskin Boss, has written up his best tactical advice on the various ways in which you can stomp an opponent flat. The article also includes some specialist advice from other great Ork Warlords of our time such as Adrian Wood, Andy Chambers and Warwick Kinrade.

44 THE BATTLE OF THE VAMPIRE COAST

Andy Kettlewell & Tuomas Pirinen

When the High Elf Dragonship Ingranion is grounded on the coast of eastern Lustria by a magical wind, it is obvious to Captain Finrian that there is dark sorcery afoot. Enter the Vampire Lord Luther Harkon to provide a bloodthirsty **Warhammer** scenario between High Elves and the Undead.

49 SISTERS OF BATTLE

Gav Thorpe

There is a new force to be reckoned with in the **Warhammer 40,000** universe, and they look suspiciously like power armoured nuns. Gav has written a completely new Codex, called *Sisters of Battle*, which deals with the Ecclesiarchy and its Orders Militant. These are the fanatical devotees of the Emperor, ever poised to preach decency and justice to heathens and deviants in a hail of bolter shells!



58 GRAND TOURNAMENT 1997

Jervis Johnson

The Grand Tournament looks set to become an annual institution, with players from far and wide gathering to pit their skills against each other over a weekend of serious gaming. To find out more, read these pages.

61 RETURN TO THORSKINSON'S ISLAND

Rick Priestley

Thorskinson's Island is a **Warhammer** campaign currently being run by Rick in which many staff have armies vying for control of this isolated land of fantastic riches.

Rick has taken time out from the organisation of the campaign to explain how it all works, and how you can go about setting up your very own **Warhammer** campaign. You can either use the rules for Thorskinson's Island, or there are some pointers on creating your own battle settings.



94 GREEN TIDE RISING

Andy Chambers & Gav Thorpe

This month's battle report is an **Epic 40,000** battle, pitting Andy and Gav against each other. The Orks of Waaagh Ugskraga face the might of the Imperial Fists in an *Escalating Engagement* scenario. The tension is high as both players need their reinforcements to arrive quickly to avoid being overwhelmed.

In the last **Epic 40,000** battle report published in *White Dwarf* we concentrated on explaining the rules, but this time we've let Andy and Gav explain their tactical thinking during the game in more depth. So, read, learn and enjoy!



Product Code: 6024999211

THE TOPPLING TOWER OF TILEA.

Hidden away in his secret den Nigel Stillman has been hard at work on a new project for Warhammer. Our Gutter Runners have infiltrated his lair to bring you these pictures of Nigel's latest creation, a Tilean leaning tower, and mightily impressive it is to. "Why?" we here you cry. Well, we could tell you but then we'd have to kill you! Watch this space for more details, strange things are afoot...



THIS MONTH'S RELEASES

- High Elf White Lions of Chrace £5.00
(Three miniatures per blister)
- High Elf White Lions of Chrace Champion £3.00
(One miniature per blister)
- High Elf White Lions of Chrace Command £4.00
(Two miniatures per blister)
- High Elf Silver Helm Knight £4.00
(One mounted miniature per blister)
- Korhil, White Lions of Chrace Captain £6.00
(One miniature per blister)
- High Elf Tiranoc Chariot £12.00
(One Chariot per boxed set)
- Circle of Blood £12.00
(Campaign Pack)
- Undead Mounted Vampire Lord £8.00
(One mounted miniature per blister)
- Undead Mounted Wight Lord £6.00
(One mounted miniature per blister)
- Undead Wraith Champion £3.00
(One miniature per blister)
- Bat Swarm £3.00
(Five miniatures per blister)
- Undead Mounted Wights £15.00
(Four mounted miniatures per boxed set)
- Bretonnian Grail Knight Hero on Foot..... £4.00
(One miniature per blister)
- Bretonnian Mounted Squires £3.00
(One mounted miniature per blister)
- Bretonnian Mounted Squire Champion £3.00
(One mounted miniature per blister)
- Bretonnian Mounted Squire Standard Bearer £3.00
(One mounted miniature per blister)
- Bretonnian Mounted Squire Horn Blower £3.00
(One mounted miniature per blister)



IT'S COMPETITION TIME...

Well it isn't actually competition time, but it is time for the results of our last competition to win copies of the Circle of Blood Warhammer Campaign Pack.

And the winners are... (in no particular order) wait for it, wait for it, (queue drum roll)...

- Kit Fraser, Bedfordshire.
- Michael Andersson, Sweden.
- J.A Vacher, Newcastle upon Tyne.
- Timo Söffner, Germany.
- S. Harrison, Suffolk.
- James Fox, Shropshire.
- Ian Griffiths, Doncaster.
- S Jones, Wantage.
- William Cooper, Kidderminster.
- I. Barton, Steyning.
- Congratulations to all the winners, your copy of the Circle of Blood will be with you shortly.

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

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

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THE LIVING DEAD RETURN

For this issue we set Games Workshop model painters Matt Parkes, Martin Footitt and Richard Baker a challenge. "Ere lads, can you paint us an Undead army in two weeks?" Well, the boys done good and this is the story of how they did it.



DAN, DAN, DAN-DAN, DAN, DAN DAN-DAN, DOODLE-DOO, DOODLE-DOO (sing to Mission Impossible refrain). Matt's, Richard's and Martin's mission (when they chose to accept it - Ed) was to paint lots of models in a really small amount of time! As you can see, they've been shocked into a state of living death by the prospect.

From the beginning we decided that our new Undead army was to be a practical, well balanced force which would contain a good variety of units for use in actual games and battle reports.

Once the men for the job had "volunteered" for the mammoth task of repainting the Undead army they began planning their assault on the mass of miniatures. Whatever force you use, this "fly on the wall" view of an army being painted from start to finish will provide some useful hints and tips on assembling a great horde.

The army itself has been strongly themed in order to give it a very regimental feel on the battlefield. The more fanatical Undead aficionados amongst you will have noticed that it is a "Gothic" style army. There are two distinct varieties of Undead

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army, originating from different parts of the Warhammer World. The "Gothic" Undead typically hail from the Old World, while the "Al-Nehekharin" march forth from the Land of the Dead, on the borders of Araby. You can see an example of the this type of force, belonging to Andy Kettlewell, later in the article.

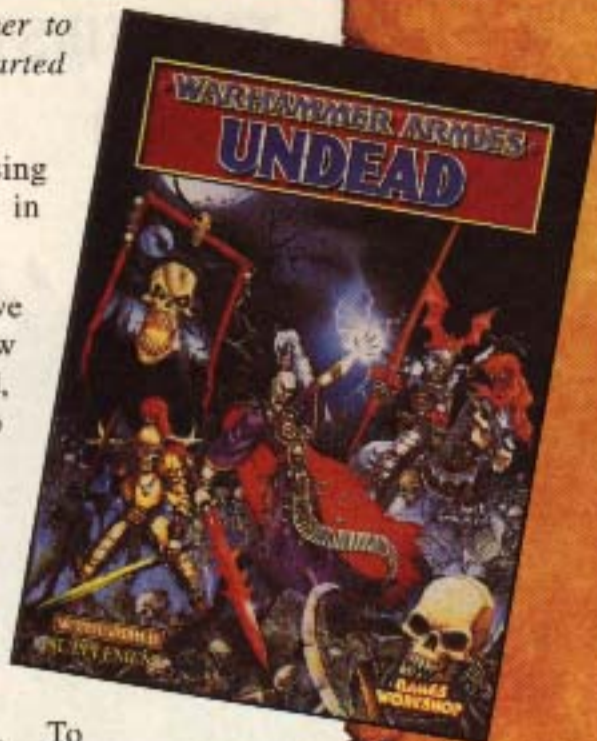
To keep a strong theme running throughout the army, the painters decided to use a limited palette of strong, bold colours. Black and bone are most significant, and are used throughout the army, appearing across the whole spectrum of troop types. The overall effect on the table top of this predominantly two tone scheme is very striking indeed. Red has also been added sparingly to the livery of the Undead, to provide yet more sinister contrasts and highlights. This is most definitely a case of "less is more".

However, creating an army with a strongly regimented look doesn't end with just the choice of paint scheme. The next, most obvious point is to have a standard image running throughout the army. All the shields and banners have essentially the same devices, which have been kept simple yet still look great when viewed in massed ranks. As well as this, the army has been designed to rank up neatly into even units on the battlefield to make them easier to shift on movement trays, a

Right: Your first, easy primer to becoming a black-hearted scourge of the living.

process facilitated by posing most of the miniatures in similar positions.

The bases on the figures have also been treated in a new way. They are very detailed, yet the effect is simple to achieve. How all this has been done will be explained in due course, but the brown flock and grass (static flock and grass) used on the bases is available from most hobby shops as model railway scenery. To complete the appropriate tabletop feel of this army all the bases have been edged with Goblin Green, so they look great on any green gaming table.

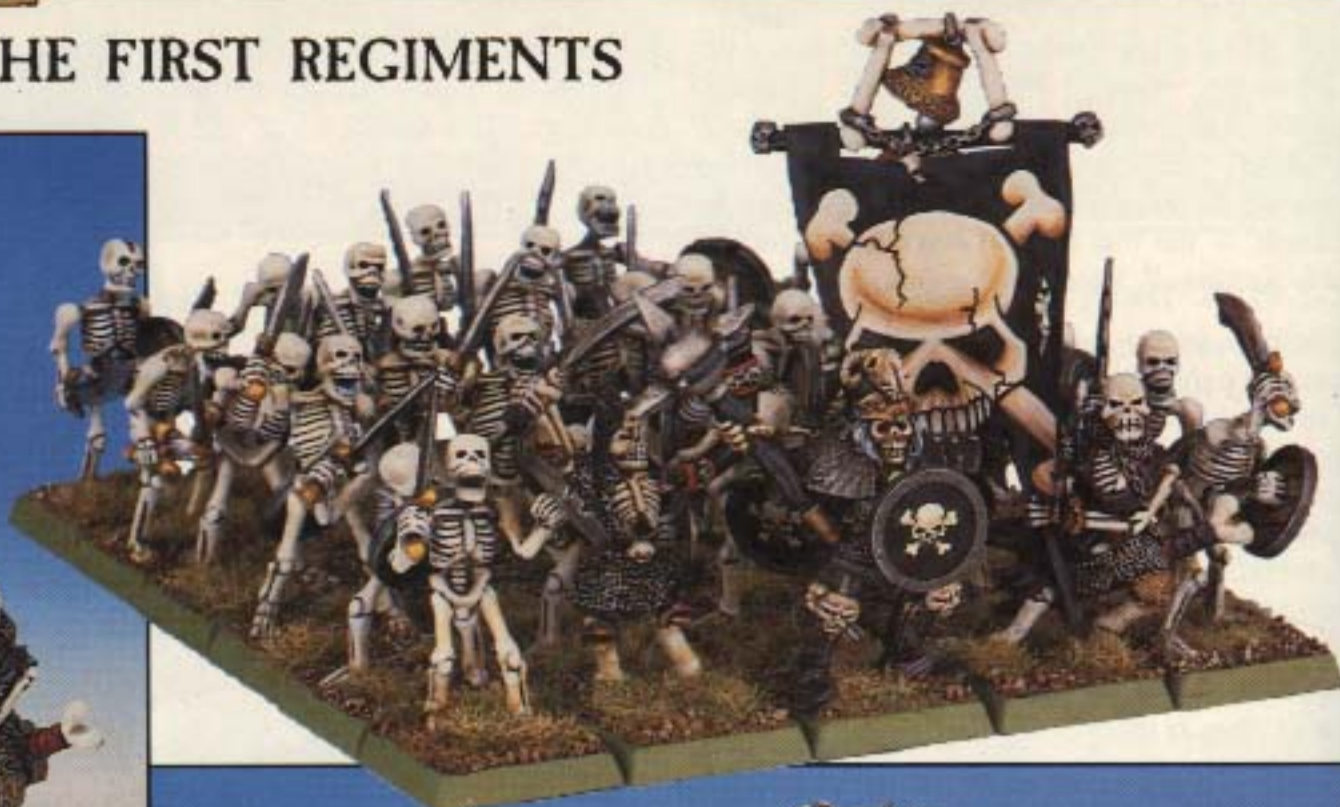


By Mark Brendan



Well, here it is. The finished Games Workshop Undead army amassed to vilify the living from the suitably Gothic surroundings of a great necropolis. Some of the scenery shown here is card components from the Circle of Blood Campaign Pack.

THE FIRST REGIMENTS



Here's a radical idea for gaming groups who are about to start collecting new armies. Why don't you paint one army at a time, and split the painting between all the gamers involved? This will break up the monotony of painting an entire army on your own, and you return the favour when it's someone else's army. You'll get your armies painted quicker and there's more variety, hence more fun.

Mark B.

The first regiments the painters decided to set to work on were the infantry units of Skeletons. These are the backbone of the Undead army and Matt wanted more than one decent unit of these troops. After all, he has to have something to put on the table when he casts his Summon Undead Horde spell.

Although there were three different people painting these units of skeletons, everyone new the look they were going for, and you really can't tell who painted which models.



The Wraiths are archetypically evil creatures, and the pure black of their robes reflect the darkness of their souls. It also rather handily fits with the livery of the rest of the army.

Matt had some advice to offer on maintaining your sanity whilst painting large regiments of troops, and that is to break up the task by painting small units of different troops or single characters in between. This will provide variety and keep up your enthusiasm.

regard to the overall them

When painting used by Mat Steeds, and riders armed consider how you can see, ranks tend to the front are



Black Bat Swarms are quick and easy to assemble and paint. Matt managed to knock out three in the space of two hours! Notice how the taller bats are towards the back of the base, so that they don't hide the smaller ones in front.



The cavalry of this Undead army were treated no differently to the infantry with regard to their colour schemes and livery, which has maintained the coherency of our overall theme for the horde.

When painting the Skeleton Horsemen and Mounted Wights shown above, the method used by Matt and the Team was to first paint the Undead Steeds, and then move on to their riders. When painting riders armed with spears or lances it is a good idea to consider how the unit will rank up on a movement tray. As you can see from the photographs, miniatures in the back ranks tend to have their weapons raised, whilst those on the front are lowered.

Painting characters, such as this Wraith Champion, requires a little more effort, but provides an interesting diversion from the regiments.





By Matt Parkes

THE "EASY-PEASY" WAY TO PAINT A SKELETON REGIMENT (OR "MY MUM COULD DO THIS")

Throughout the remainder of this article we intend to bombard you with a crash course in how to paint the best Skeleton units ever to lurch out of the earth. Matt has picked one of the easier Skeleton Warrior regiments to focus on in detail, and illustrate the painting procedure step-by step.

1. Snip all the Skeletons off the sprue and tidy them up using a modelling knife to **remove all the mould lines, especially on the skull**. This includes whatever weapons and shields are required for the unit.



2. **Glue the Skeletons on to bases in their various poses**, (but keep them similar as they are in units, and not individual models) making sure they all "rank-up" neatly. Leave the shields till later on!

3. **Spray 'em** - white is best, since it is quicker to paint over with the bone colour than black.

3a. **Paint the entire miniature Bleached Bone**. This allows ink to adhere to the model.

4. Mix up equal quantities of Chestnut Wash and Black Wash (this gives an off-black effect which is softer than pure black) and **cover the shadows on the miniature** ie rib cage, feet, hands, and back.



5. **Water down some Black Wash and paint the really dark areas**, such as the eyes and mouth. These areas need to be dark for the contrast in bone colours to work.

6. **Then paint over all the raised areas again with Bleached Bone**, making sure the paint covers the dark layer underneath. Right, that's the boring bit over with, now the fun really begins!

7. The next stage is to **mix up equal quantities of Bleached Bone with Skull White paint and lightly dry brush the models**. Remember to use minimum paint on the brush, as too much makes the surface of the model uneven and messy.

8. **Dry brush the models with thinned down Skull White paint**. A word of caution here – use very small amounts of white, or the model will look too bright. Obviously, this is not what you want to achieve since skeletons are supposed to be dirty and evil.

9. So, now that you have a unit of Skeletons painted, it's time to add the detail. **Paint the weapons Chaos Black** because metallic paint sits better on black, and then **paint the weapon Boltgun Metal** leaving a black line around edges such as sword hilts, etc.

10. **Use Mithril Silver as a highlight on the edges of the blades**.



11. To achieve that rusty look I use **Chestnut Wash and Brown wash thinned down and then painted over the metal areas**. This doesn't apply to just the weapons, but any metal areas on your nearly fantastically painted models.

12. On this unit I have **Painted all the hilts and handles of the weapons a gold colour**. The quickest and easiest way to paint gold is to mix Burnished Gold with Chestnut Wash, giving a much deeper, richer colour than using a Black Wash.

13. **Highlight using thinned down Burnished Gold paint**. When painting gold it is also a good idea to have a base coat of black to work from, like with Mithril Silver.

Thin down the drybrush paint to achieve a smooth, even coat and not a lumpy, uneven finish.

Keep the poses of the miniatures roughly the same to enforce the appearance of a unit, rather than twenty individual models.



14. The next have cu them next thing to most of the un

15. So now y you're wonder

16. Starting w an ideal mid gaps between

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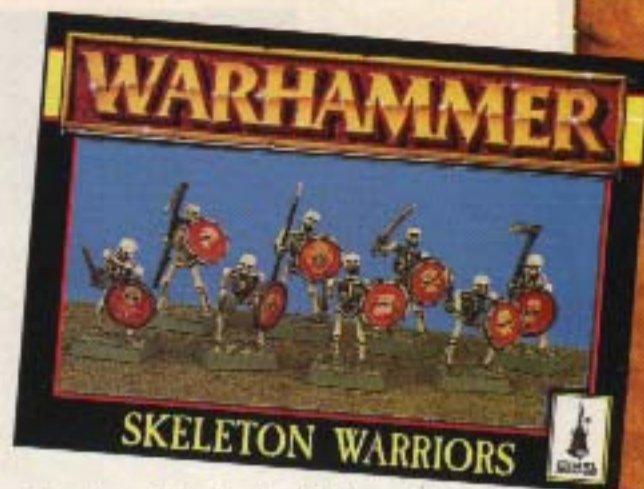
21. Dip the flock box, and the excess mat

22. When it's d well cry "What great to paint more durable.

23. Once dry, Bone paint tog

24. Drybrush t - don't use too

STAGE 8



The humble plastic Skeleton Warriors boxed set - where it all begins...

Keep shield designs really simple if you are doing your own. You don't want to undertake twenty or thirty intricate paintings if you ever want to get around to gaming with the models.

14. The next stage is painting the shields. After you have cut them off the sprues and cleaned them up, the next thing to do is spray them black. This is because most of the undead shield colours are dark.

15. So now you have both sides sprayed black and you're wondering what to do next.

16. Starting with the wood area, Snakebite Leather is an ideal mid-tone brown for the base coat. Leave gaps between the planks with the black undercoat.

17. Highlight with Bubonic Brown to complete the wood area.

18. The next stage is to paint the metal rim of the shield. Use Boltgun Metal for this and highlight with Mithril Silver around the edges.

STAGE 9



25. Paint the sides of the slotta bases with Goblin Green paint, so the unit looks good on a gaming table.

26. Stick static grass on to the base in small areas. I covered about a third of each base in this material.

27. Spray varnish the model again to harden the grass and prevent it falling off every time you pick it up.

28. Very lightly drybrush the grass with Bleached Bone for a more weathered appearance.

29. Add a standard, and the unit is complete - you now have a splendid regiment to go and crush your enemies with. ENJOY!

Mix black paint, rather than inks or washes, with Boltgun Metal to achieve shading. This is because paint is heavier and does not separate the silver, providing a more even coat.

STAGE 28



19. Leave the middle area of the shield black, and simply add a transfer to the shield. Remember to use the same design throughout to reinforce unit coherency.

20. The bases are next. Mix PVA glue with water for a more even spread, and paint on to the base.

21. Dip the miniature into your "always handy" flock box, and give the figure a quick shake to remove the excess material.

22. When it's dry, varnish the whole figure. You may well cry "What are you doing?!", but Citadel varnish is great to paint over, and it covers the flock to make it more durable.

23. Once dry, mix Snakebite Leather and Bleached Bone paint together, then drybrush the base with it.

24. Drybrush the base again with just Bleached Bone - don't use too much or the base will look too light.

STAGE 29





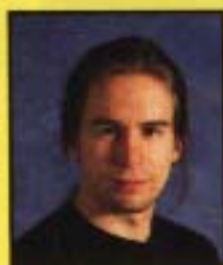
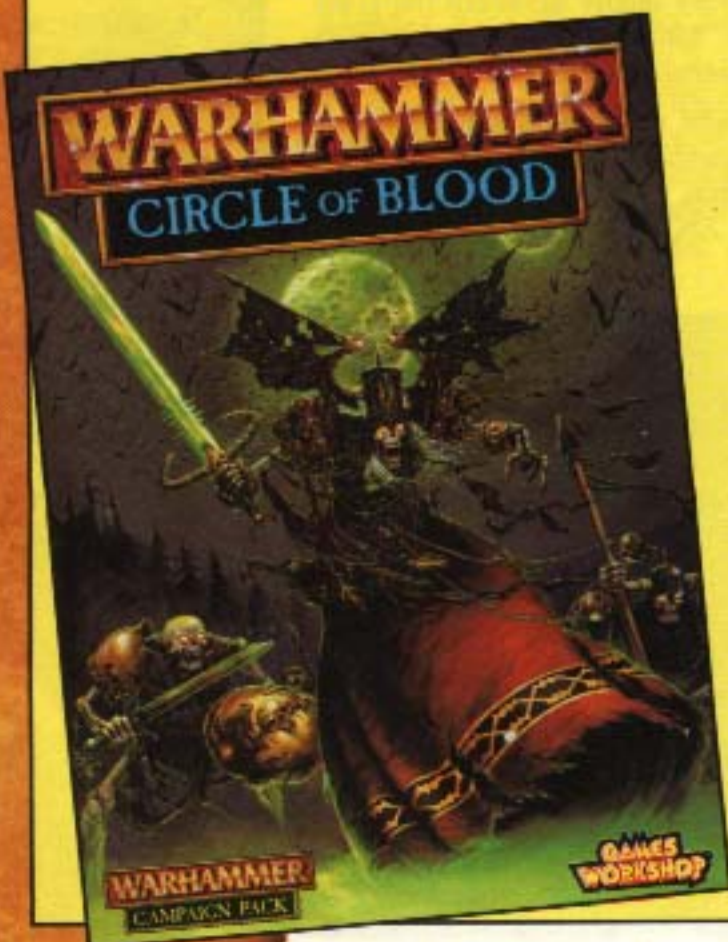
Large war machines such as the Screaming Skull Catapult above can stand freely on the battlefield, but the 'Eavy Metal Team have decided to base them all up in this army since that little bit of extra effort sets off the model very nicely indeed.

The Vampire and Wight Lord depicted on the left are high level army leaders which were painted long before this project was begun. These models, originally painted to represent the Red Duke and Lord Falk from the Circle of Blood Campaign Pack, provided the painters with the inspiration for how the rest of the army should look once the decision had been made to repaint them. Hence they are included in the new army.

Important miniatures like these deserve more care and attention than the rest of the troops, and each one took a single figure painter a full week to paint.

CIRCLE OF BLOOD

A new Campaign Pack for Warhammer



Tuomas Pirinen



Jake Thornton



Neil Hodgson



Richard Wright

Circle of Blood is a new Campaign Pack for Warhammer written by Tuomas Pirinen and Jake Thornton, containing some excellent scenarios and scenery produced by the talented hands of colour component artists Neil Hodgson and Richard Wright.

This is a great supplement for any Undead player, especially those who fight against Bretonnians, the major adversaries in this campaign. It is not to say that you must know a Bretonnian player to use the scenarios included in the pack, since all of the Campaign Packs provide rules for playing the games against alternative Warhammer races.

The Circle of Blood is the tragic tale of the Red Duke, a once noble knight who became afflicted with Vampirism during the Crusades.

Thought to be dead and buried long ago, the scenarios in the Circle of Blood describe how the Red Duke rises once again from the grave to summon forth an Undead horde. This once noble warrior now commands a host of the living dead, on a mission to destroy the Bretonnian Realm of Aquitaine. But first he must crush the Knights who stand in the way of his dire plot against humanity.

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Well, to sum up, the guys did it and a sterling job it was too. Although the 'Eavy Metal team do this thing for a living and get to spend many hours painting each miniature, this is the sort of army which anyone can achieve if they apply themselves. All the miniatures for this army are available from your local Games Workshop, so you can get hold of them easily. Whilst the figure painters managed the task in under three weeks by pulling out all the stops and painting between 5-10 skeletons each, per day, Matt reckons that the average gamer could manage to complete this army, to a reasonable standard, in maybe two or three months. A very realistic target to aim for!



So now that the team have got this achievement well and truly under their belt, the next task on the agenda is to give the same treatment to our Chaos army. The Undead will not be forgotten, however, so watch out for more in future issues of White Dwarf.



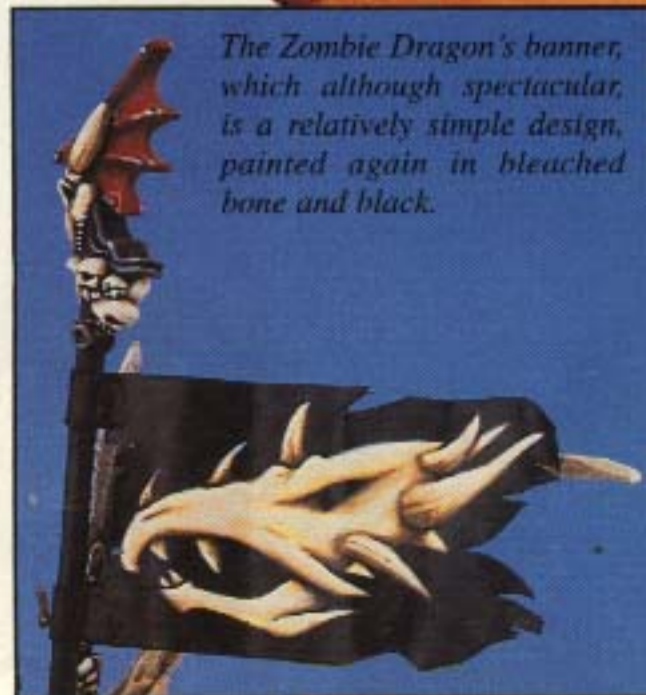
A few extra plastic Skeleton sprues are indispensable for adding scattered bones and skulls for a macabre atmosphere.

This Skeleton Chariot has had extra detail added to its base. Basing fragile models like this makes them more durable and provides you with modelling opportunities such as adding the gravestones, which can easily be obtained from Games Workshop's Mail Order Department.

Games Workshop's old Undead army's Zombie Dragon was predominantly green, an unfortunate colour scheme which earned it the epithet of the "flying cabbage".



This is the magnificent Zombie Dragon, surely the crowning glory of the Undead Army. Matt's advice for painting a model of this magnitude is firstly don't be put off by its size. Take painting it one step at a time and you will get through it. Secondly, always pin large models like this, the parts are so heavy that you could be setting yourself up for a lot of problems if you don't.



The Zombie Dragon's banner, which although spectacular, is a relatively simple design, painted again in bleached bone and black.

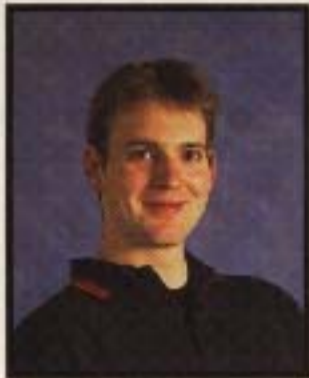
Parts of the base of this model are actually built up with real slate (making it weigh a ton) to do justice to a figure of such high quality. This is something you should consider doing with your most spectacular models too, and materials such as rocks, branches and stones are free to anyone who looks for them. It doesn't take much to make all the difference.

THE MARCH OF DAMNATION

"The Undead are my favourite army and I always recommend them to other players. They are cheap, quick to paint, determined to kill everybody in the Old World and controlled by the most evil people in Warhammer. What more could you want from an army?"

Andy K.

With all this excitement over the Undead, we started searching for other armies of the dead and dug up (*Oh, har-har – Ed*) a great one straight away. Andy Kettlewell's horde, known affectionately as "The March of Damnation" is a fine example of an evolving Undead army and Andy gives us his tips on collecting, painting and gaming with the living dead.



My Undead army was the first army I ever painted and I am still very proud of it. It's good to put some effort into painting an army. It gets even better when your friends come round because you can show it off and say "I did that"!

I started collecting Undead mainly because I wanted a cheap Warhammer army that was quick and easy to paint. After I read the Undead Armies book, however, I found that I really liked the background too. The image of an Undead horde stumbling across the battlefield was just too tempting for me to resist.

RAISING THE DEAD

I am unusual in that I don't buy miniatures in huge numbers before painting them. When I started to collect the Undead I bought a general model and a unit of skeletons and then painted them before buying the next unit. I know it sounds a bit organised, but I can't stand having lots of miniatures lying around that probably won't get painted for years! Only buy what you can paint, that's my rule.



Ye Bombsyte of Deathe— Andy Kettlewell's impressively cluttered painting area

I think it is important that every army has a theme. There is always one aspect of an army that people like. I like skeletons, mummies and chariots so that is what is in my army. I also added a unit of ghouls because they eat people, (yum, yum). If you have units that you actually like then you will find them easier to paint.

GIVING THE ILLUSION OF LIFE

The standard of painting for any army is up to the gamer, but I think everybody should try and paint a neat army. The best advice I can think of right now is to try and paint the army, not individuals.



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The first thing I did before painting my Undead was to find an easy way of painting bone. If you have a good consistent bone painting technique then your army will look great. After a few experiments I used the following method. First undercoat the miniature in White and then cover all the bone areas with Flesh Wash. Then use a heavy drybrush of Bubonic Brown and then a light drybrush of Elf Grey and finally Skull White. As it is important to have a consistent technique for your whole army, I tried to stick to basic colours. I didn't want to mix any paints because it would mean that every unit I painted would look different.

It is best to choose one or two army colours to paint on shields and banners. I chose yellow and green for some reason that I can't remember right now but other colours will do just as well. These "army colours" will help to make your units look like an army rather than just a collection of painted figures.

Bases are very important when painting Undead, even more so than anything else. Undead models are smaller than those of other races so more of the miniature base can be seen. It is important to find a neat technique and then use it to do all the army's bases. It doesn't have to be Golden Daemon standard, just neat and consistent.

DEFEATING THE LIVING

My favourite part of the hobby is gaming and I really enjoy playing with my Undead army. Other Warhammer forces are generally good all round troops but the Undead are an extreme army with definite advantages and disadvantages.

The Undead general is vital to the army's success. If he dies the army is doomed. My general is a Liche because he is fairly cheap and he has the ability to use spells as often as he can in the magic phase. Magic is very important to the Undead. If you control the magic phase then you are on your way to winning, but if your opponent dominates the magic phase this can mean defeat. One advantage Necromancers have is they are allowed to choose their spells rather than being dealt random ones. This allows you to pick the most useful spells for each opponent.

As well as making sure your Necromancers have enough offensive magic power, you should make sure that they are well defended too. Undead can be beaten by magic, (the High Magic Banishment spell to be precise), so at least two dispel scrolls should be taken to battle and some form of magical protection as well.

All Undead units cause fear or terror, and that means you should have large units. Fear is most effective when used with big units because if you beat an enemy unit in hand-to-hand combat and outnumber it, the unit will automatically break. When an enemy unit does break keep charging after it until it is completely destroyed. You should never give your opponents' troops the



Andy goes to war against the scaly, armoured might of the Lizardmen

opportunity to rally and fight back. Victory points are earned when whole units are wiped out so always persue a fleeing unit until it is destroyed.

As well as a large unit of Skeletons I also have Ghouls and a few Chariots in my army. Chariots are my favourite unit in Warhammer and they are deadly when they charge. I normally keep them close to my Skeleton Horsemen to form a devastating attack force. My Chariots and Horsemen have sometimes won the battle for me all by themselves!

THE MARCH OF DAMNATION

1 Liche armed with the *Skull Staff*, *Black Amulet* and 2 *Dispel Magic Scrolls*.

1 Mummy Tomb King riding an Undead Steed and armed with a *Bone Blade* and the *Cursed Book*.

28 Skeleton Warriors armed with sword and shield, including a standard bearer carrying the *War Banner*, and a musician. The unit is lead by a Wight Champion equipped with light armour, shield and a *Wight Blade*.

10 Skeleton Horsemen riding Undead Steeds, and equipped with sword, shield and lance. The unit includes a standard bearer with the *Doomrider Banner*, and a musician. The Regiment is led by a Wight Champion riding an Undead Steed, and equipped with a shield and a *Wight Blade*.

10 Skeleton Warriors armed with swords and bows.

15 Ghouls armed with hand weapons. The regiment includes a standard bearer and a musician.

4 Carrion.

3 Undead Chariots equipped with scythes. The crew are armed with swords and bows.

WARHAMMER



The Bretonnian army in combat with their arch enemies the Lizardmen. The photograph above features metal miniatures not available in the Warhammer boxed game.



In Warhammer you become a fearless commander, painting and assembling mighty fantasy armies to do battle on the tabletop. Warhammer provides you with the core regiments of two armies - the knightly Bretonnians and the reptilian Lizardmen - and all the information you need to collect and paint your forces ready for battle.



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Models supplied unpainted and unassembled. Contents and components may vary from these illustrations.

The Warhammer boxed game contains everything you need to get started including Citadel miniatures, buildings, rulebooks, dice, range rulers and much, much more.

GOLDEN DEMON



By
Mike McVey

Well, it's that time of the year again, the time when I'm asked "How do I win this year's Golden Demon painting competition?" The answer is simple, the best painted model wins! All you need to do is paint a really good miniature, and I've got a few important hints and tips to bare in mind so you can do just that.

Probably the most important tip is about your choice of miniatures. Don't go for something just because it's the latest release, or because it's from a currently fashionable army. Try to pick something which **you** really want to paint regardless of whether it is an old or new miniature. You will make a much better job of it if you have genuine enthusiasm for the project rather than just trying to please.

The next point to bear in mind is don't neglect your bases. There is a temptation to break your back over the miniatures themselves, whilst only paying lip service to the look of the base. The fact is, a good base, finished with a little care and attention, really sets off the model on it and greatly enhances your chances of winning (don't obscure it with a mass of detail though).

Don't try entering all the categories. This may sound obvious but some people think that if they enter all the categories they'll have more of a chance of winning. This is unfortunately not the case, all you do is stretch yourself thin! Concentrate instead on two or three categories and do what you're best at. If you like vehicles enter the Warhammer 40,000 vehicle category or if you're mad for characters then enter the single miniatures category.

If you are painting units or other groups of multiple figures, it is important that they should look coherent. Try and be consistent with the colour schemes of groups of models. This will guarantee they are more visually striking than groups painted with two or more colour schemes.

As a final point, it is worth personalising your models, particularly if you are intending to enter one of the single miniature categories. A miniature comprising a lot of neat conversion work, hand painted banners and modelled detail is in with a good chance. Just ask Neil Thomason!

Well that's my advice, good luck!



Above: Wraithguard, Valerie Florentin's 3rd place Warhammer 40,000.



Above: Escher gang with Underhive Scum and Wyrd Beastmaster, Mark Lifton's 2nd place Necromunda Gang.

SINGLE MINIATURES



Above: Space Wolves Wolf Priest. This was the 1st place Single Miniature by Neil Thomason. Neil was also the 1996 winner of the prestigious Slayer Sword!



Above: Dark Angels Chapter Master. Last years 2nd place Single Miniature by Ben Jefferson

I think the best way to illustrate the difference between a brilliantly painted Citadel miniature and a 1st place Golden Demon winner is to actually compare some models. In this case we're going to take a look at last years 1st and 2nd place Warhammer 40,000 winners.

Both these models are Space Marine Characters which makes a comparison easier. On first inspection both Neil's Wolf Lord and Ben's Chapter Master are obviously superbly painted. Indeed, they are of an excellent and equal painting standard. Both are clean, crisp, smoothly blended and extremely well defined. Where the standard of painting is so equal you have to look at other factors.

A good place to start is the banners. Both have individual designs that evoke the background of each chapter. They are beautifully painted, to the standard of the miniatures, but Neil's is taken a step further. The banner pole doesn't

just hold one banner but includes two smaller ones. There are other details too, skulls, purity seals and battle tokens peculiar to the Space Wolves as well as runic devices.

Turning to the miniatures themselves, I have to say Neil's model is an amazing conversion. I've lost count of how many individual models make up this completed character. Head swaps, weapons, arms all make up a striking model, which appears to be quite natural looking. Even the combi-weapon, taken from Chapter Master Azrael, has been converted to a different gun combination, once again with wolves' teeth added as a final touch. Ben's miniature features some good conversion work but the detail on Neil's model is much greater.

Having said all this, these are both great painted miniatures. At the end of the day I had to make a personal choice of who would be the winner and I chose Neil.



Above: Night Goblins, Barry Lees' 1st place Warhammer Command Group.

The look of the base is almost as important as the miniature! A well finished base, carefully highlighted and decorated, can create a setting for a miniature sometimes as well as a diorama can!

GOLDEN DEMON CATEGORIES

1. Best Warhammer 40,000 Miniature

Any single Warhammer 40,000 miniature on a standard round slottabase. Individual models mounted on Bikes and the like should be entered in Category 3.

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: Dark Reapers 3-7 models, Snotling Herd 2-10 bases plus a Runtherd, etc). This category includes squads mounted on Bikes, Jetbikes and Warbikes as described in the various Codex lists. All models must be presented on standard gaming bases (slottabases where they're appropriate).

3. Best Warhammer 40,000 Vehicle

This category is open to single Warhammer 40,000 vehicle, Dreadnought or War Walker models. This category includes individual small vehicles like Bikes if appropriate to the model and the army, eg Eldar character on a Jetbike or Space Marine Chaplain on a Bike.

4. Best Warhammer Single Miniature

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



Above: Epic Titan, 1st place by Ian Hodgson

5. Best Warhammer Command Group

Entries for this category consist of four Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size as for single miniatures). Your entry must include a Standard Bearer, a Musician, and a Champion for a single regiment plus an Army General or a Wizard.

6. Best Warhammer Monster or Warhammer 40,000 Creature

This category is open to Warhammer or Warhammer 40,000 monsters on 40mm x 40mm or 50mm x 50mm standard bases. This covers Avatars, Ogryns and Tyranids and you may include a ridden monster if you wish eg: Orc Wyvern, Chaos Dwarf Bull Taurus, etc.

7. Best Necromunda Gang

Entries for this category consist of an eight model Necromunda gang (4 models for Spyrer teams). All models must be presented on standard round slottabases.

8. Best Epic 40,000 Titan

This category is for a single model of a Titan or Gargant, on its standard base. This includes Warlord Titans (Imperial or Chaos), Emperor Titans, Gargants, Great Gargants, Mega-Gargants, Revenant Titans, Phantom Titans and Tyranid Bio-Titans (Hierophants and Hierodules).

9. Best Epic 40,000 Battleforce

Entries to this category should be made up of an Epic 40,000 force consisting of one or two Detachments of models. There should be no more than **10 vehicles or War Engines** and no more than **20 units of infantry or bikes**.

10. Battle Scene

Entries for this category consist of a Battle Scene from either Warhammer, Warhammer 40,000 or Epic 40,000. 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 are no restrictions on the Battle Scene's theme or content.

1997 COMPETITOR'S GUIDELINES

- You can only enter once in each category and all entries to the Golden Demon Awards must be painted Citadel Miniatures.
- All single miniatures must be mounted on the appropriate gaming bases.
- 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 different fantasy universes.
- All entries to the 1997 Golden Demon Awards must be personally handed in and registered at the National Indoor Arena, Birmingham, on the 28th of September 1997.
- 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, but can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's own risk.
- Entry into any of the competitions 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.

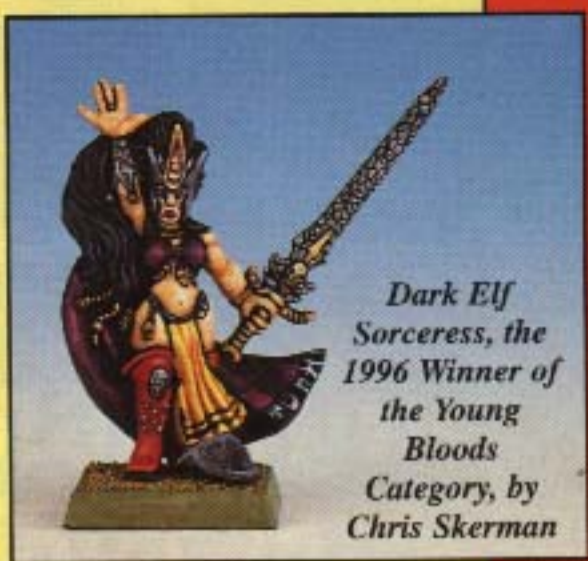
The Young Bloods Competition

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single Citadel miniature, either Warhammer or Warhammer 40,000, on its standard gaming slottabase (25mm round base for Warhammer 40,000, 20mm or 25mm square base for Warhammer).

Note that this year you can enter both metal and plastic miniatures in the Young Bloods competition.

The Open Competition

The 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, so beware that the competition will be stiff! In fact this year we are even going to let Mike McVey enter to increase the pressure on Dave Andrews who has won both of the previous Open Competitions. As Mike will be entering himself, the Open will this year be judged by a panel of notaries including John Blanche and Rick Priestley. Remember that no matter how wild your entry, they will be looking for well-painted and modelled miniatures that adhere to the imagery and ethos of Games Workshop's fantasy universes. You are also allowed to include conversions if you wish, but they too should be consistent with the atmosphere of the game world and spirit of the miniatures.



Dark Elf Sorceress, the 1996 Winner of the Young Bloods Category, by Chris Skerman



A Bretonnian Joust, the 1996 Winner of the Open Category by Dave Andrews



Entry Number

OFFICIAL ENTRY FORM
Please fill in a separate entry form for each entry

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FOR OFFICIAL USE ONLY

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WARHAMMER

40,000

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...

Minatures supplied unpainted.
Contents and components may vary from those illustrated.
Plastic moulding may vary due to the complexity and detail of the mould.



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WARHAMMER

WHITE LIONS OF CHRACE

The legions of Ulthuan are swelled still further this month by the arrival of the White Lions of Chrace, skilled hunters who have become the High Elf King's bodyguard.

LOYAL TO THE DEATH

The northern Elven Kingdom of Chrace is famous for the battle-prowess of its warriors. Chrace is a mountainous realm, covered with ancient forests, beautiful and wild. Chrace is one of the main routes through which the Dark Elves seek access to the Inner Lands.

Countless years of warfare against Dark Elf invaders have hardened the Chracians into warriors with few equals. Chracians are tall even for Elves, and very strong: they are extremely fierce in battle, for only the strongest and the most determined can survive in this untamed land. The Elves of Chrace love their homeland, and even though they could live more peacefully elsewhere in Ulthuan, they refuse to move: there is no place

in the Elven kingdoms that can match the primeval beauty of the northern mountains, and the stars shine as brightly nowhere in the world as they shine in the night sky of Chrace.

But amongst these grim Elves the legendary White Lions are regarded as the foremost of all warriors. Only by slaying one of the great white-maned lions of the mountains of Chrace can an Elf earn his place in the ranks of these elite fighters. Only by passing this rite is the Chracian allowed to wear the lion's pelt on his shoulders as a mark of his courage.

The White Lions form the bodyguard of the Phoenix King on the battlefield, and, by the direct order of the King himself they may be lent to other High Elf lords and princes. This can happen



by Tuomas
Pirinen

Following on from the release of the High Elf book, Tuomas fills us in on this month's releases, which are the White Lions, their heroic captain, Korhil, and the new Tiranoc Chariot.



A regiment of White Lions leads an attack against the foul Dark Elves.

when there is a danger of assassination or if war is being fought in Chrace, where the knowledge of their homeland makes White Lions invaluable. Despite their history of thousands of years of most bitter warfare, the reputation of the White Lions is untarnished, their valour unmatched. Not once during the history of the regiment have the White Lions abandoned any noble or prince that has been entrusted to their care. They are the Lions of Ulthuan, and a terrible foe in battle.

THE WHITE LIONS
16 points per model

The White Lions are the personal guard of the Phoenix King. They form a substantial regiment that protects the King's palace in peace time and accompanies him in time of war. Tradition has it that the White Lions are recruited from the land of Chrace, a perilous realm whose inhabitants are great woodsmen and fierce warriors. Due to the constant threat of Dark Elf raiders the Chracians live in fortified settlements high in the wooded mountains. They have become great hunters and scouts, adept at guerrilla warfare and skilled in the use of bows and axes.



White Lion Champion



White Lion



White Lion Musician



White Lion

The White Lions trace their history back to the time of Caledor the First. Caledor was hunting in Chrace when he received the news that he was to be the next Phoenix King. He immediately took the road to the Shrine of Asuryan. En route he was intercepted by Dark Elf assassins who had undoubtedly learned of the new Phoenix King's identity from their spies at court. Caledor would surely have died were it not for the intervention of a party of Chracian hunters who swept out of the forest, throwing the Dark Elves into disarray with the suddenness of their attack, before chopping the assassins into pieces with their great axes. The Chracians proceeded to escort the

Phoenix King to the Shrine, easily avoiding further Dark Elves by means of their skilled woodcraft. Caledor adopted the Chracians as his bodyguard, and formed them into a proper regiment based in Lothorn.

It is a great honour amongst the Chracians to accompany the Phoenix King, and one which must be earned by slaying a white lion, one of the most dangerous creatures of that wild land. This is the traditional rite of the Chracian warrior, entitling him to wear the lion's pelt as a mark of courage. The pelt has another purpose too. It helps to protect the warrior from arrows by entangling the sharp points in its thick fur.

Profile	M	WS	BS	S	T	W	I	A	Ld
White Lion	5	5	4	4	3	1	6	1	8

Equipment: The White Lions wear heavy armour. In addition they wear cloaks made from the pelt of a white lion which gives some protection from missile fire. They carry double handed axes.

Save: 5+ in hand to hand combat, 4+ against shooting (including white lion pelt).

SPECIAL RULES

Bodyguard

If led by the army's General the White Lions consider it their duty to protect him unto death. Therefore the entire regiment including the General and any characters with the unit will automatically pass any Leadership test required to take and effectively becomes immune to breaking and psychology so long as the General is alive. Note that this only applies if the regiment is led by the army's General in person and the advantage is lost if the General leaves the unit or is slain.

Lion Pelt

The white lion's pelt protects the warrior against light missiles by entangling arrow heads and is equivalent in its thick fur. Because of this, White Lions always have an extra "pip" of armour against shooting attacks. A White Lion wearing heavy armour will therefore save against wounds inflicted in hand-to-hand combat on a 5+ against wounds suffered from shooting on a 4+. This bonus applies against all shooting attacks where armour saves are allowed including unusual attacks such as fire, etc.

Woodsmen

All Chracians are expert woodsmen. Their skills are equalled only by their arboreal kin the Wood Elves of the Old World. To represent this White Lions suffer no movement penalties when moving through woods.

Woodsmen's Axe

The White Lions each carry a heavy axe based upon the native Chracian design of

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THE HISTORY OF THE WHITE LIONS

The history of the White Lions it is one long tale of heroic deeds and selfless sacrifices. Time and again these Chracious hunters have saved the life of the Phoenix King, beginning with Caledor the Conqueror himself. It is said that the White Lions have never failed in their duty, save when Tethlis the Slayer was murdered by a Dark Elf Assassin. Even this happened only because the king had previously dismissed his Chracious bodyguards.

The timeline below summarises some of the most famous of the events and battles where the White Lions have had an important role.

Chracious Hunters save prince Imrik (later to become Caledor the Conqueror) from Dark Elf Assassins. They escort Imrik to the Shrine of Asuryan and he is crowned as the Phoenix King Caledor I. Caledor forms his bodyguard from these fierce mountain-dwellers. Thus the foundations of the White Lions' traditions are found.

An army of 10,000 Dark Elves are stopped in the Cloud Pass defended by 200 Chracious, including a contingent of White Lions.

At the siege of Athel Corthain, the entire company of the White Lions is slain to the last man defending prince Allurion from the Witch Elves. Thanks to the sacrifice of the Chracious, Allurion manages to escape.

The battle of Finuvial plain. Korhian Ironglave, the Captain of the White Lions is slain by the Master Assassin Urian Poisonblade. The White Lions exact a heavy vengeance in the ensuing battle. The Dark Elves and their Chaos allies are utterly defeated.

Korhil saves the life of prince Tyrion as his army is ambushed in the Highlands of Chrace. The White Lions beat back the Dark Elf Scouts and Assassins.

Hargammon, the Dark Elf Master Assassin of Ghroind makes an attempt on the life of Finubar the Scafarer in his palace. He is saved at the very last moment by Korhil, the Captain of the White Lions.

The White Lions take part in the great sea battle against the Norse. They are instrumental in the storming the Kingship of Erik Redaxe.



White Lion Standard Bearer

woodsman's axe. They are extremely skilled in the handling of these weapons, using them to fight bears, lions and even more monstrous creatures as well as marauding Dark Elves. Their skills are represented by allowing the White Lions to make one of three special types of attack. The Lion Rampant is used to defend against an enemy's charge, the Lion Leaping is used when the White Lions charge, and the Lion Claw can be used against large monsters or any foes with multiple wounds.

Lion Rampant

The axe is used to hold back a charging enemy and blunt the force of his attack. The White Lion uses the thick haft of the axe like a quarter staff to defend himself against the enemy's onslaught. Any enemy charging the White Lions suffers a -1 penalty to hit that turn. The White Lions use this method to stave off the attacks of charging wild beasts and enemy alike. It is a useful way of countering the effect of a charge, especially by an enemy with inferior Weapon Skill, who will require a 5 to hit rather than the usual 4.

Lion Leaping

This attack can only be used if the White Lions charge that turn. The warrior uses the weight of his weapon to barge over his opponent, employing his Elven speed and agility to catch his foe off balance. Each enemy model loses 1 Attack

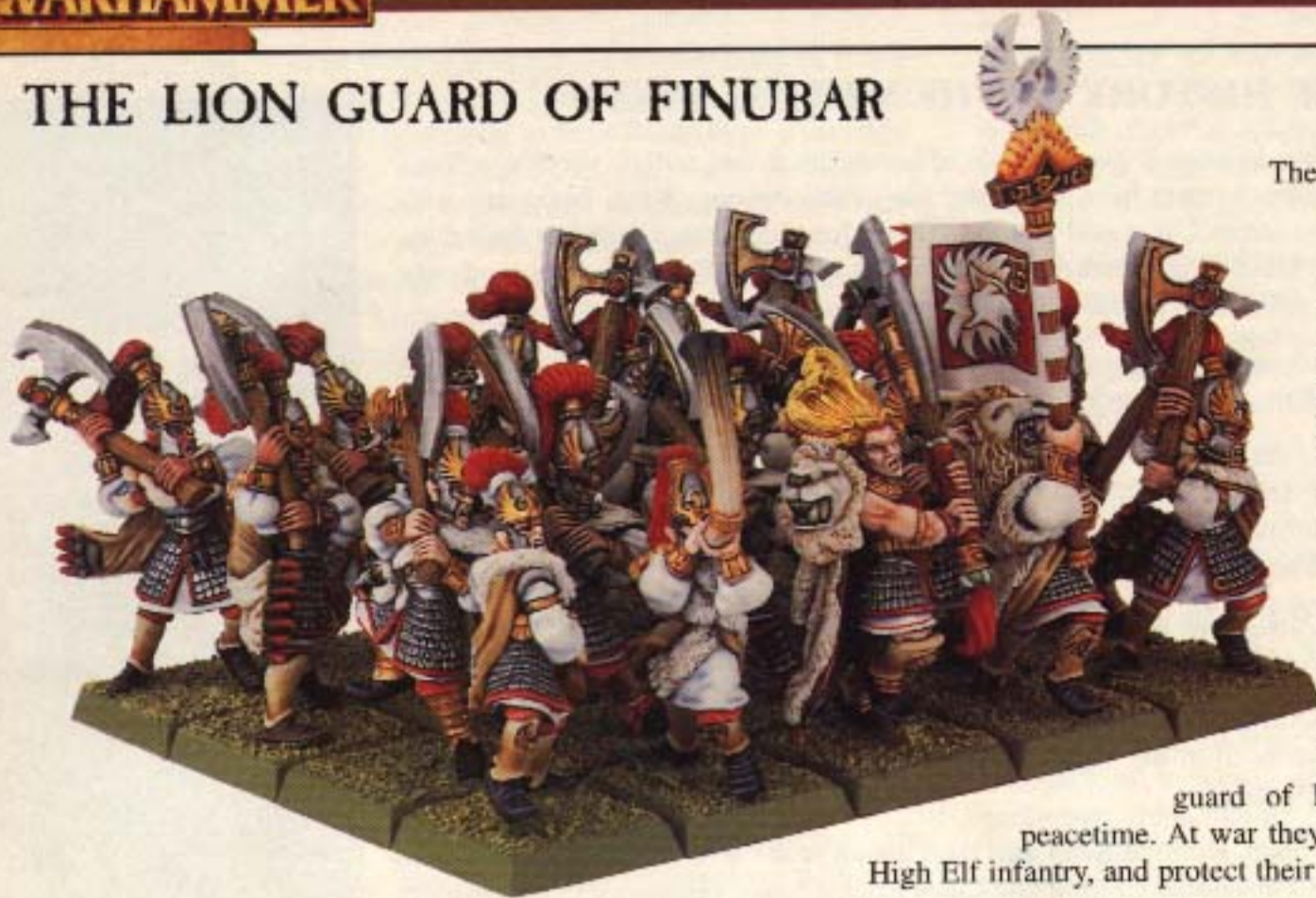
that turn. In the case of riders and mounts, both lose 1 Attack, whilst the crews of war machines and large monsters that have crews will lose 1 Attack per warrior. If a model has different kinds of attack the owning player can decide which he will lose.

Lion Claw

This method is employed against large monsters and other foes with several wounds, and is essentially a killing blow to the neck. The Chracious practice this movement using thick logs, and it is said that a well aimed blow will cut a tree clean in two. When using the Lion Claw a White Lion inflicts not 1 wound upon his target



THE LION GUARD OF FINUBAR



The guardians of Finubar have proudly kept their warrior traditions and honoured the inheritance of their Chracian forefathers. It is no easier to be included in the Lion Guard than it was in the distant days of Caledor the Conqueror. The company is based in Lothorn, and they form the core of the palace guard of King Finubar during peacetime. At war they form the core of the High Elf infantry, and protect their lord from any attack.

The current captain of the White Lions is warrior Korhil. He is strongest amongst his brother Chracians, a tall, powerful warrior with a commanding presence. His loyalty to his liege lord Finubar the Seafarer is legendary. He has saved the Phoenix King several times both on the battlefield and during times of peace, and he has been severely wounded several times in the line of duty.

The warriors of this regiment are veterans of countless battles. They suffered grievous casualties during the Great War Against Chaos, fighting on the Finuval plain and during the War of the Isles. They also took part in the expedition of Prince Tyrion which saw the liberation of the Blighted Isle and the Altar of Khaine.

The banner pole carried by the White Lions bears the symbols and the heraldry of the Phoenix King Finubar himself. The standard itself shows the famous White Lion of Chrace. This is the original banner carried by the bodyguard of Caledor the Conqueror. To date it has never been captured on the battlefield. The rune on the standard is Charoi, which symbolises strength and ferocity.

Hunter Captain Korhil 198 points

Korhil wears heavy Ithilmar armour. He carries the great *Axe Chayal*, and on his shoulders is draped the *Pelt of Charandis*. Korhil always fights on foot. A full description of Korhil is given on the next page.

19 White Lions of Chrace 386 points

Equipment: Heavy Ithilmar armour, double-handed axe, white lion pelt. The regiment includes a musician and a standard bearer who carries the magical *Banner of Might*.

but D3. Roll to wound as normal and if you succeed multiply up the number of wounds inflicted on that model to D3. Obviously this is only of any use against targets with more than 1 wound, primarily against monsters and characters with several wounds.

WHITE LION TACTICS

The first thing you have to learn when using the White Lions of Chrace on the battlefield is when and where to use their three special attacks.

If charging, the Lion Leaping will make sure that your troops get a chance to fight before they get mowed down, which is often the problem with troops armed with double-handed weapons.

If you ever get the chance to charge cavalry, then remember to use the Lion Leaping attack! With

your enemy barely able to fight back your high strength and save modifiers will cut down even the most heavily armoured foe.

I personally always use the Lion Leaping if I get a chance to charge. The only exception is against large monsters with lots of wounds. In this case you might prefer using the Lion Claw as the multiple wounds caused by such an attack has the potential to slay even the largest of monsters.

When receiving a charge, the Lion Rampant will reduce the casualties suffered by your troops. It is best combined with some other protective magic items like the Ruby Chalice to make your White Lions regiment exceptionally hard to damage.

A vital choice when using White Lions is whether to place the General with the unit or not. If you do this then the White Lions will protect him in

TIRANOC CHARIOTS

Originally, the coastal realm of Tiranoc had broad expanses of sandy beach and rolling downlands, rising suddenly into snow capped peaks. Of all the realms of Ulthuan it was the most wealthy and the most densely populated. The warriors followed a very ancient tradition of fighting from chariots as suited the landscape. During the Sundering, Tiranoc was flooded by the sea and disappeared almost completely. The coastal cities were overwhelmed and their mercantile descendants survive today only in far flung colonies. Inland, on the lower slopes of the mountains, the warriors cling to their age-old tradition as charioteers of great skill.



▲ The Tiranoc Chariot consists of a chariot pulled by 2 Elven steeds and crewed by 2 Elves, who wear light armour and carry swords and bows. Charioteers can also be equipped with shields, heavy armour, and carry spears and longbows. The chariot itself can have scythed wheels, making it all the more lethal as it charges the enemy. The chariot can also be pulled by a further 2 Elven steeds.

In addition to all this a single chariot can be given a magical standard chosen from the appropriate magic item cards.

◀ This High Elf chariot has been extensively converted. The crew have been created by using torsos from Ellyrian Reavers and with Archers' legs. The base has been cut to size from a Warhammer movement tray.



dying breath. This will mean that they will automatically pass any leadership or psychology test they are required to take. On the other hand this will seriously restrict the freedom of movement of your general.

As the White Lions are expert woodsmen they suffer no movement penalties in wooded terrain.

This makes them perfect for flanking manoeuvres through woods, if the battlefield has the kind of terrain that will allow such a tactic. Trees will also have the added benefit of protecting the White Lions from missile fire for a turn or two. Magic is always a big threat to your elite troops, so some form of magical protection might also be in order.

KORHIL, Hunter Captain of the White Lions
198 points



Hunter Captain Korhil



Detail of the Pelt of Charandis

If your army includes a regiment of White Lions then it may also include Korhil as the regiment's Champion. The White Lions may include Korhil or a Champion chosen from the army list in the normal manner – it may not include both.

When the Captain of the White Lions met his death at the hands of the Dark Elf Assassin Urian Poisonblade, the bodyguard of the Phoenix King

gathered to select a new leader from amongst their ranks. Their choice, approved and blessed by the Phoenix King, was the warrior Korhil.

It was Korhil who hunted and caught the great lion Charandis. This lion was a particularly dangerous, massive and ferocious

creature mutated by the warping power of Chaos seeping from the magic-riven Annulli mountains. Though the great lion had slain many warriors, and countless innocent Elves besides, Korhil bravely wrestled the beast and slew it with his bare hands. His first taste of battle came soon afterwards. A Dark Elf reaver band ran riot in Chrace until they came to Korhil's village where the young Elf slew their leader Saurios Nightblade in single combat. This was reckoned a great feat of arms, for Saurios was a master swordsman schooled by the Assassins of Naggaroth, whilst Korhil was still but a young lad.

The White Lions claim Korhil to be the strongest Elf in all Ulthuan, which may well be true, for he is without doubt amongst the tallest of all his kindred. Even so, he is no lumbering giant, but wields his long axe with a dexterity and grace that makes even his fellow White Lions appear cumbersome. His honest demeanour and noble bearing have won him many friends amongst the Lords of Ulthuan and other races besides.

Korhil has served his Lord, the Phoenix King Finubar the Seafarer, with unfailing loyalty, standing steadfastly beside him and saving his life on several occasions. Such is his duty, and for this he seeks no reward other than to march beside his Lord at the forefront of battle.

	M	WS	BS	S	T	W	I	A	Ld
Korhil	5	7	6	5	4	2	8	3	9

Weapons/Armour. Korhil wears heavy Ithilmar armour and the magical pelt of the great lion Charandis. Together these confer an armour saving throw of 4+ against close combat wounds and 3+ against shooting. See the *Pelt of Charandis*.

SPECIAL RULES

Woodsman's Axe

Korhil can use his axe, Chayal, in any of the three combat modes described for White Lions: Rampant, Leaping or Claw. As the whole regiment must use its axes in the same mode, Korhil automatically adopts the same tactic. See the descriptions in the rules for White Lions on the previous pages.

Bodyguard

Korhil is the Captain of the White Lions and so is placed on the tabletop together with his troops at the start of the battle just like other leaders and Champions. If another character is positioned with the White Lions at the start of the battle, then the model can be placed next to Korhil and Korhil will act as his bodyguard. Korhil can only act as a bodyguard to one model during the battle. If several models are placed with the White Lions, declare which one Korhil is guarding at the start of the battle. So long as the guarded character remains with the White Lions and stays next to Korhil then no enemy can attack the character – all attacks will be directed against Korhil instead. Note that this rule does not apply if Korhil or the character he is guarding are fighting a challenge.

Players will note that if the army's General is placed with the White Lions led by Korhil, then it will be impossible to attack the General whilst Korhil lives. Because of the White Lion Bodyguard rule the unit will automatically pass Break and Leadership tests whilst the General lives. This means it is impossible to hurt the General or break the White Lions until Korhil is slain, making him a very important part of the High Elf army indeed.

MAGIC ITEMS

The Axe Chayal

Magic Weapon 65 points

The *Axe Chayal* (which means Lion's Claw) is a unique magic item carried by Korhil the Hunter as it has been carried since the founding of the White Lions by their Captain. It increases the Strength of its wielder by +2, but will not force Korhil to strike last like normal axes of the White Lions. In addition, should Korhil's very first blow hit then all his remaining attacks will hit automatically – the axe rains relentless blow after blow upon the enemy.

The *Axe Chayal* can be used in all three combat modes already described for the White Lions: Rampant (enemy -1 to hit), Leaping (-1 enemy attack) and Claw (each wound = D3 wounds). The whole unit uses the same mode in the same combat phase.

The Pelt of Charandis

Magic Armour 10 points

When Korhil slew the great lion Charandis he afterwards skinned it and wore its fur proudly upon his broad shoulders. Years later it was remade into a magnificent cloak and enchanted by the Loremaster Finreir, and re-presented to Korhil as a gift from the Phoenix King himself. The cloak confers a +2 saving throw bonus against shooting and +1 against attacks in hand-to-hand combat. This gives Korhil a save of 3+ and 4+ respectively.

Of even more use, the enchantment protects Korhil from all poisons, including the Black Venom of the Dark Elf assassins, the toxins employed by Witch Elves, and the Weeping Blade of Skaven assassins. Poisoned weapons lose any special benefits, but otherwise count as normal weapons of their type.

WARHAMMER

EPIIC 40,000

ESCAPE FROM ARMAGEDDON

29th June - 6th July 1997!

During the week of the 29th June every Games Workshop store across the country will be running exciting participation games of Epic 40,000. *Escape from Armageddon* is a brand new Epic 40,000 scenario written by Jervis Johnson, co-creator of Epic 40,000. Mighty Ork Warlord Ghazghkull Thraka stands poised to lead his ladz on a wave of destruction that will lay waste to hundreds of worlds.

All that stands between him and total victory is **you!**

All the models and terrain will be provided, so all **you** have to do is turn up at your nearest store and play! Phone now for details of this exciting event.



Call your
store for
details!

GAMES
WORKSHOP

EPIC 40,000

WAAAGH!

'ERE COME DA ORKS

For all of you budding Ork Warlords out there, this month sees the arrival of the entire range of Epic 40,000 Ork miniatures. Having fought using the Orks on many occasions, Andy Kettlewell has some tactical advice to get your Waaagh off to a flying start.

THE GREEN TIDE

Ork tactics in Epic 40,000 are simple. The whole army rampages across the battlefield like a vast green tidal wave, blasting at the enemy with each detachment's huge massed firepower and then assaulting any enemy detachments which stand in their way! Simple, brutal, and not terribly difficult to grasp, in other words very Orky! Other strategies simply don't work, or suit the Ork army poorly.

All your opponent should see is a huge Ork wall steadily advancing across the board. By advancing your entire army in one front you give the enemy too many targets to choose from. If he concentrates all of his firepower on one detachment then the rest of your army can advance unhindered. If he panics and scatters his fire across your whole battle line he will kill a few Boyz here and there, but will ultimately achieve nothing. Your opponent's final option is to charge into your army and hope that he comes out best which is very risky given that the Orks can muster massive close combat values from their vast number of supporting units.

There are certain tricks and refinements to the Ork attack but the main strategy always holds true. On a massive wave will overwhelm the enemy.



By Andy Kettlewell

"Epic 40,000 and Warhammer 40,000 are now so closely related that it's well worth collecting the same army for both games. My favourite army in Warhammer 40,000 is the Orks so when it came to Epic 40,000 I tried to play with the greenskins as much as possible."

A Warboss leads da Boyz into the fray on foot or in a Battlewagon...



...but a mighty Warlord can command the battle from inside a Gargant.

DA ORK WARLORD

The Warlord gives you a re-roll in close combats and firefights and makes nearby detachments *Stubborn*. This means the Ork Warlord can keep the army moving forward when the blast markers start building up, making him very useful to your force. For this reason I nearly always take a supreme commander in my Ork hordes.

The Warlord can be upgraded or given a bodyguard depending on what role you want him to have in your army. An Ork Warlord in a Gargant, for example, would probably form the centre of your army and could lead from the front. If your Warlord is mounted in a Gargant then the Gargant automatically gets the maximum number of shields. This is a golden opportunity to have a fully shielded Mega-Gargant in your army! If you are fielding a Mega-Gargant then consider making it the supreme commander.

Personally, I like to use my Warlord in a supporting role moving just behind the Ork wave. From this position he can make much of the army *Stubborn*, and is able to support the advance, charging in when the time comes. With this in mind I normally mount the Warlord in a Stompa, for extra survivability and give him a bodyguard of either more Stompas, Nobz or units of Shooty Boyz.



Stompa

Battlewa



Ork Dread...
expensive
excellent
detachmen
able to ric



Battlewagons and Dreadnoughts lead the way as the Orks race down a rocky pass to war.

DA WARBANDS

The warbands form the core of your army. These are the boyz who will get shot up the most, but will eventually win you the battle.



At the centre of my wave I like to have at least a couple of warbands on foot. The warbands



must be large and cheap, but fortunately the Ork army is one of the few which allows you to do this. Because a detachment is cheap and numerous it will soak up a lot of fire and can kick a lot out in return. Each Ork Boyz unit has a good assault value and reasonable range, and when they are all massed together they can generate a reassuringly large firepower total. A good number of Ork Boyz, Kommandos and Gretchin units make up my core warbands with a few Nobz, Dreadnoughts and Skarboyz thrown in to toughen them up in an assault.

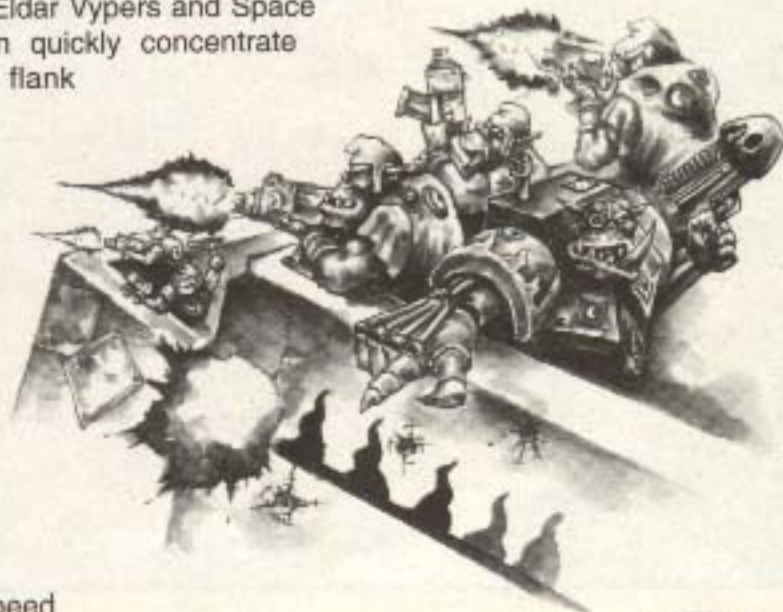


Ork Boyz unit

I have found that in Epic 40,000 it is very important to protect the flanks of your army to avoid becoming surrounded. Fast units like Eldar Vypers and Space Marine Land Speeders can quickly concentrate their firepower on your flank detachments and destroy them before the rest of your army can help them out. The best way to prevent this is to make your flanking detachments hard and fast. Mounting an entire warband on Battlewagons is



expensive but worth it. Battlewagons have excellent range and will make your detachment much faster, with each Boyz unit able to ride on a Battlewagon. They can speed



USING DETACHMENTS

The army lists give gamers almost complete freedom to choose what is in their detachments. This can encourage people to radically change their detachments for every game.

However, I have found that it is best not to do this, you should just tweak them. After a few games detachments will build up their own character and your opponents will begin to recognise them from previous battles. Such phrases as "They're the humies that destroyed da Gargant last week... get 'em Boyz!" will make battles far more entertaining.

WAR ENGINES



Warwick Kinrade

Warwick: Like the boyz, Ork war engines also benefit from safety in numbers. By war engine standards they are not expensive, so always field more than one if you can. A single Gargant can be targeted by the entire of the enemy army and rapidly destroyed, so I always use at least two! Each can only receive half the fire, and by rights should last twice as long. That means I get twice as much time to blast the enemy apart with my Gargants'

massive firepower and multiple super heavy weapons.

Andy K: Gargants should form the centre of your green wave along with your infantry detachments.

They pack a lot of firepower and special weapons but also attract a lot as well. If they move off on their own they will be targeted by everything the enemy has and will be destroyed.

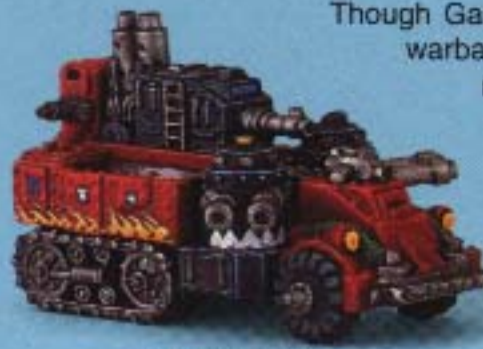


Ork Battlefortress

Individual Gargants are not that survivable and need to have a swarm of infantry around them to divert some of the enemy's firepower.



Ork Battlefortress



Ork Battlefortress

Though Gargants can move faster than warbands on foot they should not race ahead. Remember war engines cannot go backwards, so if your army is halted for some reason, usually because of blast markers, your Gargant is going to be left in no man's land. Again Gargants should form part of the wave, and

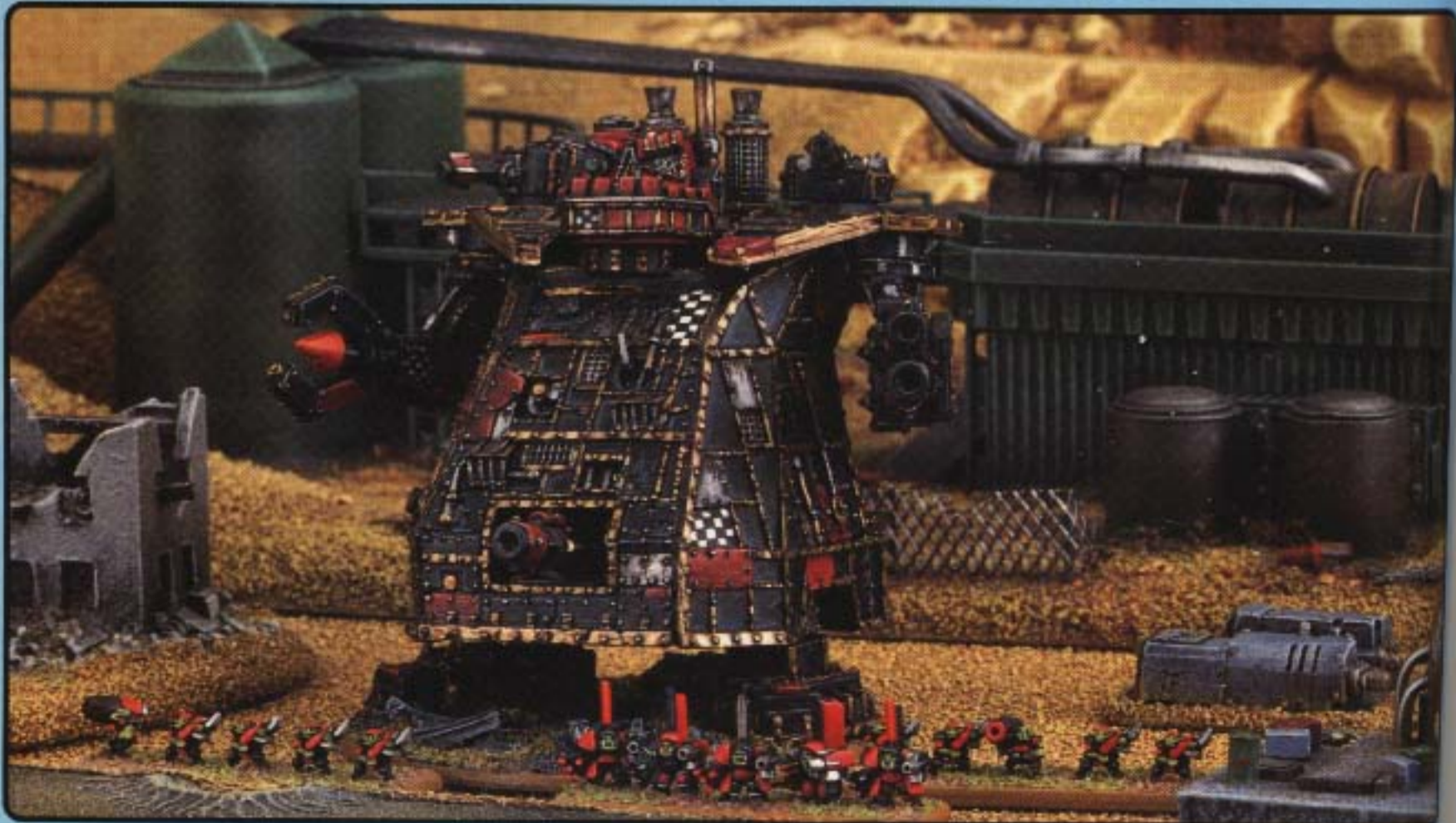
move at the same speed as the rest of the army.

It is always worth equipping one of your Gargants with a close combat weapon as enemy war engines can do serious damage if they get into close combat or a firefight with one of your warbands. A Gargant with a ripper fist will discourage your opponent's attack and kill any enemy war engines that get too close for comfort.

Battlefortresses suffer from the same problems as the Gargants as they only have Armour 5. This means that they are going to be destroyed by weight of fire. On the bright side they do have a high firepower and can be devastating if used in numbers. They are particularly at risk from flyer attacks. Even fighters can cause some damage to Battlefortresses and have a chance of getting a critical hit. If the enemy has lots of fliers then your war engines need to be protected by putting them in the centre of your army with Flak Wagons to cover them.



Ork Battlefortress



An Ork Great Gargant

around the flanks and catch the enemy by surprise. The detachment can also muster huge amounts of firepower, especially if Shooty Boyz are included, and are very hard to stop, because if they have over 15 units they get a bonus +1 to their leadership tests, for me this is a must. Boyz and Battiewagon units also have good assault values so they can be equally threatening at close quarters even if there are less of them than in a footbound warband.



Boar Boyz unit

Boarboyz detachments can also be used to protect the flanks or act as a mobile reserve. Boarboyz are fast, have a very good assault value and are hard to kill. They can be used to sweep around the enemy and attack them from behind to cut off their lines of retreat, or kill off any artillery lurking in the enemy rear. A Boarboyz attack also makes a good diversion, attracting enemy fire which would otherwise fall on the main Ork wave.



Palsa Rokkit



Big Gun

Because Ork detachments can be very large you can have detachments with huge amounts of firepower that are cheaper than opposing detachments. One point of firepower from an Ork is as good as one point of firepower from a Space Marine or Eldar, so having more units is a big advantage. I always like to have a big support warband totally dedicated to firepower. By making a Warband from Shooty Boyz and Big Gunz you can easily create detachments with a total Firepower of 24+. Once you get these detachments into range, pick one enemy detachment a turn to blast apart, perhaps going onto overwatch to increase their effectiveness. If deployed behind the main advance your opponent will have to choose between shooting your support warband that is about to blast him, or the detachment at the front of the Ork wave that is about to assault him. Either way, one of your warbands will be free to attack unhindered.



Big Gun



Big Gun



Palsa Rokkit

Ork Warbands can be very diverse and most importantly their speed can vary a



Ork Big Gunz prepare to blast their enemies with explosive shells and Palsa Rokkits.

DA KULT OF SPEED



Adrian's Kult of Speed Detachments feature a converted Weirdboy Tower and two converted Speedstas with Death Rays.



Adrian Wood

Adrian: Being a dyed-in-the-wool Speed Freak in Warhammer 40,000, I also favour the fast attack of the Kult of Speed in Epic 40,000. My own Ork army has three Kults of Speed, two made up of Battlewagons, one of Bikes and Buggies. I only have one large warband backed up by a Gargant, which shows how much I favour this style of attack. Both Battlewagons and Bikes are fast and shooty, the Battlewagons in particular are particularly good at assaulting too. The Kult allows

me to outflank my opponent and then hit him hard in shooting as well as in an assault!



Ork Buggies come in many different forms

Andy K: A Kult of Speed is a Warband of Orks that are united in their love for Bikes, Buggies and extreme speed. They are usually seen racing towards the enemy ahead of the rest of the Ork army,

mainly because they refuse to slow down!

The Kult can be used as a mobile reserve or as a fast flanking force just like Boarboyz. I usually make my Kult of Speed detachment mostly from Battlewagons and Boyz so it will have a high assault total and good firepower. I include Bikes and Buggies if I want extra

firepower or just more numbers! If you add a Speedsta or two with Death Rays or Lifta Droppas then even Titans can be knocked out in one swift attack. I find



Speedstas with a Death Ray and a Lifta Droppa



Bikeboyz

An Evil Sunz Warboss Biko unit



Ork Wartraks

large Kults of Speed more useful than small ones, for the same reasons as with warbands.

The Kult of Speed is particularly useful if you have a problem detachment you need sorting out, like enemy artillery. The Kult can speed around the flanks and attack. The enemy must then divert some of their fire onto the Kult which means they cannot concentrate on your main advance. If they ignore the Kult then their artillery will be destroyed so you win either way!

Another use for the Kult of Speed is to rush around the back of the enemy and surround them just before your main assault crashes in. If you win the enemy must retreat at least 15cm from your units. If they are surrounded however, there is nowhere for them to go and they are destroyed. Fast detachments used in this way can cause a great deal of damage.



Battlewagons can transport a Boyz unit



Citadel Jo

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FIGHTA-BOMM

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Citadel Journal Editor Paul Sawyer's Epic Ork Army.

lot. The main disadvantage of foot warbands is their speed, they are slow. Slow detachments can easily be left behind in the rush to get at the enemy. Likewise fast warbands can move too far ahead of the main wave and get wiped out. The idea of the Ork wave is that the whole Ork army moves forward at the same rate in one line. If detachments move faster or slower than everybody else they should still form part of the wave and not become isolated.

Ultimately your detachments will have to assault the enemy, smashing them with one massive charge. There are some enemies, Chaos or Tyranids for example, that you should avoid close combat with and just move into firefight range. Close combat is a very risky business in Epic 40,000 and you should only enter it if you have the odds stacked in your favour or you are desperate. Firefights represent close range shooting between opposing detachments, at the sort of range Warhammer 40,000 games take place. A firefight will not cause many casualties but does break the losing detachment. If your Ork detachment faces a Chaos detachment then it would be wiser to push them back in a firefight than to charge in to a risky close combat against troops that excel at just that.

Because it takes the Orks so long to get into position it is imperative that when your warbands do assault or open fire they are capable of doing a great deal of damage. It is useless to have a supporting detachment that only has, say, 14 firepower, you need a minimum of 24 firepower! With 24 firepower you inflict the maximum of 3 blast markers on the target detachment which will pin them down for a turn or two.

FIGHTA-BOMMERZ

I have found Ork fliers are good at Intercept missions and very bad at everything else. To use them to maximum effect buy large numbers of them and use their high Intercept value to destroy opposing fliers. They can provide needed air cover for your war engines or your large warbands of Shooty Boyz and Big Gunz. My advice is to never send them on ground attack missions unless the enemy has no flyers left, because they are useless at them. The reason Ork fliers are not very good is they use the barrage template when shooting at the enemy. The main problem being that to get into range to use the barrage template you effectively also have to risk moving into snap fire range. If you intend to make ground attacks then make sure you are a good judge of distances, you'll need to attack within your 15cm range and outside of the 10cm snapfire distance. Good luck!

ORK WEIRDBOYZ

Ork Weirdboyz are cheaper than every other race's psykers so you should make sure that every warband has one. The bonuses they give in assaults and firefights are well worth their cost and they're always useful to have around. When da Boyz get stuck in you must not give the enemy any advantage that you could have prevented by just spending those extra few points on the detachment.



Weirdboy unit



Weirdboy Towers



Fighta-Bommers



BEWARE, ORKS MARCHING!

Due to the slow speed of foot bound Ork warbands all Ork commanders will be tempted to use the march move. My advice is simple. DON'T DO IT! March move should only be used if the enemy have entirely no chance of shooting at you. This is because, in my experience, if you march then everything that can shoot at you will, because they know it will do the maximum amount of damage. You may be thinking that I have had some bad experiences with the march move in the past and you would be right. Gavin's veteran Chaos Space Marines and Warwick's Imperial artillery have turned my Ork army into mushy peas more often than I care to mention all because they marched and got caught, so beware!

Of course this is just my opinion. When I gave this article in to Andy Chambers to check he wrote "I disagree" next to my comments in big red letters, (normally a bad sign). Many players get away with marching and normally benefit from doing so. When I am playing with an Eldar force I am happy to march here and there, but I find it extremely hard with the Orks. Having said that Andy Chambers has played me twice at Epic 40,000 and won both times, so you can make your own mind up about who to believe. No doubt there is a time and a place for marching, but I'm yet to find it.

DA ENEMY

There are a number of things that your opponent and the scenario can do to disrupt your cunning plans and generally make your life miserable.

Many scenarios use the reserves rule which can effect an Ork army badly, because they are generally slow. In my first ever game with the Orks I played an *Escalating Engagement* scenario and for the first four turns the only things to turn up were a small Boarboyz detachment, a big Shooty Boyz detachment and a Great Gargant. The Boarboyz rushed off all by themselves and got jumped on by some Lictors. The Shooty Boyz had nothing in range to shoot at and the Gargant simply got mobbed by the entire Tyranid army and, fairly predictably, was destroyed.

If I had formed the army in a line and advanced the Tyranids would have not been able to pick on one detachment at a time. The combined Firepower and Assault value of the whole Ork force would have probably been enough to hold off any attacks. Orks benefit from safety in numbers and detachments should always try to stick together. A cunning trick is to play the *Forced March* Fate card can help when rolling for reserves as you could play it on a detachment still in reserve to increase their speed which could increase their chance of getting onto the board.

As I mentioned before, flier attacks against your army can be devastating. You cannot protect your entire army from enemy fliers so you must choose who you want to protect. Surround your chosen detachment with Flak Wagons and put a couple of Fighta-Bommerz detachments on intercept missions. Fighta-Bommerz have a high intercept value so they should shoot down a fair number of enemy fliers.

The Flak Wagons will rarely get a chance to shoot at fliers but their very presence acts as a deterrent to enemy attacks.



Flak Wagons

INCOMING!

This brings me onto my final point – artillery. Artillery is the bane of Ork armies because it is effective against tightly packed numerous troops and generally has a longer range than everything else in the Ork army. My advice is keep the bulk of your army moving forward and send a fast moving detachment ahead with the sole purpose of killing the artillery.

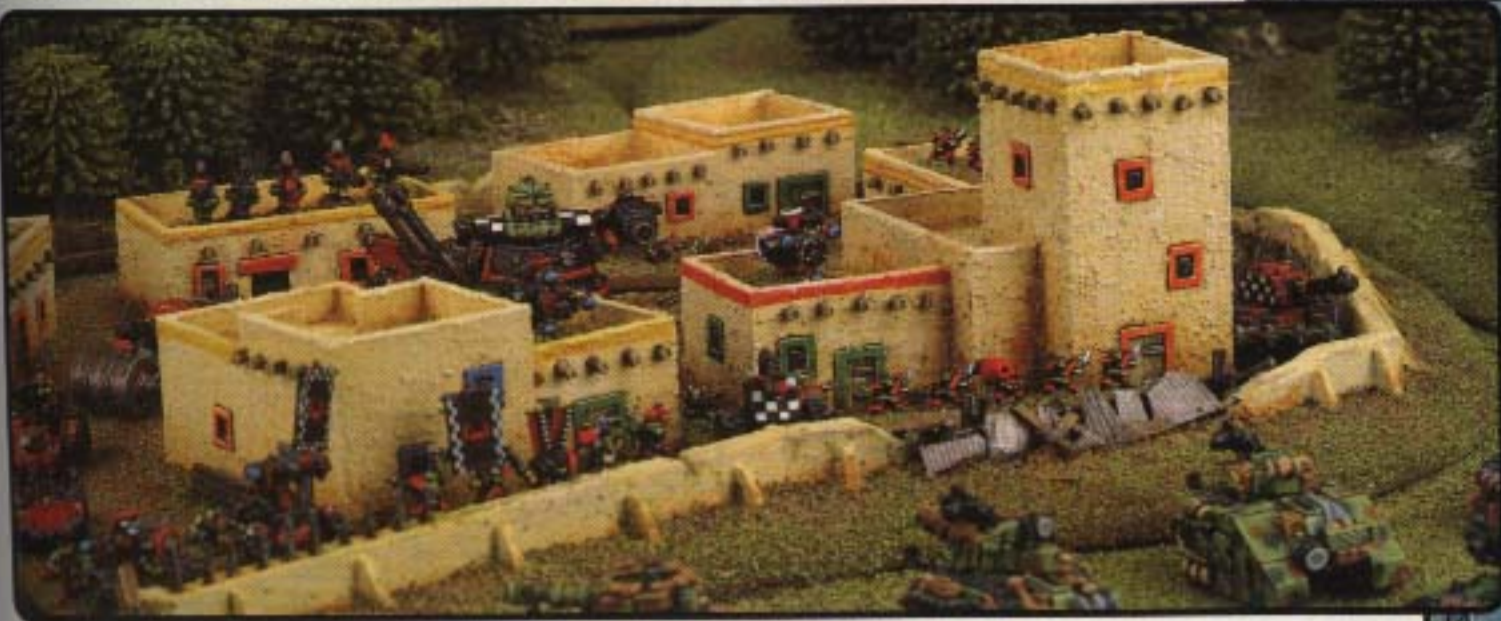
If you are very desperate Fighta-Bommerz could be sent on ground attack missions in a desperate effort to kill them, just don't expect to



much. Don't march move

Ork Squig

Andy's Fighta-Bom



An attack on an Ork settlement.

much. Don't try to hide from your opponents' artillery, keep moving forward. This doesn't mean you should march straight at the enemy in a tightly packed formation, it means keep assaulting, rolling forwards without hesitation. When you do get into range remember that you can choose specific targets with special weapons, so target the siege artillery with your Death Rays and Mega Cannons.

DA END

The Orks are an entertaining army to play, rolling forwards and challenging the enemy to stop them. The only army this does not work well against is the Eldar, because they have the speed to run away, escaping your assaults before you can get stuck in. Your tactics may have to be changed for specialised armies like the Eldar but never be afraid to put all your faith in a horde of Boyz, a big Shoota and Orky spirit.



Ork Squiggoth



Ork Squiggoth

FIGHTA-BOMMERZ



Andy Chambers

Andy C: While Andy K's comments on Fighta-Bommerz are broadly true I've found in games I've played that they are unexpectedly useful on ground attack missions for a few reasons. Firstly they use a barrage, which you can't get in any other way with the Orks. Secondly they allow you to put in an attack anywhere on the battlefield, something else that Orks can't usually do.

The combination of these two things means that an opponent has a great deal more to fear from Fighta-Bommer ground attacks than you might think. The barrages mean he can't clump his forces together too much, and the ability to strike anywhere means he will have to think twice before he Marches with any detachments when there is a ground attack coming in. This all adds up to dominating the battlefield in a more subtle way than simply blowing up tanks and troops – your enemy can't move and deploy as he pleases anymore and is likely to get distracted from the real threat of your warbands and war engines. You might lose a few flyboyz to snapfire occasionally, but they're cheap (for flyers) and the psychological effects of their terror bombing is worth it.



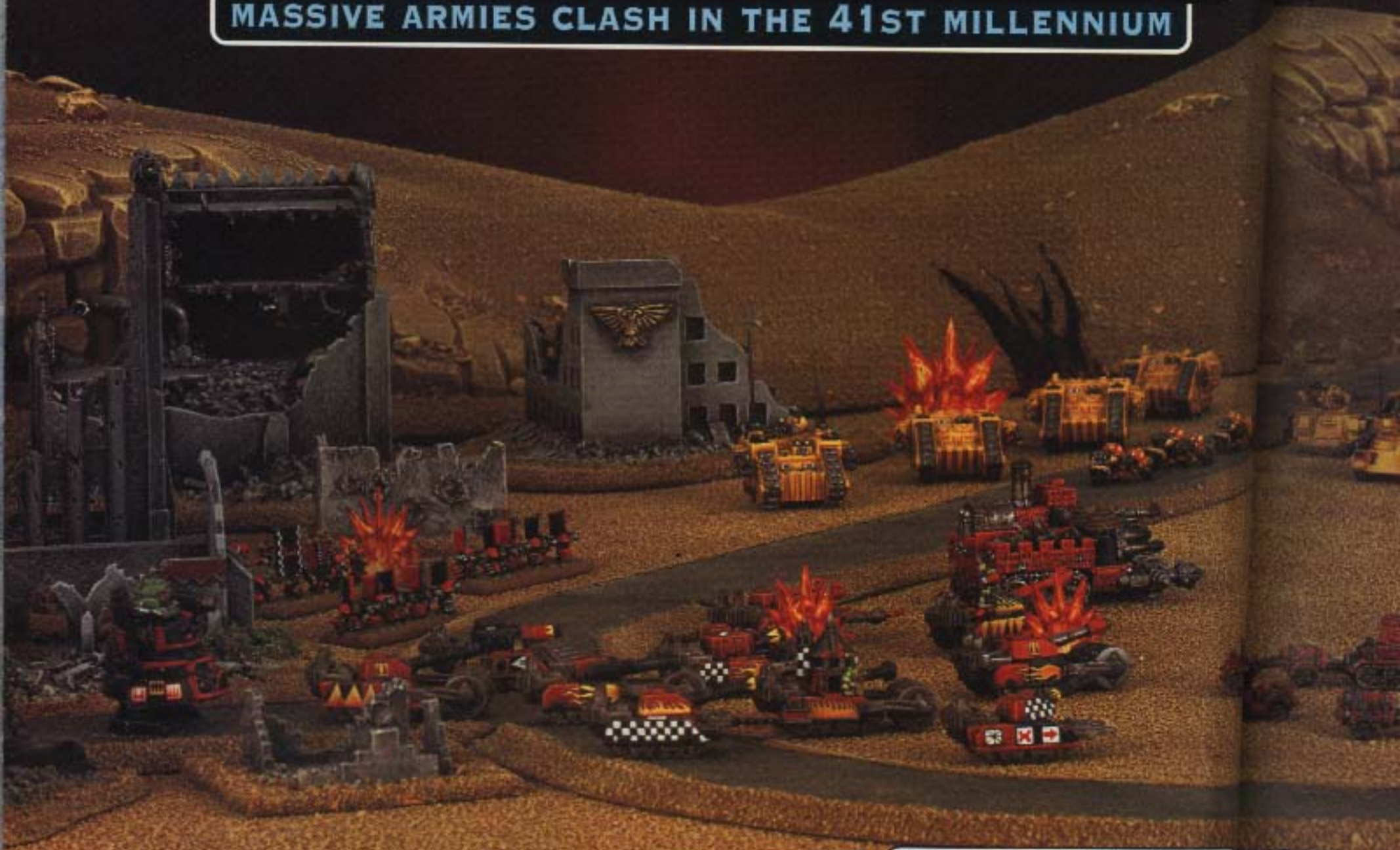
Andy's Fighta-Bommerz ground attack Imperial artillery.

WARHAMMER

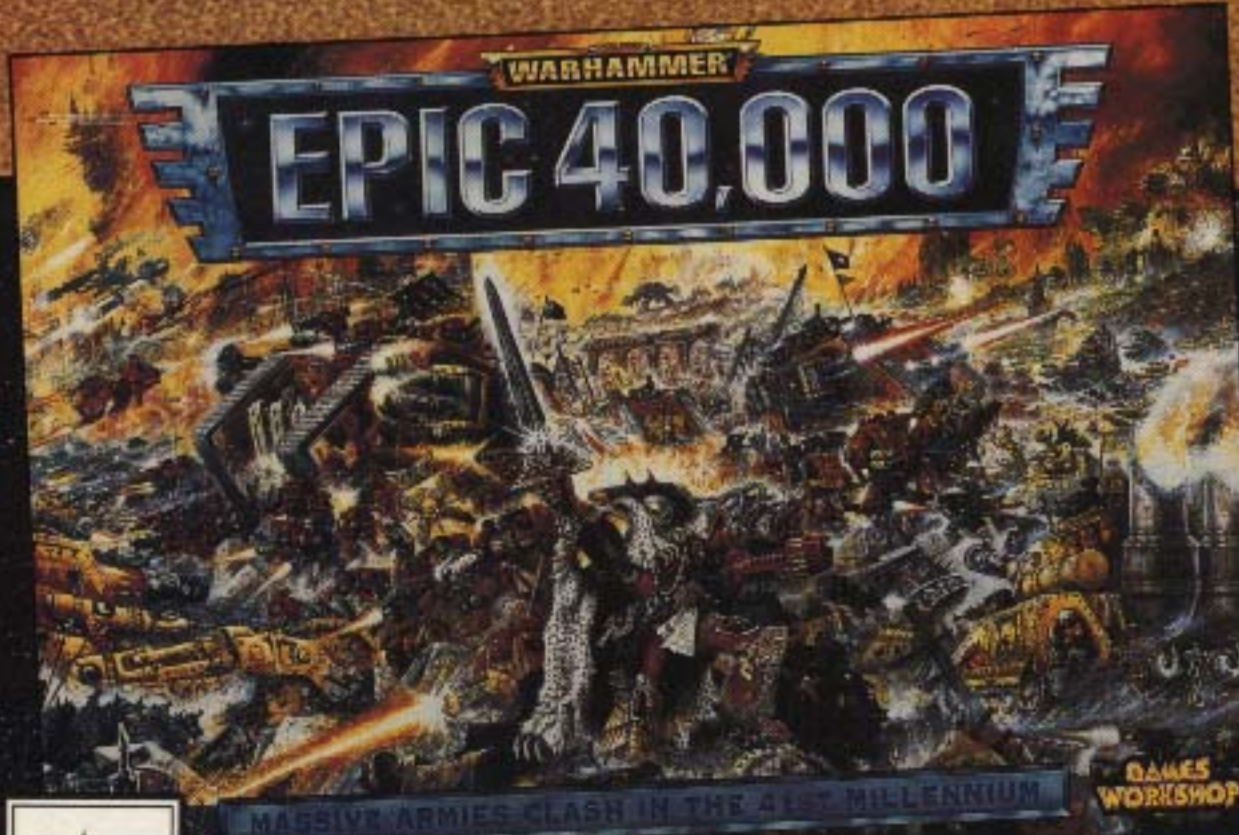
EPIC 40,000

MASSIVE ARMIES CLASH IN THE 41ST MILLENNIUM

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The armoured might of the Imperium engage a huge Ork Waaagh! in a deadly firefight. The photograph above features metal miniatures not available in the Epic 40,000 boxed game.



In Epic 40,000 you are the commander of a vast army, out-fighting and out-maneuvring your opponent. You select, assemble and paint your forces and create the sweeping battlefields it will fight across. As well as full game rules, scenarios and army lists, Epic 40,000 provides you with the core of two armies: heroic Space Marines and brutal Orks.



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In a galaxy torn apart by endless war, huge armies of tanks and mighty war machines unleash untold destruction across the ravaged battlefields of the 41st millennium. Only the fiercest and most cunning general will lead their army to total victory over their foes!



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Models supplied unpainted. Contents and components may vary from those illustrated.

The Epic 40,000 boxed game contains everything you need to get started including Citadel miniatures, buildings, rulebooks, dice, range rulers and much, much more.

WARHAMMER

THE BATTLE OF THE VAMPIRE COAST

In the wake of Warhammer Armies High Elves and the new Circle of Blood Warhammer Campaign pack, Tuomas and Andy have created a special scenario which pits the High Elves against an Undead host.

THE BOOKS OF HARKON

Outside Ulthuan there is only one account of the Battle of the Vampire Coast, and it belongs to the evil Vampire Lord Luther Harkon, the Despoiler of the Ancients. Harkon's secret record of the battle make dark reading. He filled entire books with his insane scribblings, choosing to describe the terrible fates of those slain in battle in detail, rather than the gallant defiance of the High Elves on that cursed battlefield.

The story of Harkon's evil scheming has remained unseen and unknown ever since, that is until now...

The story of the Battle of the Vampire Coast begins many years previous. It is set on the east coast of Lustria, a dark forbidding land where the tormented souls of the past are forced to walk again. These lands are the domain of Luther Harkon and bear the name "the Vampire Coast".

The books tell how Harkon came to Lustria from the Old World in a sarcophagus, unwittingly carried onboard a Norse longship, which had originally sailed to Lustria to plunder the coast. A terrible fate befell the viking crew, during the voyage Harkon stirred from his long sleep and arose from his sarcophagus. Using his magical powers Harkon enslaved the crew, bending their minds to his will. When the longship arrived in Lustria all the once proud Norsemen had become mindless zombies, obeying the Vampire Lord's word without question.

After the longship landed Harkon and his followers ransacked the many burial mounds that were scattered throughout the ancient jungle. Within these mounds the Vampire Lord found many magical artefacts, and many new bodies to raise as his servants. With his new power and teeming horde of Undead at his command, Luther Harkon carved out an Undead empire in the jungles, and to this day it is here that the mighty Vampire Lord holds court.

As is the way of evil, Harkon's books described his lust for power and, malcontented with his Undead empire, his inhuman mind's search for "amusements". The books reveal that the Vampire Lord was a master of the black arts of Necromancy, and how the magical winds summoned to his realm quickly became a threat to any ships sailing around Lustria. Harkon and his servants build dark towers along the coast to watch for unwary ships, and no vessel was safe from the Vampire Lord's powers.

THE RECORDS OF THE HIGH ELVES

High Elf ships sailing south from Ulthuan to the Citadel of Dusk are often threatened by mysterious magical winds, now known as



By Tuomas Pirinen...



...and Andy Kettlewell



This army was that has just be

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Darian - Wraith Armed with the S

Shaarar - Wight Armed with a Wig

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19 Skeleton Warri Armed with spears standard bearer with regiment is led by Ke

6 Mounted Wights - Mounted on skeleton shields and spears. The regiment is led by

HARKON'S UNDEAD HORDE



This army was chosen from the Studio's new Undead army that has just been painted by the 'Eavy Metal Team.

Luther Harkon – Vampire Lord 491 points
Mounted on barded skeleton steed. Luther is armed with the *Rending Sword*, and carries the *Black Amulet*.

Erlík Black – Wight Lord 72 points
Mounted on barded skeleton steed. Armed with a *Wight Blade* and carrying a shield.

Kelek – Wraith Champion 77 points
Armed with a double-handed scythe.

Darian – Wraith Champion 95 points
Armed with the *Sword of Might*.

Shaarar – Wight Champion 63 points
Armed with a *Wight Blade*, shield and the *Amulet of Fire*.

19 Skeleton Warriors – Death Walkers 239 points
Armed with hand weapons and shields. The regiment includes a standard bearer with the *Banner of Doom* and a musician. It is led by **Shaarar**, the Wight Champion.

19 Skeleton Warriors – Tormented Souls 235 points
Armed with spears and shields. The regiment includes a standard bearer with the *War Banner* and a musician. The regiment is led by **Kelek**, the Wraith Champion.

6 Mounted Wights – Dark Steeds 308 points
Mounted on skeleton steeds and armed with heavy armour shields and spears. The regiment includes a standard bearer. The regiment is led by **Erlík**, the Wight Lord.

5 Skeleton Horsemen – Death Riders 120 points
Mounted on skeleton steeds and armed with lances, swords and shields. The regiment is led by **Luther Harkon**, the Vampire Lord.

4 Wraiths – Shadows of Chill 300 points
Armed with double-handed scythes. This regiment is led by **Darian**, the Wraith Champion. Note that although units of Wraiths are not normally allowed Champions, we made an exception for this scenario to reflect the actual troops that Luther had at his disposal.

Total Army Cost 2000 points



HIGH ELVES OF DRAGONSHIP INGRANION

Lord Finrian – High Elf General 250 points
 Mounted on barded Elven steed. Finrian wears heavy armour and is armed the *Dragon Blade*, and carries the *Enchanted Shield*, and the *Amber Amulet*.

Corondar – High Elf Mage Lord 453 points
 Corondar carries two *Dispel Magic Scrolls*, the *Sword of Swift Slaying* and the *Staff of Lightning*.

Cireon – High Elf Hero 185 points
 Armed with shield, light armour, and the *Blade of Leaping Gold*, riding an Elven steed.

Mithrean – High Elf Champion 61 points
 Armed with sword, lance, shield, heavy armour, and riding a barded Elven steed.

Elendar – High Elf Champion 53 points
 Armed with sword, spear, shield, and heavy armour.

Ascarnil – High Elf Champion 53 points
 Armed with sword, spear, shield, and heavy armour.

8 Silver Helms – Ellyrian patrol 412 points
 Armed with heavy armour, shield, lance, and riding barded Elven steeds. The regiment includes a standard bearer with the *Standard of Shielding*. The Regiment is accompanied by **Mithrean**, the High Elf Champion and led by **Lord Finrian**, the High Elf Army General.

19 Spearmen – Sapphire company 323 points
 Armed with spears, heavy armour and shields. The regiment includes a musician and a standard bearer with the *Banner of Might*. It is led by **Elendar**, the High Elf Champion.

22 Spearmen – Bright Falcon company 312 points
 Armed with spears, heavy armour and shields. The regiment includes a musician and a standard bearer and is led by **Ascarnil**, the High Elf Champion and **Corondar** the Mage.

12 Archers – Wind Company 132 points
 Armed with swords and longbows.

12 Archers – Fire Company 132 points
 Armed with swords and longbows.

12 Archers – Sea Company 132 points
 Armed with swords and longbows

7 Ellyrian Reavers – Shore Riders 297 points
 Mounted on Elven steeds and armed with light armour, shield, spear, bow and sword. The regiment includes a standard bearer and musician and is led by **Cireon**, the High Elf Hero.

2 Repeater Bolt Throwers 200 points
 Crew armed with hand weapons and wearing light armour.

Army Total Points Cost 2995 points



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FIGHTING THE BATTLE OF THE VAMPIRE COAST

THE SCENARIO

The scenario used in this battle is an Ambush from page 29 of the Warhammer Battle Book, with the Undead as the ambushing force. The only difference from a normal game is the magical cargo the Elves are carrying.

Before the Elf player sets up his army he must nominate a character in his army to be carrying the magical item. The cargo gives the character, or the unit he is with, +1 to his combat score, just like a unit standard.

The Undead army may capture the cargo if they pursue and catch the unit holding the cargo. Note that this is the same as for capturing unit standards. If the Undead or the High Elves hold the cargo at the end of the game they earn extra victory points as described below.

THE BATTLEFIELD

Set up your table area as shown on the accompanying battle map. The action takes place on the edge of the ancient jungles of Lustria. The terrain does not have to be exactly like the map, you may like to change the battlefield to your own tastes or to suit your collection of terrain.

DEPLOYMENT

Both armies deploy in the normal way for an Ambush scenario as described in the Warhammer Battle Book.

summoned by Harkon, and, after several vessels were lost, the High Elves were forced to find a safer, longer route. Elf pilots soon came to dread the area around Harkon's empire and named it the Vampire Coast.

One of the ships that fell under the spell of Harkon was the Dragonship Ingranion captained by Lord Finrian. It still remains a mystery why the mighty Dragonship sailed so close to the Vampire Coast, perhaps her captain was hoping to save time because he was carrying an important magical cargo to the Citadel of Dusk, or perhaps it was a navigational error caused by the Vampire Lord's sorcery.

Whatever the reason the Ingranion became trapped in a magical storm and was blown onto the rocks of the Vampire Coast. On a bleak, wind swept beach Lord Finrian ordered his crew to regroup and organised the recovery of supplies from the stricken Dragonship. The vessel carried a full company of Elven Warriors, their steeds and cargo, and all were fully aware of their dreadful plight and the importance of delivering the magical cargo to the Citadel of Dusk. After sufficient supplies were recovered, Lord Finrian decided to march south, braving the jungles of Lustria to reach the Citadel of Dusk. He knew he must keep his force together to avoid losing his crew in the jungles that surrounded them. Their precious cargo had to be guarded at all costs.

VICTORY

In addition to the normal victory points normally earned in battle there are extra points to be earned and sudden death victory conditions that are special to this scenario.

In addition to the normal victory points forces will earn:

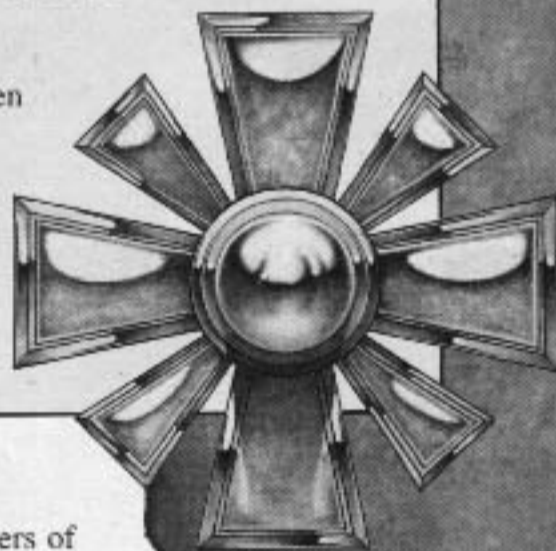
+5 VPs to whoever holds the Elves' magical cargo at the end of the game.

+1 VP to the High Elves if Luther Harkon is killed or routed from the battlefield

If Luther Harkon and all of his troops are slain and/or fleeing from the battlefield the battle is an outright victory for the High Elves. If all the High Elves are slain and/or fleeing the battle is an outright victory for the Undead.

HIGH ELF AND UNDEAD FORCES

Two sample armies have been included chosen from the Studio's collection of miniatures. You don't have to use these armies if you don't want to, but if you find them helpful feel free to use them.



THE VAMPIRE'S ATTACK

Unknown to the High Elves the watchtowers of Harkon had tracked them while their ship was wrecked, and hollow eyes watched as the High Elves started to march south. The Vampire Lord sensed the presence of a magical power and, out of wanton greed, he raised his followers to meet the High Elves.

So it was that the Battle of the Vampire Coast began and the Elven records tell nothing of what took place. Neither do the books of Harkon tell us much, for his thoughts of battle are not those of honour and strategy, only of blood and darkness. Though these writings may be understood by some, they would not make good reading here.

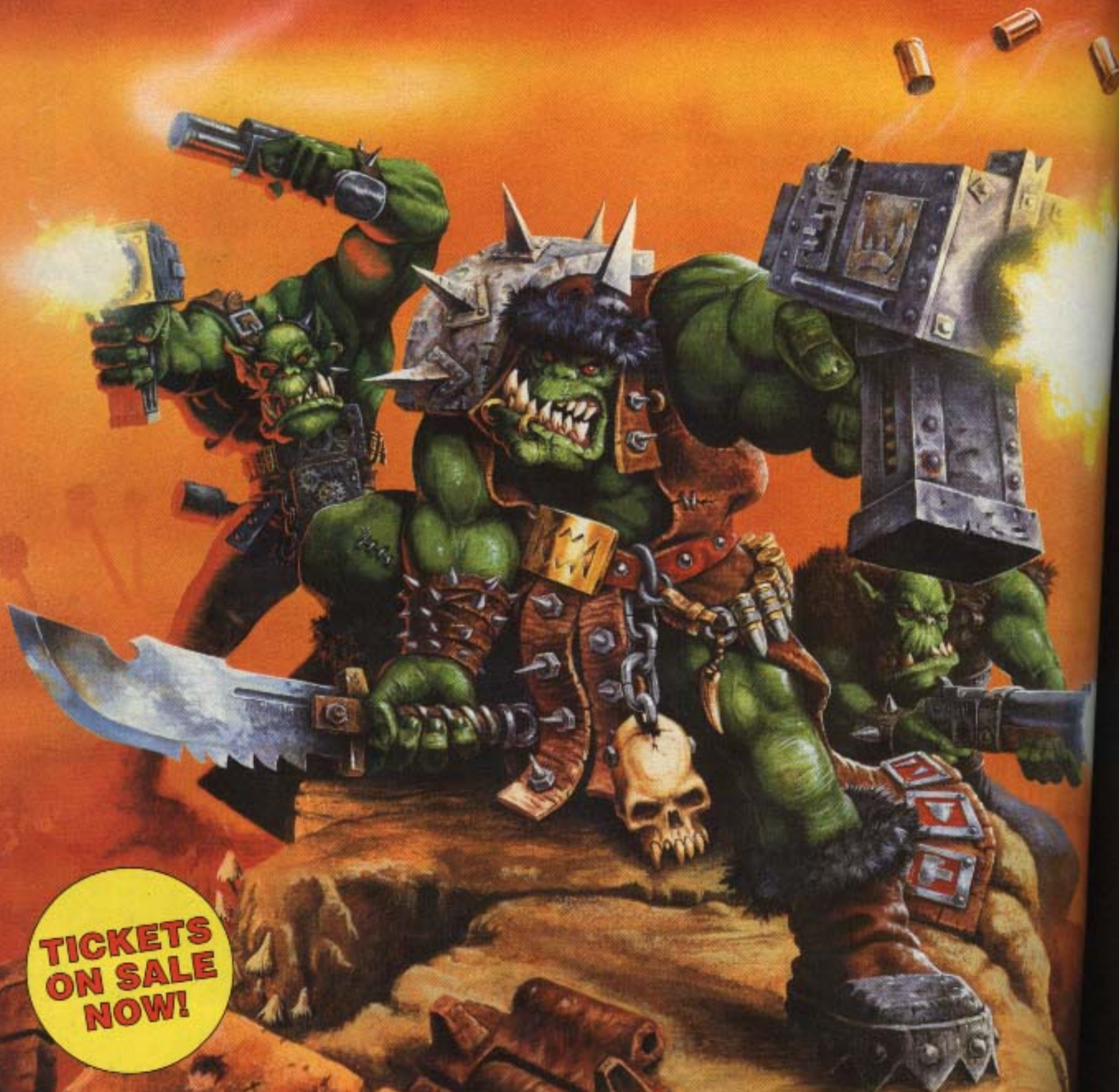
All that can be told with any certainty is that some of Lord Finrian's crew reached the Citadel of Dusk alive, and their precious cargo did not fall into evil hands. However, the dark winds that surround the Vampire coast still remain and, though Harkon was defied, he survives to this day, plotting his revenge.

As you can see the whole story is not yet told, it is for you to write the final chapter, to recount the heroic deeds of the Battle of the Vampire Coast. Will the the High Elves escape or will Luther Harkon capture the High Elves' magical treasure and grow in power again, threatening the safety of the Citadel of Dusk itself...

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Sisters of Battle

Since the birth of humanity in the prehistory of Earth, the Emperor has protected and guided mankind. Down through the long millennia he has striven to thwart the enemies of the human race and protect mankind from its own self-destructive instincts. He has constantly guarded the mass of humanity against dangers and foes it was not even aware existed.

When ancient philosophers first speculated on the nature of the universe, the Emperor already knew the answers. When humanity took its first few tentative steps into space, he was aware of the perils that awaited them. When the nature of the warp was first discovered, he had already roamed its immaterial realm. The Emperor is the bastion upon which the human race is founded.

Even in a deathly state, held immobile in the life-giving energies of the Golden Throne, the Emperor continues his eternal vigilance. Vast armies sweep through the galaxy in his name and whole planets are razed for his cause. His strength allows the starships of mankind to forge their way across the galaxy, encountering new stars, new worlds and new peoples. By his very presence the total and eternal damnation of Chaos is held in abeyance.

Without him there is nothing.

WARHAMMER

40,000

Sisters of Battle



By Gav Thorpe
The armies of the Imperial Guard and Space Marines have a new ally at their disposal, the Battle Sisters of the Adepta Sororitas!

Foremost amongst the fanatical warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. They constantly guard Humanity against the vile hordes of Chaos, the insidious threat of heretics and the assaults of heathen aliens.

The Adeptus Ministorum, or Ecclesiarchy as it is generally known, is a massive organisation founded on the worship of the Emperor. Through its Preachers, Confessors, Missionaries and Cardinals the Ecclesiarchy controls the veneration of the masses, giving their homage an organised focus. The Imperial Creed practised by the Ecclesiarchy and its billions of adherents is the only official religion of the Imperium. Although the interpretation of the Ecclesiarchy's rites and dogma can vary, any extreme deviance from its strictures is considered heresy and is dealt with most severely.

THE SISTERHOOD

Amongst other prohibitions on military activity imposed by the High Lords of Terra after the Age of Apostasy, the Ecclesiarchy are forbidden from

controlling any "men under arms". Seeing that some military force is necessary to prevent them becoming totally subservient to the will of the Adeptus Terra and the Imperial Guard, the Ecclesiarchy maintains the one army allowed by the archaic wording of the law. This army is made up from the Orders Militant of the Adepta Sororitas, the Sisters of Battle.

Each Order is run by a Canoness and her Sister Superiors. They look after the training of recruits, the performing of regular prayer sessions (usually several a day) and the maintenance of their own affairs. Part of the puritan lifestyle of the Sisterhood is its isolation and it is generally only the Canoness and her most experienced Sister Superiors who will have dealings with outsiders—even Sisters of another Order. The Sisters are utterly dedicated to one task or discipline and brook no distraction from their studies.



The Mordian Iron Guard support the Sisters of Battle in the rightful damnation of the alien Eldar

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fighting alongside the Imperial Guard, adding a core of highly skilled, totally devoted and superbly equipped warriors to supplement the massed ranks of the Imperial armies. Occasionally the Battle Sisters will even have common cause with the fierce Space Marines of the Adeptus Astartes. Although the relationship between these two organisations is 'only civil at best, the Space Marines and Battle Sisters both respect each other's prowess and skill at arms. Many times the foes of the Imperium have been eradicated by a combined attack from these two elite forces.

The Adepta Sororitas also forms an internal policing force for the Ecclesiarchy. The Battle Sisters may be despatched to deal with a troublesome Cardinal or Confessor, either by their mere presence or by forcibly removing them from power. Cardinals also use the Battle Sisters to enforce tithe requirements on their diocese and to remind their followers of their duties to the Adeptus Ministrorum.

Some Sister Superiors give additional training to the most skilled of their Battle Sisters, educating them in the use of the more exotic and heavier weaponry. In battle, the Sister Superior can call upon these specialists to provide extra firepower for the squad.

...a core of highly skilled, totally devoted and superbly equipped warriors...

The most widely known Orders of the Sisterhood are the Orders Militant. These Battle Sisters follow the original doctrines of the Daughters of the Emperor. They seek perfection of their martial skills in order to purify their minds and dedicate themselves to the Emperor. The Orders Militant are further broken down into military units, with each squad led by a Sister Superior. The most senior Sister Superiors may have organisational control over several squads of Battle Sisters, but in conflict every squad is generally considered as an individual entity. The most skilled and experienced Battle Sisters receive further training and become inducted into the most ancient rites of the Order. These elites are known as Seraphim and the most trusted and spiritual of their number earn the right to become the personal bodyguard of the Order's Canoness.

Formed from the most physically adept of the Adepta Sororitas, the Battle Sisters of the Orders Militant are the main fighting force of the Ecclesiarchy. Totally incorruptible and dedicated to a life of penitent worship and humble living, the Sororitas are used to enforce the will of the Emperor as interpreted by the Ecclesiarch and the Holy Synod.

Squads of Battle Sisters often accompany Missionaries and Confessors as they go about their duties, providing a very obvious reminder of the Ecclesiarchy's power. They are also often seen

A spiritu dominatus,
Domine, libra nos,
From the lightning and the tempest,
Our Emperor, deliver us.

From plague, deceit, temptation and war,
Our Emperor, deliver us,
From the scourge of the Kraken,
Our Emperor, deliver us.

From the blasphemy of the Fallen,
Our Emperor, deliver us,
From the begetting of daemons,
Our Emperor, deliver us,
From the curse of the mutant,
Our Emperor, deliver us,
A morte perpetua,
Domine, libra nos.

That thou wouldst bring them only death,
That thou shouldst spare none,
That thou shouldst pardon none,
We beseech thee, destroy them.

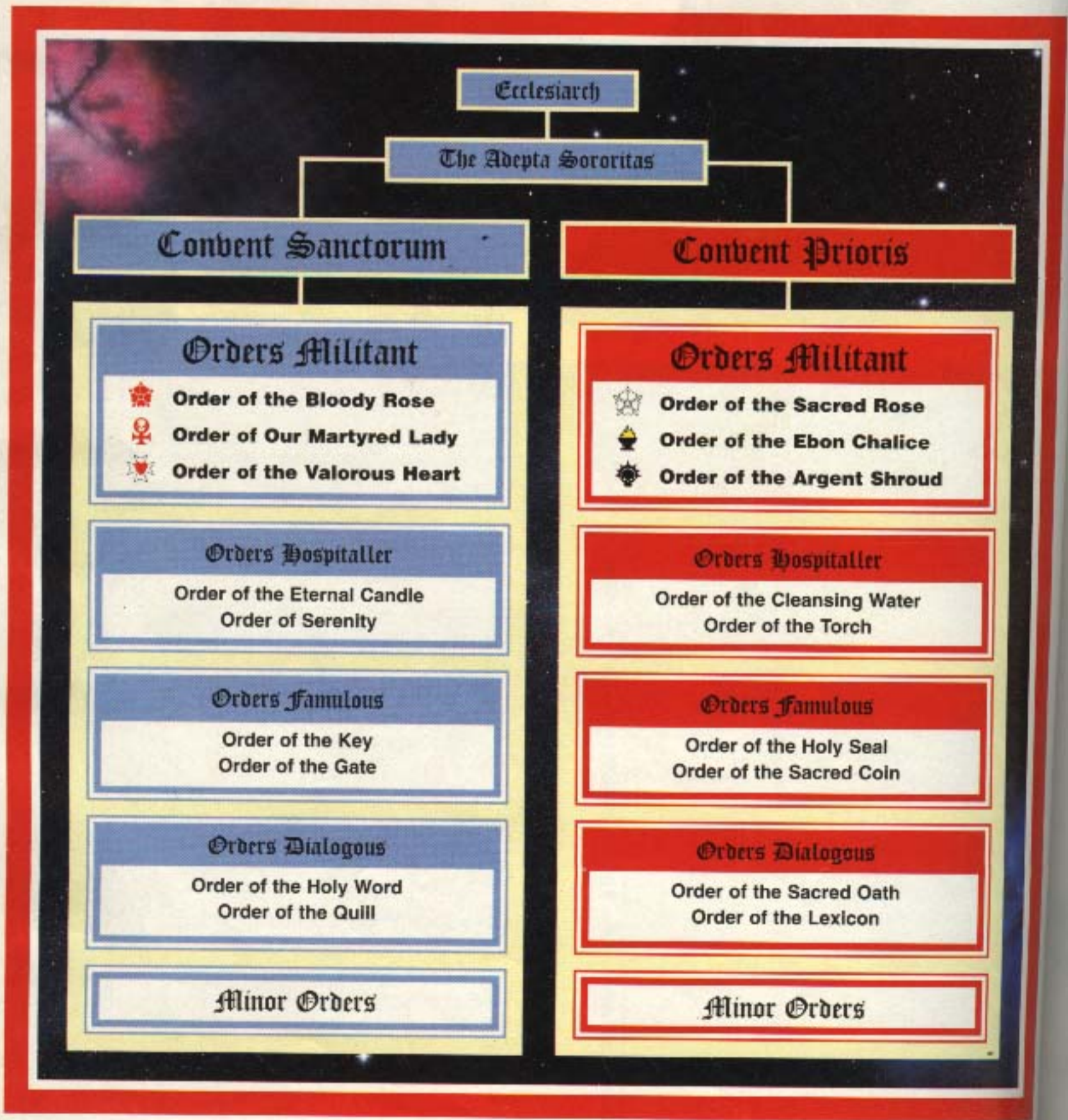
Invocation of the Fede Imperialis. Commonly known as the Battle-prayer of the Adepta Sororitas.

ORGANISATION OF THE ADEPTA SORORITAS



The Adepta Sororitas comes under the auspices of the Ecclesiarch, but the majority of the governance of the Orders is performed by the Prioresses of the Convent Sanctorum and the Convent Prioris.

The two Convents have a very similar organisation. However, the non-militant Orders often perform different duties and functions within each of the Convents. The Convent Sanctorum is based on Ophelia VII, whilst the Convent Prioris is on Terra.



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Order of the Sacred Rose



▲ The Order of the Sacred Rose wear white armour, with contrasting black cloaks. The lining of their cloaks is red, and their weapon casings are also a deep red.

THE ORDERS MILITANT

The uniforms of the Adepta Sororitas are based upon the original garments worn by the Daughters of the Emperor.

The Orders of the Ebon Chalice and Valorous Heart display the colours of the original Convents, unchanged for 4,000 years. The other Orders continue this principle with only minor modifications to distinguish them on the battlefield.

The Orders Militant make use of three main colours in the design of their uniforms; black, white and red.



Order of the Ebon Chalice



▲ Battle Sisters of this Order wear black armour and white cloaks. The lining of their cloaks is red, and the hems are embellished with silver studs. Their weapon casings are a deep red.

Order of Our Martyred Lady



Our Adeptus Ministorum army contains squads of Battle Sisters of the Order of Our Martyred Lady.

The uniforms of the Order of Our Martyred Lady emphasise black armour and cloaks, with red linings for the cloaks, red weaponry and white used for the piping around the cloaks and for the unit insignia.

Throughout the following pages, you will find examples of Battle Sisters painted in the colours of the Order of our Martyred Lady, each of whom form a part of our army.



Order of the Argent Shroud



▲ As the name of the Order suggests, its Battle Sisters wear silver armour, coupled with white cloaks that have red linings. The weapons they bear are also red.

Order of the Bloody Rose



▲ The armour worn by the Battle Sisters of this order is a bright blood red colour. Their cloaks are black on the outside with pure white linings. The Sisters' weaponry is black, matching their cloaks.

Order of the Valorous Heart



▲ Battle Sisters of this Order wear black armour as well as black cloaks. Cloak linings are white, whilst the only trace of red evident in their uniforms is in the Order badge and Ecclesiarchy symbol.



BATTLE SISTERS

The Battle Sisters of the Orders Militant are the mainstay of the Adeptus Ministorum's armies.

Utterly dedicated to the protection of the Imperium, the Battle Sisters are trained and equipped to the highest standards. Wherever there are foes of the Emperor, the Sisters of Battle will be found fighting to the last.

The standard armament of the Battle Sisters is the boltgun, but some Battle Sisters are given additional training in the use of special and heavy weaponry such as the devastating flamer.

Re-named after their Canoness, St. Katherine, who was martyred in the 36th millennium, the Order of Our Martyred Lady is particularly renowned for the determination and avenging spirit of its Battle Sisters.



▲ The fleur de lys is the symbol of the Adepta Sororitas and features prominently on the uniforms of all Battle Sisters.



► The scorched look of the flamer nozzle carried by this Battle Sister was achieved by drybrushing black and gold over the basic gunmetal colour.

◀ Extra time and care was taken when painting this Sister Superior. Particular attention was paid to small details like her pistol holster and the purity seal on her thigh.



▲ This is a squad of Battle Sisters of the Order of Our Martyred Lady. Their armour and uniforms are predominantly painted red, white and black, the three basic Adepta Sororitas colours. Their uniforms feature white hems around the cloaks, along with red piping at the tops of their boots.

ADEPTA SORORITAS

With their elite training, superb wargear and unshakeable faith in the Emperor, the Sisters of Battle have crushed the foes of Mankind in countless battles across every part of the Galaxy. The new Sisters of Battle boxed set contains a complete Battle Sisters squad that you can use as allies to your Imperial Guard or Space Marine army.

BATTLE SISTERS SQUAD.....178 points

Space Marine and Imperial Guard armies may contain any number of Adepta Sororitas Battle Sisters squads as part of their support allowance.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Battle Sister	4	3	4	3	4	1	4	1	8

WEAPONS The squad consists of one Sister Superior and 5 Battle Sisters. The Sister Superior is armed with a boltgun, frag grenades and a power sword. 4 Battle Sisters are armed with boltguns and frag grenades and 1 Battle Sister is armed with a bolt pistol, frag grenades and a flamer.



ARMOUR Power armour (3+ save)

SPECIAL The Sister Superior may lead the squad in the Sacred Rites before the battle. An ordinary Sister Superior allows you to add +1 to the roll. The rules for the Sacred Rites can be found on the following page.

No Space Marine character is permitted to join or lead a Battle Sisters squad.



The Battle Sisters of the Orders Militant have many strengths. They are recruited from the fastest, strongest and most adept individuals to be raised by the Schola Progenium. Their training is total, honed across the millennia to ensure that every Battle Sister is more than a match for almost any foe. Their weapons and armour are amongst the best the Adeptus Mechanicus can produce. These factors alone would make the Battle Sisters a mighty weapon in the Emperor's arsenal, but that is not all.

The Battle Sisters are utterly dedicated to the Emperor. Their one purpose is to strive for his honour and glory and to protect the Imperium from all threats. The faith of the Adepta Sororitas is unswerving, they are raised from birth to believe the Emperor is the only hope for humanity. Their pious, rigid way of life allows the Battle Sisters no room for pleasure, there is only prayer and war. There is nothing an enemy could offer them, they are impossible to bribe and totally incorruptible.

The Battle Sisters are one of the few bastions standing between humanity and extinction. The Sororitas must defeat alien dominance, rogue psykers, daemonic influence, heretics, blasphemers and apostates, or everything the Emperor has striven to build and protect will be lost...

white and black
of their boots.



Jes Goodwin designed the miniatures for the Sisters of Battle boxed set as a follow up to his Necromunda Escher figures. Note the contrast between the wild look of the Eschers with their savage spiky hair, and the more severe appearance of the Battle Sisters.

SACRED RITES

Before battle, a Sister Superior will lead her squad in prayer. With the litanies of faith she will inspire her Battle Sisters to great acts of valour. Her stirring words can strengthen her companions' minds against the wiles of enemy psykers or instill a righteous anger that only the death of the Battle Sisters' foes will sate.

SPECIAL RULES

Roll a D6 on the Sacred Rites table to find out what effect the prayers have on the squad. The following modifiers apply, and are cumulative with each other:

A Sister Superior adds +1 to the roll.

If there is a psyker in the same army as the Ecclesiarchy, all rolls for Sacred Rites suffer a -1 penalty.

SACRED RITES TABLE

D6	Result
1	No effect.
2	The squad is immune to <i>fear</i> and <i>terror</i> for the duration of the battle. See the Warhammer 40,000 rulebook.
3	The squad becomes subject to <i>frenzy</i> . See the Warhammer 40,000 rulebook for details.
4	The squad adds +1 to its Leadership for the duration of the battle. This cannot take its Leadership value over 10.
5	The squad <i>hates</i> the enemy. See the Warhammer 40,000 rulebook for details.
6	Each member of the squad has a psychic save of 4+ on a D6. Note that this is not a nullify – roll for each model: on a 4+ it is unaffected. Some of the squad may be affected by the psychic power while others aren't.
7	The squad automatically passes all psychology and Break tests it is required to make.

The results of the Sacred Rites apply to all members of the squad and any characters who start the battle in squad coherency with them, including the character leading the Rites. The unit loses its Sacred Rites if another character later leads the unit.



Across mountains or jungles, the Adepta Sororitas hunt down blasphemies wherever they are to be found.



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WARHAMMER

RETURN TO THORSKINSON'S ISLAND

"Gold... I smell Gold... I smell it on the western wind... twenty leagues no more I swear... and it's mine all mine... I smelled it first I tells you!"

Thurkin Thorskinson Dwarf Adventurer

HOW TO SET UP A WARHAMMER CAMPAIGN

The cold, damp misery of the English winter has finally retreated before the infinitely more desirable warm damp misery of the English summer. To devoted Warhammer players this means only one thing... the welcome opportunity to spend many happy hours indoors playing Warhammer... Hurrah! If, like me, you are determined to get as much gaming out of the summer as possible you may have already done your groundwork... painting new

armies and constructing more terrain during the days of pitiless winter dark. Resplendent in their fresh paint, new Priestley-esque armies gather for the summer offensive. Even as I tap at my keyboard, the builder is constructing a 10' by 40' outdoors wargames table under the delusion he is laying a patio (the machinations of Lord Tzeentch triumph over the needless shackles of common sense yet again).

This year's summer gaming project is to be a massive Warhammer campaign in which my bright new armies will, of course, vanquish all before them (remember... insane optimism gets you a long way). The campaign rules in the Warhammer Battle book will provide the basis for the games, with a few tweaks added since Warhammer was published last year. I've been busy drawing up these new rules and inventing a suitable background and now I'm ready to bring in all the players who want to take part, arrange games, and generally get going.

If you're at college or school, or if you're lucky enough to have a few weeks holiday coming up, then now's the time to get your own campaign organised. In this article I describe how we set about preparing for our own forthcoming project - Return to Thorskinson's Island. You might feel inspired to create something similar for yourself, or you might wish to literally copy our campaign if you prefer, either option is perfectly feasible.

BASIC STUFF...

As described in the Warhammer Battles book any number of players can take part in a campaign. Each player takes command of a Warhammer army and one player takes the part of Controller as well as



By Rick Priestley.

Summer is here and that means the campaigning season, so sharpen your blade, string your bow and don your armour to face the horrors of Thorskinson's Island. Rick dons his shades and and "tropical" shirt to get into the spirit of the mysterious isle, and explains the Warhammer Campaign set across its golden beaches and sandy coves.



"Oh! What a grave new world that has such monsters in it!"
Halfling Balladeer
and petty thief
Nobby Shakestump.

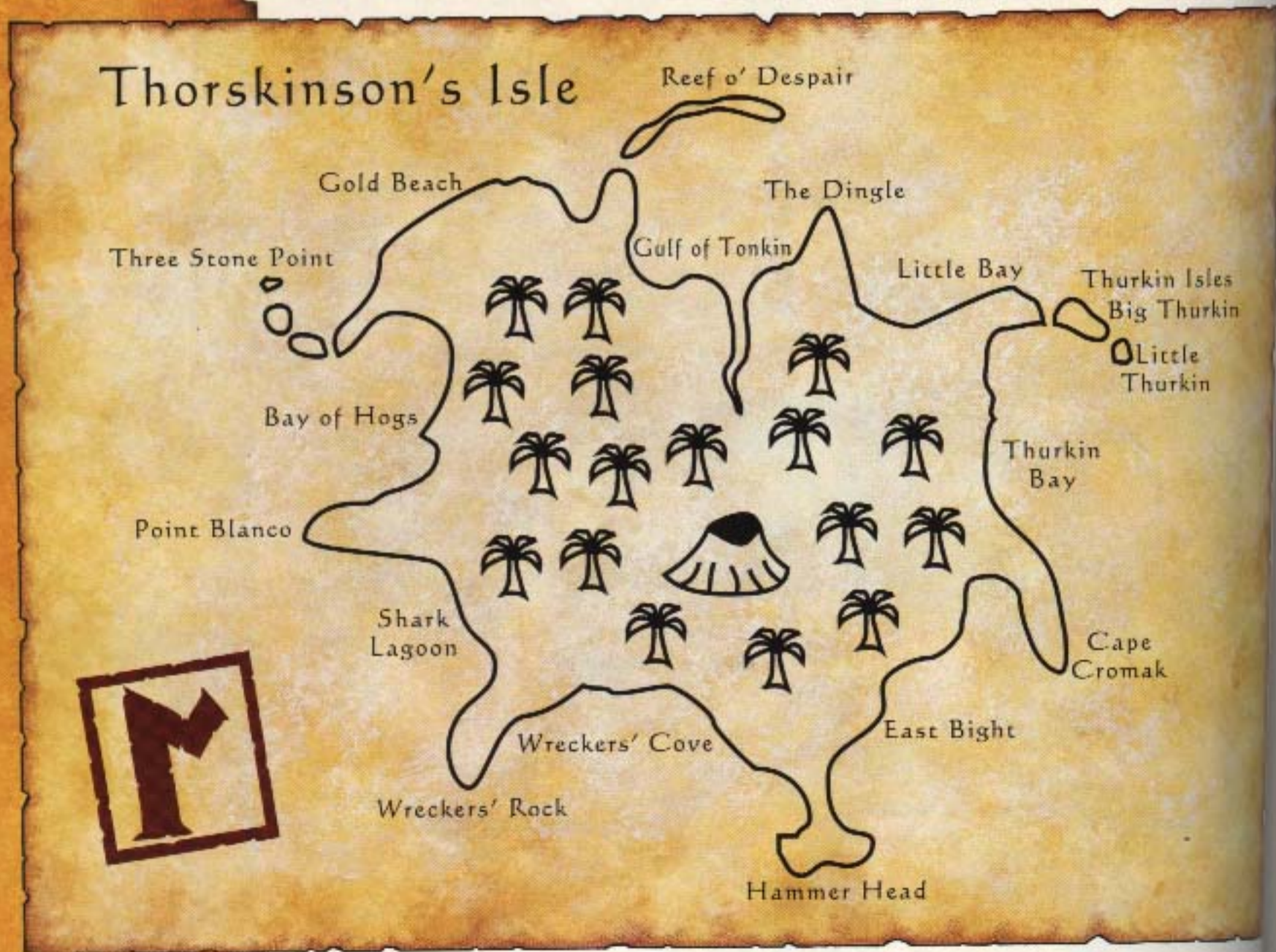


participating in the campaign. Controller-ship can pass from one player to another during the course of the campaign, so different players get a chance to be Controller if

they wish. Players are not obliged to play games unless they want to do so, so some players might play a lot whilst others might join in for one or two battles. This means gaming doesn't stop just because one player is away on holiday for a week, and a visitor or house-guest is just as welcome as a long-term player.

RETURN TO THORSKINSON'S ISLAND

Our campaign takes us back to the long-lost island which was the scene of last year's hard-fought battles. This was an island invented purely for the purposes of the campaign, but which we imagine to lie off the west coast of the Southlands. The Warhammer World provides lots of opportunities to invent new lands, secret islands, lost realms, and so forth. Obviously, such a land is nothing more than a convenient location for our campaign, allowing us to create something spectacular and entertaining without feeling that we are spoiling the carefully worked out background for the Warhammer World. Afterwards, when the campaign is over, we can put our creation aside and return to the "real" Warhammer World confident that the planet will still be there!



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There are Thorskinsc remains un sketch, bas have belon reproduced take part.



THE STORY SO FAR

Last year Thurkin Thorskinson, gold-crazed Dwarf Adventurer, discovered a lonely jungle-infested island off the coast of the Southlands. News soon spread and invaders arrived from all over the Warhammer World determined to reap the treasures reported to lie there. After a hard few months of determined warfare the survivors reached the centre of the island where a huge volcano guarded the legendary treasures left behind by the Slann at the dawn of time. Whilst the armies battled for supremacy the ancient machinery-sorceries of the Slann worked to protect the stronghold, triggering the volcano, driving away the armies and covering the land in a pall of smoke, ash and sundry unpleasantness. Though several mighty treasures were looted the rival armies were forced to abandon the island for the winter...

THE CONQUERORS GATHER

Now the seasonal winds have turned once again so that brave captains can navigate their way past the sorcerous barrier of the Shifting Islands and southwards towards Thorskinson's Island. The would-be conquerors bring settlers and sundry civilians to construct and secure their harbours, supply the armies, and generally do such dirty work as needs doing. Doubtless more civilians follow in their wake hopeful of sharing the wealth uncovered by the exploring armies. From all points of the compass they come – drawn by the lure of gold, sorcery, and power!

There are no completely accurate maps of Thorskinson's Island and much of the interior remains unexplored. However, a rough copy of a sketch, based on a brief glimpse of a map said to have belonged to Thorkil Thorskinson himself is reproduced here for the benefit of all who wish to take part. Of course, the canny Dwarf isn't

beyond making up a convincing but inaccurate map just to throw competitors off the scent, so players are advised to treat this information with some scepticism.

LAND AHOY!

To begin with each player chooses a suitable name for himself as mighty leader of his expedition – Ogog the Mighty Orc Warlord, Finuvir High Elf Prince of Tiranoc, Wilhelm Ludenhof scion of the Count of Hochland, etc, etc. Choose a name that fits with your idea of the heroic adventurer you represent.

Having settled on a suitable name for himself, each player, starting with the Controller, determines a bay where his forces will land. As it is important that players start off with a secure base each player begins in a different bay. If there are more players than bays, divide each bay into two or more landing sites (north and south, or east and west, and so on). The Controller writes the name of each bay on a scrap of paper which the players can secretly draw out of a cup. Only the Controller and the individual player know where they have landed – but the player has no idea where other players might be encamped. Of course, there is nothing to stop players announcing where they are – that is entirely up to them!

Once he has determined where his forces land each player randomly rolls 3 territories from the standard territory chart in Warhammer (reproduced below). The only extra rules that

Example: Wilhelm Ludenhof, a younger impoverished relative of the Count of Hochland, hearing rumours of untold riches to be won in the South Seas has squandered the last of his cash on hiring a ship to take him to Thorskinson's Island. Well it was either that or pay his substantial gambling debts... no contest really. He has assembled an army of adventurers from amongst the ranks of former Imperial soldiers, and the Emperor has generously given him command of some of his own troops (anything to get the rakish Wilhelm out of the Imperial Court and away from his daughters, nieces, and the baboon house of the Imperial Zoo).

After several stormy weeks at sea, diversions to avoid High Elf patrols, and an uncomfortable encounter with Arabian pirates, his ship runs aground at Bedlam Bay and promptly falls apart. Wilhelm is inspired to make his proud announcement, "Looks like we're here to stay lads!". Exploring inland his men quickly uncover a township of settlers from the Old World (who are naturally delighted to find themselves subjects of the newly re-named Wilhelmsberg), close to which they discover a rich vein of gold which they immediately set about turning into a gold mine. Otherwise the land is dominated by a dank, dark and forbidding tropical forest.

"Waaagh...
pulp the
stunties." Orc
Warboss Grog
Macrog.

apply are 1) any player who rolls the same initial territory twice is allowed to re-roll if he wishes, and 2) no lost valleys are allowed as part of your initial territory.

The territories represent a mixture of ancient ruins left on the island in ages past (very likely Slann in origin I shouldn't wonder) places discovered or built in the previous year's fighting, or new settlements of civilians or slaves brought along by the player's forces. The player who is acting as

Controller oversees all the initial rolls for territory. This means he alone knows what territories all the players have but such is the omnipotent power of the Controller (he lands on the island first so he presumably gets the chance to observe the others as they approach). The Controller can use this information to fill in details on his own map of Thorskinson's Island, enabling him to name features and create a more precise geography if he wishes to do so.

TERRITORY CHART (Roll D66)

11-12 Wizard's Tower

For each Wizard's Tower you control your army may include an extra level 1 wizard, or Dwarf Runesmith.

13-14 Sacred Grove

For each Sacred Grove you control your army can include 1 level 2 wizard, or Dwarf Runesmith.

15 Shrine

For each Shrine you control your army can include 1 level 3 wizard, or Dwarf Master Runesmith, and 1 magic item of up to 50 points. The magic item can be carried by any suitable character in the army.

16 Temple

For each Temple you control your army can include 1 level 4 wizard, or Dwarf Runelord, and 1 magic item of up to 75 points. The magic item can be carried by any suitable character in the army.

21-32 Village

For each Village under your control your army can include 1 unit Champion.

33-34 Town

If you have a Town under your control your army can include up to 3 characters chosen from the following: a unit Champion, Hero or Army Standard Bearer.

35-45 Trade Route

For each Trade Route under your control your army may include 1 magic item up to 50 points value.

46 Silver Mine

For each Silver Mine under your control your army may include up to 3 magic items of up to 75 points each.

51 Gold Mine

For each Gold Mine under your control your army may include up to 3 magic items of up to 100 points each.

52 Treasure Hoard

If you control a Treasure Hoard your army can include up to 5 magic items of any points value within the normal restrictions of your army list.

53 Road

If you control a Road you are able to move troops more quickly to meet your enemy. To represent this add +D6x10 points to your army for each Road under your control. Roll when the Road is generated to fix its value - this is the value of that Road territory. If you stake a Road territory in a battle

and win, then the value of the Road increases by a further D6x10 points to represent your expanding control.

54 Bridge

If you control a Bridge you are able to move troops more quickly to meet your enemy. To represent this add +2D6x10 points to your army for each bridge under your control. Roll when the bridge is generated to fix its value - this is the value of that Bridge territory.

55 Pass

If you control a Pass you are able to move troops through to reach the enemy. To represent this add +3D6x10 points to your army for each Pass under your control. Roll when the Pass is generated to fix its value - this is the value of that Pass territory.

56 Mountains

If you control a Mountain your army can include a further D3 large monsters. Roll when the Mountain is generated to determine how many monsters it can support - this is the fixed value of the Mountain. In addition roll a D6. On the score of a 6 the Mountain contains a Gold Mine (see above).

61-63 Forest

If you control a Forest your army has sufficient supplies of wood to include a further D3 war machines. Roll when the forest is generated to determine how many machines it can support - this is the fixed value of the Forest territory.

64 Ruins

If you control an area of Ruins then before every game you can send searchers to find magic items amongst the debris. Generate an extra D6x10 points and choose a magic item up to this value. The magic item can be given to any character in the normal way. The magic item is retained by your forces and its value is added to the total points of your army. However, if the character carrying the item is killed the item is lost and its value must then be deducted from your army.

65 Lost Valley

You control a secret valley sheltered from the weather and abundant with natural resources. Roll again twice on the chart - the valley has the territory value of both rolls combined. The Lost Valley is only a single territory even though it has the resources of two. A Lost Valley cannot include other Lost Valleys!

66 Spy

You have a well established network of spies and informants. Spies are not territory, so if you generate a Spy generate another territory immediately. See the special rules in the Warhammer Battle Book.

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CHOOSING ARMIES AND GETTING GOING

Players choose an army of 1,500 points for each battle and forces are chosen afresh every time the army fights, although each player must stick to the same army – Orcs, Empire, Bretonnians, Lizardmen, etc. You might wish to start with slightly smaller armies, say 1,000 points or 1,200, as this makes it easier to get the armies together. 1,500 points is a reasonable total for players who already have established armies.

Armies are chosen from the appropriate Warhammer Armies army list with the additional restrictions described below.

The players may agree further restrictions amongst themselves for each battle as described under Set Limits (see page 36). For example, players might decide that for this particular battle there will be no flying creatures, no aridden monsters, or whatever the players prefer.

ARMY RESTRICTIONS

The types and quantity of troops that armies can field is restricted by the territory they control. As the army's commander expands his territories he also expands his army, attracts heroes and wizards to his cause, acquires riches, and wins new magic items.

To start off with each player is restricted in his choice as follows:

GENERAL – Each army must be led by a General chosen from the Warhammer Armies army list. The General can be a wizard if the army list allows this.

STRATEGIC FEATURES – Such as bridges, roads and passes – limit access by your armies. To represent this, armies are chosen to 1,500 points and larger armies can only be assembled by taking control of bridges, roads and passes.

WIZARDS – Each army may have one level 1 wizard (or Runesmith in the case of Dwarfs) and cannot include any other wizards or Runesmiths unless the player's territory includes wizard's towers, sacred groves, shrines or temples.

CHARACTERS – The army may not include heroes, champions, or other non-wizard characters unless the player controls villages or towns.

MAGIC ITEMS – Each army can include one magic item worth up to 50 points. More magic items can be included if the player controls a source of income in the form of an appropriate territory such as a trade route, mine, treasure hoard or mysterious ruins.

WAR MACHINES – Each army can include up to one war machine or chariot and cannot include more unless the player controls forests to provide wood to build machines and fuel furnaces. A Lizardman player can count Stegadons and Salamanders as War Machines and so may take one as part of his War Machine entitlement.

LARGE MONSTERS – Each army can include up to 1 large monster and cannot include more unless the player controls mountains where such beasts live. Trolls, Ogres and other monsters which normally fight as regiments don't count for this purpose – Giants, Manticores, Dragons, Giant Eagles and such like do. A Lizardman player can count Stegadons and Salamanders as Large Monsters and so may take one as part of

his Large Monster entitlement.



"I claim Lordship of this land in the name of Ulthuan. Please depart my domain or I shall, with tears of regret, be obliged to employ crude methods of removal, much as it pains me to do so." Tetryon Elven Lord of Ulthuan.

"It was my destiny to come to this place, as it is yours to die here at my hand." Usallan the Horribly-Horned Champion of Chaos.



ALLIES – You cannot choose allies as part of your army. However, you are allowed to ally with other players as described later.

The players are now ready to start. Rather than simply allow players to fight each other as and when they please I've found that it's best to set periodic objectives which the players can compete for. So, each month, as Controller of our Thorskinson Island campaign, I'll be issuing a newsletter called the *Island Chronicle* which includes details about recent discoveries and rumours which the players will be invited to investigate. Players can choose to either follow-up a particular rumour or investigate a recent discovery, or simply continue to explore the island's dense interior. Each player can only pursue one of these options during a month. So, two players who choose to investigate rumours of a gold-strike on Mount

Black Thunder are likely to run into each other, and, of course, only the winner is going to discover if the rumours are true!

BE YOUR OWN BOSS OR JOIN US ON THORSKINSON'S ISLAND

Each month over the summer we'll be printing our campaign newsletter – the *Thorskinson Island Chronicle* – in *White Dwarf*. To go with this we'll explain how, as our Controller, I'll be organising battles for the various objectives described each month. The first newsletter and set of Controller's notes is printed in this issue of *White Dwarf*. If you want to organise your own campaign along exactly the same lines then use the newsletter and set of notes in each *White Dwarf* to create your own version of our campaign. The special rewards and discoveries associated with the first month's battles will be published in the second month, and so on each month. We've deliberately set the games up with monthly objectives so that readers of *White Dwarf* can literally fight their own Thorskinson's Island campaign.

Alternatively, you might fancy a go at a campaign of your own, in which case I hope that our newsletter will provide plenty of inspiration.

We'll be publishing a monthly newsletter because that's how often *White Dwarf* comes out. You might wish to adopt a more furious pace of action and have a newsletter every week or so. Obviously there's no need for a newsletter to be regular at all if you're organising your own campaign.

LATE-COMERS WELCOME

Although it's a good idea to have a core of players right from the start, anyone can join in later simply by rolling up three territories. The Controller can allot late-comers a landing zone or create a new one... remember that the map can be as conveniently unreliable as you like!

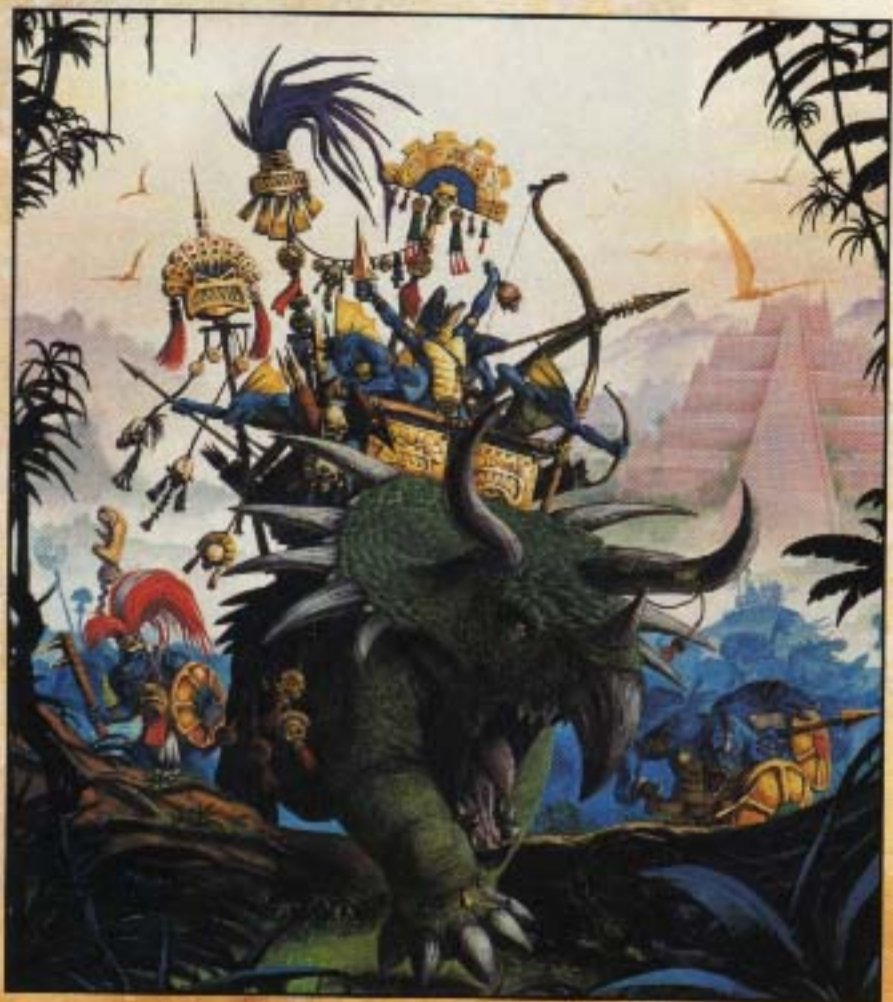


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GAMES WORKSHOP



COMING TO YOUR TOWN SOON!

Look out, the Games Workshop Roadshow is coming to your town! We're going to be setting up exciting battles of Warhammer and Warhammer 40,000 with loads of great terrain and painted models. All you need to do is turn up and play. See ya there!

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BATTLE TOUR DATES

JULY

- TAUNTON** Fri 25th Youth and Community Hall. Contact Krackers (tel 01823 335057).
- TRURO** Sat 26th Carrick Sports Hall. Contact Truro Micro (tel 01872 40043).
- TIVERTON** Mon 28th Youth Centre. Contact Wings and Wheels (tel 01884 242819).
- YEOVIL** Tues 29th Methodist Church Hall. Contact Collectors Centre (tel 01935 433739).
- WEYMOUTH** Wed 30th The Weymouth Pavilion. Contact Howleys (tel 01305 779255).

AUGUST

- WORTHING** Fri 1st Worthing High School. Contact K C Games. (tel 01903 237983).

- HASTINGS** Sat 2nd The Sessions Rooms. Contact Jade (tel 01424 433298).
- ASHFORD** Mon 4th The Masonic Hall. Contact Fantasy Workshop (tel 01233 621835).
- GRAVESEND** Tues 5th Emmanuel Baptist Church. Contact Stamp Centre (tel 01474 534166).
- HERTFORD** Wed 6th Red Cross Hall. Contact Marquee Models (tel 01992 504718).
- LETCHWORTH** Thurs 7th Plinston Hall. Contact Comics Unlimited (tel 01462 480018).
- WELWYN** Fri 8th TO BE CONFIRMED. Contact Toys Toys Toys (tel 01707 391319).
- LOWESTOFT** Sat 9th Lowestoft Library. Contact Toymaster Kingdom (tel 01502 565688).
- KINGS LYNN** Mon 11th Matchbox. Contact Matchbox (tel 01553 766576).
- GRIMSBY** Tues 12th Winter Gardens. Contact Hewins (tel 01472 347088).

- RICHMOND** Wed
- BISHOP AUCKLAND** Thur
- KIRKCALDY** Fri 15
- INVERNESS** Sat 16
- PERTH** Sun 17
- MORECAMBE** Mon 18
- HALIFAX** Tues 19
- TELFORD** Wed 20
- CREWE** Thurs 21

EPIC 40,000

GREEN STORM
RISINGBy Andy
Chambers......and Gavin
Thorpe

Glavius, Captain of the Second Company of the Imperial Fists Space Marine Chapter, listened with narrowed eyes as Captain Venatus reported in from the north.

"We are approaching quadrant Septa, no movement yet. Switching recon packs to maximum range, scanning on narrow point. Wait... We have something!"

The Recon Captain's voice was muted for a second as he switched to local frequency to issue an order. Then the comm-net came alive again.

"We have multiple signs ahead. Acquiring visual in three-zero seconds."

To Glavius, waiting in his command Land Raider, the half minute seemed to drag on for an eternity. The comm-net crackled with static and Venatus' voice echoed through the speakers.

"Orks! Some support weapons in the ruins ahead... Emperor's blood, there's more of them! Scanner is overloaded with signals. There's something really big ahead, requesting immediate aid."

At that moment a different tone sounded and another voice cut in.

"This is Princeps Jeddek of the Magna Invigilata. We have been monitoring your transmissions, and are plotting intercept course to help. Registering two large signals, probably Ork war engines. We'll hold them off until you arrive."

As soon as the Titan Princeps' message ended, Glavius hit the immediate attack signal, before issuing a stream of orders into the comm-mike.

"Force Glavius, rapid attack formation, set course for quadrant Septa, battle speed. This is Captain Glavius to Strike Force Falchion, despatch to target co-ordinates, execute strategy prima-five. Force Octavius, rendezvous with Force Venatus, approach through quadrant Sexta. Glavius out."

With his army set in motion, Glavius sat back in the command chair and whispered a brief prayer to his Primarch, Rogal Dorn. As the command Land Raider sped through the scorching desert a single thought passed through his mind.

"We must get there in time!"

PRE BATTLE PREPARATIONS

In our last Epic 40,000 battle report, back in issue 208, Jervis and Andy fought out an historical refight scenario from the Epic 40,000 Battles Book, *Gogard's Last Stand*. This time Andy and Gav agreed to fight out one of the battle scenarios, an *Escalating Engagement*. Andy baggied command of his favoured Orks whilst Gav elected to command an Army of the Imperium, mainly consisting of Imperial Fists Space Marines.

Gogard's Last Stand was meant as an introduction to the Epic 40,000 rules, so this time we haven't concentrated on the whys and wherefores of the rules as much. Instead we've let Gavin and Andy get on with explaining the thinking behind their army selection, planning and tactical successes and blunders.

DEPLOYMENT

In this battle two patrols clash and, as the battle heats up, more and more reinforcements are committed. Having chosen their armies as normal, both players must set up the lowest points value vehicle or infantry detachment in their force. This is the patrol. All the other detachments start in reserve, arriving in later turns.

The two patrols are set up on opposite corners of the board. They may deploy up to 90cm from the long table edge, and no closer than 150cm to the opposing deployment zone. Gav set up the terrain so it fell to Andy to choose a corner for his deployment zone. He opted for the north west. This meant Gav's deployment zone would be in the south east corner. Andy's cheapest detachment was Gornak's Shootaz, Gav's was the Land Speeders and Bikes of Force Venatus.



Having each picked a 2,000 point army, and after setting up the battlefield, it was necessary for the players to select objectives. In this scenario each player gets 1 objective for each 500 points in their force, so 4 each in a 2000 point battle. Gav chose a cleanse objective, a capture objective and 2 take and holds. Andy also chose a cleanse and a capture objective as well as a take and hold and a bunker. The exact positions of the objectives are shown on the map.

Before battle could commence both players were dealt 4 Fate cards each, with Gav then getting an extra card for having a slightly lower total points value than Andy. Finally both players added up their army morale, recording it on a Battle Tracker. The Orks started with 43, to the Imperium's 42. If either side's total became reduced to 0 then that army would be broken, and the battle lost.

Bunker objective
The Imperial Fists
lose 5 Army Morale
the Orks destroy it.

THE BATTLEFIELD

Cleanse objective. The Orks gain +1 army morale each turn if they stay in possession of it.

Capture objective. The Space Marines can either destroy this objective, reducing the Ork's morale, or capture it for a bonus to their own morale.

2 Take and Hold objectives. The Imperial Fists must hold these against Ork attacks, gaining an extra 1D3 army morale each turn for doing so.

Take and Hold objective. The Orks must take this to gain additional army morale.

Capture objective. The Orks can either destroy this objective to reduce the Imperial morale, or capture it for a bonus to their own morale.

Bunker objective. The Imperial Fists lose 5 Army Morale if the Orks destroy it.

Cleanse objective. The Imperial Fists gain +1 army morale each turn if they keep the Orks away from this objective.

THE ORK FORCE

Andy: I chose my army from pre-selected detachments which I've used in several battles before. The Great Gargants and the flyers were easy but I took some care in choosing which infantry and vehicle detachments to use. I felt it was important that they could sustain a lot of casualties before being reduced to half strength so I picked ones containing some extra cheap units like Gretchin, Boyz or Speed Freaks. I also tried to make sure that detachments could fight well



on their own because I knew there was a chance they might end up unsupported due to the random vagaries of reserves turning up. This meant that some of the highly specialised detachments I had in mind, like one which is comprised of a Warboss on a boar and ten units of Boarboyz, just weren't suitable. If a detachment like that ended up on its own against a longer ranged foe there would be little they could do but die. By using detachments with a variety of different units with different ranges, firepower and assault capabilities I could keep my options open, and keep Gav guessing about what the different detachments would do.

DA WARLORD UGSKRAGA

Ork Warlords have the unique advantage of being able to command the battle from a Gargant. For this battle Andy used a Great Gargant from his own Epic 40,000 army as Ork Warlord Ugskraga.

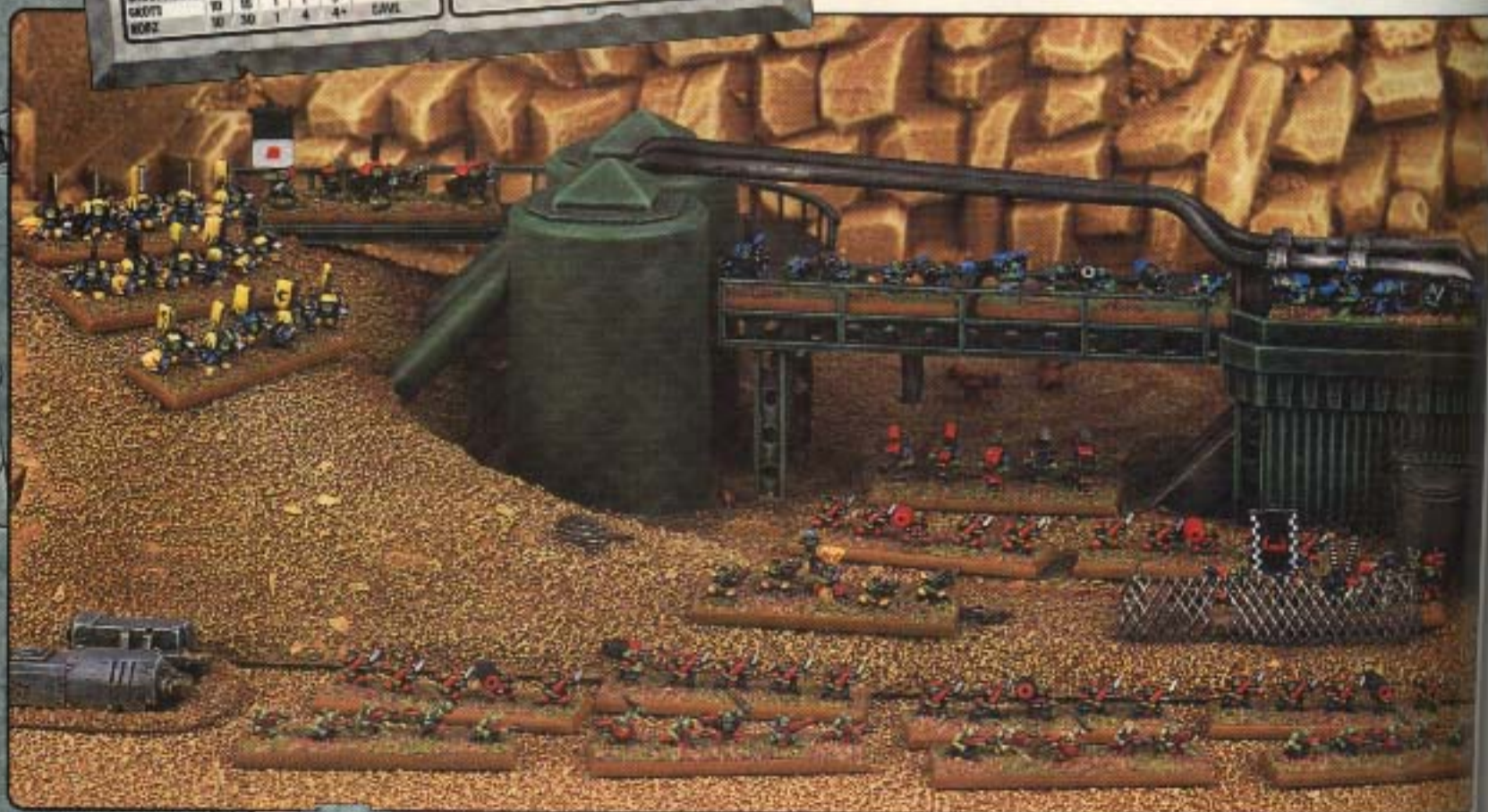
WAAAGH ARLUK		Epic 40,000	
WAAAGH ARLUK	30	REPAIRS: 10	
ONE WARBOSS	40	UNIT STRENGTH: 9	
SWIFT BA BART		MOVEMENT: 6	
WARBOSS ARLUK		UNIT FIREPOWER: 270	

UNIT STRENGTH		MOVEMENT	
1 BOYZ MOB (2 UNITS)	18	1	
2 BOYZ MOB (2 UNITS)	18	2	
3 BOYZ MOB (2 UNITS)	18	3	
4 BOYZ MOB (2 UNITS)	18	4	
5 BOYZ MOB (2 UNITS)	18	5	
6 GROTS MOB (4 UNITS)	34	6	
7 SHOOTY BOYZ MOB (2 UNITS)	34	7	
8 SHOOTY BOYZ MOB (2 UNITS)	34	8	
9 NOBZ MOB (2 UNITS)	28	9	
10 NOBZ MOB (2 UNITS)	28	10	

UNIT	STRENGTH	MOVEMENT	STRENGTH	MOVEMENT	STRENGTH	MOVEMENT
BOYZ	10	30	1	3	4+	
SHOOTY BOYZ	10	45	2	1	4+	
GROTS	10	15	1	1	3+	
NBZ	10	30	1	4	4+	CAWL

WAAAGH ARLUK

The core of an Ork army are the big footslogging warbands of Boyz. Waaagh Arluk, although slow is capable of either blasting the enemy (it can muster an impressive 26 firepower), or should they get close enough assaulting using the Nobz mobz in close combat, supported by the large numbers of Boyz and Gretchin.



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Epic 40,000	
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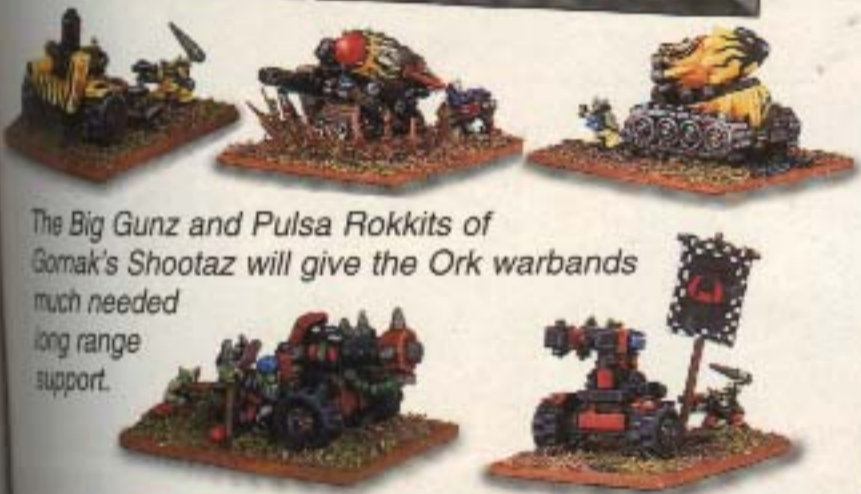
DA FIGHTA-BOMMERZ

Fighta-Bommerz are much maligned by Andy Kettlewell, but Andy still placed his faith in 2 detachments. The first detachment consists of 2 Fighta-Bommerz, and the second of 4 Fighta-Bommerz.



DA BIG STOMPA

DA FIGHTA-BOMMERZ		EPIC 40,000																																													
DETACHMENT NAME	GOMAK'S SHOOTAZ	POINT COST	40																																												
ATTACHMENT TYPE	BOBBY WARBAND	WARBAND POINTS	40																																												
COMMANDER	WARBAND BOSS	WARBAND POINTS	40																																												
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The Big Gunz and Pulsa Rokkitts of Gomak's Shootaz will give the Ork warbands much needed long range support.

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Waaagh Zagsnik will give the Ork army a fast moving detachment able to reach their objectives quickly.



THE IMPERIAL FISTS

Gav: Over the hundred or so battles we played whilst testing Epic 40,000 we assembled hundreds of different detachments and kept a record of them for future use. Some of them have proven to be, well, tactically unsound, but most of them have an illustrious history. Using this great tome of tactical knowledge I was able to select my detachments from a range of different possibilities. A couple were slightly modified in light of the models available (I would have preferred more Assault squads and fewer Terminators in Force Procyon) but using pre-selected detachments made the job of choosing the army much easier. I wanted a well-balanced force, with a combination of speed, resilience and hitting power and once I'd decided to focus on Space Marines the options were simple.

For speed I took Force Venatus, which could scream about at a startling pace, capturing objectives and generally interfering with the enemy's plans. I've always liked the idea of transporting troops with Thunderhawks, as this not only gives you a definite advantage in manoeuvrability (essential in Epic 40,000) but is also one of the classic Space Marine images. For my strongest detachments I took a flexible mix of Tactical and Devastator squads in Rhinos (plus some Land Raiders) in Force Glavius, and Force Octavius which had some serious firepower in the form of Land Raiders and Predators. Of course, for that real firepower monster you don't get much better than a Warlord Titan, armed in this case with three heavy weapon batteries (total of 24 firepower!) and a Death Ray for picking on any Gargants Andy brought along.

With that, I had my three ideals covered: Thunderhawks and Bikes for speed, tanks and a Titan for strength and a large Space Marine force for some serious staying power. All that was left was to see how they would fare.

FORCE VENATUS

Force Venatus is made up of 4 Land Speeders, supported by 8 Bikes, a Psyker and a Captain.

FORCE GLAVIUS

A quarter of the Imperial Fists army is in Force Glavius, a powerful mixed detachment of Space Marine infantry and armour.



Epic 40,000																																																								
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The armoured
Octavius. 3 P
Land Raiders
Imperial Fists
hard hitting fir

STRIKE FORCE FALCHION

Strike Force Falchion consists of 2 Thunderhawk Gunships. These are unique to the Space Marines, and give them the the ability drop from orbit and land wherever they are most needed on the battlefield.



FORCE PROCYON

Strike Force Falchion's primary mission will be to drop Force Procyon anywhere on the battlefield. Force Procyon consists of 2 Assault squads and 6 Terminator squads, led by a Captain and Epistolary Augusta, a psyker, to give the detachment an extra advantage in close combats and firefights.



The armoured might of Force Octavius. 3 Predators and 4 Land Raiders will provide the imperial Fists with mobile, hard hitting firepower.

DETAILS OF UNIT		EPIC 40,000	
UNIT NAME	FORCE OCTAVIUS	MOVEMENT TYPE	ARMOUR CLASS
TYPE	SPACE MARINE ARMOUR DETACHMENT	MOVEMENT	80
CHARACTER	LAND RAIDER PRIME	MOVEMENT SPEED	30
CONTROLLER		POW. STRENGTH	4
		MOVABLE SLOTS	5
		TOTAL POINT COST	248
REQUIREMENT: MAR. FORCE		REQUIREMENT: SUPPORT	
1 LAND RAIDER SQUADRON (3 UNITS)	105	1	
2 PREDATOR SQUADRON (3 UNITS)	81	2	
3		3	
4		4	
5		5	
6		6	
7		7	
8		8	
9		9	
10		10	
ARMOUR	30	8+	0
LAND RAIDER	20	45	2xAT 2
			8+



Magna Invigliata, with its three heavy weapon batteries and Death Ray, gives the Imperial army some serious firepower.





Gornak's Shootaz, the leading element of the Ork army, advance through the deserted ruins.

THE PLAN OF BATTLE

Gav: With Force Venatus as my initial detachment, I had some very fast troops. By placing two of my take and hold objectives close together at the start, I would hopefully be able to nab both at pretty much the same time. My Bikes and Land Speeders would roar forwards and grab those two objectives, which would start increasing my army morale before the battle had started. The Orks could not do anything similar so soon, so when the battle-proper started and we both began losing army morale my total would be falling from a much higher starting point.

While I was racking up the morale points the rest of my army would move forward to engage the Orks, trying to pick on one or two detachments at a time with my superior speed, rather than facing everything at once. The airborne Force Procyon would land behind the Ork army to achieve my capture objective and deny Andy his cleanse. They would also present enough of a threat to force Andy to re-direct some of his troops away from the main attack leaving the rest of my army with fewer foes to face.

TURN 1

With only 1 detachment each and nobody in range, the first turn unsurprisingly did not take long. Winning the initiative Gav decided to let the Orks move first. Pausing to decide whether to risk marching, Andy decided against it and Gornak's Shootaz assaulted instead, moving through the ruins and across the road. Force Venatus raced along the road, their speed increased by the road bonus, and reached the intersection. In the rally phase the Orks gained +1 to their army morale for their cleanse objective, as did the Imperial forces. Force Venatus was now also within 15cm of a take and hold objective, giving them an extra 1D3 army morale, with Gav rolling a 2. The army morale totals were now 44 to the Orks, compared to 45 for the Imperial army.

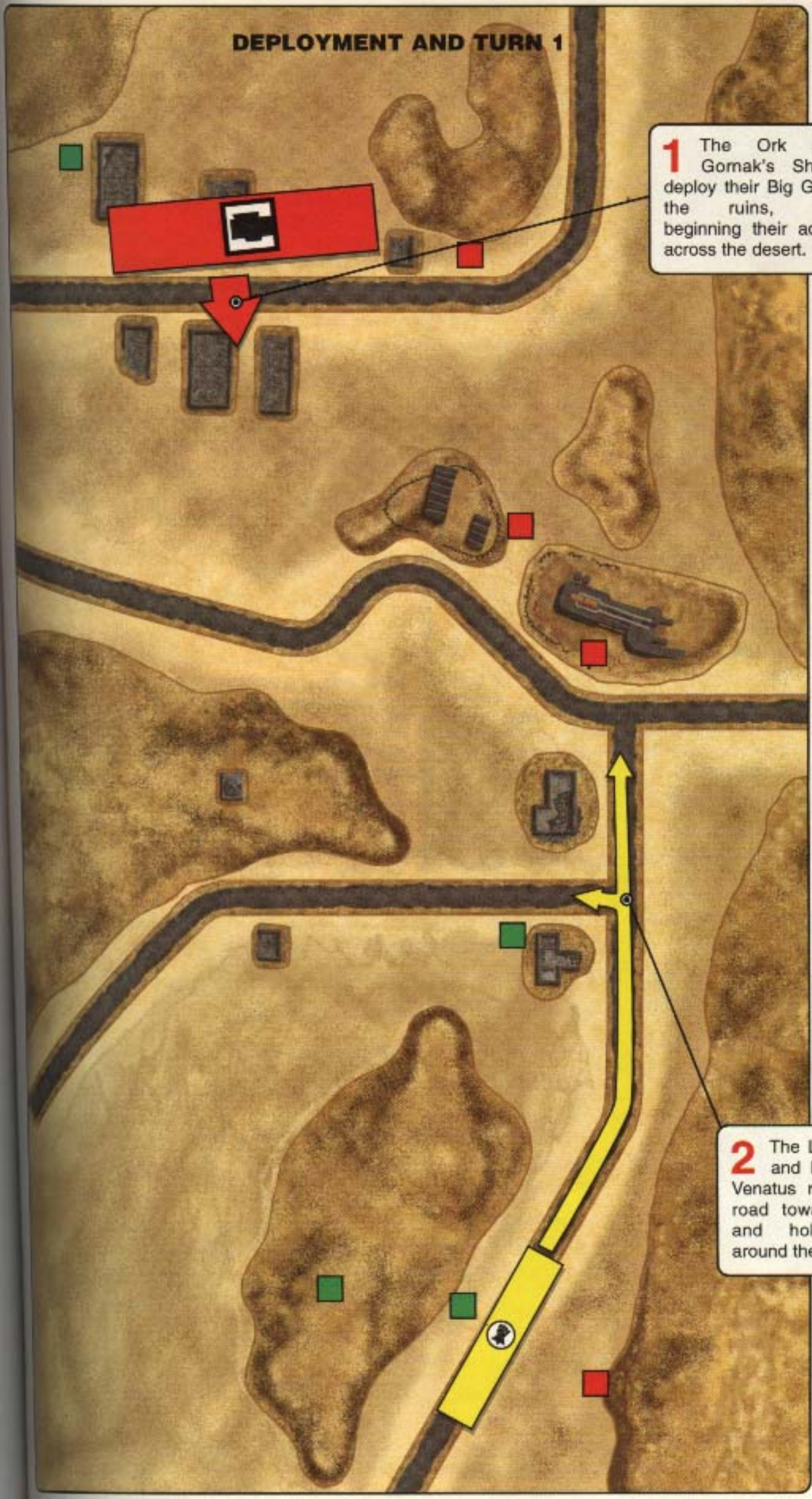


Meanwhile units from Force Venatus race to their take and hold objectives in the ruins.

DEPLOYMENT AND TURN 1

1 The Ork patrol, Gornak's Shootaz, deploy their Big Gunz in the ruins, before beginning their advance across the desert.

2 The Land Speeders and Bikes of Force Venatus race along the road towards the take and hold objectives around the refinery.



BOMBS AWAY!

Andy: Further to my comments on Ork Fighta-Bommer tactics, you'll notice that while their ground attack inflicted no casualties or blast markers it made the Space Marines scatter to avoid it. This is the kind of terror flying that Ork Fighta-Bommerz are great for. It's not particularly because they'll kill a lot of things, but rather because they force your opponent to worry about something which costs you next to no points (85 points in the case of the detachment of ground-attacking flyers).

DIVIDE AND SURVIVE

Gav: It is important not to bunch your troops up too much when there are enemy with barrage weapons within range – each unit covered by the barrage template adds 1 point of firepower to the attack. With the Ork Fighta-Bommerz on a ground attack mission Force Venatus looked vulnerable and I was, probably foolishly, counting on getting the initiative in the movement phase so they could disperse. Luckily I did get the initiative and I could execute my plan. By using assault orders, the Bikes and Land Speeders were able to disperse during their movement so that the Fighter-Bommerz' barrage would be less effective. Later on the detachment's second move in the assault phase allowed them to reform around my take and hold objectives. Since assault moves are made after the shooting phase, this is a viable tactic against any enemy barrages, not just Fighta-Bommerz. Of course, if you lose the initiative the Fighta-Bommerz would have a ripe target, as would any artillery firing with the special preparatory bombardment rules (which means they can fire in the movement phase).

TURN 2

Andy and Gav both rolled for the arrival of their detachments in reserve. With an outrageous set of dice rolls the entire Ork army arrived. Gav was not so lucky, with only the Warlord Titan responding this turn.

Andy chose a ground attack mission for his smaller detachment of flyers, putting the larger detachment on orders to intercept any Imperial Thunderhawks that tried to drop in behind the Ork lines.

On the ground Force Venatus sped into the refinery, whilst the Titan came striding down the hill.

The Fighta-Bommerz launched their ground attack, the 2 fliers dive-bombing the Bikes. Due to their short range they could only hit 1 Bike unit under the barrage template without risking snap fire, so their firepower was a miserable 2. Their bombs impacted harmlessly.

Meanwhile, the Kult of Speed tore across the desert on march orders, clearing the central hill. Andy used the *Forced March* Fate card on Waaagh Arluk, who assaulted forwards supported by both Gargants. The Big Gunz of Gornak's Shootaz moved forward again, preparing to open fire on the refinery.

In the shooting phase Gornak's Shootaz opened up at Force Venatus in the refinery and the 2 Bike units in range were destroyed by incoming shells and tractor beams, also placing a blast marker. A Palsa Rokkit span off wildly having no effect. Unfortunately the Space Marines had nothing in range to return fire with.

In the assault phase Force Venatus passed their leadership test and occupied the refinery in numbers, seizing both their take and hold objectives. Waaagh Arluk and both great Gargants surged forward again, but a long march still lay ahead of them.

In the rally phase Force Venatus lost their only blast marker, and the Imperial army gained +1 morale point for their cleanse objective and +2D3 for the 2 take and holds held by Force



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Force Procyon

Venatus. Gav rolled 5. The Imperial army now had a total of 51. The Orks gained +1 for their cleanse objective, giving them a total of 45.

TURN 3

This turn Strike Force Falchion arrived from Gav's reserves. Gav chose a transport mission for his Thunderhawks. Since the larger detachment of Fighta-Bommerz had not been needed on their intercept mission last turn, they were still available. They would intercept the incoming Thunderhawks this turn.

The Imperial forces won the initiative and let the Orks move first. Waaagh Arluk continued to roll forwards, with the Kult of Speed also going onto assault orders, heading for the bunker on the far hill. The Big Gunz went onto overwatch, now that they were in range of the refinery, and both the Gargants stomped forwards just behind the warband.

Meanwhile Force Venatus swung around, sending several units to intercept the Kult of Speed. Magna Invigilata pounded towards the road junction as fast as it could. Strike Force Falchion came screaming in from the southern board edge, 4 Fighta-Bommerz appearing on the Thunderhawks' tails. Missiles split the sky, autocannons blazed, but none could penetrate the Thunderhawks' armour. Both Thunderhawks returned fire, shooting down 1 of the Fighta-Bommerz. The Thunderhawks landed and Force Procyon disembarked, heading for the ruins behind the Ork lines. The Thunderhawks dusted off, firing with half their firepower at the Big Gunz before climbing back



Strike Force Falchion battles its way through Ork interceptors to deliver Force Procyon.

TO MARCH OR NOT TO MARCH

Andy: I really agonised about whether to march with my detachments when they arrived in order to push them further towards Gav's forces faster. In the end I used my *Forced March* Fate card to boost the speed on the biggest warband and settled for using assault orders to advance, with just the Kult of Speed heading off on march orders. This was a really wimpy cop out and if Gav hadn't been so crippled by his lack of forces I would have been regretting my decision a few turns later.

When to use march orders and when to just assault your way forward is one of the really tough calls in Epic 40,000. Assault orders mean your detachment gets to move in the movement phase and the assault phase, marching means they can move at triple speed in the movement phase. Assaulting is safer, and you still get to shoot (admittedly at half effect) and can launch assaults. Marching makes you much more vulnerable to enemy fire, stops you shooting back and leaves you at a serious disadvantage if the enemy moves into an assault or firefight. No contest, you might think, but you'd be wrong.

Marching has its value in situations where the enemy is still a long way off and you can use it to move forward and grab a position or move around enemy forces. If your foe can bring artillery or air strikes down on marching forces he can inflict heavy casualties on them. But you can turn this against him by drawing his attention away from the detachments you really don't want to get hit, dispersing marching formations or doing something even more clever. My march move with the Kult of Speed was intended to draw out the *Orbital Barrage* Fate card if Gav had it because I had the *Curses, Foiled Again* card so I could rebound it onto him. Gav didn't fall for this at the time, but it still enabled the Kult of Speed to advance quickly and threaten several objectives.



Force Procyon deploy from their Thunderhawk Gunships at the back of the Ork lines.



The Kult of Speed launch a lightning assault against Force Venatus.

into orbit to rearm. Their fire destroyed a Palsa Rokkit and a Shooty Boyz unit as well as placing a blast marker.

Next, Gav used his Fate cards to call down an *Orbital Barrage*, only for Andy to play *Curses Foiled Again*, stealing his card and using it on Force Venatus. The resulting fire destroyed a Bike unit and placed a blast marker. The Kult of Speed fired at Force Venatus, their shots killing another Bike unit and downing a Land Speeder.

Force Procyon fired from their cover at Gornak's Shootaz, hitting the nearest Boyz unit and placing a blast marker. Gornak's Shootaz returned fire, splitting their firepower between the Bikes around the refinery and Force Procyon behind them. Firing at the refinery they again destroyed both Bike units in range and placed a blast marker. Blasting away at Force Procyon they killed 2 squads who had not quite made it to cover and placed a blast marker as well. Gav had no more firing, so it fell to Waaagh Arluk to fire at Force Procyon. They hit and destroyed a Terminator squad and placed another blast marker.

But the Orks weren't finished yet! Da Big Stompa and Ugskraga's Great Gargant opened fire on Force Procyon, killing 2 Assault squads with their firepower and frying the Librarian with the Gaze of Gork. Fzap!

In the assault phase da Big Stompa wheeled round to face the Terminators, just managing to move into firefight range of 1 squad. The Kult of Speed swerved left and launched themselves into Force Venatus. Waaagh Arluk and the Warlord's Great Gargant charged on across the desert. In the firefight da Big Stompa's massive firepower broke the Terminators, forcing them to withdraw. They now had 6 blast markers.

The Kult of Speed raced into close combat with the lead units of Force Venatus, engaging a Bike squad and a Land Speeder. In the fight the Land Speeder and Bike unit were both destroyed as was a Scorcher. Defeated, the surviving units of Force Venatus withdrew back to the refinery with 5 blast markers.

In the rally phase both broken Space Marine detachments rallied. Gav managed to remove 8 out of 11 blast markers from the Imperial forces. Overall the Imperial army morale total had

AIRBORNE LANDINGS

Gav: An air assault is possibly one of the hardest plans to put into action. It requires timing and a good sense of purpose. My attack by Force Procyon divided the Orks as required, but probably too early. The plan was for the Assault squads and Terminators to achieve the capture objective and stop Andy's cleanse objective. However, I sent them in too soon and they just got panned by superior firepower. Even one turn may have made the difference as the Orks would have rumbled further away from their landing site and the division of the army would have been greater. Still, I had almost no reinforcements at the time and in the excitement of actually getting some troops I lost my head.

I also slightly misjudged how close I could get to the Orks. Normally it is better to land a fair distance from the enemy and then move into position. However, I decided that the cover offered by the buildings would be my best defence (the Orks would be rolling fewer dice and would need sixes to hit). However, after deducting 5cm from their movement for disembarking I found out that only the Assault units, with their jump packs, could get into cover and this left the detachment vulnerable to the Orks' mass of fire.

URNS 2 AND 3

1 The Ork army arrives en masse and a green wave begins to roll towards the Space Marines.

3 Strike Force Falchion blast through the Ork interceptors.

5 Despite their cover the isolated Force Procyon come under heavy fire from the Ork warbands and Great Gargants.

6 Force Venatus take and hold the refinery, despite incoming fire from Ork artillery. Some units move to intercept the Kult of Speed's flank attack.

4 Magna Invigilata is the first Imperial detachment to respond to Force Venatus' reports of an Ork attack.

CONCENTRATION OF FORCE

Andy: When I was thinking about tactics for this scenario I made myself a solemn promise to wait until all or nearly all of the Ork forces turned up before moving forward to engage the Space Marines. If things turned up in dribs and drabs and I just chucked them into the front line as they arrived my army would be quickly overwhelmed and destroyed. The fact that the big Ork warbands are relatively slow makes this even worse because they can't manoeuvre quickly enough to give each other support by concentrating their fire or launching combined assaults on the same opposing detachments. By concentrating my force together first, and then attacking I would have the Ork's superior numbers on my side.

In the event, all of the Orks turned up on turn 2 anyway in a flurry of lucky dice rolls. Nonetheless I still deployed them all at the same place to ensure they would stay concentrated together for the battle.

2 The Kult of Speed march move across the desert before assaulting the Imperial Pit Bikes and grabbing a take and hold objective.



End of turn 3 army morale

fallen to 43, due to broken detachments, but they still held 2 take and hold objectives. The Orks no longer held their cleanse objective, Force Procyon were now closer to it. The Kult of Speed were closest to their take and hold which raised the Orks' army morale to 46.

TURN 4

At the start of the turn Force Octavius arrived, roaring along the road from the south. Meanwhile the Ork wave assaulted forwards again, supported by the Warlord's Gargant. Da Big Stompa continued to pursue Force Procyon, taking dangerous terrain tests to push through the ruins. The Kult of Speed revved their engines and screeched off towards the bunker. Reacting to the Ork's attack Force Procyon passed a leadership test to set overwatch, determined to make da Big Stompa pay for their fallen brethren. Force Venatus secured the 2 take and hold objectives, still bravely hanging on and waiting for support.

Far to the south the Kult of Speed's Speedstas locked onto the bunker, their Death Rays easily vapourising it. Meanwhile a hail of accurate fire from the Terminators destroyed 5 of da Big Stompa's 8 shields. Firmly ensconced in cover the Terminators proved harder to damage. Gornak's Shootaz could do no damage, and the combined fire of both Great Gargants only killed 1 Terminator squad and the Captain. Da Big Stompa hadn't finished yet though, it ground forward into firefight range, breaking them with its overwhelming firepower and forcing the Terminators to withdraw from their cover. The blast markers were rapidly building up, they now had 8.

Magna Invigilata was finally in range of the Kult of Speed. Its 24 firepower from its 3 heavy weapon batteries, combined with its Death Ray shot, destroyed 3 Buggies and a Speedsta, and placed 4 blast markers.

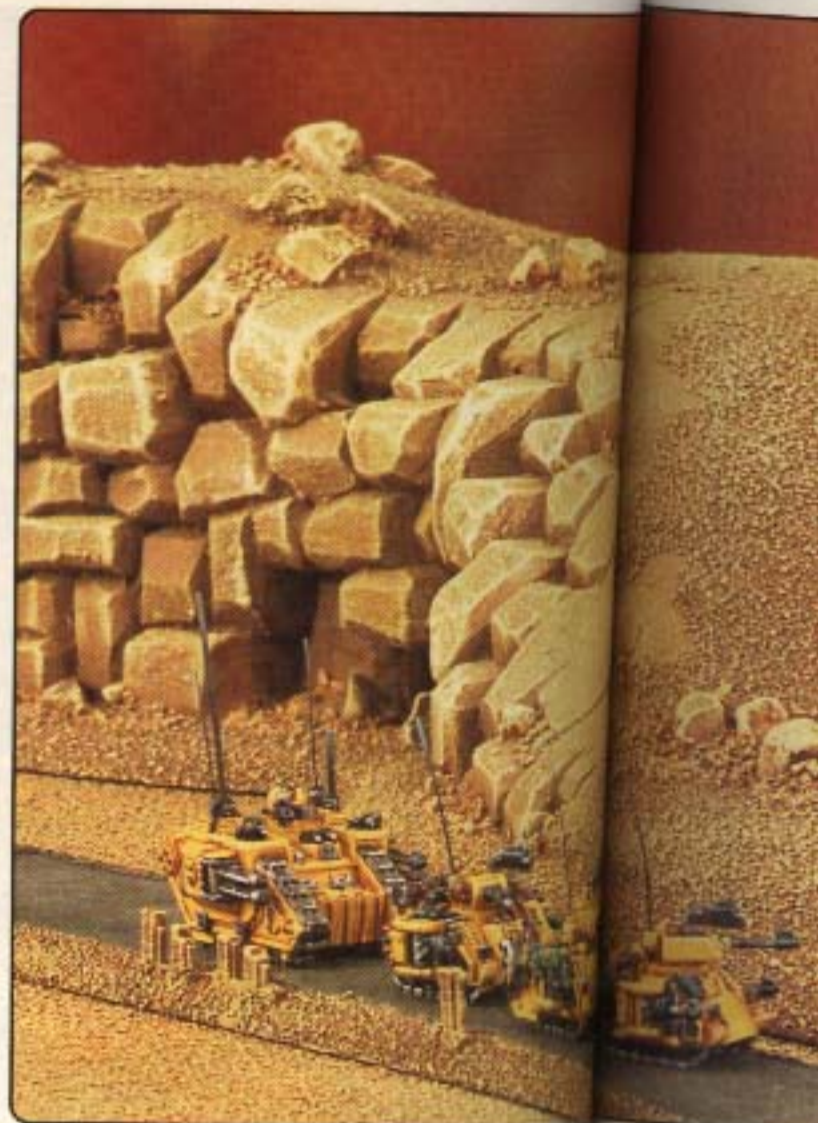
Force Octavius powered up the hill and into a firefight with the Kult of Speed, who turned and fled before the Space Marine armoured attack. Around the refinery Force Venatus fought bravely as the Orks closed in, the Librarian unleashing a *Psychic Blast* at the Great Gargant, reducing it to 11 shields and placing a blast marker. Not enough to worry its commander though!

After removing blast markers, including Gav using the *Divine Inspiration* Fate card on Force Procyon, and adding morale bonuses for objectives the Orks remained on 46 whilst the Imperial army dropped to 34.

TURN 5

Much to Gav's relief Force Glavius finally arrived, but with the Orks already closing in it seemed they would be too late to make an impact, even if they marched. Force Glavius' Scouts used their extra 30cm move and additional command radius to form a screen to cover the rest of the detachment's rapid advance.

Force Procyon, still broken and being pursued by the Great Gargant, withdrew again. Rearmed and refuelled Strike Force Falchion launched a ground attack at Waaagh Artuk. As the gunships dropped from orbit Ork Fighta-Bommerz were soon on their tails again. This time one Thunderhawk was forced to abandon its attack run after a hit from an Ork missile, but the other blasted through, its fire raking the warband below, killing a Boyz unit and the Weirdboy, and



End of turn 4
army morale

MAINTENANCE OF AIM

Andy: Having mustered the Orks together the next thing was to keep them together by choosing a plan of action and sticking with it. Aiming to achieve something is vital if you don't want your army to end up milling around and reacting to the enemy's moves. You should be dictating the action and forcing the enemy to rectify things – this is why you need a plan and once you've got one you should try to carry it through. This is especially true in Epic 40,000 because you have to control the urge to send your army off doing six different things at once and ensure that detachments support each other.

My plan was very unsubtle (as befits Orks): move up to kick the Space Marines off their two take and hold objectives and crush anything that got in the way. Once sitting on Gav's two objectives I would grab my own take and hold objective before advancing on the capture and cleanse and bunker objectives (if there was enough time, which seemed unlikely). Even sending the Kult of Speed off over the ridge was intended as a distraction (to keep Gav's mind at least slightly off the main attack) and a potential flanking manoeuvre to bottle up the Space Marine Bikes and prevent them escaping the main attack.

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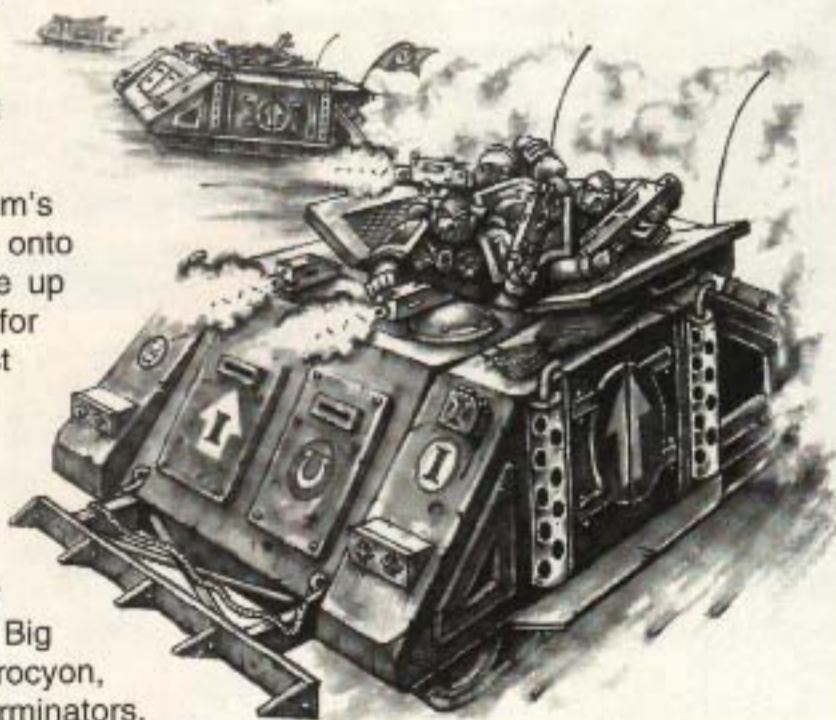
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The Kult of Speed attack the Imperial Fists' Bunker.

placing a blast marker. Force Octavius assaulted over the hill, into range of the Kult of Speed. Magna Inviligata turned and closed into range of the advancing Ork wave.

The Orks responded to the Imperium's moves with the Kult of Speed going onto overwatch, (actually Andy couldn't make up his mind what to do so he rolled a dice for them!). They passed a leadership test first, and sighted-in on the approaching Force Octavius. Faced by the Titan, Waaagh Arluk also went onto overwatch. Ugskraga's Great Gargant turned to face off the Warlord Titan, and Gornak's Shootaz continued their slow advance towards the refinery. Da Big Stompa mercilessly pursued Force Procyon, determined to wipe out the remaining Terminators.



DON'T LET THE ENEMY OFF THE HOOK

Andy: Once you've blasted and assaulted an enemy detachment until it is reeling back under a mass of blast markers, like the Terminators or the Bikes in this battle, don't let them off the hook. What I mean is ensure that one of your detachments harries them relentlessly. It's all too easy to ignore a detachment which has been reduced below half strength in favour of another detachment which will reduce the opponent's army morale further after being ravaged by your triumphant forces. One reason for this is that even a half strength detachment can still rally and return to cause you tremendous grief, but there are more sinister reasons to finish the job properly as well.

The thing is, all those blast markers you've piled up on your erstwhile victims reduce your enemy's morale as well. By keeping the pressure up you can ensure they can't remove enough blast markers to prevent their army morale dropping further. Even better, if you can wipe out a detachment while it has a mass of blast markers on it they are immediately deducted from the enemies' army morale, which can cause a spectacular drop in a single turn. This is why I continued to pursue Gav's Terminators with Big Stompa once they had been driven back, I knew that by continuing to batter them I could keep on battering Gav's army morale as well.

URNS 4 AND 5

1 Force Procyon are mercilessly pursued by da Big Stompa. Lacking the firepower to stop the Great Gargant they are annihilated.

2 The Ork wave rolls on with little resistance.

4 Force Venatus die to a man defending the take and hold objectives.

3 The Kult of Speed destroy the bunker and withdraw before devastating Force Octavius in a hail of fire.

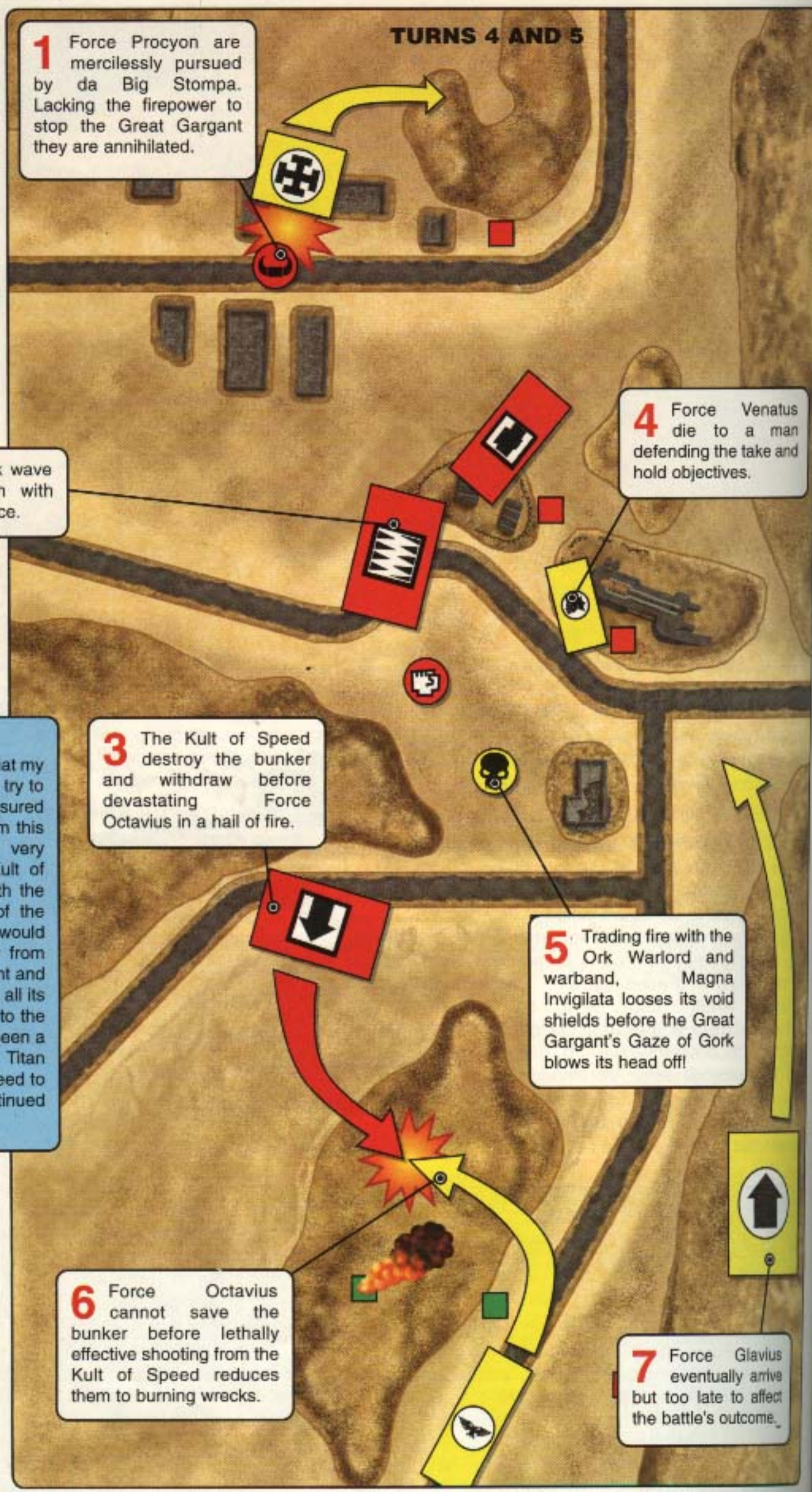
5 Trading fire with the Ork Warlord and warband, Magna Invigilata loses its void shields before the Great Gargant's Gaze of Gork blows its head off!

6 Force Octavius cannot save the bunker before lethally effective shooting from the Kult of Speed reduces them to burning wrecks.

7 Force Glavius eventually arrive but too late to affect the battle's outcome.

NO DISTRACTIONS

Gav: Once I had decided that my Warlord Titan was going to try to stem the Ork advance, I ensured that I was not diverted from this course of action. It was very tempting to pursue the Kult of Speed and grind them with the heavy weapon batteries of the Magna Invigilata but this would have meant turning away from the Warlord's Great Gargant and the Ork foot warband. With all its weapons having a fire arc to the front, this would not have been a favourable position for the Titan and so I left the Kult of Speed to Force Octavius and continued with the plan I had set.



Force Oct

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Force Octavius crest the hill to find the Kult of Speed waiting on Overwatch.

Winning the initiative the Kult of Speed opened fire, with devastating accuracy (and big dice rolls). They destroyed 3 Predators and 2 Land Raiders, and placed a blast marker, leaving just 2 Land Raiders in Force Octavius. Waaagh Arluk hammered the Magna Inviligata, reducing it to just 1 void shield and placing a blast marker. Next, the Big Gunz of Gornak's Shootaz launched a hail of fire at the refinery, ruthlessly wiping out the remains of Force Venatus. Now came the turn of the war engines.

Far to the north da Big Stompa again fired its entire arsenal at the remaining Terminators, easily wiping them out in a torrent of shells, Death Ray and Mega Cannon shots.

Magna Inviligata fired everything at Ugskraga's Great Gargant, destroying 7 shields and placing 4 blast markers, but doing no damage to the war engine itself. The Gargant immediately returned fire, its weapon batteries destroying the last void shield before its Gaze of Gork blasted the Warlord. Zap, it scored a hit, and the automatic critical roll came up a double 6, catastrophic damage! The gaze blew the Titan's head clean off, destroying it instantly! Ka-boom!

In the assault phase Gav launched one last desperate attack. The remaining Land Raiders of Force Octavius bravely drove forward into a firefight with the Kult of Speed, but being out-numbered and out-gunned they were driven off, despite using a Counter Attack Fate card for the reroll. Another Land Raider was destroyed in the attack, leaving just a single survivor.

It was now the rally phase. The Imperium's morale had already been drastically reduced by the blast markers removed when Force Venatus, Force Procyon and Magna Inviligata had been wiped out (blast markers on a detachment when it is wiped out immediately come off your army morale total). A massive 14 in this case. On top of this came the remaining blast markers and lost morale for broken detachments, leaving the Imperium with just 3 army morale points left. The Orks remained on 46. The battlefield was a sorry sight for the forces of the Emperor: only Force Glavius left in a condition to fight and the entire Ork army, including 2 undamaged Great Gargants all arrayed against them. Gav conceded, realising that a sixth turn could not save him. The battle had ended in disaster and defeat for the Imperial Fists.

DON'T OUTSTAY YOUR WELCOME

Andy: Once a detachment engages the enemy and starts to suffer casualties it can be very tempting to hunker down, go into overwatch and simply try to take as many opponents with you as possible. Sometimes this can be unexpectedly successful, especially when the enemy doesn't have that big a superiority in numbers and you get lucky. However there are many situations where this kind of approach is just like signing a death warrant for your own men, the enemy is overwhelmingly superior and will crush you if you hang around to get crushed.

A good examples of this was the kult of speed when it was attacked by the Warlord Titan, or the Terminators being attacked by da Big Stompa. In these situations there is no shame in running away to fight another day, even using march orders to move off as quickly as possible and get out of harms way. This sort of tactical retreat means that you keep a detachment of your army alive which would otherwise be destroyed, an element which can continue to be a thorn in the enemy's side in future turns. You also don't suffer a massive drop in army morale for all the blast markers such beleaguered detachments accumulate and you may leave some of your opponent's units with nothing to shoot at!



End of turn 5 army morale

AFTERMATH OF BATTLE

PATIENCE IS ITS OWN REWARD

Gav: I lost this battle because of dice rolls – good ones for Andy, mainly bad ones for me. However, I needn't have lost if I had used my brain a bit more. Rather than taking our respective good and bad luck when rolling for reserves into account, I persisted with my original plan. I failed to adapt to the new situation and this lost me the battle. Dice rolls alone will never win you or lose you a battle, they just magnify your own brilliance or incompetence! If I had waited a bit more, especially with Force Procyon, I could have mustered a force capable of taking on the Orks.

Although the Bikes did well to survive so long, and contributed marvellously to my army morale until they were wiped out, they should have retreated before the Ork advance. Combined with the Warlord Titan and armoured column this would have given me a battle-worthy force who could then counter-attack, preferably with a strike from Force Procyon from behind to split Andy's attention and make him fight on two fronts. With that said, I would still have to be careful not to just line up and take the Orks head-on – that's the kind of stand-up fight they love and you should never give your opponent the type of battle he wants.

SUPPORT, SUPPORT, SUPPORT

As big and mean as they are, war engines still need friends. Andy's extremely fluky dice rolling aside, the Magna Invigilata was asking for a kicking by facing off against the Warlord's Great Gargant and a massive warband at the same time without any troops to help it out. Even if the Warlord Titan had survived, it was still in the sticky situation of facing a



firefight or assault from a superior number of troops and if it survived that the next turn the Orks could go onto overwatch and just hurl a helluva lot of damage my way. If I had waited with Force Procyon they could have deployed in support of the Titan and either helped with stripping the Great Gargant's power fields (and placing more blast markers) or aided in a firefight or assault. Alternatively, Magna Invigilata should have awaited the arrival of Force Glavius before confronting the rumbling Ork menace. This would have evened the odds a great deal!

EVERY CLOUD HAS A SILVER LINING

Writing a battle report is good, because it ensures that you look at your tactics during the battle and analyse where you went wrong and how your plans can be improved. As usual, it is easier to learn more from a defeat than a victory, if only because it shows there's more room for improvement! However, never look on a defeat with a totally negative perspective. As well as studying the failings of your tactics and their

"I DON'T BELIEVE IT!"

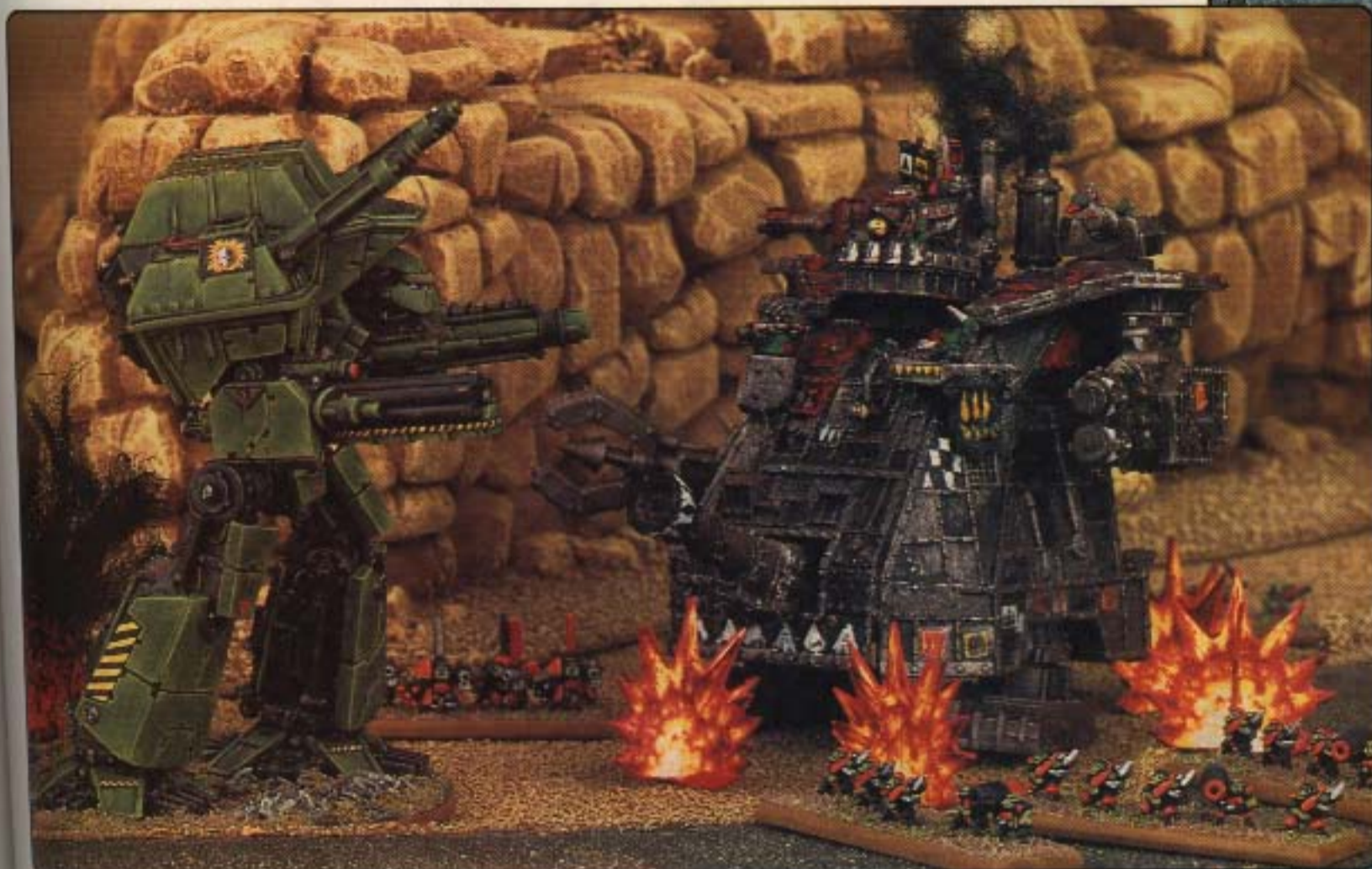


Andy finds a mistake.

Noooooooooooooooooo, no. No, NO. Gremlins, gremlins everywhere! What have I done to deserve this?! Can you believe it? There are actually some errors in Epic 40,000. Ugly, offensive irritating, confusing mistakes. I hate mistakes, errors, bloopers, bugs, gremlins, with a passion. I spend half my life hunting down the little gribbers but some always seem to escape (and breed in dark corners. I'm sure of it). Having worked for many years writing and publishing rules I'm used to the idea that in a game containing literally thousands of pieces of information some of them will be wrong or missed out, but it still makes my blood boil every time it happens.

Anyway, Epic 40,000 is surprisingly clean overall, and the bugs aren't the size of Volkswagens either, they're quite discreet ones and nothing that stops the game working. Nonetheless, I was eventually "persuaded" by Jervis to come clean and admit there are some tiny little problems. So you (yes you) can help by spreading the answer to anybody you know who plays Epic 40,000. OK here goes.

Firstly the rules don't properly explain the effects of blast markers on firing with super heavy weapons. It works like this. Each super heavy weapon has the equivalent of 1 firepower, and each blast marker will reduce the firepower of a detachment by one. This means that a detachment which only has super heavy weapons (Land Raiders for example) will lose one super heavy



Warlord to Warlord. The massive war engines face off, pouring their full firepower into each other.

execution, try to work out what things you did right. You can learn from your mistakes, but you can also learn a great deal about your success. By evolving in this way your tactics and battles will always improve (*here endeth the lesson – Ed*).

WAAAGH ORK! WAAAGH ORK! WAAAGH ORK!

Andy: When Gav's Titan got vaped we both knew it was all over. Even the powerful Space Marine detachment desperately trying to get into the front line would make no difference now. No Ork detachments were at half strength, the casualties I had taken were scattered liberally through the force, with the Kult of Speed looking the most dilapidated. So what went right for me and wrong for Gav? Gav was in trouble from the moment I got my army into play and he only got one detachment from reserve. The situation that I had dreaded had been reversed and now Gav ended up feeding me his forces piecemeal.

While I can't fault Gav's determination and aggression I fear he became obsessed with trying to stabilise the situation by throwing each fresh detachment into combat immediately. I think he would have been better off waiting and building up his strength while my Orks made the long trudge across the table to come and get him. Having said that, Gav's control of the objectives was better than mine and with more forces I suspect he could have seriously inconvenienced me.

Each Ork shot for each blast marker on the detachment. If a detachment includes super heavy weapons and ordinary firepower the owning player can decide to deduct the effects of any blast markers from the firepower first.

Secondly, some of the example detachments in the armies book have got the wrong points values for HQs – specifically the Solar and Chaos detachments which should be 90 and 57 respectively. Naturally this has confused quite a few players but the answer is pleasantly straightforward. In all cases the points values shown on the detachment lists are correct and it's just the examples that are wrong (I hate that).

Thirdly, it isn't explained what happens if a unit is given both the *Heavy Weapons* and *Assault* upgrades. Add the following to the end of the *Assault* special ability: "If combined with the *Heavy Weapon* special ability, change the range to 45cm and add the firepower, but halve the unit's assault value before adding +1"

Fourthly, the Nurgle Daemon Engine is noted as costing 31 and 45 points, its actual value is 31 points.

Fifthly, Rough Riders do have the *Assault* special ability, this has been missed off the Imperial Guard summary table.

Sixthly, the Tyranid army list refers to choices of broods being "One Termagant Brood" or "One Lictor Brood" and so on. This doesn't mean that Tyranid detachments are limited to having one of each type of brood, it's just a boo-boo.

That's it, all of these will be properly corrected in the books the first time we reprint them (which is about now actually), and if you haven't already got Epic 40,000 you'll probably never notice the difference. And next time we'll stamp them all out...

SISTERS OF BATTLE™

SISTERS OF BATTLE



SISTER SUPERIOR WITH
SWORD AND BOLTER
010800402



SISTER OF BATTLE 1
010800403



SISTER OF BATTLE 2
010800404



SISTER OF BATTLE 3
010800405



SISTER OF BATTLE 4
010800407



SISTER OF BATTLE WITH FLAMER
010800406



SISTERS OF BATTLE BACKPACK
010800401



A COMPLETE SISTER OF BATTLE
CONSISTS OF:
1 x SISTER OF BATTLE
1 x SISTERS OF BATTLE BACKPACK



SISTERS OF BATTLE SQUAD



Designed by Jes Goodwin

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.
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HIGH ELVES

HIGH ELF TIRANOC CHARIOT



HIGH ELF TIRANOC CHARIOT
BASE
021004803



HIGH ELF TIRANOC CHARIOT
BOWMAN
021004802



HIGH ELF TIRANOC CHARIOT
SPEARMAN
021004801



HIGH ELF TIRANOC CHARIOT
YOKE
021004809



HIGH ELF TIRANOC CHARIOT
FRONT
021004806



HIGH ELF TIRANOC CHARIOT
LEFT SIDE
021004804



HIGH ELF TIRANOC CHARIOT
RIGHT SIDE
021004805

HIGH ELF TIRANOC CHARIOT
ACCESSORY SPRUE
021004807



BANNER POLE



BOW AND
QUIVER



QUIVER



HIGH ELF TIRANOC CHARIOT HAFT
021004808

A COMPLETE HIGH ELF TIRANOC CHARIOT CONSISTS OF:

- 1 x HIGH ELF TIRANOC CHARIOT BASE
- 1 x HIGH ELF TIRANOC CHARIOT BOWMAN
- 1 x HIGH ELF TIRANOC CHARIOT SPEARMAN
- 1 x HIGH ELF TIRANOC CHARIOT FRONT
- 1 x HIGH ELF TIRANOC CHARIOT LEFT SIDE
- 1 x HIGH ELF TIRANOC CHARIOT RIGHT SIDE
- 1 x HIGH ELF TIRANOC CHARIOT YOKE
- 1 x HIGH ELF TIRANOC CHARIOT HAFT
- 1 x HIGH ELF TIRANOC CHARIOT ACCESSORY SPRUE
- 2 x PLASTIC ELVEN STEEDS
- 2 x PLASTIC SPOKED WHEELS



HIGH ELF TIRANOC CHARIOT



Designed by Gary Morley and Norman Swales

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HIGH ELVES

KORHIL, HUNTER CAPTAIN OF THE WHITE LIONS

A COMPLETE KORHIL, HUNTER CAPTAIN OF THE WHITE LIONS CONSISTS OF:
 1 x KORHIL'S BODY
 1 x KORHIL'S AXE
 1 x KORHIL'S CLOAK



KORHIL'S BODY
021004701



KORHIL'S CLOAK
021004703



KORHIL'S AXE
021004702



KORHIL, HUNTER CAPTAIN OF THE WHITE LIONS

WHITE LIONS OF CHRACE COMMAND GROUP



WHITE LIONS OF CHRACE CHAMPION
021004401



WHITE LIONS OF CHRACE STANDARD TOP
021004502



WHITE LIONS OF CHRACE STANDARD BEARER



WHITE LIONS OF CHRACE HORN BLOWER
021004503



WHITE LIONS OF CHRACE STANDARD BEARER BODY
021004501

A COMPLETE WHITE LIONS OF CHRACE STANDARD BEARER CONSISTS OF:
 1 x WHITE LIONS OF CHRACE STANDARD BEARER BODY
 1 x WHITE LIONS OF CHRACE STANDARD TOP

WHITE LIONS OF CHRACE



WHITE LION OF CHRACE 1
021004001



WHITE LION OF CHRACE 2
021004002



WHITE LION OF CHRACE 3
021004003



WHITE LION OF CHRACE 4
021004004



WHITE LION OF CHRACE 5
021004005



WHITE LION OF CHRACE 6
021004006



WHITE LION OF CHRACE 7
021004007



WHITE LION OF CHRACE 8
021004008

Designed by Gary Morley

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BRETONNIA

MOUNTED SQUIRE COMMAND



**MOUNTED SQUIRE
CHAMPION**
020303401



**MOUNTED SQUIRE
HORN BLOWER**
020303601



**MOUNTED SQUIRE
STANDARD BEARER**
020303501



MOUNTED SQUIRE CHAMPION



FIGHTER SHIELD SPRUE
101635

A COMPLETE MOUNTED SQUIRE
COMMAND CONSISTS OF:
1 x MOUNTED SQUIRE COMMAND
1 x PLASTIC HORSE
1 x FIGHTER SHIELD SPRUE



GRAIL KNIGHT HERO ON FOOT



GRAIL KNIGHT HERO
020303201



**GRAIL KNIGHT HERO
SHIELD**
020303202

A COMPLETE GRAIL KNIGHT HERO
ON FOOT CONSISTS OF:
1 x GRAIL KNIGHT HERO
1 x GRAIL KNIGHT HERO SHIELD

Michael originally designed this model to represent the Holy Knight from the Circle of Blood Campaign Pack, however it can equally well be used as a Grail Knight Hero in any Bretonnian army.



GRAIL KNIGHT HERO

BRETONNIA

MOUNTED SQUIRES



MOUNTED SQUIRE 1
020303301



MOUNTED SQUIRE 2
020303302



MOUNTED SQUIRE 3
020303303



MOUNTED SQUIRE 4
020303304



MOUNTED SQUIRE 5
020303305



MOUNTED SQUIRE 6
020303306



MOUNTED SQUIRE 7
020303307



MOUNTED SQUIRE 8
020303308



MOUNTED SQUIRE 9
020303309



MOUNTED SQUIRE 10
020303310



MOUNTED SQUIRE 11
020303311



MOUNTED SQUIRE 12
020303312



MOUNTED SQUIRE 13
020303313



MOUNTED SQUIRE 14
020303314



MOUNTED SQUIRE 15
020303315



MOUNTED SQUIRE
SPEAR ARM 1
020303316



MOUNTED SQUIRE
SPEAR ARM 2
020303317

A COMPLETE MOUNTED SQUIRE
CONSISTS OF:
1 x MOUNTED SQUIRE
1 x MOUNTED SQUIRE SPEAR ARM
1 x PLASTIC HORSE
1 x FIGHTER SHIELD SPRUE



BRETONNIAN MOUNTED SQUIRE



Designed by Alan Perry

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.
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UNDEAD

WIGHT LORD



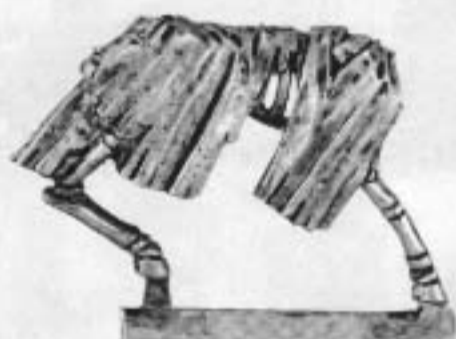
WIGHT LORD SKELETON STEED LEFT SIDE
020702903



WIGHT LORD
020702901



WIGHT LORD



WIGHT LORD SKELETON STEED RIGHT SIDE
020702904



WIGHT LORD SHIELD
020702902

Aly originally designed this model to represent the Dark Knight from the Circle of Blood Campaign Pack, however it can equally well be used as a Wight Lord in any Undead army.

A COMPLETE WIGHT LORD
CONSISTS OF:
1 x WIGHT LORD
1 x WIGHT LORD SHIELD
1 x WIGHT LORD SKELETON STEED
LEFT SIDE
1 x WIGHT LORD SKELETON STEED
RIGHT SIDE

Designed by Aly Morrison



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VAMP

BAT S



BAT 1
0207031



BAT 4
020703104

Vampir
Not

UNDEAD

VAMPIRE LORD



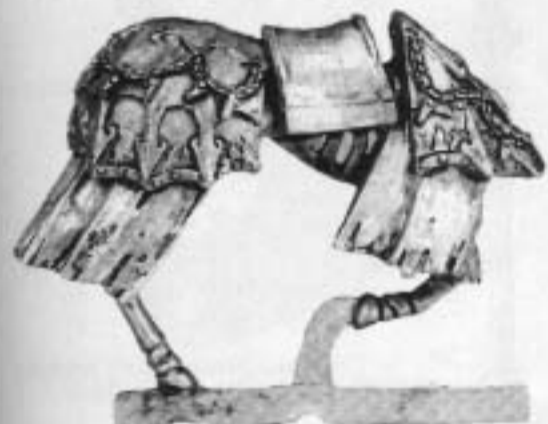
VAMPIRE LORD SKELETON STEED LEFT SIDE
020702803



VAMPIRE LORD
020702801



VAMPIRE LORD



VAMPIRE LORD SKELETON STEED RIGHT SIDE
020702804



VAMPIRE LORD CLOAK
020702802

A COMPLETE VAMPIRE LORD CONSISTS OF:
1 x VAMPIRE LORD
1 x VAMPIRE LORD CLOAK
1 x VAMPIRE LORD SKELETON STEED LEFT SIDE
1 x VAMPIRE LORD SKELETON STEED RIGHT SIDE

Aly originally designed this model to represent the Red Duke from the Circle of Blood Campaign Pack, however it can equally well be used as a general in any Undead army.

BAT SWARM



BAT 1
020703101



BAT 2
020703102



BAT 3
020703103



BAT 4
020703104



BAT 5
020703105

A Bat Swarm consists of any 5 Bats supplied with a 40mm Monster Base

WRAITH CHAMPION



WRAITH CHAMPION
020703001

Aly originally designed this model to represent the Banshee from the Circle of Blood Campaign Pack, however it can equally well be used as a Wraith Champion in any Undead army.

Vampire Lord and Wraith Champion designed by Aly Morrison, Bat Swarm designed by Trish Morrison

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UNDEAD

WIGHTS ON SKELETON STEEDS



MOUNTED WIGHT BODY 1
020702701



MOUNTED WIGHT BODY 2
020702702



MOUNTED WIGHT BODY 3
020702703



MOUNTED WIGHT BODY 4
020702704



MOUNTED WIGHT SPEAR 1
020702705



MOUNTED WIGHT SPEAR 2
020702706



MOUNTED WIGHT SPEAR 3
020702707



MOUNTED WIGHT SPEAR 4
020702708



MOUNTED WIGHT SHIELD 1
020702709



MOUNTED WIGHT SHIELD 2
020702710



MOUNTED WIGHT SWORD
020702711

A COMPLETE MOUNTED WIGHT CONSISTS OF:

- 1 x MOUNTED WIGHT BODY
- 1 x MOUNTED WIGHT SPEAR
- 1 x MOUNTED WIGHT SHIELD
- 1 x MOUNTED WIGHT SWORD
- 1 x PLASTIC SKELETON STEED



WIGHTS ON SKELETON STEEDS

Designed by Aly Morrison

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ORK SPEEDSTAS



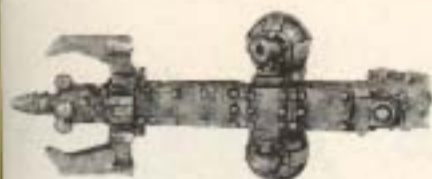
ORK SPEEDSTA CHASSIS 1
030300902



ORK SPEEDSTA CHASSIS 2
030300905



ORK SPEEDSTA CHASSIS 3
030300907



ORK SPEEDSTA LIFTA DROPPA
030300903



ORK SPEEDSTA DEATH RAY
030300908



ORK SPEEDSTA WITH LIFTA DROPPA

A COMPLETE ORK SPEEDSTA
CONSISTS OF:
1 x ORK SPEEDSTA CHASSIS
1 x ORK SPEEDSTA WEAPON



ORK FIGHTA-BOMMERZ



ORK FIGHTA-BOMMER 1
030300701



ORK FIGHTA-BOMMER 2
030300703



ORK FIGHTA-BOMMER 3
030300705

ORK FIGHTA-BOMMER
MISSILE SPRUE
030300707



MISSILES



ORK FIGHTA-BOMMER
WINGS 1
030300702



ORK FIGHTA-BOMMER
WINGS 2
030300704



ORK FIGHTA-BOMMER
WINGS 3
030300706

A COMPLETE ORK FIGHTA-BOMMER CONSISTS OF:
1 x ORK FIGHTA-BOMMER
1 x ORK FIGHTA-BOMMER WINGS
1 x SET OF ORK FIGHTA-BOMMER MISSILES



ORK FIGHTA-BOMMER



Fighta-Bommerz designed by Dave Andrews

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ORK SCORCHERS



ORK SCORCHER 1
030300802



ORK SCORCHER 2
030300803



ORK SCORCHER FUEL TANK 1
030300604



ORK SCORCHER FUEL TANK 2
030300605



ORK SCORCHER FUEL TANK 3
030300606

ORK TRACK SPRUE
030300501



RIGHT TRACK



LEFT TRACK



A COMPLETE ORK SCORCHER
CONSISTS OF:
1 x ORK SCORCHER
1 x ORK SCORCHER FUEL TANK
1 x SET OF ORK TRACKS

ORK SCORCHERS

ORK PULSA ROKKITS



ORK PULSA ROKKIT LAUNCHER 1
030300801



ORK PULSA ROKKIT LAUNCHER 2
030300802



ORK PULSA ROKKIT LAUNCHER 3
030300803



A COMPLETE ORK
PULSA ROKKIT
CONSISTS OF:
1 x ORK PULSA ROKKIT
LAUNCHER
1 x ORK PULSA ROKKIT



ORK PULSA ROKKIT 1
030300804



ORK PULSA ROKKIT 2
030300805



ORK PULSA ROKKIT 3
030300806



ORK PULSA ROKKIT 4
030300807

ORK WARTRAKS



ORK WARTRAK WITH 'EAVY FLAMER
030300502

ORK TRACK SPRUE
030300501



RIGHT TRACK



LEFT TRACK



A COMPLETE ORK WARTRAK
CONSISTS OF:
1 x ORK WARTRAK
1 x SET OF ORK TRACKS



ORK WARTRAK WITH 'EAVY BOLTA
030300503



ORK WARTRAK WITH AUTOCANNON
030300504



Designed by Norman Swales

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ORK BATTLE FORTRESS

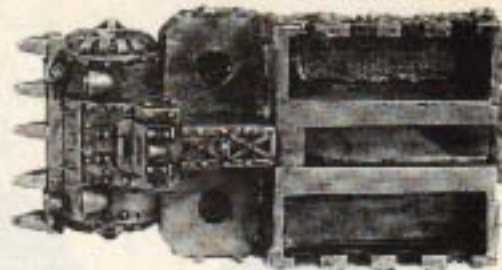
ORK BATTLE FORTRESS
TRACKS 1
030301205



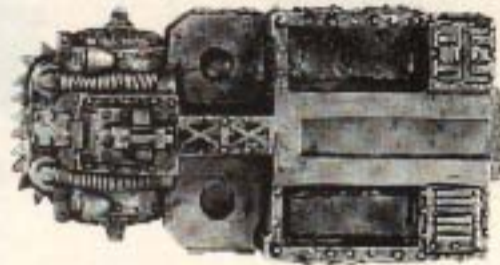
ORK BATTLE FORTRESS
TRACKS 2
030301206



ORK BATTLE FORTRESS
TRACKS 3
030301207



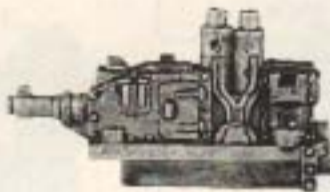
ORK BATTLE FORTRESS CHASSIS 1
030301201



ORK BATTLE FORTRESS CHASSIS 2
030301217



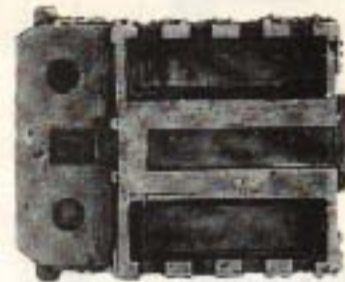
ORK BATTLE FORTRESS
ENGINE 1
030301211



ORK BATTLE FORTRESS
ENGINE 2
030301215



ORK BATTLE FORTRESS
ENGINE 3
030301216



ORK BATTLE FORTRESS CHASSIS 3
030301202



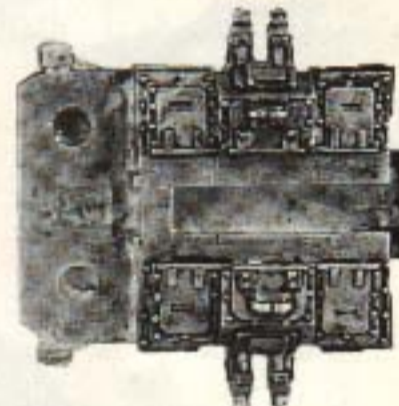
ORK BATTLE FORTRESS
ROLLER 1
030301203



ORK BATTLE FORTRESS
ROLLER 2
030301213



ORK BATTLE FORTRESS
ROLLER 3
030301218



ORK BATTLE FORTRESS CHASSIS 4
030301212



ORK BATTLE FORTRESS
TURRET 1
030301208



ORK BATTLE FORTRESS
TURRET 2
030301209



ORK BATTLE FORTRESS
TURRET 3
030301210



ORK BATTLE FORTRESS
FRONT TURRET 1
030301204



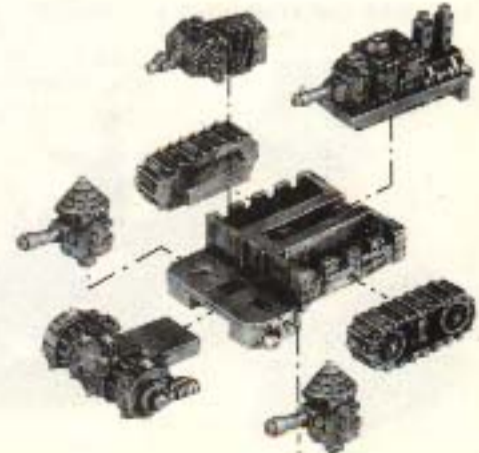
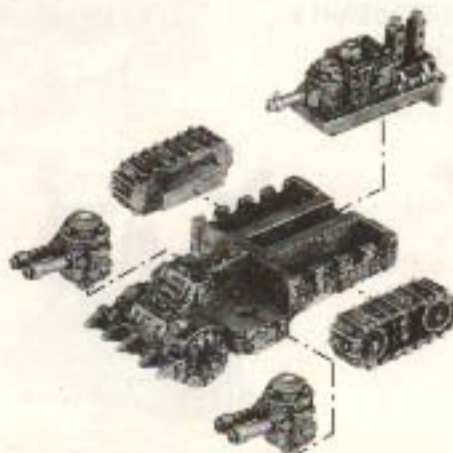
ORK BATTLE FORTRESS
FRONT TURRET 2
030301214

A COMPLETED ORK BATTLE
FORTRESS 1 AND 2 CONSISTS OF:
1 x ORK BATTLE FORTRESS
CHASSIS 1 OR 2
2 x ORK BATTLE FORTRESS TURRETS
1 x SET OF ORK BATTLE FORTRESS
TRACKS
1 x ORK BATTLE FORTRESS ENGINE

A COMPLETED ORK BATTLE
FORTRESS 3 AND 4 CONSISTS OF:
1 x ORK BATTLE FORTRESS
CHASSIS 3 OR 4
1 x ORK BATTLE FORTRESS ROLLER
1 x ORK BATTLE FORTRESS
FRONT TURRET
2 x ORK BATTLE FORTRESS TURRETS
1 x SET OF ORK BATTLE FORTRESS
TRACKS
1 x ORK BATTLE FORTRESS ENGINE



ORK BATTLE FORTRESS



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ORK FLAKWAGON

ORK FLAKWAGON
TRACKS 1
030301302



RIGHT TRACK



LEFT TRACK

ORK FLAKWAGON
TRACKS 2
030301306



RIGHT TRACK



LEFT TRACK

ORK FLAKWAGON
TRACKS 3
030301307



RIGHT TRACK



LEFT TRACK



ORK FLAKWAGON HULL 1
030301301



ORK FLAKWAGON HULL 2
030301304

ORK FLAKWAGON
GUN SPRUE 1
030301303



RIGHT GUN



LEFT GUN

ORK FLAKWAGON
GUN SPRUE 2
030301308



RIGHT GUN



LEFT GUN

ORK FLAKWAGON
GUN SPRUE 3
030301309



UPPER GUN

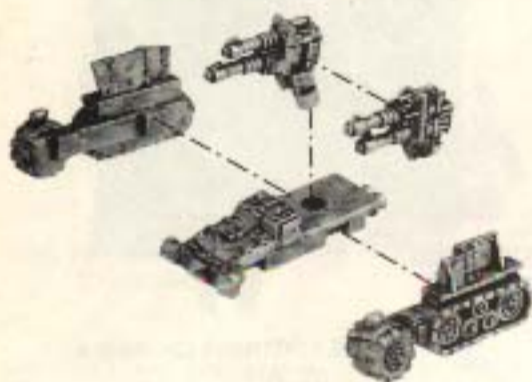


LOWER GUN



ORK FLAKWAGON HULL 3
030301305

A COMPLETE ORK FLAKWAGON
CONSISTS OF:
1 x ORK FLAKWAGON HULL
1 x SET OF ORK FLAKWAGON TRACKS
1 x SET OF ORK FLAKWAGON GUNS



ORK FLAKWAGONS

ORK DREADNOUGHTS



ORK DREADNOUGHT 1
030301001



ORK DREADNOUGHT 2
030301002



ORK DREADNOUGHT 3
030301003



ORK DREADNOUGHT 4
030301004



ORK DREADNOUGHTS



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ORK WEIRDBOY BATTLE TOWER

ORK BATTLE TOWER
TRACKS 1
030301402



RIGHT TRACK



LEFT TRACK

ORK BATTLE TOWER
TRACKS 2
030301406



RIGHT TRACK



LEFT TRACK

ORK BATTLE TOWER
TRACKS 3
030301407



RIGHT TRACK



LEFT TRACK



ORK WEIRDBOY BATTLE TOWERS



ORK BATTLE
TOWER 1
030301403



ORK BATTLE
TOWER 2
030301408



ORK BATTLE
TOWER 3
030301409

A COMPLETE ORK WEIRDBOY
BATTLE TOWER CONSISTS OF:
1 x ORK BATTLE TOWER HULL
1 x SET OF ORK BATTLE
TOWER TRACKS
1 x ORK BATTLE TOWER



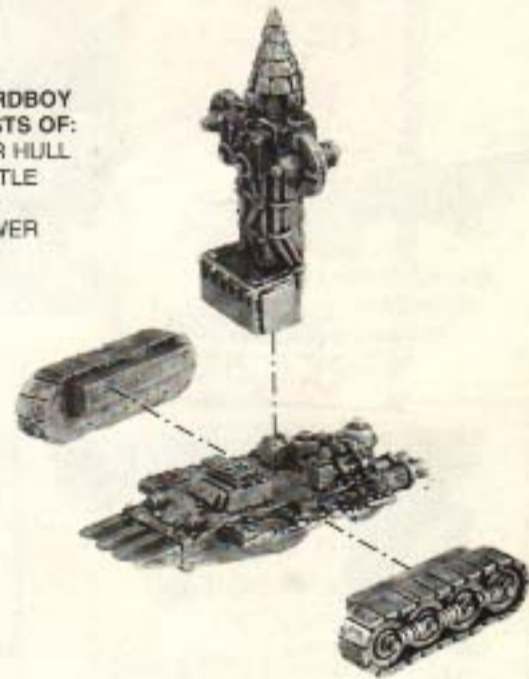
ORK BATTLE TOWER
HULL 1
030301401



ORK BATTLE TOWER
HULL 2
030301404



ORK BATTLE TOWER
HULL 3
030301405



ORK SQUIGGOTH



ORK SQUIGGOTH 1 LEFT SIDE
030301101



ORK SQUIGGOTH 1 RIGHT SIDE
030301102



ORK SQUIGGOTH



ORK SQUIGGOTH 2 RIGHT SIDE
030301103



ORK SQUIGGOTH 2 LEFT SIDE
030301104

A COMPLETE ORK SQUIGGOTH
CONSISTS OF:
1 x ORK SQUIGGOTH LEFT SIDE
1 x ORK SQUIGGOTH RIGHT SIDE
1 x ORK SQUIGGOTH TURRET



ORK SQUIGGOTH TURRET 1
030301105



ORK SQUIGGOTH TURRET 2
030301106



Weirdboy Battle Towers designed by Norman Swales, Squiggoths designed by Dave Andrews

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ORK GARGANT



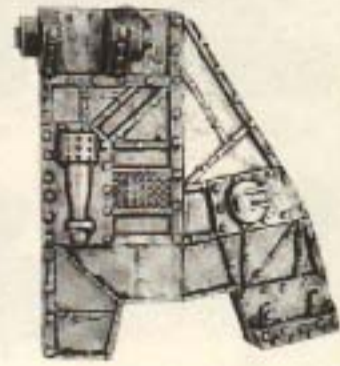
GARGANT FRONT PLATE
030300404



GARGANT BACK PLATE
030300401



GARGANT LEFT PLATE
030300402



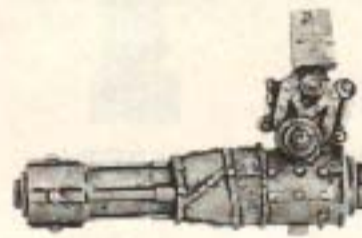
GARGANT RIGHT PLATE
030300403



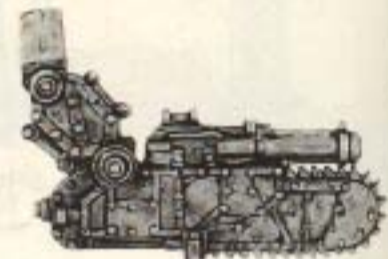
GARGANT BELLY MEGA CANNON
030300409



GARGANT SHOULDER
030300405



GARGANT LEFT ARM MEGA CANNON
030300411



GARGANT RIGHT ARM CLOSE COMBAT WEAPON
030300412



GARGANT HEAD
030300408



GARGANT ANKLE
030300410



GARGANT LEFT FOOT
030300407



GARGANT RIGHT FOOT
030300406



A COMPLETED ORK GARGANT CONSISTS OF:

- 1 x GARGANT FRONT PLATE
- 1 x GARGANT BACK PLATE
- 1 x GARGANT LEFT PLATE
- 1 x GARGANT RIGHT PLATE
- 1 x GARGANT BELLY MEGA CANNON
- 1 x GARGANT SHOULDER
- 1 x GARGANT LEFT ARM MEGA CANNON
- 1 x GARGANT RIGHT ARM CLOSE COMBAT WEAPON
- 1 x GARGANT HEAD
- 2 x GARGANT ANKLES
- 1 x GARGANT LEFT FOOT
- 1 x GARGANT RIGHT FOOT



ORK GARGANT



Designed by Dave Andrews

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Orks ambush a Space Marine detachment in the shattered remains of a ruined city.