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SWARMS OF TYRANIDS AND GENESTEALERS OVERRUN THE ULTRAMARINES' DEFENCES



VALIANT DWARFS PREPARE TO DO BATTLE WITH THE ONCOMING SKAVEN HORDE



WHITE DWARF®

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MEGA-PRIZE WINNER!

The lucky winner of our Mega-Prize draw was Andrew Smith, who walked off (well, staggered off) with nearly

£3,000 worth of Games Workshop and Citadel Miniatures products! Andrew is sixteen and comes from Mitcham, near Croydon. He was given an exclusive tour of our factory forges as well as the Studio. Andrew was also shown the huge figure cabinets which hold our ever-increasing Studio armies, and then introduced to all the staff. Finally, he collected his prize and set off home to add to his spoils to his massive 6,000 points Blood Angels army!



Andrew Smith, winner of our Reader's Survey Mega-Prize Draw, shows off just a small selection of the £3,000 worth of Games Workshop and Citadel goodies he's won!

FOR THE FUTURE

As I've been looking around the Studio recently I have seen some of the new up and coming Epic models which are planned for release over the next few months. There's some great new Slaanesh daemon engines and an army of brilliant Eldar Exodite Knights who are all riding vicious giant reptiles.

There's also plans for some truly enormous Adeptus Mechanicus vehicles, each the size of a building and literally bristling with weapons. The Games Design team are currently developing the rules for all these brilliant new vehicles, so keep your eyes peeled for them in future issues of your favourite gaming magazine – White Dwarf!

IMPERIAL ASSASSINS

As I write this, Jes Goodwin has just finished sculpting some fantastic new Imperial Assassins for Warhammer 40,000. There are three of these deadly fighters planned at the moment, and Andy Chambers has almost finished writing the rules for them. I think they'll prove to be every bit as deadly as their reputation would imply – in early playtesting an Officio Assassinorum sniper kept an entire Ork horde at bay almost singlehandedly! We'll bring you the first of these lethal Imperial Assassins in the next issue.

See you next month,

Rob

Warhammer Quest™

ELF RANGER

The **Elf Ranger** is one of the Dispossessed – the descendants of the High Elves whose homes and lands were lost when the realm of Tiranoc was lost beneath the waves during the war with the Dark Elves. Elf Rangers have nowhere to call their kingdom and travel the Warhammer World in search of lost Elven treasures.

Elf Rangers are versatile fighters, who follow a chosen path. Each Elf Ranger either chooses the path of the Knight, devoting himself to the learning of sword skills and battlecraft, or he can follow the path of the Mage, learning magic and spells which can protect the

Warriors from the forces of darkness and destroy the foul minions of evil that they will encounter.

CROWN OF TIRANOC

The Elf Ranger wears the mighty *War Crown of Tiranoc* which gives him the power to alter time itself, allowing him to act faster than his enemies.

This boxed set provides all you need to become an Elf Ranger. This includes a special Citadel miniature, 24 page rulebook covering all the rules and background, as well as the Elf Ranger's Warrior cards, Equipment card and Warrior counter.

WARHAMMER QUEST RELEASES

Elf Ranger Warrior Pack £6.99
(Boxed set with one model, cards, counters and rulebook)



Jes Goodwin's brilliant Warhammer Quest Elf Ranger

THIS MONTH'S EPIC RELEASES

Imperial Command Tanks (Three miniatures per blister)	£4.99
Contagion Plague Engine (Three miniatures per blister)	£4.99
Plague Tower (One miniature per blister)	£7.99

COMMAND TANKS

The new **Imperial Guard command Tanks** are shown below and are ready to lead your huge Imperial Guard companies into battle. These impressive Imperial vehicles are available in blister packs of three miniatures. Each pack contains a command vehicle for your Predator, Chimera and Leman Russ battle tank companies, along with their own metal banners. These make the commanders really stand out from the rest of the company and make them instantly recognisable as they lead your battle tanks to glorious victory.



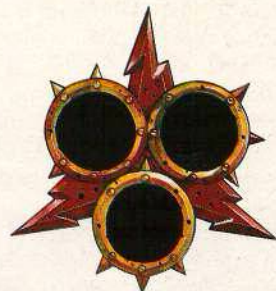
PLAGUE ENGINES

Foetid Plague Engines of Nurgle swell the ranks of the Chaos army. The massive **Plague Tower** trundles across the battlefield leaving a trail of death in its wake. The Plague Tower is a physical manifestation of Nurgle, a rotting shell to clothe the spirit of a powerful Greater Daemon.

This massive vehicle bristles with disease ridden weaponry including the devastating rot cannon and the huge plague mortar. On board the Plague Tower, hordes of frenzied troops devoted to the great god of pestilence chant and pray to their foul master for success in battle.

The Plague Tower is a near-indestructible means of carrying large numbers of cultists and horrific daemons across the battlefield. When the huge Plague Tower reaches its intended

target the many drawbridges are thrown down and the maddened Chaos horde contained within bursts forth, rampaging through the enemy ranks.



Supporting the Plague Towers are the foul **Contagion Plague Engines**. These putrid machines are armed with deadly plague catapults, which lob huge Chaos-tainted rocks and contaminated corpses far across the battlefield, crushing all opposition and spreading disease and pestilence throughout the enemy troops.

The full details and army cards for these new Nurgle plague engines are given later in this issue.

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THIS MONTH'S WARHAMMER RELEASES

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Dark Elf Cold One Cavalry (One model per blister)	£3.99
Harpies (Two miniatures per blister)	£4.99
Arbaal the Undefeated (Boxed set of one model)	£11.99
Dark Elf Transfers (Ten sheets per blister)	£3.50
Dark Elf Banners (Five sheets per blister)	£3.50

FOLLOWERS OF KHAINE

More troops march down from the bleak land of Naggaroth to join the ranks of the Dark Elves this month. The **Dark Elf Corsairs** are just one of these releases. When the great Dark Elf fleets attack, the Corsairs are always in the forefront of the raiding army. They are

determined fighters, armed with two vicious weapons and clad in glistening cloaks made from the armoured scales of a Dark Elf Sea Dragon.

HARPIES

Harpies are true creatures of Chaos. They are cruel, twisted beasts whose leathery wings allow them to soar skywards, then swoop down on the foe, lashing out with their sharp talons.

All these regiments can be completed quickly and easily with the new **Dark Elf Transfers** and **Dark Elf Banners**. The banners are so large that they have been specially designed to make them easy to use – only the tabs that attach

the banner to the pole are adhesive. Finally, take a look at Jervis Johnson's Dark Elf tactics article later on in this issue of *White Dwarf* for some battle-winning ideas.

DESTROYER OF KHORNE

Arbaal the Undefeated sits astride the massive *Hound of Khorne*, charging into the thick of battle. This ultimate warrior is the most favoured of all Khorne's death-dealing servants, the Blood God's own champion!

Gifted with the power of the *Destroyer*, Arbaal slays anything in his path, laying the white skulls of his victims at the feet of his bloodthirsty master.



TYRANID ASSAULT

This month sees the release of the latest Warhammer 40,000 supplement, **Codex Tyranids**. This book provides the history and background of the Tyranid menace, from the time of the first Tyrannic war to the present invasion.

A comprehensive army list allows you to field all manner of deadly creatures, from massive Carnifexes to swarms of Hormagaunts. This essential volume also includes a full army list for Genestealer Cults, allowing you to fight bitter combats with the dark covens of these deadly creatures. Find out more in Andy Chambers' article later this issue.

HIVE TYRANT

The **Hive Tyrant** carries a formidable array of bio-weaponry, from the explosive, rapid-firing Venom Cannon to the Lashwhip, making it a fearsome opponent at long range as well as in close combat. Infiltrating behind the enemy lines, the **Lictor** hunts down opposing leaders with its Flesh Hooks.

TERMAGANTS

The new and deadly **Termagants with Spike Rifles** hunt across the grim

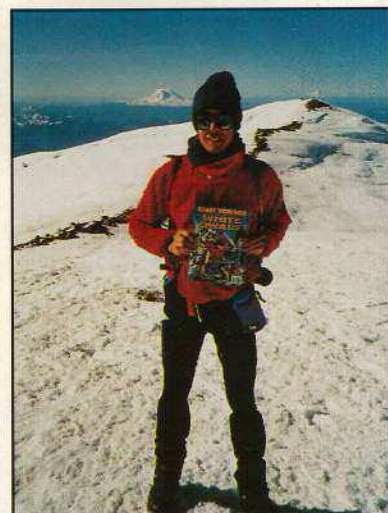
battlefields of the 41st millennium in search of prey, while **Gargoyles** swoop down from the heavens, using their vicious Flamespurs to flush the Tyranids' enemies out of cover.

TERMINATORS

Finally, the **Cyclone Terminator** and the **Terminator with Thunder Hammer and Storm Shield** advance into the shops this month, to provide a lethal mix of firepower and awesome hand-to-hand prowess for your squads.

THIS MONTH'S WARHAMMER 40,000 RELEASES

Codex Tyranids	£9.99
Tyranid Hive Tyrant (Boxed set of one model)	£14.99
Tyranid Lictor (Boxed set of one model)	£9.99
Tyranid Gargoyles (Two miniatures per blister)	£4.99
Termagants with Spike Rifles (Three miniatures per blister)	£4.99
Cyclone Terminator (One miniature per blister)	£3.99
Terminator with Thunder Hammer and Storm Shield (One miniature per blister)	£2.99



MORE MOUNTAINS!

The picture above shows our ace painter and modeller Mike McVey standing on the summit of Mt. Rainier, the second highest peak in mainland USA. Mt Rainier is 14,411ft high and is part of the Cascade mountain range in Washington State. This act of madness lasted for two days and two nights, resulting in Mike getting sunstroke.

When asked "Why?", he just replied that it was something to do during his time off and definitely not just because it was there! The temperature changes were dramatic, being incredibly hot during the day and freezing cold at night. However, this did not deter our master painter from climbing to the top with his *White Dwarf* in hand!

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The first thing you notice when you enter a Games Workshop store is how different it is from nearly every other shop. Here you'll find not only all you need for the gaming hobby, but much more besides. With friendly, approachable staff and the vast range of Citadel miniatures, you'll find everything you need to build up an army for Warhammer, Warhammer 40,000, or the Epic games system.

STORE OPENING TIMES

10 am to 6pm Monday to Friday*
9.30am to 5.30pm Saturday*

Every Thursday is Games Night when most of our stores stay open until 8pm. Whether you're an experienced gamer or a total novice our staff will be happy to see you, so why not come along and join in the fun!

SUNDAY OPENING

The following stores are also now open 11.00am to 4.00pm every Sunday:

Bournemouth, Brighton, Crawley, Dudley, Edinburgh, Guildford, Manchester, Portsmouth, Metrocentre, Meadowhall and Thurrock.

***May vary at certain stores in shopping centres.**

GAMES WORKSHOP®

PRESENTS



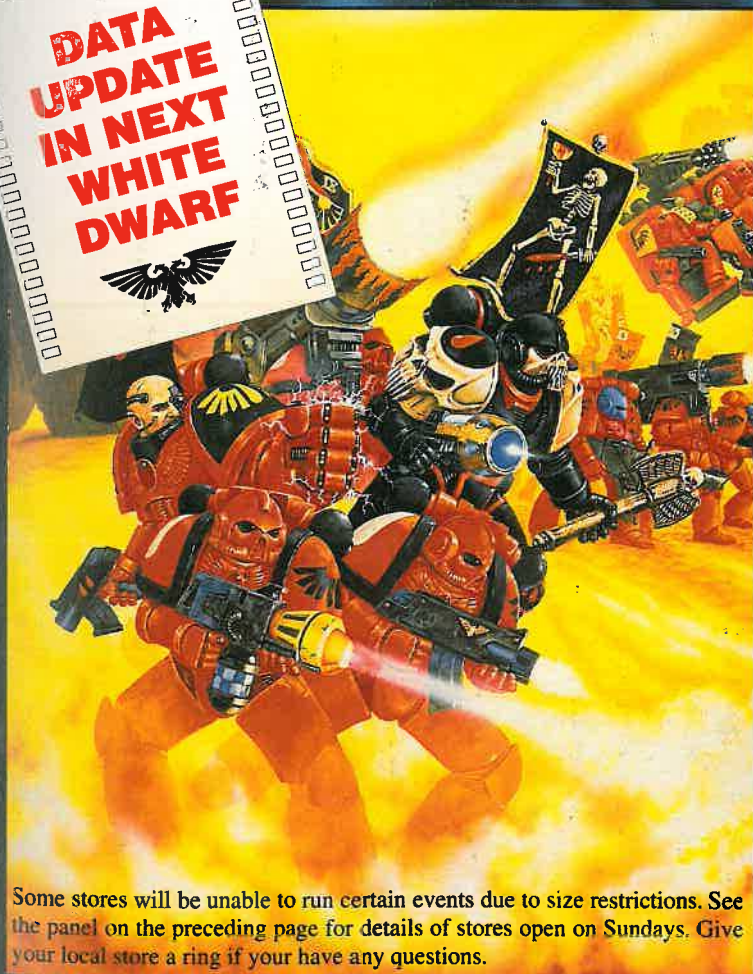
INFERNO

LET THE GALAXY BURN!

Warhammer 40,000 Inferno is a whole week of Warhammer 40,000 action. There'll be painting, modelling and tactics, finishing with massive Warhammer 40,000 conflicts in Games Workshop stores throughout the UK.

INCOMING MESSAGE:
SIGMA 414-BETA

**DATA
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Some stores will be unable to run certain events due to size restrictions. See the panel on the preceding page for details of stores open on Sundays. Give your local store a ring if you have any questions.

Monday 28th August Painting Your Army

How to paint your Warhammer 40,000 army. Every store will be giving tuition on how to quickly and easily paint miniatures for your squads.

Tuesday 29th August Finishing touches

Further tuition on the best painting techniques. Extra advice on basing your models together with quick and simple techniques for shading and highlighting.

Wed 30th Aug/Thurs 1st Sept Blood and Fire

Intermediate games of Warhammer 40,000 designed to help you improve your tactics. Bring in your newly painted squads and get some tuition on how to play.

Friday 2nd September Sound the Alarm!

Bring in your troops and register them for the following day's games. Remember you can register by telephone. There will also be an introduction to selecting your army.

Sat 3rd/Sun 4th September The Inferno Begins!

Cataclysmic multi-player battles of Warhammer 40,000 all weekend! Each store will be running massive games of Warhammer 40,000 throughout Saturday and Sunday.

HIVE TYRANTS

Hive Tyrants are among the largest and most deadly of Tyranid creatures, dominating and controlling whole sectors of the battle front as lieutenants of the monstrous Tyranid matriarchs, the Dominatrixes.

Hive Tyrants carry bio-engineered weaponry commensurate to their size and importance, normally wielding a single ranged weapon and two close assault weapons.



VENOM CANNON HEAVY WEAPON



LASH WHIP AND TAIL CLAW DETAILS



The Venom cannon and the Barbed Strangler are the heaviest Tyranid symbiote weapons seen to date. The cannon devastates a broad swathe with its corrosive poison shells while the strangler fires an embryonic creature that can wreak immense destruction in its short lifespan. Hive Tyrants are almost invariably armed for close combat with a psychically charged Bonesword and a voracious lash whip organism.



HIVE TYRANT WITH BARBED STRANGLER



BARBED STRANGLER HEAVY WEAPON



LASH WHIP AND BONESWORD DETAILS

WARHAMMER

40,000

ACROSS THE VOID

By Andy Chambers

Almost as soon as he'd finished writing *Epic Hive War*, Andy began working on his fiendish plan to bring the full horror of the Tyranid Hive Mind to the Warhammer 40,000 game. We asked Andy to give us a preview of this new alien race, but the most sense we could get out of him was... "Tremble meat things... the Tyranids are coming!"

CODEX TYRANIDS

In August, the Warhammer 40,000 universe will audibly shudder as the long-awaited Codex Tyranids hits the stores with a squelching, schlurping noise and the rattle of razor-sharp claws. For those of you who have never heard of Tyranids, they are the most alien of the Warhammer 40,000 races. Unlike more normal creatures, Tyranids have a group consciousness called a hive mind. This single coordinating will directs the untold billions of Tyranids in the galaxy and beyond. Each Tyranid invasion force is made up of millions of individual consciousnesses in telepathic contact with each other to form a collective intelligence.

Tyranids also have a unique ability to evolve equipment from living tissue instead of constructing it from normal materials. This means that Tyranid spacecraft, for example, are gigantic living creatures which have been bio-engineered to survive in the frozen void of space. Even Tyranid weapons are symbiotic organisms which have carefully evolved to fire poison spines, corrosive toxins or a variety of other unpleasantness. It is a matter of debate whether this bio-engineering of artefacts such as the weapon-symbiotes is deliberate, it may be that these organisms evolve by themselves to fulfil the subconscious requirements of the Tyranid hive mind. Whatever their origins, this process makes the Tyranids a unique race and gives them a whole arsenal of unusual and deadly weaponry.

The final and most disturbing fact about Tyranids is that when they conquer a world they strip it of all the bio-mass and nutrients. Even the planet's atmosphere and soil is drained away by the Tyranid hive fleets. Every living thing is rendered down to its constituent DNA so that it can be reformed by the Tyranid hive queens.

TAKE ME TO YOUR LEADER...

I plunged into the marrow-freezing horror of the Tyranid Codex directly after completing *Epic Hive War*. This supplement for the Epic games system details the Tyranids in the Space Marine and Titan Legions games, and let me tell you these beasties don't get any nicer close-up! Creating the Tyranid forces in Epic scale meant the miniature designers had already conceptualised a whole range of Tyranids from man-

sized creatures right up to towering monstrosities the size of buildings. This gave me plenty of excellent material to work with as our artists and designers had taken the best inspirations from every alien monstrosity in film, television, books and comics that they could lay their hands on. These inspirations were combined (with additions from our own twisted minds) to create the most alien aliens we could devise. Much of the initial work was done during the creation of *Epic Hive War*, and Dave Andrews' excellently sculpted Epic Tyranid infantry, tanks and Bio-Titans set the tone for the Warhammer 40,000 range of models.





Many of the new creatures in Codex Tyranids have 'evolved' from the Tyranids already described in the Warhammer 40,000 game. For example, the lowly Termagant has been mutated into two new forms, the deadly winged Gargoyles and the leaping insectoid Hormagaunts. Gargoyles are fast-moving winged horrors, armed with a flamer-type weapon for harassing the enemy and driving them out of cover. Hormagaunts are deadly hand-to-hand fighters armed with wicked sickle-like claws and piercing talons. Their powerful legs can send them bounding across the battlefield with astounding speed, tearing through the enemy before they know what is happening.

In a similar vein, the bio-engineering of Tyranid Warriors has now created the deadly stalking Lictors. These monsters infiltrate enemy-held areas and seek out concentrations of enemy forces, before attacking with lethal claws, poisoned talons and flesh hooks. Further manipulation of the Tyranid Warrior genes has created Zoanthropes, who are physically weak but bloated with psychic energy. In battle they use their psychic powers to protect themselves and (more importantly) vapourise the enemy with ravaging blasts of warp energy.

We also introduced slithering, fang-jawed Ripper swarms into the Tyranid army. These are small but voracious organisms which munch their way across the battlefield consuming everything in their path. Another new addition are a type of floating organic bomb, known as Spore Mines, which are triggered by the close proximity of the enemy and explode with devastating results. We also designed living artillery pieces called Biovores which launch Spore Mines far across the battlefield to make sure these floating bombs end up where they will do the most harm.

ORGANIC WEAPONRY

Once presented with such a magnificent range of bio-engineered killing machines, it was simplicity itself to work through the Forces section of the Codex and allocate death-dealing capabilities to them. When all these new creatures were added to those already detailed in the Tyranid section of Warhammer 40,000 the Codex began to take on a real life of its own. Of course, I wasn't satisfied with just introducing new creatures in the Codex, oh no. It seemed to me that the Tyranid Warriors and Termagants (which are the real foot soldiers of the hive mind) should remain the most tactically flexible of the Tyranid forces. These creatures both use symbiote weaponry so I figured out a few extra choices of weapons to make sure they weren't outdone by all the new specialists like Hormagaunts and Lictors.

The standard Termagant weapon, the fleshborer, suffered from having a rather short range, so Termagants were given the choice of being armed with spike rifles. These new weapons trade off hitting power for distance. We also wanted to give the Tyranids a chance to capture live victims and Termagants turned out to be ideal for the job once equipped with filament-spinning stranglewebs to enmesh their prey. Tyranid Warriors gained a new close combat weapons, in the form of lash whips and spinefists, to compliment their deadly boneswords.

TYRANID WARRIORS

I also felt that the Tyranid Warriors should have the choice of carrying some fearsome firepower which was a bit different to their trusty old deathspitters. The new weapon we came up with was the devourer. This unpleasant piece of kit fires volleys of ravaging fleshworms into its victims and can lay down enough fire to riddle an entire squad in moments.

The Tyranids also needed some heavy duty ordinance, to fulfil a similar role to missile launchers and heavy bolters in more conventional forces. These could be used to equip both the Tyranid Warrior broods and the mighty Hive Tyrants which lead Tyranid swarms into battle. The Tyranids are now the proud users of two organic heavy weapons – venom cannons and barbed stranglers.

HEAVY FIREPOWER

The venom cannon fires a volley of corrosive poison in a similar pattern to the Thudd Gun support weapon, and is powerful enough to wreck battle tanks with a good hit. The barbed strangler is an old favourite with Tyranid players, which has been revamped slightly. This insidious weapon fires a seed pod containing a highly lethal organism. Once the strangler seed pod strikes a living target it rapidly germinates inside the victim's tortured body. The organism achieves full growth in seconds, bursting the victim apart from within and lashing out to seize anything else nearby!

Rather than simply being bio-bolters with the same effects as normal guns, most of the Tyranid organic weapons work differently to more conventional ones. They use templates or unusual combinations of range and effect to make them distinctive creations. This really helps to give the Tyranids a sense of being different to other races when they fight, but it also turned my mind to other areas of the game where Tyranids should be more alien.

GARGOYLES



Gargoyles are vicious winged monsters that are often the vanguard of the Tyranid swarms. Ranging ahead of the swarm these screeching creatures fly together in broods or cling to the bellies of the great Harridan brood mothers as they flap ponderously through the skies.

Gargoyles carry deadly symbiotic weaponry; a creature that metamorphoses its bile into a liquid phosphorous compound which burns on contact with the air, this flame spurt is used to set alight enemy troops and vehicles and burn the enemy out of defensive positions.



A BROOD OF GARGOYLES

THE BIRTH OF A NIGHTMARE!

Although the Tyranids have been around for a few years now, the total overhaul they have undergone in Epic Hive War and Codex Tyranids has effectively created a whole new race. This is something which is always exciting for us to develop, and allows us a completely free rein to create new background material and miniatures.

Even the highly evolved super-beasts of the hive mind have to start somewhere. As with our other races it was in the heads of our designers and on pieces of paper! From the earliest stages of Codex Tyranids, writer Andy Chambers and miniature designers Michael and Alan Perry worked closely together to ensure the Tyranid models and the rules for them created one of the most spine-chilling armies in the Warhammer 40,000 universe. While writing Epic Hive War, Andy had also combined skills with designer Dave Andrews and many of Dave's designs were carried over into Warhammer 40,000.

As you can see on these pages, there are many sources of inspiration for a miniature designer to draw on. Early on in the process, Jes Goodwin contributed some brilliant concept sketches and combined with the awesome artwork of John Blanche, Mark Gibbons, Wayne England and Des Hanley, these provided a range of ideas for Michael and Alan to develop in the miniatures.



GARGOYLES

The Gargoyle is one of the strains of Tyranid which has been evolved from the Termagants' genetic strand. A Gargoyle's primary limbs have become wings, the legs have grown defunct, and the lower arms have moulded with the mouth to create the lethal flamespurt weapon!



HIVE TYRANTS

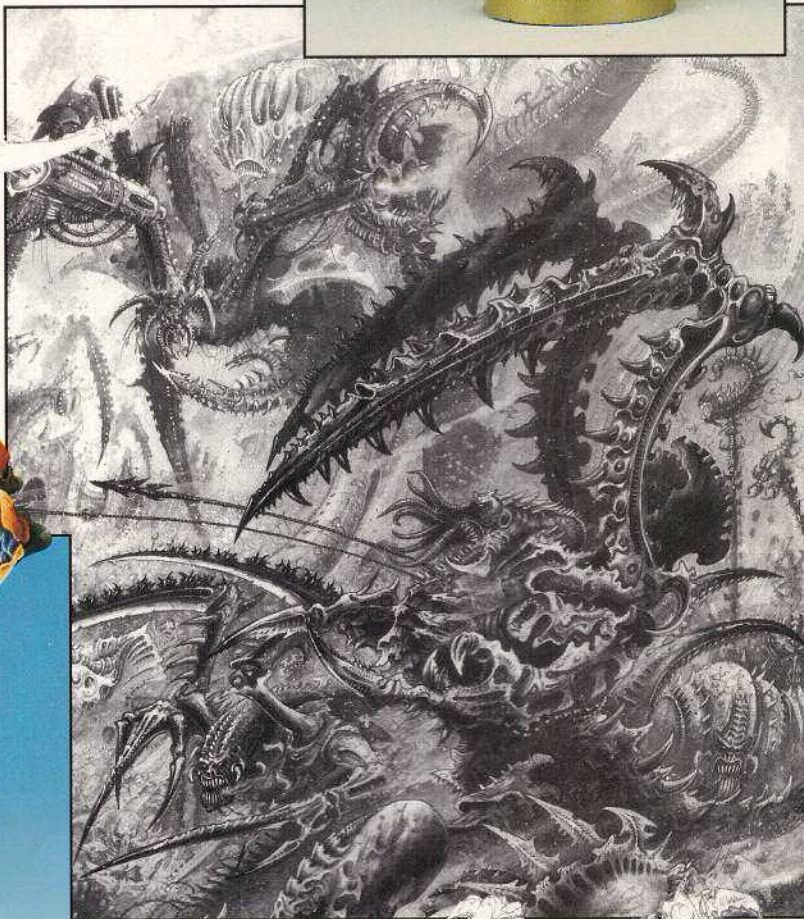
Hive Tyrants are the leaders of the Tyranid swarms. Even in their basic form Hive Tyrants are formidable enemies, with impressive abilities at long range and in close combat, backed up by the use of psychic powers! With the new Biomorphs and weapons from Codex Tyranids they can be tailored to suit a variety of battlefield roles and are deadly opponents in every type of warfare.

The Hive Tyrant is both immensely strong and extremely agile, two seemingly discordant traits which have been captured by the size and pose of the model. When a Hive Tyrant strides menacingly towards the opposing army, the enemy player can actually see he's in really deep trouble!



TERMAGANTS

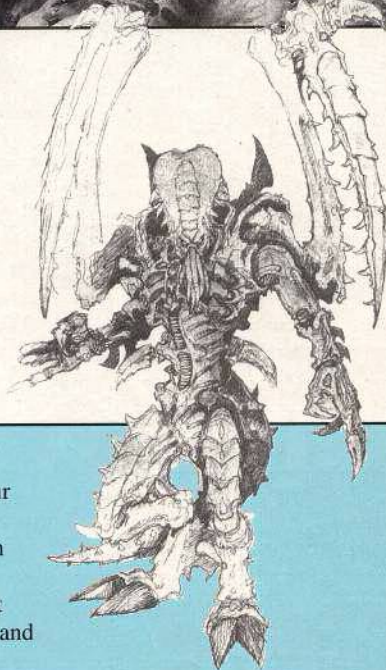
The Termagant is one of the basic foot soldiers used by the Tyranid swarms. They can be armed with a wide variety of bio-weapons like fleshborers, spike rifles and stranglewebs which gives them a lot of tactical flexibility. Mike Perry actually designed the original Termagant models all those years ago, and has excelled himself with an even leaner, meaner version.



LICTORS

The Lictor uses sensitive pheromone-tracking organs to hunt its prey. They have evolved to make full use of any

cover, and their skin is coated with chameleon scales that shift colour to help the Lictor blend in with its surroundings. You can see that the final design is strongly influenced by John Blanche's picture (above) and dynamically embodies the raw ferocity of this savage creature.



MEET THE DESIGNERS

If you want to know more about how the Tyranids were developed (or any of our other games and armies for that matter) you can ask the people involved in person! Our artists, miniature designers and games design team will be at the Golden Demon & Games Day '95 and will be more than happy to answer your questions. If you would like to discuss where they get their inspiration from and how they go about turning raw ideas into the armies you use on the battlefield, the rules you play with and the wonderful pictures that illustrate them, come along and you'll get the chance!

TYRANID® TERMAGANTS



TERMAGANT WITH SPIKE RIFLE



TERMAGANT WITH SPIKE RIFLE



TERMAGANTS WITH SPIKE RIFLES



TERMAGANTS LEAD THE ATTACK AS THE TYRANID SWARM ASSAULTS THE ELDAR

MISSIONS

As any Snotling knows, Warhammer 40,000 battles are played with each side attempting to achieve a mission of some kind – kill the opposing leader, seize an objective, or whatever. With their unique motivations and considerations (ie: kill everything and consume it!) the Tyranids seemed rather unlikely candidates for a lot of the existing missions. With this in mind I whittled the normal selection of missions down to three suitable ones (*Engage and Destroy*, *Dawn Raid* and *Bunker Assault*) and put together three more exclusively Tyranid missions: *Terrorise*, *The Trap* and *Tyranid Attack*.

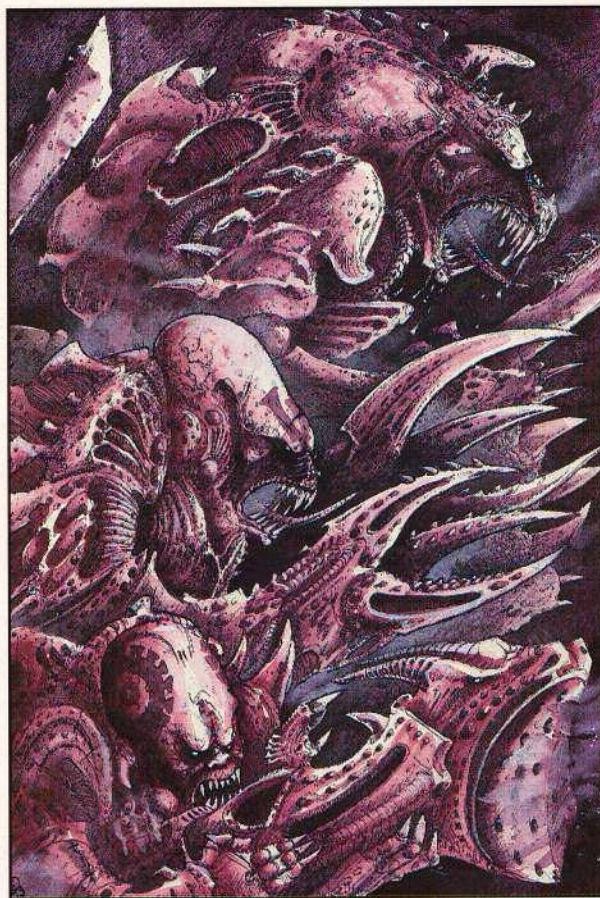
In the *Terrorise* mission the Tyranid forces win by instilling fear and confusion in their opponents. The Tyranid player is awarded victory points each time the enemy break and flee or fail to overcome their fear of the Tyranids. *The Trap* and *Tyranid Attack* are more like full-blown scenarios than individual missions because they affect the way the battle itself is fought. In *The Trap*, Tyranid forces are attempting to ambush an enemy force and begin the game deployed around the enemy's flanks, down each side of the table. The Tyranids earn victory points by destroying enemy units and encircling the survivors so that they cannot escape their slimy clutches. This mission really creates the feel of an army being surrounded on all sides by an implacable foe, desperately trying to keep an escape route open.

Tyranid Attack represents a massed Tyranid assault on the enemy and overrides the enemy's mission entirely. If a *Tyranid Attack* is underway they need to concentrate on survival! The *Tyranid Attack* mission increases the number of turns the game lasts and allows the Tyranid player to bring on destroyed models to form additional waves of attacking Tyranids. The catch is that the Tyranids have to drive off or destroy the entire opposing force to win! This is probably my favourite Tyranid mission because it always produces very tense, hard fought games which capture the full horror of a massed attack by the alien hordes of the Tyranids! We hope to bring you a *Tyranid Attack* battle report in the next issue of White Dwarf, so you can see how it all works.

STRATEGY

Another element of Warhammer 40,000 battles which didn't sit particularly well with Tyranids are the Strategy cards introduced in the Dark Millennium supplement. These cards are used by the players during the game to take advantage of unusual events or strategies such as surprise flank marches, supporting barrages or unexpected reinforcements. Many of the Strategy cards are inappropriate for the Tyranid swarms, especially as some of the special Tyranid missions already have rules for flank marches and reinforcements.

For Tyranids I decided to replace the Strategy cards with a random event roll for each squad, character and vehicle in the opposing force. The reasoning behind this was simple: if the whole world was being invaded by Tyranids it was highly likely that the troops fighting a particular battle would have to evade or destroy smaller groups of invaders as it advanced, avoid infection by pernicious bio-weapons and so on. This means that an opposing player can't rely on all his forces being neatly lined up at the beginning of a battle when he fights Tyranids, the pressure of fighting against the gigantic super-organism soon begins to tell!



BIOMORPHS

Before I started work on Codex Tyranids, a number of players asked me whether Tyranids would be given any Wargear cards so that they could be 'customised' in the same way as the characters from the other existing armies. After a bit of consideration I saw that they were right, the larger Tyranid creatures such as Hive Tyrants and Carnifexes should be more individual than the normal mass of the swarm. Rather than simply giving the Tyranids 'bio-wargear' I decided to make these improvements more evolutionary in nature. After a lot of head scratching and brainstorming we finally decided to call these genetic improvements *Biomorphs* for short.

A lot of players made their own suggestions about suitable Biomorphs for the Tyranids and I added in a few more on top. This gave me an ideal opportunity to make sure that the larger Tyranids could protect themselves against the ferocious amount of enemy attention they invariably attract. Your Hive Tyrants, Lictors and Carnifexes can now acquire a *Toughened Exo-skeleton* and *Hardened Carapace* to deflect incoming fire or *Null Zones* to protect themselves against enemy psychic powers and even vortex grenades!

Tyranids are not inclined to defensive warfare, so naturally a good portion of the Biomorphs are offensively orientated as well. For example, a personal favourite of mine is the *Adrenalin Sac* Biomorph. This can be used once per game and allows the Tyranid creature to move at a run and fire its long ranged weaponry! This often proves to be rather shocking for the enemy the first time that they get two or three Carnifexes barrelling towards their line, spitting bio-plasma bolts which they normally have to remain stationary to shoot!



SWARMS

The Tyranid army list itself is almost conventional in comparison to many other aspects of Codex Tyranids. Though it was tempting to introduce all sorts of extra rules about the hive mind, I decided that the existing Warhammer 40,000 rules worked just fine as they were and followed the principle that if it ain't broke, don't fix it! The hive mind rules mean that the larger Tyranids (Hive Tyrants, Carnifexes, Tyranid Warriors amongst others) are never troubled by psychology or break tests because they are in constant communion with the hive mind (which barely notices such things).

The lesser creatures like Termagants and Hormagaunts are also unshakeable as long as they are within a certain distance of higher creatures, as they too benefit from being in contact with the hive mind. However, if lesser creatures are out of range of the hive mind 'synapses' provided by the larger creatures, they are apt to become confused, even fleeing when endangered or exhibiting other decidedly normal behaviour! This rule is elegantly simple, produces the right effects, and is easy to remember in the midst of a hard-fought battle.

The army list is straightforward and flexible. The only limitations placed on the Tyranid army list are to ensure that certain rare creatures (Hive Tyrants and Biovores) are not over-represented in too small a force. For example, there is a maximum limit of one Hive Tyrant per thousand points or part thereof. Hive Tyrants lead forces of a certain size and several Hive Tyrants would only gather with a particularly large force. This aside, a Tyranid swarm can be incredibly varied, ranging from hordes of Gargoyles blackening the skies and a mass of Hormagaunts, Termagants and Genestealers swarming forward, to ranks of Carnifexes and Tyranid Warriors grinding the foe beneath their hooves.

...AND GENESTEALERS TOO!

Genestealers are genetically engineered infiltrators and shock troops which precede the hive fleets. These lethal fighters can implant their genetic material into other species and then control them through their brood intelligence (a highly developed form of telepathy). The spread of such Genestealer infestations is subtle and insidious, but once the Genestealers have undermined a host's society that world is doomed to fall. The Genestealer Cults formed on infested worlds will fight fiercely if they are discovered prematurely or if they see an opportunity to seize power in a revolution or coup d'état.

Genestealers also fight in the Tyranid swarms as shock troops, but Genestealer Cults are not allied with Tyranid forces and serve them unknowingly. When the hive fleets arrive to consume the Cult's homeworld, its members are just as much victims as anybody else. The Genestealer Cult army is an interesting force to collect because part of it is ragtag revolutionaries with a selection of tanks and guns, while another part is sinister alien hybrids controlling the humans. The army also includes lightning-fast Genestealers which are absolutely deadly in hand-to-hand combat. This bizarre mix of troops makes the Cult a really dangerous opponent. I feel that Genestealer Cults make an interesting adjunct to the Tyranids, which is why I decided to include a full Genestealer Cult army list in Codex Tyranids, even though the two do not ally together. This has worked out really well and we've now welded together a number of disparate (but fascinating) ideas about Genestealers that appeared in the first Warhammer 40,000 and the Space Hulk game.

FINISHING TOUCHES

Rounding out Codex Tyranids comprised writing more about the history of the first and second Tyrannic wars, to follow on from the histories detailed in Epic Hive War. We also commissioned some stories from the talented pen of Jonathan Green, who also wrote the tales in the recent Warhammer Armies – Dark Elves book. The colour pages of the Codex are exceedingly handsome and the new Tyranid figures sculpted by Alan and Michael Perry look truly excellent. Their ripping claws and stunning array of bio-weaponry totally capture the organic nature of the army.

Probably one of my favourite parts in the colour section of the Codex is a two-page, full colour map showing the numerous Tyranid incursions into the Imperium. This marvellous piece of cartography was made by Simon Smith, our very own insane map maker and creator of the map of Naggaroth seen last issue. The Tyranid invasion map looks just brilliant.

IN CONCLUSION...

Codex Tyranids elevates a new race up to full combat status in Warhammer 40,000, something which hasn't happened for a very long time. The great selection of new miniatures which is being released for the Tyranids make them eminently collectable, and the additional rules in the Codex make them varied and playable. Forget what you thought you knew, you haven't faced anything like this before. Beware the Tyranids, they don't just want your planet, they want your whole ecosystem (munch, munch)!

LICTORS



Lictors are deadly lone predators that stalk ahead of the main Tyranid swarms seeking out flesh to be absorbed. They are highly adaptive and self sufficient creatures bio-engineered to be a walking arsenal of talons, hooks, claws, poison and other lethal weaponry.

A Lictor's senses are extraordinarily sharp so it can sense its prey before it becomes aware of its hunter's presence. Combined with the Lictor's natural agility, its hunting instincts and its chameleonic dermal scales these powers make Lictors the perfect infiltrators.



GAMES WORKSHOP

WARHAMMER

& WARHAMMER

40,000

**DON'T
MISS OUT!
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OR DIE!**

Games Workshop is hitting the highways and byways of the UK again this summer. Following the success of last year's tour, our team will be visiting cities and towns that don't have a Games Workshop store. They will arrive with fantastic scenery and superbly painted armies for an exciting day of massive participation Warhammer 40,000 and Warhammer battles, together with Warhammer Quest games. All the games start at 10am, and so whether you are a novice gamer or a veteran general, all you have to do is turn up and play.

Plus, at every event we'll be holding a special Citadel Miniatures painting competition where you bring along your best painted single miniature, squad or regiment and **YOU** could win a prize!

AUGUST TOUR DATES

WAREHAM
DORCHESTER
TRURO
TAUNTON

Tue 1st
Wed 2nd
Thurs 3rd
Fri 4th

United Reformed Church Hall, Church Street
St John's Ambulance Hall, North Square
Carrick Sports and Recreation Centre, Carew Road
Taunton Youth and Community Centre, Tangier

GRIMSBY
WAKEFIELD
HUDDERSFIELD
WIGAN
SOUTHPORT

Mon 7th
Tues 8th
Wed 9th
Thurs 10th
Fri 11th

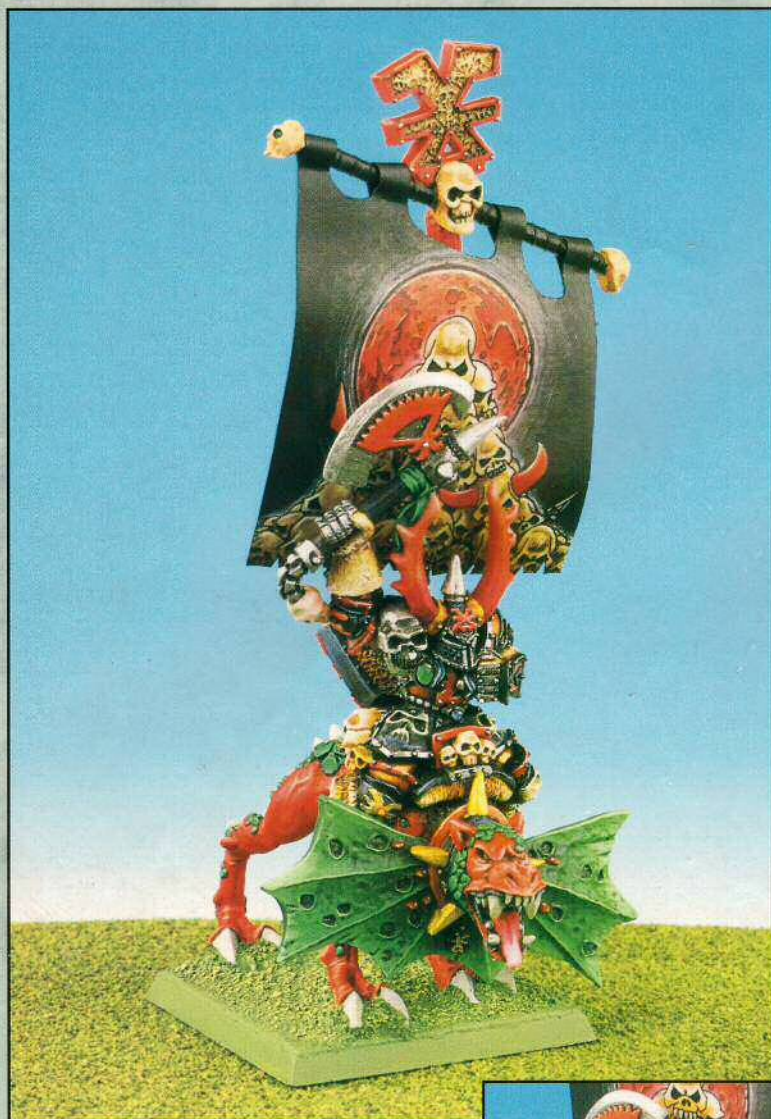
Catergate Rooms, Catergate
Unity House, Smythe Road
Huddersfield University – Lesser Hall, Queensgate
Wigan Pier
St John's Ambulance Hall, Wright Street

BATTLE TOUR



HASTINGS	Tues 15th	Hastings Exhibitions, The Bourne
ASHFORD	Wed 16th	Masonic Hall, North Street
TUNBRIDGE WELLS	Thurs 17th	Camden Centre, Victoria Road
GRAVESEND	Fri 18th	St Andrews Arts Centre, Royal Pier Street
BURY ST EDMUNDS	Mon 21st	Guildhall, Guildhall Street
LETCWORTH	Tues 22nd	Free Church Hall, Gernon Road
HERTFORD	Wed 23rd	Red Cross Hall, Baker Street
CHESHAM	Thurs 24th	Malt House, Elgiva Lane
WELLINGTON	Fri 25th	Civic & Leisure Centre, Tan Bank
LOUGHBOROUGH	Mon 28th	St John's Hall, Packe Street
REIGATE	Tue 29th	Rank (Methodist Church) Hall, High Street
WINDSOR	Wed 30th	Liberal Club, Victoria Street
BOGNOR REGIS	Thurs 31st	Masonic Hall, Canada Grove
NEWBURY	Fri 1st Sept	Granary Exhibition Room, The Wharf

ARBAAL THE UNDEFEATED, DESTROYER OF KHORNE



Of all the warrior heroes of Khorne there are few so utterly devoted to their bloodthirsty master as Arbaal the Undefeated. Thousands of his foes have fallen beneath the crimson arc of his axe and now their bleached-white skulls lie at the feet of the Blood God. Arbaal is the favourite of his master and his most devoted servant. As a reward for this loyalty, Arbaal has been gifted with the power of the *Destroyer*. This unique boon enables him to cut down all who dare to challenge his might.



In addition, Arbaal rides into battle astride the Blood God's own Flesh Hound. This huge and fearsome daemon wears the magically protective *Collar of Khorne* which dispels instantly any spell used against either Arbaal or his mount!



WARHAMMER

ARBAAL THE UNDEFEATED, DESTROYER OF KHORNE

By Rick Priestley

Of all the four Chaos powers, only Khorne scorns the use of magic. No wizards lurk within the ranks of his followers, instead his servants are chosen from the among the mightiest warriors in the world. Chief amongst these is Arbaal the Undefeated, Destroyer of Khorne, the Blood God's own Champion and favourite.

BLOOD FOR THE BLOOD GOD!

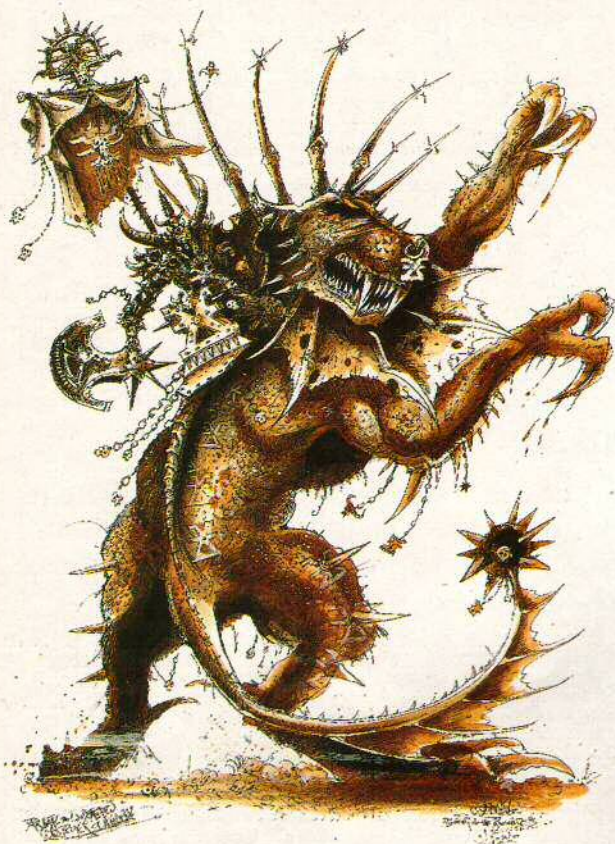
From the desolate Northern wastes the armies of the Blood God march upon the world. Proud cities are razed to the ground and whole populations slaughtered – a sacrificial offering to the Dark Gods who seek to overthrow the Old World. Among this foul host lurk all manner of terrifying daemons and twisted Beastmen, but it is from the ranks of bloodthirsty Chaos Warriors that the most fabled of these dark foes comes. Clad in skull-encrusted Chaos Armour of

black and burnished brass, Khorne's greatest champion – Arbaal the Undefeated, sits high above the mass of lesser warriors on the back of a huge daemoniac mount.

As the Chaos host sights their foe they begin to chant, working themselves into a frenzy of hate and bloodlust. Their cries grow louder and more insistent as they strain forwards, eager for battle. Finally, with a rush, they surge towards their enemy, screaming their terrifying battle cry: "Blood for the Blood God!".



Arbaal the Undefeated challenges High Elf Prince Tyrion to mortal combat!



ARBAAL THE UNDEFEATED

DESTROYER OF KHORNE 325 points

+25 points Destroyer

+250 points Hound of Khorne

Your army may include Arbaal as a character, though he may not be the army's General.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Arbaal	4	9	8	6	5	3	8	1+*	10
Khorne's Hound	8	6	0	6	5	3	10	4	10



WEAPONS/ARMOUR: Arbaal the Undefeated, Destroyer of Khorne is armed with an axe and wears *Chaos Armour* (4+ save, the Mark of Khorne).

RIDES: Arbaal the Undefeated rides the *Hound of Khorne*. See the special rules below.

MAGIC ITEMS: Arbaal has two magic items, both of which are actually Chaos Rewards of Khorne – the *Hound of Khorne* and *Destroyer of Khorne*. See below for details. Arbaal's *Chaos Armour* is his Mark of Khorne.

SPECIAL RULES

MARK OF CHAOS. Arbaal has the *Chaos Armour* of a Champion of Khorne. However, note that he is not affected by *frenzy* as Khorne's Champion's usually are. The *Destroyer of Khorne* reward effectively replaces the *Frenzy* rule.

WRATH OF KHORNE. Arbaal is Khorne's own Champion and the most favoured of all his many champions. Arbaal is constantly under Khorne's scrutiny. If he should fail in his duty to Khorne then the Blood God's anger will certainly descend upon him. If Arbaal flees for whatever reason (broken in combat, as a result of psychology, etc) then rather than fleeing he is turned into a Chaos Spawn. As soon as he turns to Spawn move Arbaal 2D6" directly forward, and subsequently move him randomly as described in the rules for Chaos Spawn in the Chaos Bestiary in Warhammer Armies – Chaos. Once Arbaal becomes Spawn the *Hound of Khorne* returns to its master and the Gift of the *Destroyer of Khorne* is removed.

CHALLENGE. If fighting a unit of troops that contains an enemy character Arbaal must issue a challenge on behalf of his master. If a challenge is issued to Arbaal or a unit he is with then he must meet it. If Arbaal fights a challenge and slays his enemy then he may immediately issue another challenge and fight a further round of combat immediately. If Arbaal's challenge is not met then he may fight a round against ordinary troops as normal. When Arbaal fights the *Hound of Khorne* also fights, both during challenges and ordinary combat. If an enemy unit contains more than one character who is willing to fight him it is possible for Arbaal to fight several rounds of combat within a single normal round. Work out combat results only when all fighting is finished, counting all wounds inflicted towards the result.



SPECIAL CHAOS REWARDS

THE DESTROYER. The warrior gifted with this power has only one attack on his profile. However, if he hits his enemy then the hit becomes 2D6 hits. Work out each hit separately. The Destroyer can only attack a single model, but if he hits he is likely to slay his enemy even if it is a large beast.

HOUND OF KHORNE. The *Hound of Khorne* is the Blood God's own Flesh Hound, a daemon of titanic proportions that combines the attributes of the Flesh Hound with massive size and tremendous power. Only Khorne's own chosen champion is ever rewarded with the *Hound of Khorne* which the champion rides after the fashion of a monstrous beast. All the special rules for Flesh Hounds also apply to the *Hound of Khorne* (see the Chaos Bestiary in Warhammer Armies – Chaos). Note that the *Hound of Khorne* wears a Flesh Hound's *Collar of Khorne* which makes it immune to all magic weapons – this power does not extend to the Hound's rider who is affected by magic weapons as normal. However, the collar does protect both Hound and rider against magic spells – dispelling them instantly.

Warhammer Quest

ELF RANGER

A COMPLETE WARRIOR EXPANSION SET FOR THE WARHAMMER QUEST GAME

Elf Rangers are proud and noble Warriors who are as well known for their mastery of magic powers as they are for their skill in battle. In the labyrinthine caverns beneath the Old World these brave adventurers join the fight against the foul monsters who dwell there, hoping one day to recover the lost treasures of the Elves and return in triumph to Ulthuan!

In this pack, you'll find everything you need to play an Elf Ranger in the Warhammer Quest game, including a finely-sculpted Elf Ranger Citadel miniature by Jes Goodwin, a 24 page rulebook, full colour cards and counters.



Miniature supplied unpainted

Miniature designed by Jes Goodwin

The Elf Ranger is not a complete game. You need a copy of Warhammer Quest to use the contents of this box.

WARNING! Some of the components in this boxed supplement contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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**GAMES
WORKSHOP**

NURGLE PLAGUE TOWER AND CONTAGION PLAGUE ENGINES



NURGLE PLAGUE TOWER

The Plague Tower of Nurgle is a huge construction of rotting timbers and rusty metal that carves its way across the battlefield leaving a trail of death and contamination in its wake. Enemy fire bounces off its heavy armour, whilst inside the tower diseased followers of Nurgle wait impatiently, ready to spring into frenzied combat once the drawbridges have been dropped. The assault is often led by a Greater Daemon of Nurgle – a Great Unclean One, whose massive maggot-ridden bulk is barely contained within this twisted engine of war.

Behind the advancing Plague Towers lurk the Contagion Plague Engines. These odious war machines carry huge catapults which launch disease-ridden ammunition at the enemy. This lethal mixture of filth and decaying flesh smashes enemy formations with its impact and spreads a deadly aura of decay around its victims. Any unfortunates nearby soon succumb to the insidious Nurgle's Rot which quickly spreads from the festering ammunition.



CONTAGION PLAGUE ENGINES



THE PESTILENT FORCES OF NURGLE LOCKED IN BLOODY COMBAT WITH LOYAL IMPERIAL TROOPS



PLAGUE ENGINES OF NURGLE

By Gavin Thorpe

Spreading like a living tide of corruption and decay, the followers of the Chaos God Nurgle attack the Imperium from the Eye of Terror. Among the hideous machines they send to war are the Plague Towers and Contagion Plague Engines, built with the single purpose of spreading suffering and death amongst all who oppose the might of Chaos.

THE ARMY OF NURGLE

Nurgle is the Chaos god of decay and pestilence. The followers of this foul deity revel in the destruction of the universe and the continual ruination that is part of existence. Nurgle himself plans for the time when the universe dies, and he sends his armies of followers out to speed this time of ultimate victory.

In his role as god of pestilence, it is Nurgle and his followers who spread disease and despair throughout the galaxy. Cultists of Nurgle poison entire Hive Worlds by releasing terrifying toxins into the water and air filtration systems. Entire planets have been swept bare of all life by the Death Guard – Chaos Space Marines of Nurgle, who kill with infection and disease as well as missile launcher and boltgun.

CAVALCADE OF PESTILENCE

When a Chaos host gathers for war the followers of Nurgle congregate together, performing depraved ceremonies for their diseased master. The rituals echo across the warp, their dark chants reverberating through the army like the ache of an insistent tumour, gradually building in malignancy and power. When their performance reaches its crescendo, the adepts of Nurgle are gripped with unholy ecstasy. They cavort around altars of skulls and heaps of disease-ridden flesh which writhe with maggots. Huge swarms of flies gather, buzzing around the macabre festivities, covering the supplicants in a living mass of small black bodies. The air crackles with energy and the daemons of Nurgle appear. Through the tear in reality a tide of tiny Nurglings surge, followed by the energetic Beasts of Nurgle. Then, in solemn procession, march the victims of Nurgle's Rot – the Plaguebearers of Nurgle. Finally, as the ceremony reaches its climax, the Great Unclean Ones enter, their huge, bloated bodies spilling filth in their wake.

With the arrival of the daemons, the construction of massive engines of war begins. Overseen by the Nurgle acolytes, thousands of twisted and corrupted slaves toil to build the awesome machines of destruction that will spread the plague of Nurgle to a hundred worlds. Massive Plague Towers are erected, the Chaos Magi binding souls of dead slaves into them to power their engines. The festering altars are used to provide ammunition for the disgusting Contagion Plague Engines. And all throughout this frenzied activity the constant buzz of insects and the stench of rotting bodies permeates the air.

TIDE OF DESPAIR

When the war machines of Nurgle are ready, the pestilent Chaos army sets forth upon its dark crusade. Like a terrible, cancerous growth the armies spread from world to world, from star system to star system, corrupting and destroying everything in their path. It is at these times that the Imperium is hardest pressed, when the Space Marines, Imperial Guard and Titan Legions must fight together with all their strength and are counted among the fortunate merely to survive the terrifying onslaught.



PLAGUE TOWER



As a Chaos Army surges towards the enemy lines, the massive Plague Towers thunder forward amongst the Beastmen and Chaos Marines. The Plague Tower itself is driven along by the power of trapped souls, the victims of some hideous disease. These unfortunate beings are imprisoned within the bowels of the Plague Tower and their raw agony and terror feeds its arcane engines, sending it rumbling across the battlefield to grind the bodies of the dead beneath its gigantic wheels.

Inside the Plague Tower are hundreds of Chaos worshippers, who whip themselves into a killing frenzy and howl with delight at the prospect of the slaughter to come. When the massive drawbridges are finally thrown down a horde of screaming, fanatical warriors pours across to swarm around the enemy in a swirling mass of corruption and death.

At the heart of each Plague Tower lurks the very essence of Nurgle – a Great Unclean One, disgusting Greater Daemon of Nurgle. The Plague Tower acts as a focus of power for Chaos in the same way as other Greater Daemons and is treated as one in the game. Like any other Greater Daemon you add three Chaos cards to your hand if your force includes a Plague Tower, and you can expend Chaos cards to keep a Plague Tower functioning if it is destroyed. Although it is a Greater Daemon, a Plague Tower must be given orders as normal.

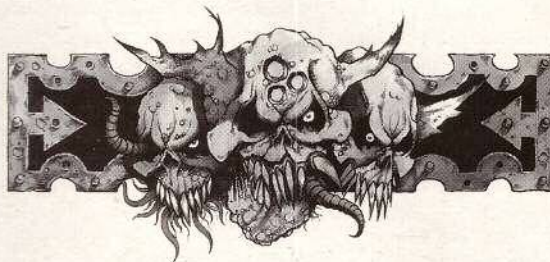
The massive size of the Plague Tower enables it to crush smaller foes under its huge wheels, or shunt them aside with no pause in its inexorable progress. The Plague Tower is a super heavy vehicle and so can only be pinned in close combat by other super heavy vehicles and Titans. The Plague Tower is equally well armoured all around its vast bulk, so its saving throw of 1+ is not modified by shots from the side or rear. This means that troops with no saving throw modifier cannot harm the Plague Tower at all.

The Plague Tower is a transport vehicle and can carry up to eleven stands. This enables the Plague Tower to carry an entire Beastman or Minotaur warband, two detachments of Chaos Marines led by a Greater Daemon, or any other tactically advantageous combination. A Plague Tower's huge size allows it to transport units of daemons, or even a Greater Daemon, which are too big to fit into any non-super heavy transport vehicle.

The Plague Tower is cunningly designed to allow troops to disembark quickly and easily. For this reason, troops still inside the Plague Tower when it is destroyed have a chance of escaping, unlike other transport vehicles. If the Plague Tower is destroyed, by whatever means, roll a D6 for each stand still on board. On a roll of 1, 2 or 3 the stand is destroyed. On a roll of 4, 5 or 6 the troops manage to throw themselves clear as the Plague Tower topples over or collapses in on itself. Place the stand on the table next to the stricken Plague Tower.

BOARDING ACTIONS

Attacking from the Plague Tower has many advantages, most importantly the benefit of assaulting large foes from a higher position. If the Plague Tower is in contact with an occupied building, Titan or super heavy vehicle at the start of the Close Combat segment, the troops inside may disembark and make a boarding action. This is resolved as a normal close combat, but the Chaos troops gain an extra D6 in the first turn to represent the benefits of attacking from the Plague Tower. In subsequent turns of combat there are no benefits as the troops will have disembarked and lose any advantage they may have had.



Troops may not attempt to board any other type of enemy, and must disembark normally (with no bonus) if they wish to attack vehicles or infantry on the ground in close combat.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Plague Tower	15cm	1+ all round	+8	Rot Cannon	50cm	8 Barrage Points		-4	Carries eleven stands.
				Cannon	25cm	2	4+	-2	Stands escape on 4+.
				Plague Mortar	25cm	4 Barrage Points		-1	+D6 when boarding
				Bolters	15cm	8	6+	0	

CONTAGION PLAGUE ENGINE

As the worshippers of Nurgle advance across the battlefield, the terrifying scream of plague catapults fills the air. Behind the mad headlong charge of the Chaos followers, rows of Contagion Plague Engines launch their pestilent ammunition at the opposing army. The main weapon of the Contagion is the plague catapult, a huge armament which bombards the enemy with chunks of Chaos-saturated stone, clusters of decaying corpses and other disease-infested filth.

When these vile bombs impact they spray ichor and infected debris across a wide area. The pestilential aura that surrounds the site of these bombardments fills the air with corruption and the malaise of Nurgle's Rot spreads across the battlefield. Those who survive the initial attack soon contract a variety of virulent diseases. Their wounds turn gangrenous and they die swiftly, wracked with pain.

The Contagions fire their plague catapults like any other barrage and may fire indirectly. Each Contagion has two barrage points, roll to hit and make saving throws as normal. However, any infantry stand killed should not be removed. Instead they should be turned upside down and left in place for the rest of the battle to mark a pile of plague-ridden corpses.

At the start of each subsequent Orders phase (before orders are placed), place a barrage marker centred on each inverted stand, representing the miasma of infection surrounding the heap of bodies. Any model touched by the template is a potential victim and may contract a variety of debilitating infections. Models which are followers of Nurgle (minions which are attached to a Nurgle Greater Daemon) are not affected by this plague. Roll a dice for each model, on a roll of 6 (not modified by cover) it must make an unmodified saving throw or be destroyed.

Infantry stands destroyed by this secondary effect should also be upturned, and from the start of the next turn will also spread the plague as described above. In this way it is possible for the plague to rapidly spread across the battlefield, contaminating wide areas with a miasmatic pestilence.

The Contagion Plague Engine also mounts a vomit cannon for attacking targets that approach too close. The vomit cannon sprays a gout of disgusting filth and disease for a short distance, which surges over walls, around trees and through windows. Consequently, the Contagion ignores the hit modifiers for cover when firing its vomit cannon.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Contagion	15cm	4+	+3	Plague Catapult	75cm	2 Barrage points		0	Spreads Plague
				Vomit Cannon	25cm	1	4+	-1	Ignores cover



A Nurgle Plague Tower smashes into an Eldar Revenant Scout Titan, while the frenzied troops inside prepare to board!

PLAGUE TOWER AND CONTAGION EPIC ARMY CARDS

To assemble your new Epic army cards first cut them out, taking care to keep the front and back of each one together. Then fold each one in half along the dotted line. Spread a thin layer of glue across the back of the card and press the two halves firmly together. To make your army cards more hard wearing, it's a good idea to insert a thin layer of cardboard (cereal packet is ideal) between the two halves before you glue them together. Finally, trim off any excess material. Your army cards are now ready to use!

PLAGUE TOWER

Within the pitted and corroded shell of the Plague Tower dwells a hideous apparition. In the bowels of this daemon engine the very essence of Nurgle lies, a Greater Daemon hungering for the death of its master's enemies. As the Plague Tower rumbles across countless worlds, crushing all beneath its gigantic wheels, its guns belch forth death and decay.

Carried inside are the frenzied hordes of Nurgle: Beastmen, Trolls and Chaos Space Marines who are transported across the battlefield within the safety of the Plague Tower's armoured body. When the Plague Tower reaches the enemy lines this warband pours from the Plague Tower in a frenzy of ecstatic blood-letting.

Any of the Plague Tower's minions with a line of sight to it automatically pass any morale check they are required to make. If the Plague Tower is destroyed its minions must pass an immediate morale test or be placed on Fall Back orders.

The Plague Tower can never be broken and does not need to test morale. Victory points are awarded when it is destroyed.

VICTORY POINTS 4

Your opponent gains 4 VPs when the Plague Tower is destroyed

PLAGUE TOWER

The Plague Tower is a massive, pestilent engine of war which houses the corrupted spirit of a Great Unclean One – Greater Daemon of Nurgle.



POINTS VALUE 400

CONTAGION PLAGUE ENGINES

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

MORALE VALUE 1: Contagion detachments have a morale value of 1. They must roll 1 or more on a D6 to pass their morale check. Contagions with a line of sight to their Greater Daemon pass any morale checks automatically.

VICTORY POINTS 2

Your opponent gains 2 VPs when the detachment is broken.

CONTAGION PLAGUE ENGINES

There are three Contagion Plague Engines in a detachment.



POINTS VALUE 200

CONTAGION PLAGUE ENGINES

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

MORALE VALUE 1: Contagion detachments have a morale value of 1. They must roll 1 or more on a D6 to pass their morale check. Contagions with a line of sight to their Greater Daemon pass any morale checks automatically.

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Your opponent gains 2 VPs when the detachment is broken.

CONTAGION PLAGUE ENGINES

There are three Contagion Plague Engines in a detachment.



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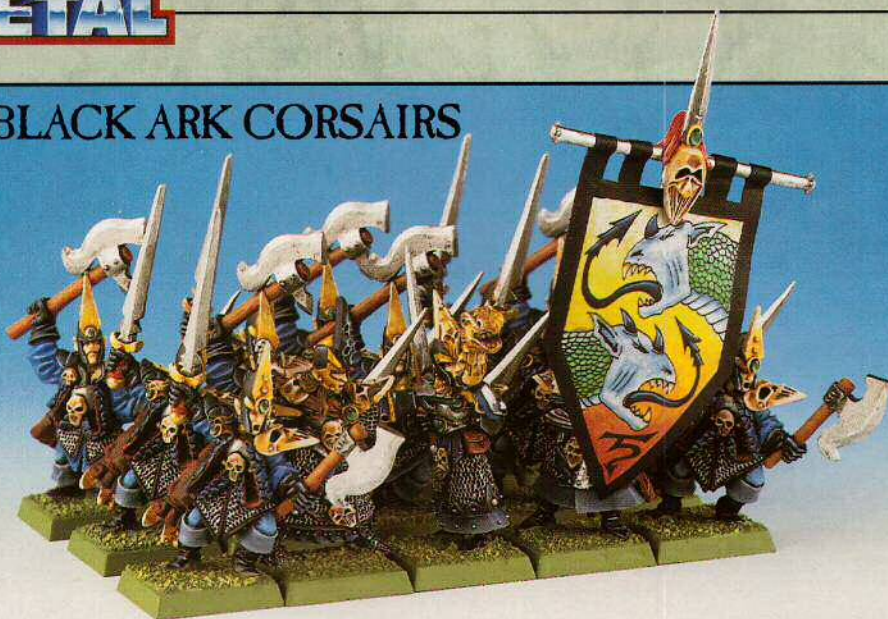
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Regiments of Dark Elf Corsairs fight from the decks of the great Black Arks. Protected by their sea dragon cloaks, they spurn the use of shields, fighting with a sword or axe in each hand. They are renowned for their dazzling and ferocious skill in combat.



BLACK ARK CORSAIRS



HARPY REGIMENT

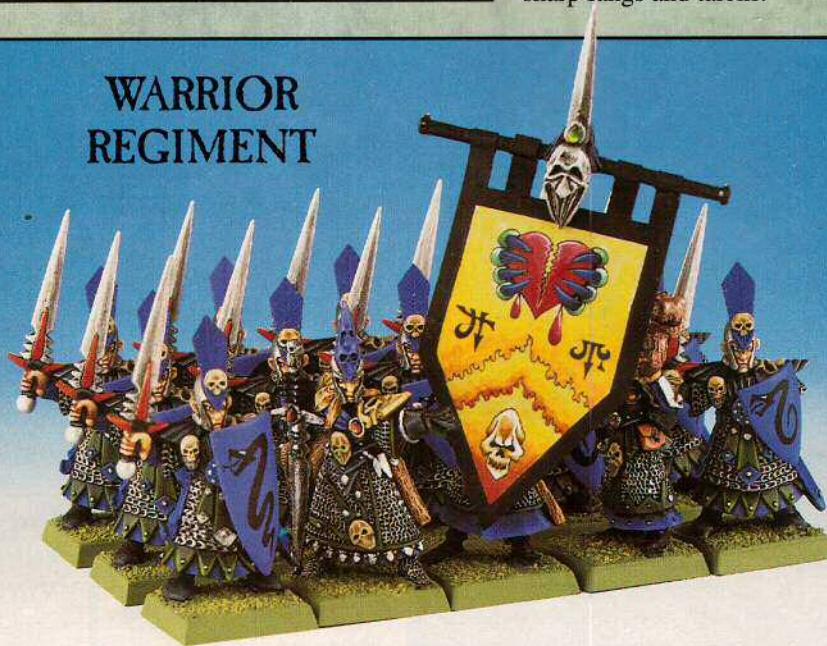


Flocks of Harpies circle over the battlefield, swooping down to rip apart their foes with their sharp fangs and talons.

The cruelty of the Dark Elf race casts a shadow over the Warhammer world. Like the High Elves they are graceful and beautiful, but the souls of the Dark Elves have been irredeemably stained by evil. They love cruelty for its own sake, and delight in torturing their captured enemies.



WARRIOR REGIMENT





DARK ELF BATTLE TACTICS

By Jervis Johnson

The sky blackened as a hail of crossbow bolts rained death onto the enemy ranks. Before their foe could recover the Dark Elf Knights charged, lances piercing flesh and armour with equal ease, their Cold Ones trampling the fallen underfoot. None could withstand the Dark Elf attack.

DARK ELVES

The Dark Elf army is a tough one for any opponent to defeat. Just about all of the troops in the army have good fighting abilities, above average leadership values, and have access to excellent weapons and armour. The rank and file are backed up by a powerful selection of heroes and wizards, and are supported by the awesome Dark Elf repeater bolt thrower.

This being said, the Dark Elves have a number of weaknesses that can be exploited by a competent enemy General. They are expensive in terms of points for a start, which means that a Dark Elf army will tend to be rather small. This is not helped by the fact that Dark Elves are not all that tough (at least, not when compared to Dwarfs or Orcs). These two factors mean that a Dark Elf army is very vulnerable to attrition, and can start to melt away even if subject to quite low strength attacks. The purpose of this article is to help new Dark Elf Generals downplay their weaknesses and maximise their strengths.

MISSILE FIRE

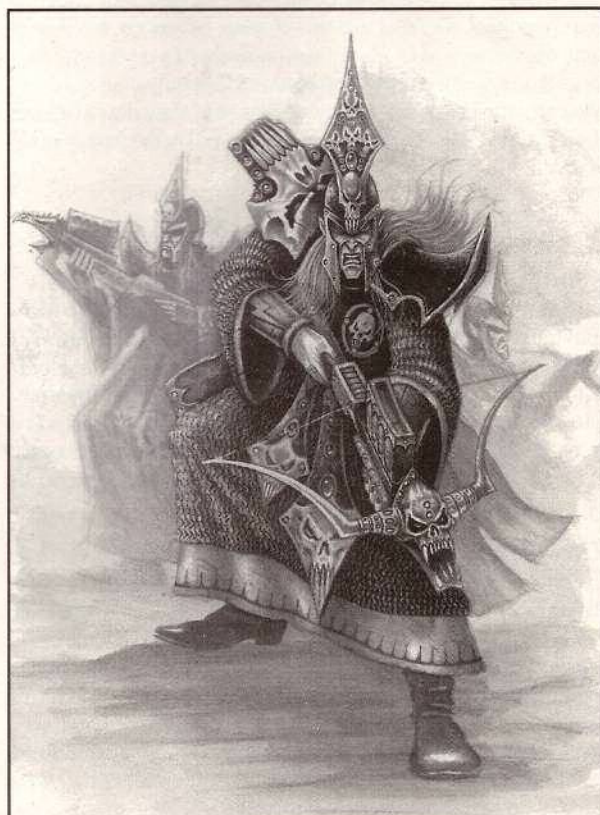
The Dark Elf army is blessed with two extremely powerful missile weapons in the form of the repeater crossbow and the repeater bolt thrower. When combined with the Dark Elves' high Ballistic Skill, these two weapons allow a Dark Elf army to out-shoot almost any opponent. However, they are not without their limitations.

The repeater crossbow's main strength is its extremely high rate of fire. When using them, always fire two shots unless the extra -1 modifier will make it impossible for you to score a hit. While there might not appear to be much difference between two shots hitting on a 6 compared to one shot hitting on a 5, if you are lucky the two shots will both hit. This gives you a chance of scoring twice as much damage compared to a single shot. If at all possible you should try to keep stationary with troops using repeater crossbows, as this will greatly increase their chance of hitting.

Although they are generally excellent weapons, repeater crossbows are sometimes hampered by their low strength and lack of a saving throw modifier. When going up against especially tough or well-armoured targets, try to combine the fire of several regiments against a single opponent, as this will mean that the sheer number of hits you score will cause some

damage. Even so, you will probably find that your repeater crossbows are best used against targets with Toughness 3 or less and wearing little or no armour.

Fortunately the Dark Elves have a superb alternative weapon to use against hard targets, in the shape of the repeater bolt thrower. This superb weapon's high strength and its ability to ignore armour altogether makes it deadly against most ordinary rank and file enemy troops, especially Human or High Elf knights. Alternatively, it can fire a single bolt that inflicts D4 wounds which makes it quite effective at killing monsters and powerful enemy characters too. The choice to fire a single or a multiple shot can be more difficult than with the repeater crossbow, but as a rule I tend to fire multiple shots unless I am going for a target with Toughness 8 or more.





The combined effect of massed repeater crossbow and bolt thrower fire can be quite devastating, and the sheer number of dice you will be rolling can have a very intimidating effect on your opponent. Try and use this to your advantage to 'psych' your opponent out. In more than one game I've played, long-range volleys of repeater crossbow fire that only caused one or two casualties have caused my opponent to slow down or even abort his attack, just because he was scared by the vast number of dice I was rolling!

SHOCK TROOPS

While the massed missile fire of a Dark Elf army can win a battle on its own, it is seldom capable of doing so very convincingly. When I first started using the Dark Elf army, I tended to concentrate on trying to win with missile fire alone. Although this worked in a couple of battles, it completely failed to do so in an equal number of others. When I did win a game, victory was achieved by the narrowest of margins, and the result could be (and often was!) overturned by one well-executed enemy charge.

If you want to win convincingly with the Dark Elves, their firepower needs to be combined with the ferocity of their shock troops, which are many and varied. Probably the most powerful are the Cold One Knights whose combination of high Weapon Skill and extremely thick armour make them a match for any opponent. However, they are very expensive (in terms of points), so it is unlikely a Dark Elf army will have very many of these potent warriors. Those it does have need to be carefully protected, especially against attacks that ignore armour saving throws.

Almost as dangerous are the Black Ark Corsairs and the Witch Elves. Both of these troops are ferocious close combat opponents, and if used correctly can be every bit as damaging to an opposing army as a regiment of Cold One Knights. The Witch Elves, in particular, are capable of inflicting huge amounts of damage, especially if they are supported by the dreaded Cauldron of Blood. In one game I played, a Witch Elf Hero aided by a *Potion of Strength* and the Cauldron of Blood, managed to kill a Treeman on her own in one round of combat!

Last, but by no means least, in the Dark Elf armoury of shock troops are the Black Guard of Naggaroth and the Har Ganeth Executioners. Both of these elite formations are capable of inflicting damage on even the very toughest opponents.

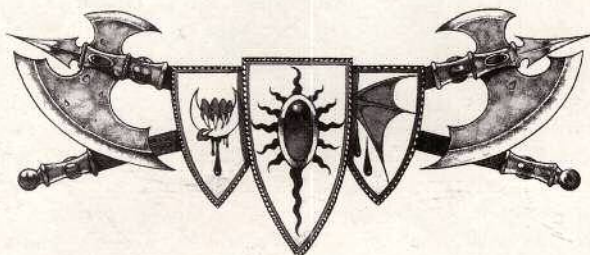
LIGHT TROOPS

More so than almost any other army, the Dark Elves have a number of troops that can seriously disrupt their opponent's plan. These troops are the Dark Elf Scouts, the Dark Riders and the Harpies.

Dark Elf Scouts are extremely useful and flexible. Because they are set up after both armies have deployed, you have a chance to look at the opponent's set-up before placing them on the table. Furthermore, they can be set up anywhere on the table as long as they are out of sight of the enemy.

I tend to use the Scouts in two ways. If there is suitable cover close to the enemy's battle line, such as a nice clump of woods or a building, I will normally set up a group of Scouts in it. From such a position they are capable of harrying the enemy with extremely accurate missile fire. In addition, their proximity to the enemy will probably stop some units from marching, which will slow up the enemy attack.

The other way I use Scouts is by deploying them to counter any unforeseen threats revealed by the enemy's set-up. For example, in a recent game my opponent set up a number of fast-moving troops on a flank that I had only lightly defended. Fortunately I had not yet set up my Scouts, and was able to use them to stiffen the threatened flank. Although the flank was eventually overrun, the extra Scouts there meant that it took my opponent far longer to carry out this action, by which time my shock troops had smashed up the rest of his army.



Dark Riders are every bit as useful as the Scouts. Their ability to make a free 18" march move before the first turn means that they can be on the enemy before they know what's hit them, and can allow them to get round an opponent's flank almost before the game has begun. I usually position my Dark Riders on the flanks of the army, and as far forward as possible (i.e. the full 12" on to the table allowed). From here they can quickly swoop round the enemy's flank, or advance into a good firing position for the start of the battle.



The Dark Elves launch a ferocious attack against their arch enemies, the High Elves.

The Dark Riders' ability to fire on the move without suffering a -1 to hit modifier and their special fire and flee option make them easily the best light cavalry in the Warhammer world, and they should be used in the traditional light cavalry manner: swooping towards the enemy to unleash well-aimed volleys of repeater crossbow bolts, and firing and then fleeing at any enemy units that try to get to grips with them.

Finally we have the Harpies. Although the Dark Elf army can only have one regiment of these ferocious flying creatures, this is usually more than enough. You should note that Harpies are treated like any other regiment, and so move about as a unit in base-to-base contact with each other (not like skirmishers, who can set up 2" apart). Although at first this may seem to be a bit of a disadvantage, in fact it is quite the reverse, because it means that the Harpies can have a rank bonus.

By forming up about eight to sixteen Harpies in a solid phalanx several ranks deep, it makes them into an extremely effective force for dealing with the enemy's light troops, such as skirmishers. The Harpies' long 24" charge move means that any light troops they charge probably won't get away if they attempt to flee, while the Harpies' rank bonus should pretty much guarantee that they win the combat if the light troops stand and fight. The Harpies' ability to fly combined with their rank bonus also make them extremely good at dealing with the opposing player's artillery...

ASSASSINS

No description of the Dark Elf army would be complete without a mention of the justly feared Dark Elf Assassins. A properly executed attack by an Assassin can win you the game by killing off a valuable enemy model. However, more often than not your Assassins will remain hidden and never get used.

The reason for this is that they may only be hidden in 'ordinary' regiments of Dark Elves, rather than your regiments of special shock troops, like Cold One Knights, or exposed light troops, like Scouts, which usually end up doing most of the fighting. If you follow the tactics described above, and slow up the enemy enough with your light troops, you will generally find that the enemy fail to get to grips with your ordinary troops. This is no reason not to take an Assassin or two, since a seemingly 'harmless' unit can suddenly turn into a death trap for enemy characters!

Try to resist the temptation of buying Assassins very expensive magic items. Although equipping an Assassin with a *Frost Blade* will mean that any character he attacks will quite likely be killed, it is a waste of points if the Assassin only gets to fight in one battle in five. Instead you are much better off giving the Assassin a fairly cheap item (the *Potion of Strength* for 10 points is a good one), which will give them an edge in combat without breaking the bank!

CONCLUSION

The Dark Elf army has access to a wide variety of excellent troop types. However, in order for it to do well all of the different types of troops need to be used as a combined force. Coordinated use of your units emphasises the special abilities of each of the different elements.

I tend to think of this as a 'hammer and anvil' attack: the Dark Elves' missile troops form a solid and immovable anvil against which the enemy army is smashed by hammer blows from the Dark Elf shock troops. Meanwhile the Dark Elves' light troops disrupt the enemy's attack, harrying the opponent's flanks and slowing up his troops so that the main 'hammer and anvil' tactic is even more effective.



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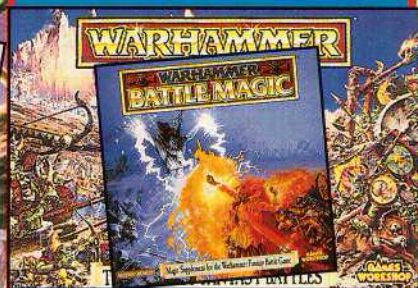
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BLOOD ANGELS DEATH COMPANY

By Rick Priestley

Since the *Heretic* battle report last month, we've had lots of letters asking where you could get the rules for the Blood Angels Death Company. These were originally printed way back in *White Dwarf* 168 and are no longer available. So, we've decided to reprint them here in full, together with the background to this unique part of Imperial history.

THE BLACK RAGE

After the Horus Heresy had been crushed, and the forces of Chaos had retreated towards the Eye of Terror, the established Space Marine Legions were reorganised into the smaller Space Marine Chapters. The Blood Angels had lost many warriors in the war. Worst of all, the genetic banks which provided their implants had been partially destroyed. The only way to make good the damage was to reculture gene-seed from the body of Sanguinius, the Primarch whose genetic structure had been used to create the Blood Angels. Live germ cells were isolated within Sanguinius' body, and eventually new implants were cultured. In this way the Chapter was rebuilt using the gene-seed of Sanguinius taken from his dead body.

During the dark days of the Horus Heresy the Blood Angels Chapter of Space Marines found itself embattled upon Earth itself. The full force of Chaos was arrayed against them, and as the armies of Horus fought their way towards the centre of the Emperor's Palace, all appeared lost. Yet, as the most lowly Adept of the multitudinous offices of the Adeptus Terra knows, in the end the Earth was saved and Horus defeated, though at a terrible cost. The story of the Death Company of the Blood Angels is just one of the many echoes of those great events which still effect the Imperium today.

As the forces of Horus closed in around the Emperor the position seemed hopeless. The battle, and with it the fate of humanity, would be resolved within a matter of hours at the most. The outcome seemed no longer in any doubt, and the Emperor and the remnants of the loyal Space Marine Legions prepared for a final stand. They were doomed and humanity was condemned to eternal damnation in the hells of Chaos, yet they were determined to prove their defiance to the last. If Chaos must triumph, as it surely would, then it would do so only in the face of the greatest resistance.

The Blood Angels had fought long and hard since the bombardment began. They were already battle weary, but within them the human spirit burned as vigorously as ever. The winged Primarch Sanguinius seemed to be everywhere at once. Wherever the fighting was thickest he appeared, soaring over the battlefield and swooping down upon the daemonic hordes below. Together with his Space Marines he

At the time all seemed well, and it was only over the following millennia that the gene-seed showed traces of mutation. Such matters are not unusual. Every Chapter's gene-seed is subject to a process of evolution or decay, and so must be vigorously examined and periodically purged of fault. As a result most Chapters have idiosyncrasies, but in the case of the Blood Angels these were to prove very strange indeed.

The Blood Angels are unique in that their genetic implants were cultured from the dead body of their Primarch. Deeply engraved within the gene-seed is the encoded experience of the winged Primarch, and most deeply imprinted of all is the memory of his final battle with Horus. Over many centuries this genetically encoded vision of darkness has haunted the Chapter. On a subliminal level it affects everything the Blood Angels do and everything they are. It disturbs their sleep with

had defied the might of Angron, the Chaos Primarch of Khorne, whose World Eater Chaos Space Marines had devastated a hundred human worlds. Yet the onslaught was too great, and the Blood Angels had been beaten back to the Ultimate Gate in the Emperor's Palace.

As the Emperor and his Primarchs gathered for a final stand, Horus made the fatal mistake which cost him victory. To this day no-one can say why Horus chose to drop the defensive shields around his ship, allowing the Emperor to teleport aboard and destroy him. Historicists of the Adeptus Terra point to the expected arrival of the Space Wolves and Dark Angels Legions, maintaining that Horus was deliberately throwing down a challenge to the Emperor in an attempt to lure him into a trap. If this is correct, Horus was determined to resolve the conflict before the arrival of the other Space Marine Legions.

But it seems likely that Horus knew that the relief force was still several days away. Even with these additional Space Marines it is hard to imagine how the Emperor could defeat the inexhaustible hordes of Chaos. The Ecclesiarch Deacis IX wrote, 'Perhaps it was some vestige of humanity within the monster that he had become which finally betrayed Horus. His love for the Emperor, once sincere but long since turned to hate, may yet have overcome Chaos in the end'. Maybe it was so. The veil of history was drawn over those events ten thousand years ago, and such things will never truly be known for certain.

nightmarish recollections, and it colours their imagination with gory images of sacrifice. For the most part these things dwell deep in the unconscious mind, and form an unspoken bond amongst the brotherhood of the Blood Angels.



Sometimes an event or circumstance will trigger the ancient encoding. This happens only rarely, often upon the eve of battle, but it is likely to be a fatal experience for the Blood Angels warrior whose mind is suddenly wrenched into the distant past. The Black Rage overcomes him, the memories and consciousness of Sanguinius intrude upon his mind, and dire events from ten thousand years ago flood into the present. To others, the Space Marine appears half mad with fury, he is unable to distinguish past from present, and does not recognise his comrades. He may believe that he is Sanguinius upon the eve of his destruction, and that the bloody battles of the Horus Heresy rage around him. As well as Sanguinius' memories, the genetic imprint releases other attributes of the Primarch, and the Space Marine is suffused with incalculable power.

Before every conflict the Blood Angels bend their thoughts to prayer and to the sacrifice of their Primarch so many centuries ago. As the Chaplains move from man to man, blessing each in turn, they note those amongst the brotherhood whose eyes may seem a little glazed, or whose speech is slurred or excited. These are signs that within this warrior the past is stirring. The

prayers go on. Some, almost all, overcome the ancient intrusion into their minds. All their warrior's training is directed at controlling it, beating it down into the depths of their being. But for some the imprint of Sanguinius is too strong, the memories too loud and demanding. As the Chaplains chant the *Moripatris*, the Mass of Doom, the chosen ones fall into the arms of their priests, and are taken away. They are the Death Company.

THE FINAL BATTLE

The Death Company is arrayed in black armour upon which are painted red saltires – crosses of blood red which symbolise the wounds and sacrifice of Sanguinius. The Blood Angel's Chaplains often remain with the warriors as they pass through the initial period of fever. They rave aloud and their bodies are wracked with convulsions as they relive in their minds the final battle between Horus and Sanguinius. Eventually the crippling fever passes but from that time onwards the warrior's sense of identity is changed forever. In his mind he is both Sanguinius and himself. He is suffused with the death agonies of the winged Primarch, and his consciousness is divided between the past and present. He knows that death is upon him. Death in battle, fighting at the Emperor's side, against the foes of the Blood Angels.

The Death Company is led into battle and directed towards the foe by the Chapter's Chaplains. The warriors fight with the certainty of death, few wounds will harm them, yet ultimately they will succumb to their fate. Should they survive the battle they will probably die of their wounds afterwards, once the frenzied slaughter is past. It is best that they die, for if they do not their torment will be all the greater. Their genetic implants, driven to tortuous levels of activity, release a flood of dangerous hormones into their bodies. Madness eventually

According to all records of those troubled times the Emperor, Sanguinius, and a small force of Space Marines in Terminator armour boarded the Warmaster's space fortress. The story has become part of the folk-myth of the Imperium, and is told a hundred different ways, but on the following details most versions agree. As they materialised the boarding party found themselves divided, and Sanguinius was positioned closest of all to Horus himself. It is said that the Warmaster offered Sanguinius a place beside him, a Princedom in Hell, and everlasting life as a minion of the Chaos Gods. For the last time in his life Sanguinius renounced Chaos and prepared for battle. Horus was once the most mighty of all the Primarchs. Now he bore heinous marks of his Chaos Masters. He was swollen with power, gigantic of size and distorted in his daemonic form. Now he was more powerful than any mortal creature. For his part Sanguinius still bore the wounds of his battle on Earth. He had fought daemons and survived, but against Horus he was as an insect to a hungry and gigantic monstrosity.

It was a short and bloody battle before the brazen throne of Horus. The blade of Sanguinius sang as it spun through the air, cutting and stabbing at the Warmaster. The armour of Horus bled where that blade touched it, for now the Warmaster and his armour were one. Horus did not endure this whirling dance long. He lashed out clumsily. Lightning claws arced through the air, catching upon bulkheads and

doors, tearing great gashes and sending molten metal shrieking across the floor. Soaring over Horus' head, Sanguinius easily avoided his sluggish strokes, and eagerly sought out a weak spot in Horus' defences. As he flew he spotted a damaged link of armour on the Warmaster's neck, and Sanguinius stabbed out with all his remaining strength. His blade lodged at once in the Warmaster's armour. Horus screamed more with anger than with pain, and reached out to strike the winged Primarch. Steel talons dripping with plasmic energy closed upon the winged Angel of Baal.

According to some versions of the tale it was this wound that Sanguinius struck which opened a chink through the armour of Horus, enabling the Emperor to slay his enemy. The Blood Angels certainly say as much in their doctrine. They pray to Sanguinius as they do to the Emperor, for he remains their patron and guide in death as he once was in life. In any case, when the Emperor found the Warmaster it was as he stood over the broken body of Sanguinius, the Primarch's wings twisted and feathers still at last. This sight convinced the Emperor there could be no salvation for Horus. The rest of the tale has no direct bearing upon the Blood Angels and is well known. Suffice to say that the Emperor defeated Horus after a long and hard-fought battle in which the Emperor was himself mortally wounded, after which he was placed in the eternal stasis of the Golden Throne from which he has ruled the Imperium ever since.



The Death Company Chaplain leads his battle brothers against the Eldar.

overtakes them and destroys their noble minds, turning them into twisted beasts that crave for flesh and blood. The true fate of these poor unfortunates is only known for certain by those within the Chapter itself. There are tales of the dark labyrinth beneath the Tower of Amareo, and of the howling cries that demand the blood of the living, but none can say for certain what secrets lie beneath that haunted place.

BLOOD ANGELS DEATH COMPANY

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Death Company	4	5	4	4	4	1+1	4	1	10

SPECIAL RULES

Extra Wound. As they reach a heightened state the warriors' bodies are able to temporarily ignore the effect of mortal wounds. Only after the battle, when their metabolism calms down, do these wounds kill them. To represent this the Death Company Space Marines start the battle with 2 wounds each (1 normal wound plus 1 extra, temporary wound). If they sustain 2 wounds during the battle they are slain, but if they sustain only 1 wound they survive. However, after the battle is over but before you work out which side has won, you must deduct the extra wound from every Death Company Space Marine. This means that any Death Company Space Marines who have already suffered 1 wound will be dead, and these extra casualties *do* count towards the final victory points.

Frenzy. The Death Company Space Marines are affected by the rules for Frenzy as given in the Psychology section of the Warhammer 40,000 rulebook, with one exception. Death Company Space Marines can never take a restraining test to avoid going into Frenzy. This means they are always affected by the rules for Frenzy and must always charge the enemy if they are able to do so.

Psychology. Aside from Frenzy, the Death Company Space Marines are not affected by any of the psychology rules. They never test for fear, terror, or other psychology described in the Warhammer 40,000 rulebook.

Leadership. Except where noted above, Death Company Space Marines are automatically assumed to pass any Leadership tests they are required to take and so cannot be broken or shaken. Their Leadership value is therefore never used, but is included for comparative purposes.

Chaplain. The Death Company can only fight as a coherent unit as long as it is led by a Blood Angels Chaplain. It may then fight in a dispersed formation (individual models up to 4" apart). If the unit is not led by a Chaplain then it dissolves into a mass of rampaging individuals. The squad coherency rules cease to apply and each model fights on its own. Should this happen, individual models will charge the nearest enemy within their charge range in accordance with the Frenzy rules. If there are no enemy within charge range each model moves its maximum normal movement distance in a random direction (use the scatter dice to establish a random direction). This random compulsory movement is worked out as soon as charges have been declared but before chargers are moved, as is usual for compulsory movement.

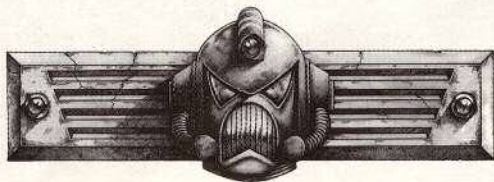
BLOOD ANGELS DEATH COMPANY ARMY LIST

0-1 CHAPLAIN

Champion 55 points
Hero 85 points
Mighty Hero 119 points

Armed with Crozius Arcanum, bolt pistol, frag grenades, power armour (3+ save) and Rosarius (containing conversion field, 4+ unmodified save). A Chaplain may have up to two Wargear cards, and any combination of additional wargear allowed by the Space Marine Wargear list (see the Wargear list for points values).

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	5	4	4	1	5	1	9
Hero	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	4	10



0-1 DEATH COMPANY

Death Company 35 points per model

If your army includes a Blood Angels Chaplain it may also include the Death Company. An army can only ever include one Death Company. The Death Company must be led by a Chaplain and must consist of at least five models, but can be larger if you wish. There is no formal unit size or maximum size for the Death Company.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Death Company	4	5	4	4	4	1+1	4	1	10

WARGEAR

All Death Company Space Marines wear power armour (3+ saving throw), and are armed with a bolt pistol.

OPTIONS: Any Space Marine may be armed with a boltgun (+3 points) and/or up to two of the following weapons:

Chainsword	2 points
Power Glove	10 points
Power Axe	7 points
Power Sword	6 points
Plasma Pistol	5 points
Hand Flamer	7 points

Additionally, the entire Death Company may be armed with one of the following types of grenade:

Frag	2 points per model
Krak	3 points per model
Melta Bombs	5 points per model

Note that a double-armed Space Marine does not have to have two different weapons, he can have two the same, although there is little advantage to be gained by doing so. Also note that it is not necessary for the Death Company to be armed identically, each Space Marine may be armed as you wish. The only exception to this is grenades – if the Death Company carries grenades these must be all the same type.

SAVE: Death Company Space Marines have the usual 3+ armour saving throw for Space Marines in power armour.

SPECIAL: The Death Company may vary in size from a minimum of five models to as large as you like. However, regardless of its size it always fights as a single unit whilst it is led by a Blood Angels Chaplain. If not led by a Blood Angels Chaplain it ceases to fight as a unit at all and models are moved randomly as mentioned earlier.



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1995 GOLDEN DEMON AWARD CATEGORIES



1. Best Warhammer 40,000 Miniature

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

2. Best Warhammer 40,000 Squad

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

3. Best Warhammer 40,000 Vehicle

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



4. Best Warhammer Single Miniature

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

5. Best Warhammer Command Group

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

6. Best Warhammer Monster or Warhammer 40,000 Creature

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



7. Best Epic Titan

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

8. Best Epic Battleforce

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



9. Battle Scene

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

The Young Bloods Competition

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

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

The Golden Demon Open Competition

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

1995 COMPETITORS GUIDELINES

You can only enter once in each category, and all entries to the Golden Demon Awards must be painted Citadel or Marauder miniatures.

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

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

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

All entries to the 1995 Golden Demon Awards must be personally handed in and registered at the National Indoor

Arena Birmingham on the 15th October 1995. Full details on the entry and booking-in procedure will appear in White Dwarf issues 188, 189 and 190.

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

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

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

THE SPACE MARINE TROPHY



Each year, this magnificent bronze Space Marine Trophy is awarded by the Games Workshop Studio to one of our Retail staff. Last year, the trophy was won by Fred Reed from our Bristol store for his brilliantly painted Space Marine Squad. This year we've decided to focus on the best Warhammer Command Group, and we're hoping for an even higher standard than 1994!



GAMES DAYTM and GOLDEN'DEMON 95

HOW TO ENTER THIS YEAR'S COMPETITION

HOW DO YOU ENTER?

We're always trying new and better ways of organising Golden Demon. Last year, for instance, we ran regional heats with models being entered only through Games Workshop stores. For this year's event, we wanted to go for a much more open structure in order to give as many people as possible the chance to enter the competition.

In the next two issues of White Dwarf we'll be printing a number of Golden Demon 1995 entry forms. Although we'll happily accept photocopies of these forms, every single entry must be accompanied by a separate one. For example, if you are entering category 3 – Best Warhammer 40,000 Vehicle, category 8 – Best Epic Battleforce and category 9 – Battle Scene, you would need to fill in three separate entry forms.

WHERE DO YOU ENTER?

You can only enter the 1995 Golden Demon Awards by bringing your models along to the Birmingham National Indoor Arena on 15th October 1995. No postal entries can be accepted and no models can be entered through the stores.

WHAT TO DO ON THE DAY

On the day, there will be a competitors' entrance to the hall that will be open from 9.00am. All competitors must enter through this door so we can book in and register your models. To help speed things up, please make sure that your entry forms are filled in before you arrive at the Birmingham National Indoor Arena. Once inside, you simply hand in your completed entry forms to a Registrar, and he'll give you a numbered card for each entry. You can then take your entries



and their cards through to the main hall and give each miniature or model, together with the card to the Entry Marshall manning the appropriate area. Each category will have its own clearly labelled display area, so you'll know exactly where to go.

After you've handed in your model, you'll be given half of the card back as a receipt to prove which model is yours. **Do not lose this!** You will not be able to collect your entry at the end of the day unless you have a valid receipt for your model.

TRANSPORT AND PACKAGING

Although we're aware that lots of competitors will have travelled long distances to enter the competition, we just won't have the time or space to look after that three-foot square box of foam chips that your masterpiece has been brought in.

Our best suggestion is for you to make sure your entry fits into a squash bag or rucksack that you can carry around the event without too much encumbrance. You should also be aware that any unattended bags or boxes are likely to be treated as suspicious objects by the National Indoor Arena Staff!

COLLECTING YOUR MODEL

Once the judging has been completed, we'll announce that we're ready for competitors to collect their entries. Simply go along to the appropriate table, identify your model, hand your receipt to the staff member and he'll let you take your entry home.

Simple isn't it? Now all you've got to do is paint that award-winning entry and come along!

GAMES DAYTM and GOLDEN'DEMON 95

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Please fill-in a separate entry form for each miniature or model

Name **CHAOS BLACK**

Address **33 ANYSTREET, NOWHERETOWN**

Postcode **NOPLACE**

Telephone Number **DOX MR2K**

Entry Category **WARHAMMER SINGLE MINIATURE** Category Number **4**

Description of entry **DWARF TROLLSLAYER**

FOR OFFICIAL USE ONLY

Category Number Entry Number

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Entry Category Category Number

Description of entry

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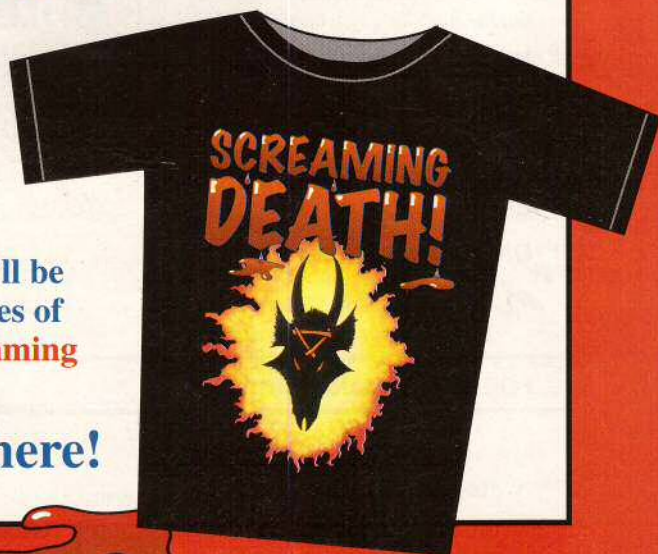
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**WARHAMMER
ROADSHOW**



Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

CREATURES OF DARKNESS

By Ian Pickstock

The caverns and dungeons below the Warhammer World are treacherous places. Courageous Warriors battle against evil, questing for lost treasures through the unending danger of bloodthirsty monsters and vicious traps.

WARHAMMER QUEST

Warhammer Quest is a huge game with endless opportunities for exciting combat and challenging adventure. Included in the Warhammer Quest box is the mammoth Roleplay book which expands your games in a number of ways. These expansions range from building up your character from a mere novice to a full blown battle-lord, to playing a world-spanning epic covering many months of adventuring and all organised by a Gamesmaster. However, I have to say that my favourite way of playing Warhammer Quest is to simply open the box and play a game. This requires no preparation, just get three strong and trusty companions and you're all set to go!



This type of Warhammer Quest game is generated entirely by cards. These contain all the Monsters' details and special rules to describe each encounter. The treasure gained for killing these fearsome foes is also on cards, so that when a Warrior wins a piece of treasure, any special rules are to hand. Each Treasure card represents a great magic item that the Warriors can obtain by killing Monsters and progressing deeper into the dungeon. Once players are familiar with the game rules, they need look very little up in the Warhammer Quest Rulebook. This creates a fast-paced and furious game, matching the heroic action taking place deep beneath the surface of the Warhammer World.

Since the release of Warhammer Quest, four new sets of cards have been added to the range, which increases the scope of your adventures. Three of these decks are packed full of new treasure items which are really easy to use – you simply add them to your existing deck and play your games as before. Now the Warriors will be able to battle for immensely powerful magic items such as the awesomely destructive *Hammer of Sigmar* and the deadly accurate *Bow of Loren*.

The fourth of these new packs is the blank Event card deck which contains 17 Monster and 4 Encounter Event cards. These allow you to fill in the details of your favourite Warhammer creatures, and to create new challenges for your brave Warriors. They can then be shuffled into your original Event cards, where they will look no different. Alternatively, if you write enough, you could make a whole new Event deck! If you have lots of Chaos, Skaven, or any other Citadel Miniatures you want to use in your games of Warhammer Quest then the blank Event deck is just what you need.



PICKING MONSTERS

When you're writing new Event cards, your first task is to decide which Monsters to include. Naturally, this will depend on what is in your collection. For instance, you may have your own Warhammer army or perhaps you have just a few favourite miniatures that you would like to use in a Warhammer Quest games.



With Warhammer Armies – Dark Elves just out, I thought I'd use some of the new Dark Elf miniatures in a Warhammer Quest adventure. I've enjoyed playing several games of Warhammer with and against this cruel race, but what I really wanted to do was include them in the Warhammer Quest adventures that we have been running here at the Studio. I therefore decided to make my own Dark Elf cards using a blank Event pack. One set would be more than enough to make an entire Dark Elf deck that I could use to fight adventures deep under Naggaroth. However, I haven't got many Dark Elf models painted up yet, so I opted to make some Monster Event cards for the figures I had, and a couple of special Dark Elf encounters that could befall the Warriors. These could then be mixed with some of my existing cards, creating a dungeon filled with Orcs and Goblins, led by those evil Dark Elves.

Type: Write the name of your monster here.

No.: Write how many monsters are placed when the card is drawn. e.g. 1, 1D6, 1D6+6, 2D6 etc.

Profile: The Monster's stats are written here. These are used to determine how the monster performs in combat.

Combat Table: Look up the monster's WS on the chart on page 32 of the rulebook to fill in the Combat Table.

Special Rules: These can be taken from the Bestiary or you can invent your own.

Gold: The gold gained for killing the monster.

WRITING THE CARDS

When you have decided which Monsters you want to use, all that remains is to write their details on the cards. I have decided to use Dark Elves, but you may have chosen to use your collection of Undead, Chaos or whatever, it's entirely up to you. However, no matter what Monsters you are adding, there are four basic elements to consider:

Gold

Working out the value of Monsters is really simple. The Gold value of a creature is simply its Warhammer points value multiplied by ten. All you have to do is consult the army list of the Monster and do your sums!

The Profile

This is the Monster's Movement, Strength, Attacks, etc. These are in the Warhammer Quest Roleplay book, or converted from the profiles in the bestiary section of any Warhammer Armies book. Converting these from Warhammer is really easy. As Warhammer Quest uses the same profiles, just copy them onto your cards! There are, however, a couple of changes between Warhammer and Warhammer Quest profiles which you should take into account when designing your Monster.

In Warhammer Quest, Ballistic Skill is the number a Monster needs to equal or beat on a D6 to hit its target, instead of a value that has to be looked up on a chart. So, to get a Monster's BS in Warhammer Quest, look up what it needs to hit on the Warhammer quick reference table and note this down on the Event card. For instance a Dark Elf has BS of 4, which means it hits its target on a 3+. This means that in Warhammer Quest a Dark Elf has BS of 3+.

The other change is the number of Wounds a Monster can suffer before it is finished off. A Monster that may only have one Wound in Warhammer can have more Wounds in Warhammer Quest! There isn't any special way to work out

how many Wounds your Monster has, you can just adjust it to your liking, depending on how long you want your monsters to survive. Small Monsters like Goblins can be seen off with a single blow, while Orcs need to be more enduring. Generally, if your Monsters are good fighters, there won't be many of them attacking the Warriors, so you'll want them to survive for a turn or two more.

Special Rules

Special rules cover any special skills or weapons the Monster has. For example, Snotlings gang up on a single Warrior because they are small, Assassins ambush the party, and Rats can make a deathleap attack.

Quantity

The final element is how many of your Monster turn up when the card is drawn. This is probably the most important element as it achieves balance in the game. If your Monsters are very good, then they will probably overwhelm the Warriors quickly if

there are too many of them. The key is to make each event so that it provides a challenge for the party, but by using the correct tactics and a bit of luck, the Warriors can prevail.

MONSTER CARDS

I've made my own Dark Elf cards which I use in my Warhammer Quest adventures. If you take a look at the examples at the bottom of the page you can see how I filled in my blank Event cards. Before going any further, I would suggest that you write on your cards in pencil, until you are satisfied that the rules you have invented work. When you are completely sure about your Monsters, you should write them in permanently with a ball-point pen. Don't use a felt or fibre tip pen or your painstakingly created Event card may smudge!

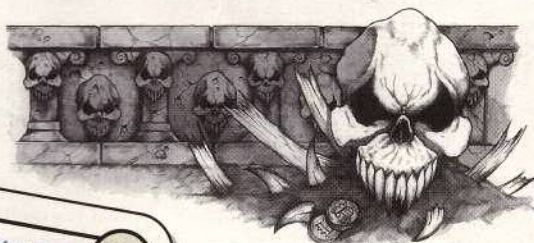
The first few cards in my Dark Elf Event pack were really easy as the rules for Dark Elf Warriors, Witch Elves and the Naggaroth Black Guard are in the Bestiary section of the Warhammer Quest Roleplay book. With these Dark Elf troops on Event cards I wouldn't have to look through the Roleplay book every time the Dark Elves were generated. It was only a matter of a few minutes to copy the profiles, special rules and their gold values onto three of my blank cards.

DARK ELF WARRIORS

These are the basic troops of the Dark Elf army and would also form the most common type of Monster in the dungeons under Naggaroth. Looking at my model collection, I realised that the Dark Elf Warriors would have to lose their crossbows, as my miniatures were not armed with them. Later, when I've painted some Dark Elf Crossbowmen, I'll add a special rule for their deadly repeater crossbows!



A Dark Elf Warrior, a Witch Elf and a Black Guard of Naggaroth are just a few of the exciting new models in the Citadel Miniatures Dark Elf range. Using blank Event cards, you can pit your Warriors against these evil foes in your games of Warhammer Quest.



M		Type: Witch Elves	M	
No.: 1D6			M	
Wounds:	11		Wounds:	6
Move:	5		Move:	5
Weapon Skill:	4		Weapon Skill:	5
Ballistic Skill:	3+		Ballistic Skill:	5
Strength:	3		Strength:	3+
Toughness:	3		Toughness:	4
Initiative:	6		Initiative:	3(5)
Attacks:	1		Attacks:	7
Armour:	-		Armour:	1
Opponent's WS	1 2 3 4 5 6 7 8 9		Opponent's WS	1 2 3 4 5 6 7 8 9 10
To Hit	2 2 3 4 4 4 4 4 5		To Hit	2 2 3 3 4 4 4 4 4 4
Special Rules	FRENZY: At the start of each combat roll a D6 for each Witch Elf. On a roll of a 4+ she gets double attack.		Special Rules	HATE ELVES: When a Dark Elf fights against an Elf, the Dark Elf gets an extra attack but such is his fury that all his attacks suffer a -1 to hit penalty.
	HATE ELVES: When a Witch Elf fights against an Elf, the Witch Elf gets an extra attack but such is her fury that all her attacks suffer a -1 to hit penalty.			FIGHT IN RANKS: Black Guards are armed with halberds so they may attack the enemy from up to two squares away.
VALUE	140		VALUE	150

M		Type: Naggaroth Black Guards	M	
No.: 1D6			M	
Wounds:	6		Wounds:	6
Move:	5		Move:	5
Weapon Skill:	5		Weapon Skill:	5
Ballistic Skill:	5		Ballistic Skill:	5
Strength:	3+		Strength:	3+
Toughness:	4		Toughness:	4
Initiative:	3(5)		Initiative:	3(5)
Attacks:	7		Attacks:	7
Armour:	1		Armour:	1
Opponent's WS	1 2 3 4 5 6 7 8 9 10		Opponent's WS	1 2 3 4 5 6 7 8 9 10
To Hit	2 2 3 3 4 4 4 4 4 4		To Hit	2 2 3 3 4 4 4 4 4 4
Special Rules	HATE ELVES: When a Dark Elf fights against an Elf, the Dark Elf gets an extra attack but such is his fury that all his attacks suffer a -1 to hit penalty.		Special Rules	HATE ELVES: When a Dark Elf fights against an Elf, the Dark Elf gets an extra attack but such is his fury that all his attacks suffer a -1 to hit penalty.
	FIGHT IN RANKS: Black Guards are armed with halberds so they may attack the enemy from up to two squares away.			DODGE: When a Dark Elf is hit roll a D6. On a roll of a 6 the Dark Elf dodges and the hit misses.
VALUE	150		VALUE	150

M		Type: Dark Elf Warriors	M	
No.: 1D6x3			M	
Wounds:	6		Wounds:	6
Move:	5		Move:	5
Weapon Skill:	4		Weapon Skill:	4
Ballistic Skill:	3+		Ballistic Skill:	3+
Strength:	3		Strength:	3
Toughness:	3(4)		Toughness:	3(4)
Initiative:	6		Initiative:	6
Attacks:	1		Attacks:	1
Armour:	1		Armour:	1
Opponent's WS	1 2 3 4 5 6 7 8 9 10		Opponent's WS	1 2 3 4 5 6 7 8 9 10
To Hit	2 3 3 4 4 4 4 4 5 5		To Hit	2 3 3 4 4 4 4 4 5 5
Special Rules	DODGE: When a Dark Elf is hit roll a D6. On a roll of a 6 the Dark Elf dodges and the hit misses.		Special Rules	DODGE: When a Dark Elf is hit roll a D6. On a roll of a 6 the Dark Elf dodges and the hit misses.
	HATE ELVES: When a Dark Elf fights against an Elf, the Dark Elf gets an extra attack but such is his fury that all his attacks suffer a -1 to hit penalty.			HATE ELVES: When a Dark Elf fights against an Elf, the Dark Elf gets an extra attack but such is his fury that all his attacks suffer a -1 to hit penalty.
VALUE	150		VALUE	150

The cards shown above are the finished versions. All of the rules are from the Warhammer Quest Roleplay book, but I still played a couple of games to determine how good they are and how many models would be placed when each card was drawn.



The Black Ark Corsair is one of the new troop-types from Warhammer Armies – Dark Elves. With blank Event cards you can add many deadly monsters to your games.

M	Type: <i>Black Ark Corsairs</i>		M						
No.: <i>1D6+3</i>									
Wounds:		<i>6</i>							
Move:		<i>5</i>							
Weapon Skill:		<i>4</i>							
Ballistic Skill:		<i>3</i>							
Strength:		<i>3</i>							
Toughness:		<i>3(4)</i>							
Initiative:		<i>6</i>							
Attacks:		<i>1</i>							
Armour:		<i>1</i>							
Opponent's WS									
To Hit									
1	2	3	4	5	6	7	8	9	10
2	3	3	4	4	4	4	4	5	5
Special Rules									
DODGE: When a Dark Elf is hit roll a D6. On a roll of a 6 the Dark Elf dodges and the hit misses. HATE ELVES: When a Dark Elf fights against an Elf, the Dark Elf gets an extra attack but such is his fury that all his attacks suffer a -1 to hit penalty. DRAGON CLOAKS: When rolling to wound a Corsair, any dice that roll a 1 or 2 are ignored. They are considered to have been deflected. VALUE <i>120</i>									

BLACK ARK CORSAIRS

Warhammer Armies – Dark Elves is packed full of all sorts of interesting new troop types. My favourites are the excellent Black Ark Corsairs, so I decided that they would be the first ones I'd take out of the army book. These grim fighters were a little more difficult to work out than the previous three, but I persevered and I think that they came out really well in the end.

I especially like the Corsairs' background and imagery. Each of the deadly Dark Elf Black Arks carries a regiment of Corsairs. Every Black Ark Corsair is sworn to carry out the orders of the Black Ark's ruler without question. These warrior-knights are utterly loyal to the Lord of the Black Ark, carrying out his every whim, no matter what foul deed or heinous crime it entails. When a Dark Elf fleet reaches the coast of a foreign land, it is the Corsairs that are at the front of the raiding army. The Corsairs move swiftly, favouring light equipment and their Sea Dragon Cloaks to protect them.

The Corsairs have a Warhammer profile that is the same as a standard Dark Elf Warrior, so I stuck with the same profile as the one printed for Dark Elf Warriors in the Warhammer Quest Roleplay book. Also, in Warhammer Armies – Dark Elves, the Black Ark Corsairs are noted as wearing cloaks made from the scales of the mighty Sea Dragons. These cloaks are very flexible and light, allowing the wearer to move swiftly, yet rendering him impervious to anything but the mightiest blow.

The way I decided to tackle this was to penalise the Warriors if they rolled low scores on the damage dice. When a Warrior rolls to damage a Black Ark Corsair, a roll of a one or a two is ignored and does not add to the Warrior's Strength. The blow is considered to have bounced off the thick Dragon Cloaks. However, there is more than one way you can represent troops that have very good armour, special shields or some other protective artefacts. The simplest way is to give the Monster a very high Toughness or points of armour like the Dwarf Warrior. Alternatively, you could give the Monster the Ignore

Pain or Ignore Blow skill (or both!). Full details of these special Monster abilities are on page 82 of the Roleplay book. You can always try new rules in games and if you like them, keep them. If they don't work out just make some modifications and try facing the Monsters again.

This process is called playtesting and it's how we (and you!) test out new rules and game systems. Playtesting can be lots of fun – you get to play loads of games in which your Warriors will get cut to pieces by super-hard Monsters one moment, and be slaying Monsters that are far too weak the next. It is essential that you test out your new rules, as it is very difficult to judge exactly how a new model with special rules will interact with the other elements of the game just by looking at what you've written. Make sure you have a tolerant group of mates, who don't moan all the time and are always willing, even eager, to try out new rules and ideas. Don't listen to Wizards they're the world's biggest whingers!

QUANTITY

This is a very important part of writing your own Event cards. If your new monsters are really dangerous like Trolls or Vampires, you'll only need a few of them to really challenge the Warriors (or just one for super-tough foes). On the other hand, if you've written the rules for Hobgoblins you'll need at least 7 or more (2D6) for them to present more than just a minor irritation for the Warriors. Your best bet is to consult the monster tables in the Roleplay book. For instance on the Battle-Level 1 Monster table, result 63 indicates that D6+2 Black Guards of Naggaroth turn up. Using this as guide for my own Black Guard card, I wrote down 1D6 Naggaroth Black Guards turn up on my card. The small reduction is because the Monster tables are designed for Warriors that are playing a slightly more advanced game and hence are better equipped. Also, don't forget to consider how many models of each type of Monster you have in your collection! Make sure you can't generate more Monsters than you actually have as this can get very confusing in the middle of an adventure. Of course if you buy more of the same adversary you can always add them to your card.



The Witch Elves and Black Guard are both good monsters that will tax the Warriors' skills so only D6 of these would be needed to give the Warriors an exciting battle. The Dark Elf Warriors and the Black Ark Corsairs were not quite as good as their elite brethren, but are still better than Orcs and Skaven, so D6+3 of these would confront the Warriors when their card was drawn.

INTO THE UNKNOWN...

So that's what I did with my blank Event cards. Now it's time to gather some hardened Warriors and set off down the nearest uninviting dungeon entrance, to slay evil-doers and discover more hidden treasures...

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EPIC[®] TITAN LEGIONS[™]

STOMP AN' SMASH!

By Gavin Thorpe and Adrian Wood

Across the Imperium, the armies of the Emperor fight a never-ending battle against countless hordes of Orks. This month's battle report represents just one of these conflicts, a glimpse of the bitter struggle which engulfs the war-torn future of the 41st millennium.

The huge blast doors rolled back with a screech of tortured metal. The guard winced, but Princeps Culluch found the noise comforting. It proved that he was still alive and was about to board another Titan under his command. Both had been in the balance over the last few days thanks to an early catastrophe during the Gehenna pacification which had seen the other two Titan's in Culluch's battle group, Carnivore and Castigator, destroyed by Ork Mega-Gargants in a maelstrom of fire. He'd barely survived himself, his Reaver Titan Clavigera fighting on by sheer willpower alone. As he and his crew limped back to the transport, Culluch was sure he'd be lucky to command a scout buggy after the Adjutant Assessors finished their investigation.

However, he had lived, and the inquiry had absolved him of any guilt. He'd been sent back to the front, and no sooner had he rejoined his unit than they had boarded the transport ship Invictorium and the orders had come through for immediate warp-jump. The Legio Metalica was going to war.



Culluch snapped back from his reverie as the screeching of the blast doors stopped and the huge expanse of the fourth hold spread out before him. Most of the massive chamber was hidden in darkness, power expenditure being kept to a minimum to allow the warp engines to force the city-sized transport ship through the immaterium of warp-space. Here and there a spotlight illuminated the bulky forms of Titans. Adeptus Mechanicus repair crews swarmed over the inert machines, sparks drifting to the floor as replacement armour was attached, conduits were re-established and power lines secured. Many of the spare parts would probably have been cannibalised from Clavigera which, when he had last seen it, had been a shattered wreck, unable to complete the last few hundred yards to board the Invictorium under its own power. As the Reaver Titan had been loaded aboard by the massive hoists and cranes of the recovery platforms, Culluch had

almost wept. He had lost his Titan, his home and his family. Everything his life had revolved around from the time he had first been inducted into training at the Academia of the Legio Metalica.

He gave his assignment slip to Captain Harro, the officer on watch. He and Harro were old friends, but now the grey-haired veteran looked impassively past his shoulder and spoke in a clipped tone.

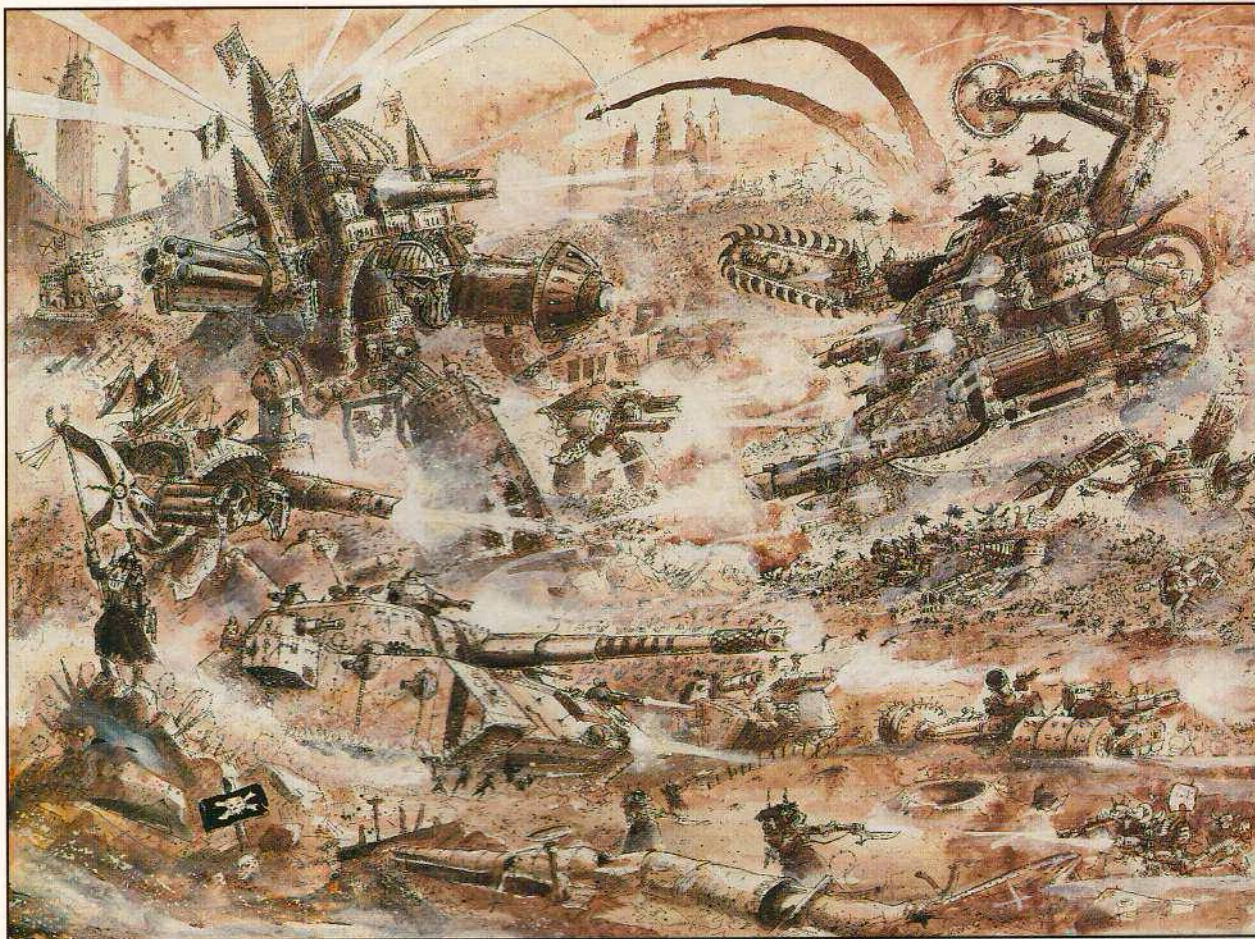
"Bay Epsilon ninety-eight."

Pondering the deck officer's strange mood, Culluch commandeered a passing transcoot and set off for the storage bay where his new Titan awaited him. Epsilon segment was the repair section of the hold and Culluch suspected that he'd been given some trashed pile of junk. He'd be seconded to the Reservists, fit only for mopping up what the bulk of the Legion couldn't be bothered to finish off.

As he entered Epsilon ninety-eight, the bulk of a Titan blocked out the faint pinpricks of light that shone from the end of the bay, nearly three-quarters of a mile away. As he approached the dormant Titan the hairs on the back of his neck rose up – a premonition. At least they had given him another Reaver, he thought as he peered up towards the command centre in the massive head. He took a pace in the direction of the mounting gantry and paused. There was something familiar about this machine, the way it settled more on its left hip than the right, the slight angle of its right weapon hardpoint...

The full lights blazed on, blinding the Princeps. As he shielded his eyes against the harsh light he saw his crew emerging from the shadows. The Moderati, already kitted out in combat interface suits, Tech-Priest Uldante who had been responsible for saving his hide so many times.

Astride the docking ramp, Clavigera stood like an ancient god of war. The many scars of past battles were proudly displayed like tokens of bravery and defiance, and a new battle honour had been added to its banner – a full credit for the Gehenna victory. Princeps Culluch whispered a prayer of gratitude to the divine Emperor and tears of pride rolled down his cheeks. It was good to be back.



THE BATTLE

Gavin: Back in White Dwarf 179, Andy Chambers and Jervis Johnson re-fought part of the Gehenna campaign in a battle report called *Inferno*. In this, the Orks were victorious and halted the Titans of the Legio Metalica shortly after they had landed on the planet. This was a complete reversal of the 'historical' result (described in the *Fires of Gehenna* book from Titan Legions) and so we decided to carry on the campaign to see what might have happened next. Could the Legio Metalica reverse the situation it found itself in at the end of *Inferno*? In the following weeks we fought several more battles and, after a long and bitter struggle, the Legio Metalica finally drove the Ork horde from Gehenna. However, this was not the end of the matter.

WAAAGH! GODRATZ!

News of the Ork invasion of Gehenna had spread quickly to the Ork Warlords on neighbouring worlds, and as the rumours grew so did the ambitions of the Orks. On a hundred worlds, more Gargants were built and space hulks caught in great traktor beams to transport them. During this time the Legio Metalica eventually managed to crush the Gehenna invasion, but the impetus of the Waaagh! had gripped the Ork domains!

One of the most threatening gatherings was on Godratz' Wurld, where a number of Ork Warbosses had submitted to the leadership of Warlord Godratz. The construction of the Gargants had started just as the Mega-Gargants on Gehenna were being destroyed. This alarming news reached the Adeptus Terra as the Legio Metalica boarded their massive

transport barges. With no time to return to their forge world, the Titan Legion was dispatched for Godratz' Wurld with all haste. Their task was simple: destroy the Gargants and stop the Waaagh! before it started.



The main Ork settlement was situated in a deep valley, built upon the ruins of an Imperial research station. The major construction site was some miles from the town, and the Legio Metalica quickly captured the rambling Ork buildings. As the roar of interstellar engines passed over him, Godratz mobilised his forces. His second in command, Goff Warboss Daggrit, was still awaiting the completion of his Mega-Gargant and, desperate to protect his investment, urged Godratz to storm the town as fast as possible. So it was that the Gargants of Waaagh! Godratz, accompanied by all the Boyz he could muster and a horde of smaller vehicles, rumbled down the valley towards the Legio Metalica, who were consolidating their position within the Ork settlement.

THE LEGIO METALICA by Adrian Wood



Adrian: With all the new Epic Imperial vehicles released over the last few months, this army was one of the easiest I've ever picked! Everyone wanted me to use an Emperor Titan because of its immense firepower and I didn't take much persuading. It's the perfect nemesis for Mega-Gargants, and I knew that Gavin would be bound to take at least one the best Gargants a

Mekboy can build. My only worry was the amount of plasma I would get each turn to power the Emperor – I usually roll quite low! I also took a Titan Defence company to fill the Emperor's Bastions in order to make it less vulnerable to close assault by the marauding Orks.

As well as the Emperor, I decided to take a Reaver Titan battle group because they would entitle me to a second Titan mission Card. Titan missions are a great way to win extra victory points! I like my Titans to be quite fast moving like Warhounds, but still pack a punch like a Warlord. Reaver Titans are the ideal compromise. They're fast enough to achieve a mission like *Take and Hold*, for example, where they have to rush over and grab a building or objective. But they're also quite heavily armed, able to carry three weapons, and are cheaper than Warlords. Our Studio army has a superbly-armed battle group for fighting Orks, with plenty of multiple shot weapons like the vulcan mega-bolter. One of them also has my favourite one shot weapon – the barrage missile launcher, which fires two to seven barrage templates and can wipe out an entire clan (if you're lucky!).



The rest of my army was quite straightforward for me to choose. I insist on using an Artillery Company when fighting Orks as the Basilisks' two barrage templates can easily pound a clan into the ground. To add even more firepower, I took an extra Manticore detachment with its ability to fire three linked barrage templates every other turn, as well as an Inquisitor Special card to strengthen the Imperial Guard morale.

I also wanted to try out the new Tech-Guard Mechanised Assault Company with all the latest Chimera variants. Troops are great for capturing objectives, and Assault troops are particularly fast moving. Finally, I added a detachment each of the new Thunderbolt Fighters and the Marauder Fighter-Bombers. I'd been on the receiving end of these deadly flyers when Gavin and I playtested them and I knew they were really powerful. However, they are a bit vulnerable to enemy fire unless they are flying high (because this adds 25cms to the range when the enemy fires at them), so I'd have to remember to keep them aloft for as long as possible.



THE PLAN

After we had set out the battlefield we placed objective counters and I chose the edge with the most cover and the most objectives nearby! We then picked Titan Missions. My Emperor Titan got *Engage and Destroy* so it would be hunting Gargants, with double victory points for each one destroyed! The Reavers got *Blitzkrieg*, a fast moving mission in which the battle group had to get into the enemy half of the table in order to score ten victory points.

I settled on a simple plan. Gavin's *Grabbit* mission meant I was fairly certain where his Big Mob would deploy. With the Emperor standing behind the central Ork building it had a clear view to the *Grabbit* mission objective. Any Gargant attempting to capture it would be a sitting duck!

I split the battlefield into two zones with the Reaver battle group controlling the left hand side of the board, in a position to grab all the nearby objectives in the first turn. They would then charge into Gavin's half of the battlefield and claim ten more victory points for completing their *Blitzkrieg*. I just hoped they weren't facing the dreaded Mega-Gargant!

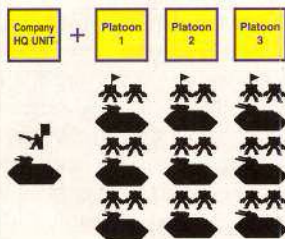
The Tech-Guard, escorted by the flyers, would grab the objectives on the right hand side of the battlefield and dig in for the duration. The flyers would then sweep on to attack the Orks' line in the second turn. I placed the Manticores, under the command of the Commissar, in support of the Tech-Guard on a hill overlooking the battlefield. The Artillery company I put behind the half-constructed Mega-Gargant with one detachment of Basilisks on the central hill in order to fire directly on the enemy. I then waited to see how Gavin had deployed his greenskins.

LEGIO METALICA (6000 points)



TECH-GUARD MECHANISED ASSAULT COMPANY

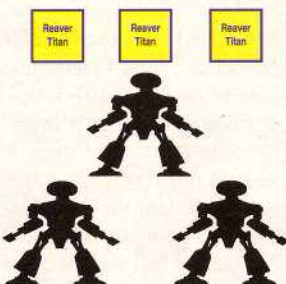
A Tech-Guard mechanised assault company consists of one company HQ unit with a Chimera assault vehicle and three assault platoons in Chimera assault vehicles. Each assault platoon comprises six assault stands, including a section HQ, in Chimera assault vehicles.



POINTS VALUE 850

REAYER TITAN BATTLE GROUP

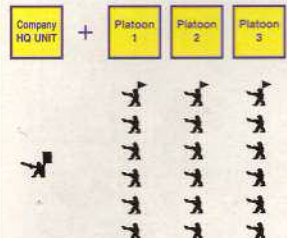
A Reaver Titan Battle Group consists of three Reaver Battle Titans.



POINTS VALUE 1000

TECH-GUARD TITAN DEFENCE COMPANY

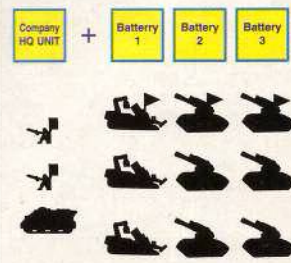
A Tech-guard Titan Defence Company consists of one company HQ unit and three tactical platoons. Each platoon comprises six tactical stands and includes a section HQ.



POINTS VALUE 400

IMPERIAL GUARD ARTILLERY COMPANY

An Imperial Guard Artillery company consists of 1 company HQ unit plus 3 artillery batteries.



POINTS VALUE 600

SPECIAL CARD IMPERATOR EMPEROR CLASS TITAN



POINTS VALUE 2250

SPECIAL CARD INQUISITOR

The Inquisitor is represented by an Inquisitor stand and a Rhino transport.



POINTS VALUE 100

MANTICORE BATTERY

A Manticore battery consists of three Manticores.



POINTS VALUE 200

THUNDERBOLT FIGHTER SQUADRON

A Thunderbolt fighter squadron consists of three Thunderbolt fighters.



POINTS VALUE 250

MARAUDER FIGHTER-BOMBER SQUADRON

A Marauder fighter-bomber squadron consists of three Marauder fighter-bombers.



POINTS VALUE 350



GIVE 'EM SUM BOOT LEVVER! by Gavin Thorpe



Gavin: For the first time since playtesting Titan Legions, I was to be in command of an Ork force (I've been playing with Tyranids and Eldar a lot lately). After reading through Ork and Squat Warlords for a reminder ("Oh, that's what a Super Lifta Droppa does!") I felt confident I knew what I was doing. The secret to success with Orks is

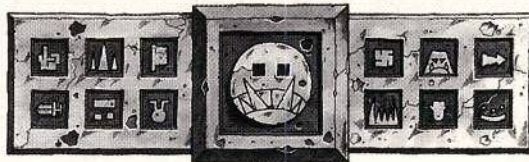
patience. You don't have many

long ranged weapons and, unlike Space Marines, transport vehicles are not widely available for your infantry. For this reason you're unlikely to get more than a few shots off in the first turn (because you should be on charge orders). In the later turns you start getting your own back!

Whenever I command the Orks I like to take as many Gargants as feasibly possible. When we agreed to fight a battle with 6000 points in each army, I immediately decided to take a Mega-Gargant and a Gargant Big Mob. The Mega-Gargant is just dead shooty, while three Gargants armed with Gutbuster Mega-Cannon are enough to send most people running for the hills! However, Gargants alone don't make an Ork army. For a start they aren't that good at capturing objectives, so for this reason I took a Goff Clan.

I always take a Goff Clan (and I mean always) because they are really dangerous at close range, and they come with eight Nobz stands. Their massed short-ranged firepower, together

with their better than average close assault factor, means that Goffs are excellent for storming through the opposing line, capturing objectives in buildings and other cover. Even if they encounter determined opposition, the size of the Clan means they can take a lot of punishment, forcing enemy units to plough more and more shots into them in a desperate attempt to break them. To add a bit of weight to their attack, I gave the Goffs a squadron each of Lungburstas and Guttrippas. These tanks are only used by Goffs, and their cannons are backed up with a suitably impressive close assault factor. This means they can get stuck in with the rest of da Boyz!



Next on my mental list of 'must have' troops was a Kult of Speed. Not only do the fast and mobile Nobz Bikes and Buggies have an uncanny ability to snatch objectives or gang up in close combat, but the Kult of Speed would allow me to take loads of Mekboy vehicles. I normally take a Renegade Mekboyz Special card, but the Studio army doesn't contain the right vehicles for me to do this. Instead I took a Rokkit Speedsta, a Kannon Speedsta and a battery of Pulsa Rokkits. These powerful but unreliable weapons can be devastating if you get lucky dice rolls. I've even seen a Kannon Speedsta cut down a fully shielded Reaper Titan in one turn!

I still had quite a few points left, so I decided to add another clan to my army – Snakebites to be precise. This is my second favourite of the six Ork clans and is another common sight in my armies. I particularly like them because the Snakebites are almost as hard as Goffs in close combat, and their Boarboyz are speedy enough to capture distant objectives, even if it is held by enemy troops.

In order to protect my Goffs as they charged across the battlefield, one of their Meks cobbled together a Dragster from bits of broken battlewagon and the Warboss' fungus beer distillery! When this ingenious contraption was complete it threw a 12cm wide force field over the Goffs, making them almost impervious to harm. Having taken this precaution, I was confident that my Boyz would get across the battlefield and into combat with only light casualties, enabling them to bring their full weight of numbers to bear on any particularly tough opponents.

As I said previously, Orks are a close-range army, but they still have a few vehicles which can pack a punch at ranges over 50cm. One of these is the awesome Bad Moon Weirdboy Battletower. Since one of the Mega-Gargants in the Studio miniature cabinets is painted in Bad Moon colours, I was able to take the Weirdboy Battletower as a support card. I also took another Mekboy Speedsta, this time armed with the quirky but effective Lifta Droppa. I strongly expected Adrian to take at least one Stormblade, Shadowsword or other super heavy tank (or even a whole company of them!), and these make prime targets for a Lifta Droppa Speedsta. My next choice was a Doom Diver Magna-Cannon. When the new Imperial Thunderbolts and Marauders had arrived at the Studio, Adrian had shown great interest and I was certain he would pick these as part of his force. The Magna-Cannon's ability to snap-fire in the movement phase, and kill a flyer just by hitting it, was bound to clip their wings.



GODRATZ' HORDE (6000 points)



<div>MEGA GARGANT</div>  <div>POINTS VALUE 1400</div>	<div>MEKBOY DRAGSTER</div> <p>One Mekboy Dragster.</p>  <div>POINTS VALUE 100</div>	 <div>MEKBOY PULSA ROKKIT BATTERY</div> <p>The Mekboy Pulsa Rokkit Battery consists of three Pulsa Rokkiks.</p>  <div>POINTS VALUE 250</div>	<div>SPECIAL CARD FREEBOOTERZ</div> <p>Freebooters are treacherous Ork renegades who roam the fringes of Ork territory as pirates and mercenaries for hire. Any Warbus can hire Freebooters easily enough by granting them a share of the spoils of victory. A Freebooters Mob consists of 1 Freebooters Nohz stand - the Kaptein - and four Ork Freebooters Boys stands.</p>  <div>POINTS VALUE FREE</div>	<div>SPECIAL CARD ORK GARGANT BIG MOB</div> <p>A Gargant Big Mob consists of a Boss Gargant and two other Gargants. The Gargants can be any mixture of Slasher Gargants or Great Gargants.</p>  <div>POINTS VALUE 1700</div>														
<div>BAD MOON WEIRDBOY BATTLE TOWER</div> <p>One Weirdboy Battle Tower.</p>  <div>POINTS VALUE 100</div>	<div>MEKBOY DOOMDIVER MAGNA KANNON</div> <p>One Mekboy Doomdiver Magna-Kannon</p>  <div>POINTS VALUE 50</div>	<div>SNAKEBITE CLAN</div> <p>The Snakebite Clan consists of 1 command unit of 4 Nohz stands, 1 Boarboyz mob of 5 Boarboyz stands, plus 1 Boyz mob of 12 Boyz stands.</p> <table border="0"> <tr> <td>COMMAND UNIT</td> <td>BOARBOYZ MOB</td> <td>BOYZ MOB</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table> <div>POINTS VALUE 600</div>	COMMAND UNIT	BOARBOYZ MOB	BOYZ MOB				<div>MEKBOY LIKTA DROPPA SPEEDSTA</div> <p>One Mekboy Likta Droppa Speedsta</p>  <div>POINTS VALUE 100</div>	<div>GOFF GUTRIPPA SQUADRON</div> <p>A Goff Gutrippa Squadron consists of three Gutrippas.</p>  <div>POINTS VALUE 100</div>								
COMMAND UNIT	BOARBOYZ MOB	BOYZ MOB																
																		
<div>KULT OF SPEED</div> <p>An Ork Kult of Speed consists of 1 command unit of five Nohz Warbikes, plus two War Buggy Mobs of five War Buggies each.</p> <table border="0"> <tr> <td>NOHZ WARBIKES</td> <td>WAR BUGGIES</td> </tr> <tr> <td></td> <td></td> </tr> </table> <div>POINTS VALUE 400</div>	NOHZ WARBIKES	WAR BUGGIES			<div>SPECIAL CARD ORK WARBOSS</div> <p>The Ork Warboss is a mighty leader of the clan - a Boss Ork commanding many warriors and machines. The Warboss and his bodyguard are represented by a single unit consisting of a Warboss and 5 Nohz with 2 Battlewagons. A Battlewagon can carry up to 3 stands.</p> <table border="0"> <tr> <td>ORK WARBOSS</td> <td>ORK NOHZ</td> <td>BATTLEWAGONS</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table> <div>POINTS VALUE 250</div>	ORK WARBOSS	ORK NOHZ	BATTLEWAGONS				<div>MADBOYZ MOB</div> <p>A Madboyz Mob consists of four 'Madboyz' stands.</p>  <div>POINTS VALUE 500</div>	<div>GOFF CLAN</div> <p>The Goff Clan consists of 1 command unit of 8 Nohz stands plus 1 Boyz Mob of 12 Boyz stands.</p> <table border="0"> <tr> <td>COMMAND UNIT</td> <td>BOYZ MOB</td> </tr> <tr> <td></td> <td></td> </tr> </table> <div>POINTS VALUE 650</div>	COMMAND UNIT	BOYZ MOB			<div>MEKBOY SPEEDSTA</div> <p>One Mekboy Speedsta</p>  <div>POINTS VALUE 100</div>
NOHZ WARBIKES	WAR BUGGIES																	
																		
ORK WARBOSS	ORK NOHZ	BATTLEWAGONS																
																		
COMMAND UNIT	BOYZ MOB																	
																		
			<div>GOFF LUNGBURSTA SQUADRON</div> <p>The Lungbursta Squadron consists of three Lungburstas.</p>  <div>POINTS VALUE 100</div>															



One of my favourite tactics is using a Warboss as an 'artillery kaptin'. Orks who are more than 10cm from a command stand revert to their instinctive behaviour, which generally means they head towards the enemy. This isn't usually what you want your artillery to be doing – it should be shooting at them, not charging! To counter this I would normally have to keep an entire clan at the back, just so their Nobz could issue orders to my Pula Rokkits and other precious long-range firepower. With a Warboss, you can send your clans forward as normal while he stays within shouting range of the artillery. The Warboss and his Nobz also provide good protection against troops landing in Thunderhawk Gunships, or other flyers which often streak across the battlefield at high speed to pick off my artillery. Finally, I took a Freebooterz special card and some Madboyz. These are totally free and their independence allows them to capture an objective far out to the sides or to hang back and cover an objective placed near your deployment zone.

One of the main reasons I like to take lots of Mekboy support cards is the added benefit of Mekboy Repair cards. With the force I had picked I was allowed twelve Mekboy Repair cards! After assigning these cards to the various mobz and vehicle squadrons it was time to set up the battlefield and draw Gargant missions.

TWO-PRONGED ASSAULT

With my first look at the battlefield, I decided to make a determined push through the centre, between the two large Ork buildings. These massive constructions would shield the bulk of my force from Adrian's fire, which I thought particularly important considering Adrian's favourite tactic of

taking an Imperial Guard Artillery company and pounding everything in sight!

The two Gargant missions I drew were *Stomp an' Smash* and *Grabbit!* The *Stomp an' Smash* mission meant that I would get double victory points for every enemy Titan destroyed, a task kustom-made for Mega-Gargants. *Grabbit!* was bit more difficult, but after rolling a D6 we discovered that the objective the Big Mob had to capture was number 6 – right where I wanted to go anyway!

Adrian had already tried to frighten me by saying he was taking an Emperor Emperor Class Titan, but I wasn't worried. The way I see it, there were two places for him to deploy such a massive piece of hardware. Either directly opposite my main assault on the hill, or to my right in the open ground around the remains of the Imperial town. With this in mind I placed my Mega-Gargant between these two areas, a move which would allow the massive war machine to turn left or right to face the Emperor. If the Mega-Gargant could down such a valuable enemy I would net a massive 46 victory points. This alone would probably win me the game! The bulk of my army, the Goffs and Gargant Big Mob, set up in the centre ready to trundle forward past objective 6. Depending on where Adrian deployed, this portion of my army could then move onto objectives 3 or 1 to counter any moves made to capture the big Ork buildings.

My Snakebites, with attendant Madboyz and Freebooterz, deployed on my far left, ready to attack objective 5, and possibly to capture objective 7. Although objective 7 was deep in Adrian's territory I felt confident the Boarboyz could reach it within three turns. I had also given my Madboyz the *Flight Packs* Mekboy card. If I was lucky enough to get them charging for two turns they would be able to cover the distance to the small Ork settlement along with the Boarboyz.

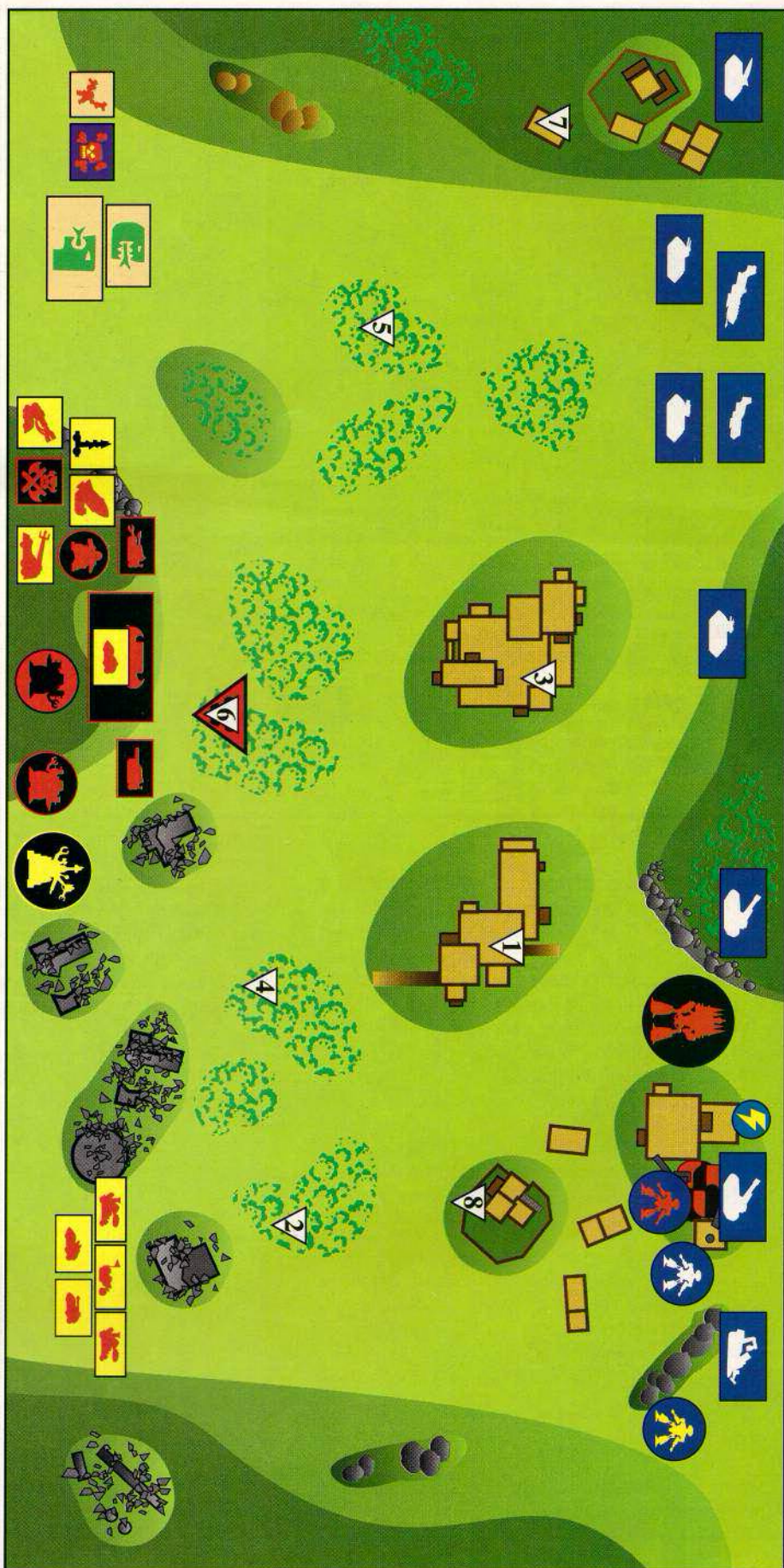


Over on the far right of the battlefield, the Kult of Speed revved their engines. The plan for them was to storm forward and swamp objectives 2 and 4, and perhaps to snatch objective 8 from underneath Adrian's nose. On the second turn, provided they hadn't been destroyed by a storm of fire from Adrian's Emperor, they would carry on into the ruins on the Imperial side of the table.

Without anything disastrous happening, I could foresee my troops capturing, or at least contesting, objectives 2, 4, 5, 6 and 8 by the end of the first turn. On the second turn they could either consolidate their position (in other words pick on anybody still nearby) or carry on sweeping forward towards objectives 1, 3 and 7. In the past I have captured objectives early on in a battle, only to lose them in a later turn to a swift Rough Rider or Bike Company. This time, however, I was sure the firepower of my Gargants would stop Adrian pulling such a shameless trick, or make him wish he hadn't tried.

With my strategy devised and my mind set on victory I broke out the toasted Squigs and fungus beer, and set about putting my simple plan into action...

DEPLOYMENT MAP



LEGIO METALICA



GODRATZ' HORDE



LEGIO METALICA

Cassus Belli	Chimedon Squadron	Thunderbolt Squadron
Clavigera	Chimerro Squadron	Marauder Squadron
Confractus	Chimerax Squadron	Manticore Battery
Cruciatius	Titan Defence Company	Bombard Battery
Inquisitor		Basilisk Battery

GODRATZ' HORDE

Big Killa	Scumstompa	Humie Splitta	Weirdboy Battletower	Warboss
Skinnyshasha	Lungbursta Squadron	Dragster	Grabbit objective	
Goff Boyz	Gutrippa Squadron	Madboyz	Buggies	
Snakebite Boyz	Freebooterz	Nobz Bikes	Rokkit Speedsta	
Lifta Droppa	Pulsa Rokkits	Boarboyz	Kannon Speedsta	

TURN 1

A steady rumble reverberated through the Ork settlement as the Imperial Titans and Ork Gargants closed for battle. The Plasma Annihilator of Cassus Belli crackled with raw energy as the Princeps diverted power to the weapon. Across the battlefield, the mechanised company roared forward, while the Reaver Titans strode over the rubble of the destroyed research facility, their weapons scanning the horizon in search of the foul greenskins. Then the Gargants appeared, their heavy tread and the rumbling of massive tracks causing a discordant shaking which set whole buildings trembling. Like a living green tide the Ork mobz appeared, the crude shapes of their tanks bouncing over the rough terrain with gleeful abandon. This was a battle that would prove whether the technology and tactics of the Emperor's finest could overcome the savagery and raw courage of the Orks.

Gavin: Just before setting up I rolled up the power fields for my Gargants and determined that the Mega-Gargant had only a single shouting counter. At the start of the battle Scumstompa had twelve power fields, since it was the boss Gargant. Skinnyshasha had five power fields and Humie Splitta had eight. My Mega-Gargant, Big Killa, had only seven power fields as I have only rolled a one, not a good start!

Adrian won the initiative for the first turn and, after a moment's thought, he decided to make me move first so he could see how I reacted to his set up. Since Adrian had rolled ten plasma counters for the Imperator, I was worried about the amount of fire the towering machine would be able to unleash

on my Mega-Gargant. The bulk of my horde surged forwards on charge orders. The Goffs, protected by the crackling dome of energy from the Mekboy Dragster, rushed forwards to the woods around objective 6. On my right the Kult of Speed gunned their engines and screamed forward, capturing the objectives in front of them – for now at least! Over on my left, the Snakebites mirrored this assault, racing towards objective 5, with the snorting Boarboyz edging out in front of the Boyz and Nobz. On my extreme left flank the Madboyz had gone onto advance orders, but luckily their *Flight Packs* meant that they kept up with the rest of my force. The Freebooterz followed them, running onto the ridge along the valley side.

Behind the advancing Goffs my Gargant Big Mob thundered forward, their enormous bulk making the ground tremble as they pounded down the slope. Skinnyshasha caught up with the Goff Boyz to capture objective 6, the target of their Gargant mission. My two Great Gargants, Humie Splitta and Scumstompa, edged towards the right, keeping the large Ork building that was objective 1 between them and the Imperator.

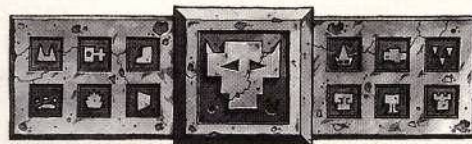
Godratz, the Kaptin of Big Killa, yelled out 'Battle speed, starbud turn!' and the monolithic war machine's tracks threw up huge gouts of earth as the Mega-Gargant slewed round to intercept the Reaver Titans. I was sure that the Reavers would be coming on as fast as possible, since their mission was to get into my half of the battlefield. This suited me fine as they would get the warm welcome of eight gun decks and five gun turrets if they came too close! As they saw their Warlord making straight for the enemy Titans, the rest of the army began to chant "'ere we go, 'ere we go, 'ere we go..."

Adrian: Like a howling green wave the Orks poured across the battlefield towards my line. Undeterred, my brave troops responded. The Princes of Cruciatus put full power to the legs of his Reaver Titan and charged into the Kult of Speed, ending up in close combat with one of the Nobz Warbikes. Clavigera and Confractus followed on advance orders, their weapons trained on the speeding Bikes and Buggies swarming through the woods and ruins.

Cassus Belli, the famous Imperator Titan which had smashed the Orks on Gehenna, plunged forward with its huge engines charged with plasma. I was content to let the large Ork building to my front shield the Imperator from the Gargant Big Mob whose weapons would soon be trained on my Titan. From the Ork lines, only the Towers and Sensorium Dome could be seen above the crude construction.

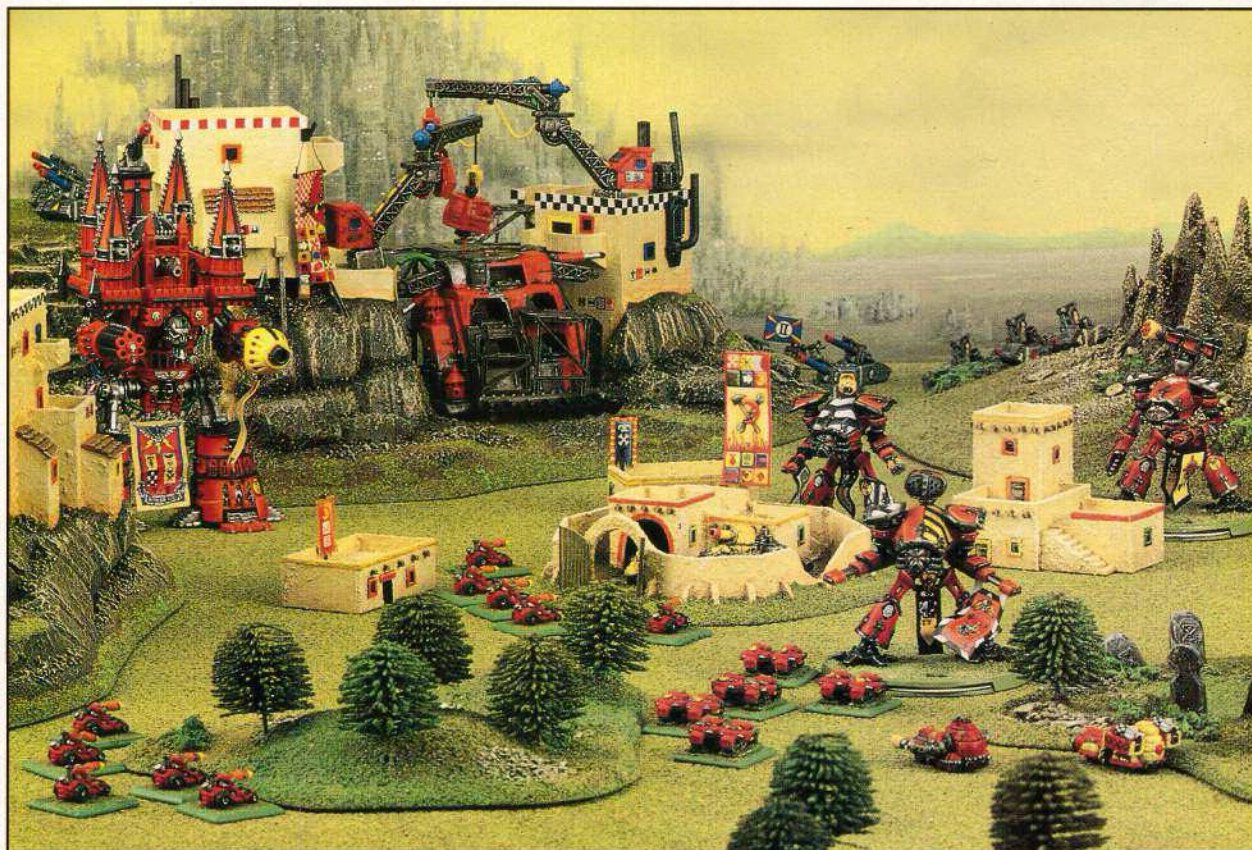
My Tech-Guard Mechanised Assault Company ploughed forwards towards their respective objectives. The Assault troops carried within the hulls of the transports leapt out and dashed for cover, making huge leaps with their jump packs. From this position I could either dig in next turn or continue my advance. To my right the scream of ramjets filled the air as the two squadrons of flyers pulled into a steep climb and jinked left and right to avoid the incoming fire. As the Marauder Fighter-Bombers moved into position a weird humming filled the air. Gavin had snap fired his Doom Diver Magna-Cannon at one of the Marauders! Magna-Cannons are particularly deadly since a hit automatically causes a flyer to end up pointing downward, leading to a spectacular crash – in other words certain death. Luckily the massive force beam projected by the Ork anti-aircraft vehicle missed and the Marauders continued their ascent unaffected.

Gavin: Before we did any more shooting I rolled for Big Killa's Mega-Weapons. My gunners and Meks scored top marks for effort and I could fire three this turn. Taking this rare opportunity the weirdboy tower unleashed a salvo of brain-burstin' zaps during the Psychic phase, but proved to be out of range of the Cassus Belli!



Adrian: In return for this pre-emptive strike, my Imperator Titan opened up with everything it had. The main battery, two of the gun towers, the defence laser and the Plasma Annihilator all unleashed a torrent of fire at the Mega-Gargant. As power field after power field flickered and died, the scanners on board the Imperator Titan detected a weakness in the Mega-Gargant's defences. This data was passed down to the Moderatus who controlled the Plasma Annihilator and the next shot passed through the power fields to slam into the ammunition storage area of Big Killa. Although I only rolled a one on the Ammo damage table, the resulting fire and roll on the Fire Table sent gouts of flames rushing through the Ork machine, killing two of the Boyz stands within the Boiler Room. This loss would slow the Mega-Gargant down, probably stopping it getting all its gun decks and turrets into range of my army next turn.

The secondary weapons' fire was split between the two Buggy squadrons from the Kult of Speed, smashing two of the racing vehicles into shards of twisted metal. Angling towards the dark



Cassus Belli covers the Imperial advance as the Reaver Battle Group attack the Kult of Speed.

skies the Hellstorm cannon loosed off a salvo of fire with a deafening roar. The shells screamed through the air towards the Snakebites but unfortunately this indirect fire scattered badly and the four ammunition counters I had used up only succeeded in killing five Boyz stands. Still, I could have missed totally and done no damage at all!

The Slasher Gargant proved to be out of range of my remaining two gun towers and that finished off the opening salvo. Gavin sat stunned by the close call his Mega-Gargant had had. If I had rolled higher on the Mega-Gargant's ammo damage table he could have been looking at a smoking wreck before the battle had really started!



Gavin: That Emperor Titan had to go! I scanned the battlefield to see what would be the most suitable weapon to fire first and settled on unleashing a Pulsa Rocket. Sighting down the length of a crude fin, one of my Mekboyz prepared to fire at the Cassus Belli. After 'finkin' fer a bit' I decided to put as much fuel as possible into the Rocket. As I rolled the dice I realised what an oversight I had made. The distance you roll on the dice is added to 50cm – that was my lack of recent battle experience with the Orks showing through. However, my decision turned out to be alright as the Pulsa Rocket corkscrewed down just behind the Emperor. Rolling a six on the pulse table, the field generator exploded straight away, stripping off the first of the Emperor's shields. Even so, I would have preferred to have rolled a five since this would have left the pulse template in place to cause more damage in subsequent turns.

Adrian: The rest of the first fire segment was pretty dismal for both of us. Gavin's repeated attempts to shoot down my flyers were thwarted by the additional 25cm range from their flying high, while my entire Artillery company couldn't hit a thing! I decided that the biggest threat to my plan was the Mega Gargant so I directed all the artillery fire at the Mega-Gargant. Unfortunately, I only succeeded in overloading its last power field. In retaliation, Gavin's Nobz Bikes managed to knock down one void shield from the Reaver Titan Cruciatu.

Unsurprisingly, Cruciatu crushed the Nobz Warbike with its armoured foot in the close combat segment, and it was time for the advance fire. This is when I expected the Orks to start evening the odds a little...

The Reaver Titan Confractus opened fire at the Kult of Speed with everything it had. Four War Buggies and a Nobz Warbike fell to the combined fire of its plasma blastgun, inferno gun and vulcan mega-bolter. This wasn't as devastating as I'd hoped, but the number of visible targets was limited. The Kult of Speed's Kannon Speedsta fired back, but Gavin only rolled a 2 on the artillery dice – obviously the Mekboy had run into a few teething troubles with his new machine. However, both shots struck home, knocking another two void shields off Cruciatu. Clavigera then opened fire with its vulcan mega-bolter, and the ground around the two Mekboy Speedstas erupted in a storm of fire. The Rokkit Speedsta was hit twice but made both of its saving throws, though the Kannon Speedsta was torn apart as a shot thudded through its hull and detonated its engines in a loud explosion. The barrage missile

fired off a total of four barrage templates and landed amongst the Kult of Speed, immolating three Nobz Bikes and a Buggy in the blazing inferno.

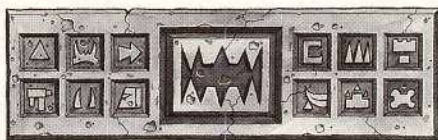
Gavin: In reply to Adrian's assault, the scratched and dented Rokkit Speedsta launched a barrage towards the Basilisks on the central hill, destroying one of them as the high explosives set off the vehicle's ammo in a spectacular chain reaction. Our attention switched to the other end of the battlefield as the Thunderbolts made their attack run on the Snakebites. Three Boyz and one Boarboyz stands succumbed to the combined cannon and rocket fire. A lucky escape for the traditional-minded Orks when you consider how much firepower a single squadron of Thunderbolts can bring to bear.

Big Killa struck back, but most of its fire was out of range or missed. The Big Lobba shell that landed amongst the Bombards failed to destroy the siege engines despite the fact I rolled six barrage points. A krooz missul screamed off into the distance, the Kaptin peering intently at the teevee screen in front of him. Spying the Inquisitor skulking behind the Gargant workshop, the Kaptin pulled hard on the joystick. Unfortunately, the Kaptin was so excited by his brilliant new example of Ork Mekboy ingenuity that his aim was off and the massive missul impacted amongst the Basilisks, blasting one of them to pieces.

Adrian: After the disappointing round of fire from the Thunderbolts, it was up to the Marauder squadron to do some serious damage to the Snakebites. I wasn't disappointed. The



missiles combined with the lascannon and battle cannon fire killed a total of four Boyz Stands, two Boarboyz and a Nobz stand. That should give the Orks something else to think about!



Humie Splitta's crew swivelled their enormous Magnum Mega-Cannon towards the Marauders, following instructions shouted down from the observation turret. However, all this was for nothing as the high-flying Fighter-Bombers proved to be out of range even for their long-distance armour piercing shell. The gutbuster belched a thick cloud of smoke and launched a massive ball round at Confractus. The huge metal sphere skidded aside and smashed through two Ork buildings instead, reducing them to rubble. The final blow was struck by the Chimera detachment, who managed to cut down yet another Boarboyz stand with their combined fire.

Gavin: As the sound of gunfire faded, the crew of Big Killa managed to put out the fire on board, while Adrian's Reaver Titan Cruciatius managed to get one of its void shields back on line. Unfortunately, both the Snakebites and the Kult of Speed had been broken, and the resulting morale checks forced the Rokkit Speedsta and Snakebite Boyz onto fall back orders. The Orks were badly mauled but all my Gargants were still intact and would no doubt give Adrian a hard time next turn.

Adrian: In almost every Epic battle I've played, I've aimed to win in either the first or second turn. I try to grab as many objectives as possible and break a company or three into the bargain and usually this is enough to win outright. If I was to win this game I had to do it next turn! If the game lasted any longer the Orks would be in a much better position to pound my Imperator and overrun the objectives I had managed to capture so swiftly. As I thought about how many victory points I had won this turn, I realised I only needed to make 14 more victory points to win! If I could keep hold of all my objectives *and* get the Reaver battle group into the Orks' half of the battlefield *and* grab objective 1 with the Titan Defence troops inside the Imperator Titan, then I would win the battle without even firing a shot!

I felt much more confident of my position as I wouldn't have to rely on destroying either the Mega-Gargant, the Great Gargants or the Goffs to win. If I did succeeded in destroying anything then I would just increase my lead even more! With this plan of attack for Turn 2 firmly in mind, I set about choosing my targets.

TURN 1 VICTORY POINTS

IMPERIAL: 41 POINTS

ORKS: 20 POINTS



The Ork army surges forward as the Imperial forces outflank them!



LEGIO METALICA

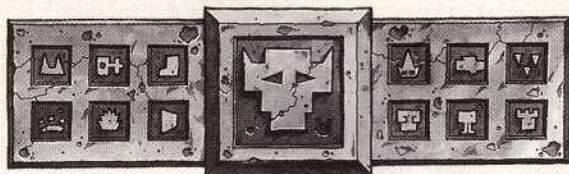
Cassus Belli		Chimedon Squadron		Thunderbolt Squadron	
Clavigera		Chimerro Squadron		Marauder Squadron	
Confractus		Chimerax Squadron		Manticore Battery	
Cruciatus		Titan Defence Company		Bombard Battery	
Inquisitor				Basilisk Battery	

GODRATZ' HORDE

Big Killa		Scumstompa		Humie Splitta		Weirdboy Battletower		Warboss	
SkinnySlasha		Lungbursta Squadron		Dragster		Grabbit objective			
Goff Boyz		Gutrippa Squadron		Madboyz		Buggies			
Snakebite Boyz		Freebooterz		Nobz Bikes		Rokkit Speedsta			
Lifta Droppa		Pulsa Rokkits		Magna Kannon		Boarboyz		Kannon Speedsta	

TURN 2

Gavin: Once again Adrian won the initiative roll and forced me to move first, thereby giving him the chance to get out of my Gargants' fire arcs, or out of range. My Mega-Gargant edged forward, having had its movement slowed by 7cms because of the damage to the boiler. Using my only Shouting Counter, *Full Speed Ahead*, Big Killa rumbled forwards towards the Cassus Belli, hoping to get its awesome number of gun decks and turrets into range.



The Snakebites Nobz and remaining Boarboyz stand continued their relentless charge across towards the Mechanised company, with the boar-riding Orks finishing their move slap-bang on objective 5. If Adrian wanted this piece of ground he'd have to fight me for it nose-to-nose! Titan Legions contains an expanded terrain table, and details separate movement restrictions for cavalry, knights and walkers, instead of dividing everything into infantry, vehicles and Titans. Boarboyz are a type of cavalry, with a half movement rate penalty if they enter woods (instead of not being able to enter them at all). Unfortunately for him, Adrian seemed to have overlooked this and was horrified to see my Boarboyz capture this objective.

The scattered remnants of my Kult of Speed charged headlong into the Imperial Artillery company opposite, bringing a Bombard and two Basilisks into close combat. I wasn't concerned about the result of the combat, I just wanted to reduce the number of things firing at my Gargants! The Goffs also surged towards objective 1 but would be unable to reach it until next turn. So far Adrian hadn't even bothered firing at them because of the force field projected by the Dragster.

My Slasha Gargant, SkinnySlasha plodded past objective 6 and turned to face the Cassus Belli. The two Great Gargants peeled off to my right to confront the Reavers that were bound to make a break for their *Blitzkrieg*. If Adrian left it later than this turn my Gargants could get in really close and annihilate his battle group with little difficulty.

Adrian: My troops continued their steady advance, as Cassus Belli rolled up nine plasma counters this turn. Good news indeed! Cruciatus advanced whilst Clavigera and Confractus charged into Gavin's half of the table to claim their ten victory points. Meanwhile, the Thunderbolts swooped on Gavin's Pulsa Rockets and Warboss and the Marauder fighter-bombers banked right to engage the Freebooterz and Madboyz on the hill. The Magna-Cannon once again snap fired, but as before the deadly pulse of energy failed to lock onto the Marauder fighter-bomber it was directed towards. The Marauders finished their move above the Boarboy who was now deep inside the woods on objective 5. It was then I realised to my horror that I was unable to target the Orks as they were protected by the canopy of the trees. Now I would have to destroy the Mega-Gargant in order to win!

Cassus Belli stepped forward, and as it did so a Titan Defence detachment poured from one of its Bastions. They quickly captured objective 1, taking up strong positions within the Ork buildings. The Chimera detachments strengthened their hold on the objectives within their control, and the Chimedon squadron advanced around the woods towards the lone Boarboyz stand covering objective 5. Unfortunately they too, like the Marauders, wouldn't be able to target the Boarboyz. The Inquisitor charged into combat with an Ork Buggy hoping to save at least one of the Basilisks from the close assault.

Gavin: I rolled up three mega-weapons again this turn, and in the Psychic phase the weirdboy tower managed to knock three void shields off the Emperor Titan's defences. My Weirdboy Battletower had insufficient range to hit the Thunderbolts he let loose at, mainly because the measly psychic attack was powered by just the Warboss' artillery.

Adrian: Continuing where it left off last turn, Cassus Belli poured shot after shot into the buckling frame of the Mega-Gargant. Many shells bounced off its thick armour, but as the thunderous fusillade continued fires broke out all over the Ork machine. Huge smoking rents were blasted in the Gargant's hull and one of the gun decks was left a smouldering ruin. Many of my shots at the ammo went wide and destroyed the already defunct power field generators. That would have been okay last turn, but I needed to get that metal heap blazing from tracks to weirdboy tower! With numerous fires blazing and further hits on the ammo, Gavin was unable to fire any more mega-weapons this turn and all his shots would be at a further -1 to hit because of the clouds of billowing smoke that now enveloped the stricken Big Killa.

Almost as an aside, two of the gun towers and the Hellstorm Cannon targeted the Slasher Gargant, Skinnyslasha, and knocked down a shield. Once again the indirect fire of the Hellstorm went wildly off target and ended up only destroying a single Gutrippa.



With almost supernatural accuracy, Gavin sent another Pulsa Rocket towards the Emperor Titan, which clanged off the towers and landed on the ground between its legs! Rolling a feeble 2 Gavin knocked down two more of the void shields, leaving the Cassus Belli with six left and the firing had just started. However, the pulse field would increase next turn and could seriously damage the Cassus Belli. I had to do something about that Mega-Gargant! Despite having a direct line of sight to the towering machine, my two unengaged Bombards missed the Mega-Gargant completely (I rolled a 1!).

Gavin fired back, trapping a Thunderbolt fighter with the Lifta Droppa Speedsta and then flinging it sideways at one of his wingmen. Luckily for me, Gavin rolled a scatter and I only lost one of the planes instead of two. The two Basilisks on the hill sent their rapid-firing barrages soaring towards the Mega-



As the Orks charge, the Imperial flyers sweep forward to the attack.



Gargant with the characteristic double-thud of explosions as they impacted on its armoured hull. Although this indirect fire scattered, Big Killa was such a large target it was hit anyway! Again I was lucky and the arm toting the Skullcrusha Cannon was damaged, rendering the big gun useless.

Gavin gritted his teeth at this set back, and opened fire with his Snakebite Nobz at my Marauder fighter-bombers. Despite this hail of fire, the Imperial flyers were unharmed – saved by their heavily armoured sides. The Chimerax squadron fired at the Freebooterz again and managed to pick off another of the Boyz stands. In reply the Ork Freebooterz Kaptin loosed off two wild shots which hit the Marauders, sending one of them tumbling from the sky trailing a burning cloud of oily smoke.

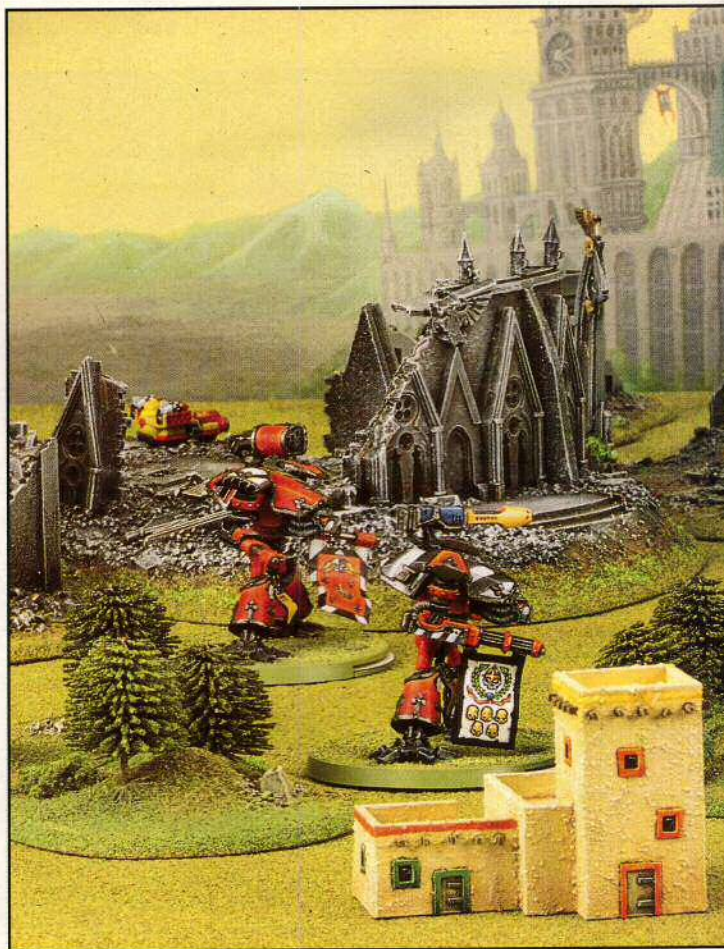
Gavin: In the close combat segment, Adrian's Inquisitor easily destroyed the War Buggy which threatened his artillery. Even so, a Basilisk and Bombard fell prey to the remaining Nobz Bike and Buggy of the Kult of Speed. Then Adrian's Chimedons fired at the Freebooterz, killing one of them with their battle cannons. It was now time for my Gargants to open fire. I had been patiently waiting for this moment for the last turn and a half and I had my plan all worked out. I started off with Skinnyslasha. With a great roar the gutbuster sent a ball round bouncing off the top of the Ork building, which then smashed down the Emperor's void shields in swift succession and ricocheted off the armour of the left bastion! With no void shields left the Emperor class Titan was a sitting duck! However, my luck continued to be awful with two shots from the ripper fist clanging off the towers and the slasha attack gun turning out to be out of range.

To Skinnyslasha's left the remaining Freebooterz were torn apart by the Marauder squadron's missiles, battle cannon and lascannon. Now it was time for Big Killa to show what a Mega-Gargant can do! Unfortunately, it could only show what a Mega-Gargant can do while blazing with fires, unable to fire its mega-weapons and skullcrusha, with a -2 to hit penalty for moving and smoke...

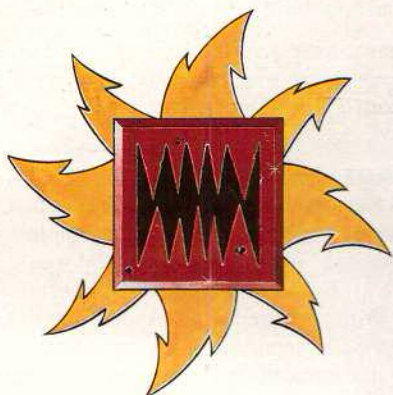
So, I opened up the salvo against Cassus Belli with the deth ray, which missed. Then I scored quite a few *very* lucky hits with the remaining gun turrets and gun decks, forcing Adrian to make saving throws for his reactor, head and mind impulse units. Although there were weaker locations, I didn't expect Big Killa to survive for long and I *needed* a lucky kill to earn me those 44 victory points. Unfortunately I didn't get one.

Adrian's return fire from the Thunderbolts was equally ineffective, as the Pulsa Rockets and Warboss were just out of range. My next Gargant to fire was Humie Splitta, the second Great Gargant in my Big Mob. The magnum mega-cannon fired an armour-piercing round at Cassus Belli but, true to form, this sailed past harmlessly. With a squeal of rusty gears the head of the Great Gargant turned towards Confractus. With a fizzing hum the Gaze of Gork was switched on. As the traktor beams locked onto the Reaver Titan it looked like something was going my way, but Adrian easily passed the enormous machine's saving throw and threw off the effects of the energy weapon.

Adrian: Pulling his pistol from its holster, my Imperial Guard commander cracked off a shot at the nearby Nobz Warbike, blasting the driver from his seat and causing the bike to slew sideways into its companion. Both bikes erupted into smoke-blanketed fireballs as their fuel tanks exploded. Struck by a primal fear of the swooping forms above them, the Madboyz loosed off a wild volley at the Marauders, amazingly getting two hits, which bounced off the plasteel plating of the huge fighter-bombers.



Cruciatus opened up on the Mega-Gargant with both its turbo laser destructors and its multiple rocket launcher. As the rockets and energy beams criss-crossed Big Killa's massive frame the Mega-Gargant suffered another point of hull damage and yet one more fire sprang up in the bowels of its inner workings. That made a total of eight fires on board! The last shots were fired by Gavin's Guttrippa squadron but it was too little, too late.



Gavin: As the crackling of flames and billowing smoke flooded through the narrow corridors and ducts of Big Killa, mad teams of Riggerz and Boyz dashed wildly about, flinging buckets of water over the blazing machine. The harsh shouts of the Nobz echoed through the miles of steam and smoke filled corridors, exhorting the krew to their utmost. The whole interior of the massive Ork war machine was lit by flickering

red light, bathing the sweating Orks and Gretchin in a ruddy glow that turned the Boiler Room and Gun Decks into a scene from hell. Although they managed to extinguish one fire the hard-pressed krew still had another seven to contend with! The fires rapidly burned out of control and engulfed more and more of the Mega-Gargant in their burning embrace.

Realising all was lost the Kaptin, Warlord Godratz, issued his final command before preparing to go down with his Mega-Gargant. His voice reverberated down the shoutin' tubes.

"All 'ands! All 'ands! Abandon Gargant! Dat's roight, abandon Garg...KERBOOOOOOM" The explosion tore the Mega-Gargant apart from the inside, engulfing half of the Goff clan and the Lungburstas in a massive column of fire that stretched towards the skies. Pieces of debris rained down with deadly results, killing even more Boyz as tank-sized chunks of towers and gantries crashed amongst them. The Goffs emerged bloodied but unbroken, but it was over. The Waaagh! had been stopped and despite having a virtually unscathed Big Mob still in the fight, the Orks had lost. Quite badly as it turned out.

TURN 2 VICTORY POINTS

IMPERIAL: 72 POINTS

ORKS: 25 POINTS



The Mega-Gargant Big Killa is caught in a fatal crossfire between Cassus Belli and the Reaver Titan battle group.



OUCH!

Gavin: I sit here writing this conclusion with the uneasy feeling that I've just run into a brick wall. A brick wall with guns on! Looking back, my plan was doomed to fail from the start. Am I being too harsh on myself? Well, read on...

Firstly, I was totally wrong-footed by Adrian's unorthodox deployment. I would normally expect the Chimera Assault company to support Adrian's Titans, not to be deployed on the other end of the battlefield! This meant I had to either split my force or decide who I wanted to kill most. Although Adrian's Reaver battle group didn't appear to cause all that much damage in the battle, they did score a few hits on the Mega-Gargant and destroy the Kult of Speed, as well as achieving their Titan Mission and capturing two objectives!

The demise of my Speed Freaks was a hard blow, and I was determined to exact a small measure of vengeance. Unfortunately the early loss of my boiler krew crippled the Mega-Gargant's chances of getting anywhere near close enough to use the gun decks and turrets, while a headlong charge towards the Reavers would have left the Gargant's side completely exposed to the Emperor's fire. Getting only seven power fields and one Shouting Counter didn't start me off well, and perhaps I should have been more cautious. Then again, being cautious isn't what Orks are about – you just steam in shooting and hope you survive!

Another mistake was not equipping my Goffs with transport vehicles. I normally take two Skullhammas to carry the Nobz and Battlewagons for the Boyz. Having to leg it across the entire width of the battlefield is nigh on impossible. In retrospect, and against Adrian who kept his army near his deployment zone, it's obvious that they'd never achieve much.

Thirdly, my Great Gargant's weren't equipped for the job. In my own Ork army the Gargants are equipped with no-nonsense, lots of attack dice weapons like battle cannon and gatling cannons. In this battle what would have served me best was a Gargant that could just pour a torrent of shots into the Emperor or Reavers, because the more dice you roll, the more hits you get. Super lifta droppas are fine in their place, but personally I prefer to leave the wacky stuff to the Mekboy Gargants and Speedstas.

I should never have sent the Kult of Speed in against the Reavers Titans. Quite what I could do with them I'm not sure, but unsupported by heavier vehicles the Buggies were simply blown away!

Lastly, though not as major as the points above, was my decision to keep the Weirdboy Battletower at the back. What was I thinking? Battletowers have to accompany da Boyz to build up Waaagh! power. The Weirdboy would have been much more useful accompanying the Snakebites or Goffs, where its ability to fire in the psychic phase could have eliminated the Chimera Assault detachments or even taken a few shots at the Emperor's Towers and Sensorium Dome (the only bit visible over the Ork building).

The only good thing for me in the battle was the unerring accuracy of the Pulsa Rokkits. I usually take two batteries of these, and in future I'm going to continue doing so. The ball round which knocked down the Emperor's shields was a blessing, but even this took me two shots to achieve. Even so, my lack of solid long range firepower (especially the loss of the Mega-Gargant's Skullcrusha) meant that this was worth little in the end.

Looking at the other side of the battlefield, I commend Adrian as highly as possible. There are only two aspects of his plan which I might have done differently. In many respects Adrian wasted his all-powerful barrage missile launcher by blowing up the already broken Kult of Speed. What I was dreading was an attack on my Warboss and his artillery. The unlimited range and direct line of sight of the barrage missile launcher would have meant the balls of burning plasma could have engulfed everything on the hill in incandescent death!



Adrian's second mistake, in my tarnished opinion, was his use of the flyers. Flying high worked brilliantly, keeping them out of range for the whole of my first turn of firing. However, I think the Thunderbolts would have been better used attacking the Freebooterz and Madboyz, while the extra weapon range of the Marauders would have meant my artillery and Warboss retinue could have been pounded badly.

Despite my abysmal performance it was a fun battle. If only I had rolled a 1 or 2 on that fateful fire table, the Mega-Gargant would have survived for another turn. If only the Basilisks hadn't stopped the skullcrusha firing. If only...

VICTORY

Adrian: As the smoke from the wrecked Mega-Gargant fills the air, victory is mine. Phew! In some respects the dice were very kind to me in this game. Winning the initiative every turn and rolling a very high number of plasma counters for my Imperator, allowed me to do anything I wanted each turn. However, I think that I won the battle with my set up.

Due to their initial positioning, the Reavers only had the Kult of Speed to deal with and were able to achieve their Titan mission with ease. I was surprised that Gavin didn't try to grab objectives 2 and 8 off me instead of trying to destroy the Artillery Company in the second turn. However, as he had to move first the objectives were a bit of an open target and my Reavers could have easily wasted the lot of them and still achieved the *Blitzkrieg*. Anyway, Gavin certainly reduced the effectiveness of my artillery barrage during the second turn.

The Imperator was well protected from all Gavin's heavy fire from the Gargant mob and the Mega-Gargant by staying out of sight behind the Ork building. This meant that it was able to attack the Mega-Gargant in relative safety. Speaking of the Mega-Gargant, I really had to destroy it, not only because it had effectively the same mission as the Imperator but also because it was an excellent source of victory points. As it only had seven power fields it was too tempting a target to resist!

On the other side of the battlefield, Gavin got the drop on me with the Boarboyz on objective 5. I completely forgot that he would be safe from gunfire in the woods and paid for my mistake by losing control of an objective and almost having to fight another turn.

The flyers were excellent. Their ability to fly high saved them from destruction in the first turn although they were very lucky not to be wiped out in the second. All those successful saves! I must admit that I didn't really know what I was doing with them and will need a lot more practice to use them to the best of their potential. Even so, they were really good.

On Gavin's side, I have to say that his small clans were very easy to break. Perhaps he would have done better taking two big clans instead of three smaller ones. The high break points that a clan can build up can make them unbreakable without expending a huge amount of artillery against them. I was able to break the Kult of Speed and the Snakebites with sheer gunfire alone, with the artillery company instead being able to pound the Mega-Gargant.



Overall the plan worked like clockwork. I had a number of things I wanted to do, not a lot of time to do them in, and I'm well aware that I was fighting against time as much as against Gavin. If the Mega-Gargant hadn't blown up, if Gavin had managed to destroy the Imperator or if we had gone to a third turn, it would have been a very different story.



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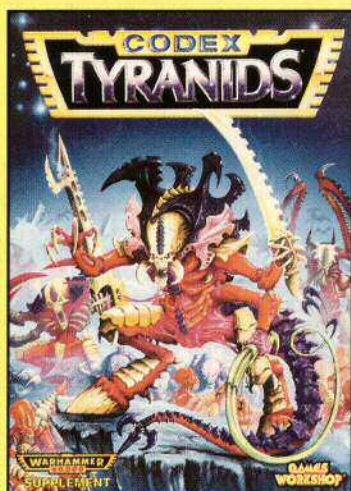
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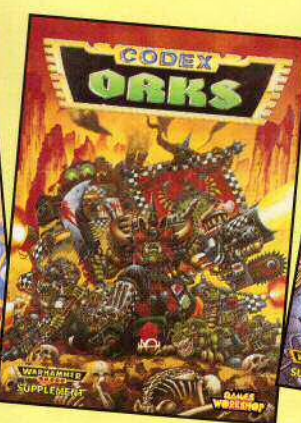
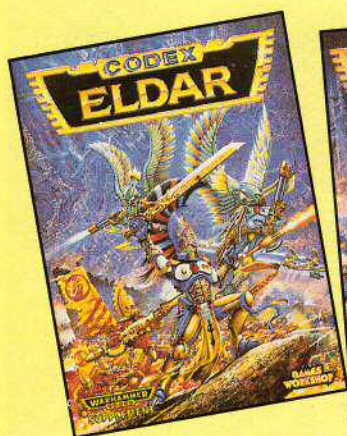
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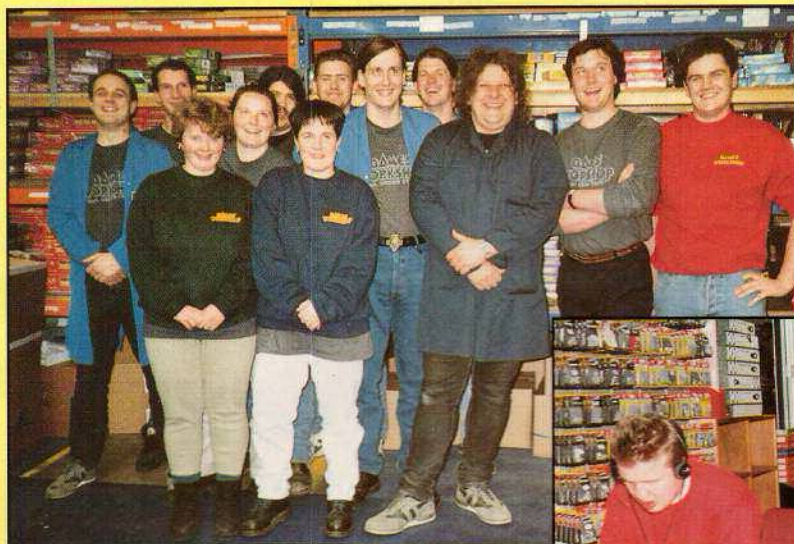
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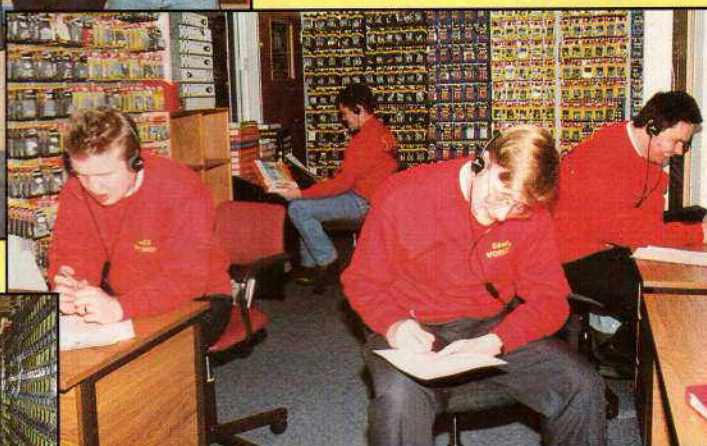
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TYRANID

HIVE TYRANT



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THE COMPLETE HIVE TYRANT

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LASH WHIP ARM
0449/7



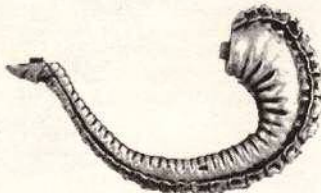
TORSO
0449/2



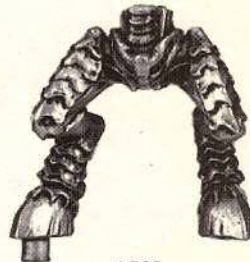
BONESWORD ARM
0449/6



TAIL CLAW
0449/10



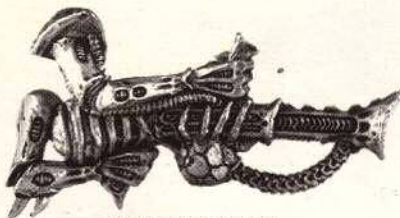
TAIL
0449/9



LEGS
0449/4



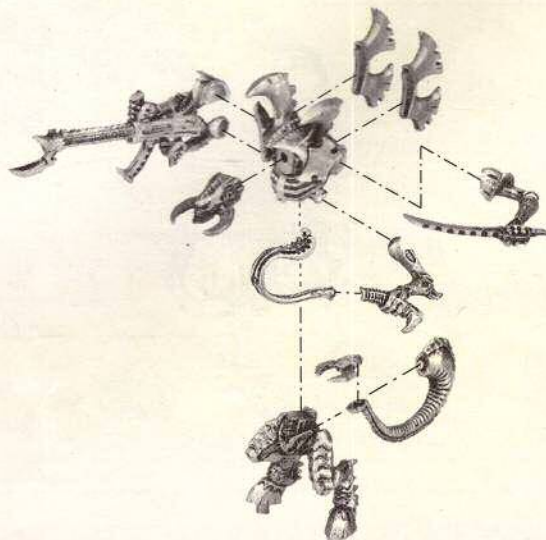
SPINE PLATES
0449/3



BARBED STRANGLER
0449/12



VENOM CANNON
0449/5

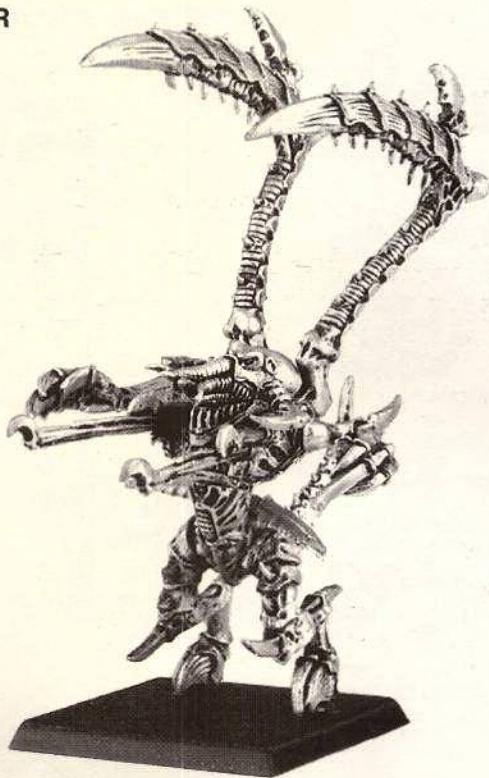


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TYRANID®

LICTOR



EXAMPLE OF A COMPLETED LICTOR

THE COMPLETE LICTOR CONSISTS OF:

- 1 x UPPER TORSO
- 1 x LOWER TORSO
- 1 x SPINAL BLADES
- 1 x SCYTHE ARM 1
- 1 x SCYTHE ARM 2
- 1 x HEAD
- 1 x LEFT LEG
- 1 x RIGHT LEG



HEAD
0451/3



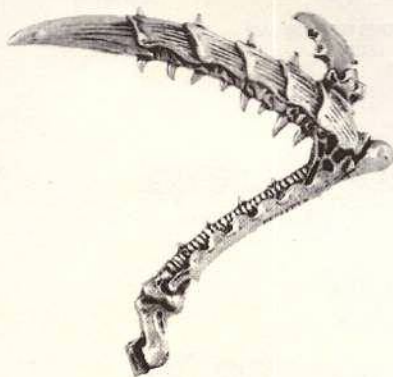
SPINAL BLADES
0451/6



LEFT LEG
0451/8



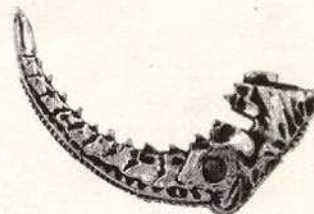
RIGHT LEG
0451/7



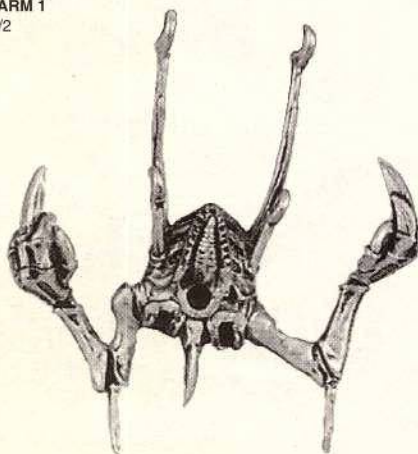
SCYTHE ARM 1
0451/2



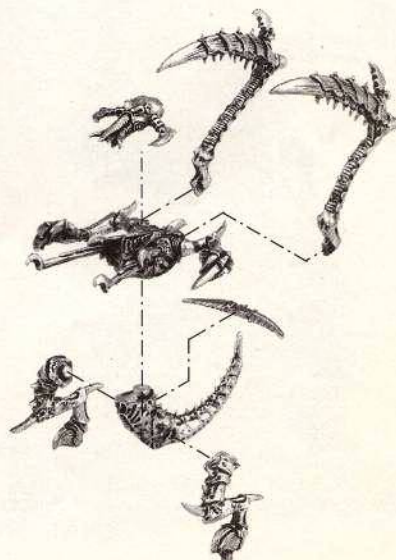
SCYTHE ARM 2
0451/4



LOWER TORSO
0451/5



UPPER TORSO
0451/1



CHAOS

ARBAAL THE UNDEFEATED



BANNER TOP
0529/5



ARBAAL BODY
0529/1



BANNER POLE
0529/4



THRONE BACK
0529/3



ARBAAL LEGS
0529/2



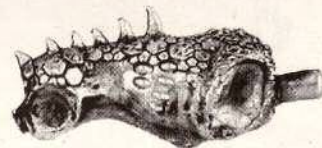
FLESH HOUND BOTTOM JAW
0529/7



FLESH HOUND HEAD
0529/6



FLESH HOUND TAIL
0529/10



FLESH HOUND BODY
0529/8



FLESH HOUND COLLAR
0529/9

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CHAOS

ARBAAL THE UNDEFEATED



FLESH HOUND
LEFT FRONT LEG
0529/13



FLESH HOUND
LEFT BACK LEG
0529/14



FLESH HOUND
RIGHT FRONT LEG
0529/11

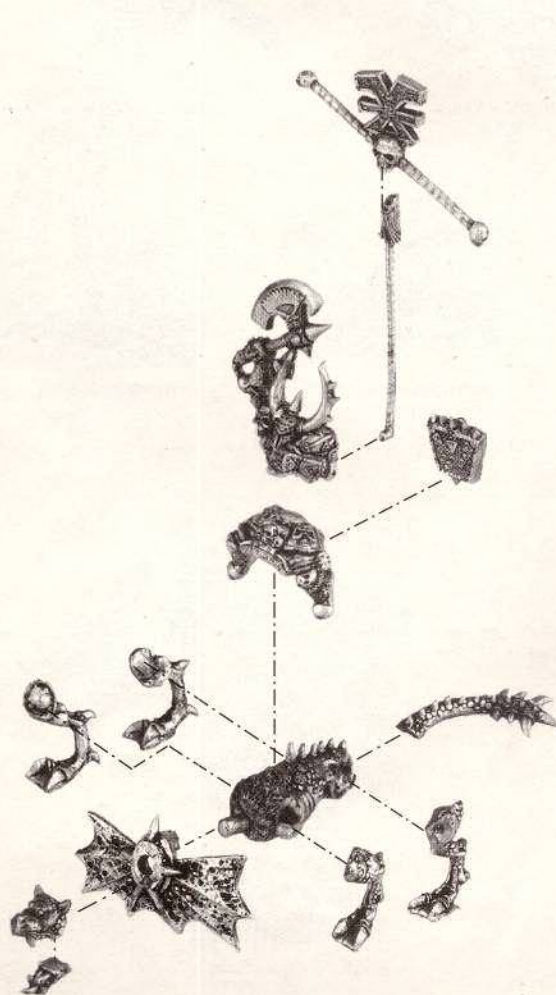


FLESH HOUND
RIGHT BACK LEG
0529/12



A COMPLETE ARBAAL THE UNDEFEATED CONSISTS OF :

- 1 x ARBAAL BODY
- 1 x ARBAAL LEGS
- 1 x BANNER POLE
- 1 x BANNER TOP
- 1 x THRONE BACK
- 1 x HOUND HEAD
- 1 x FLESH HOUND BOTTOM JAW
- 1 x FLESH HOUND COLLAR
- 1 x FLESH HOUND BODY
- 1 x FLESH HOUND RIGHT BACK LEG
- 1 x FLESH HOUND RIGHT FRONT LEG
- 1 x FLESH HOUND LEFT BACK LEG
- 1 x FLESH HOUND LEFT FRONT LEG



THE COMPLETED ARBAAL THE UNDEFEATED PAINTED BY THE STUDIO 'EAVY METAL TEAM

TYRANID®

GARGOYLES



EXAMPLE OF A COMPLETED GARGOYLE



GARGOYLE WINGS
72671/1

THE COMPLETE GARGOYLE
CONSISTS OF:
1 x GARGOYLE WINGS
1 x GARGOYLE TAIL
1 x GARGOYLE BODY
1 x PLASTIC FLYING BASE



GARGOYLE TAIL 1
72671/9



GARGOYLE TAIL 2
72671/8



GARGOYLE TAIL 3
72671/6



GARGOYLE TAIL 4
72671/7



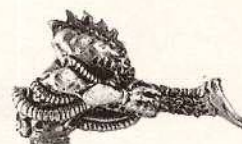
GARGOYLE BODY 1
72671/2



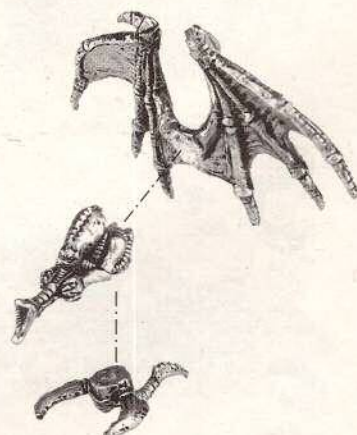
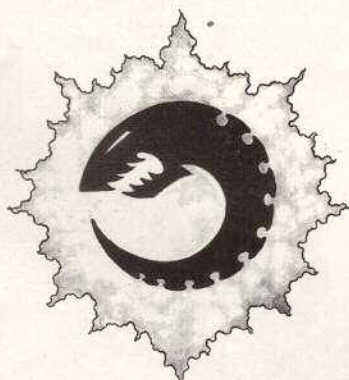
GARGOYLE BODY 2
72671/4



GARGOYLE BODY 3
72671/3



GARGOYLE BODY 4
72671/5



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SPACE MARINES®

TERMINATORS



TERMINATOR BODY
70157/1



STORM BOLTER
0441/4



TARGETER
70157/3



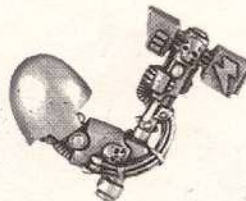
**CYCLONE MISSILE
LAUNCHER BODY**
70157/4



**CYCLONE MISSILE
LAUNCHER FRONT**
70157/5



TERMINATOR BODY
70157/2



THUNDER HAMMER
70159/3



STORM SHIELD ARM
70159/4



STORM SHIELD
70159/5

**THE COMPLETE CYCLONE
TERMINATOR CONSISTS OF:**
1 x TERMINATOR BODY
1 x CYCLONE BODY
1 x CYCLONE FRONT
1 x STORM BOLTER
1 x TARGETER



**COMPLETED CYCLONE
TERMINATOR**

**THE COMPLETE THUNDER HAMMER
TERMINATOR CONSISTS OF:**
1 x TERMINATOR BODY
1 x THUNDER HAMMER
1 x STORM SHIELD
1 x STORM SHIELD ARM



**COMPLETED THUNDER HAMMER
TERMINATOR**

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**CITADEL
MINIATURES**

Designed by Jes Goodwin

DARK ELVES

COLD ONE KNIGHTS



COLD ONE KNIGHT
TORSO 1
0530/3



COLD ONE KNIGHT
TORSO 2
0530/4



COLD ONE KNIGHT LANCE
0530/2



COLD ONE
KNIGHT LEGS
0530/5



COLD ONE
HEAD 1
0530/10



COLD ONE
HEAD 2
0530/13



COLD ONE
HEAD 3
0530/11



COLD ONE
HEAD 4
0530/12



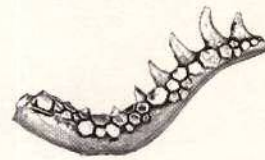
COLD ONE TAIL 1
0530/16



COLD ONE TAIL 2
0530/17



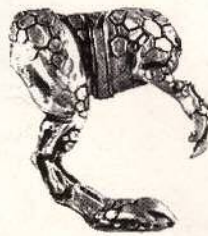
COLD ONE TAIL 3
0530/15



COLD ONE TAIL 4
0530/14



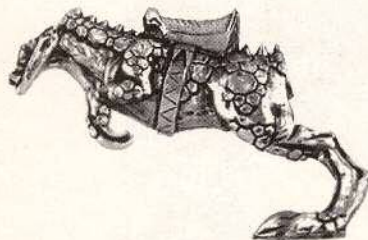
COLD ONE LEFT HAND SIDE A
0530/7



COLD ONE RIGHT HAND SIDE A
0530/6

A COMPLETED COLD ONE KNIGHT CONSISTS OF:

- 1 x COLD ONE KNIGHT TORSO
- 1 x COLD ONE KNIGHT LEGS
- 1 x COLD ONE KNIGHT LANCE
- 1 x COLD ONE RIGHT HAND SIDE
- 1 x COLD ONE LEFT HAND SIDE
- 1 x COLD ONE HEAD
- 1 x COLD ONE TAIL
- 1 x PLASTIC ELF SHIELD



COLD ONE LEFT HAND SIDE B
0530/9



COLD ONE RIGHT HAND SIDE B
0530/8

COLD ONE SIDES A AND B ARE NOT INTERCHANGEABLE



EXAMPLE OF A COMPLETED COLD ONE KNIGHT

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DARK ELVES

BLACK GUARD OF NAGGAROTH



BLACK GUARD 1
75902/1



BLACK GUARD 2
75902/2



BLACK GUARD 3
75902/3



BLACK GUARD 4
75902/4

DARK ELF CORSAIRS



DARK ELF CORSAIR 1
75906/1



DARK ELF CORSAIR 2
75906/2



DARK ELF CORSAIR 3
75906/3



DARK ELF CORSAIR 4
75906/4



DARK ELVES

HARPIES



HARPY BODY 1
73021/1



HARPY BODY 2
73021/2



HARPY WINGS
73021/3



EXAMPLE OF A COMPLETED HARPY



HARPY BODY 3
73021/4



A COMPLETED HARPY
CONSISTS OF:
1 x HARPY BODY
1 x HARPY WINGS

DARK ELF PLASTICS



DARK ELF PLASTIC
WARRIOR SPRUE
102763



ELF PLASTIC
SHIELD SPRUE
101635



A COMPLETED DARK ELF
PLASTIC WARRIOR

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EPIC® CHAOS

PLAGUE TOWER OF NURGLE – CHAOS WAR MACHINE

THE COMPLETED PLAGUE TOWER OF NURGLE
CONSISTS OF

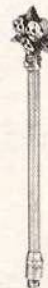
- 1 x TOWER CHASSIS
- 1 x TOWER LEFT SIDE
- 1 x TOWER RIGHT SIDE
- 1 x TOWER CANNON
- 1 x BELL TOWER
- 1 x BANNER POLE



TOWER CANNON
76548/5



BELL TOWER
76548/4

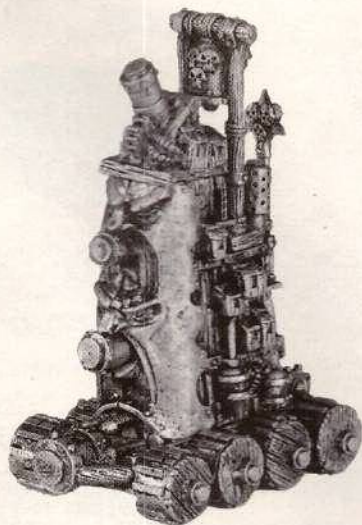
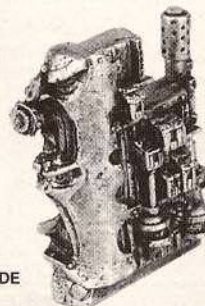


BANNER POLE
76548/6

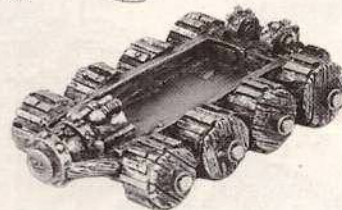
TOWER RIGHT SIDE
76548/3



TOWER LEFT SIDE
76548/2



COMPLETED PLAGUE TOWER OF NURGLE



TOWER CHASSIS
76548/1

CONTAGION OF NURGLE – CHAOS WAR MACHINE



CONTAGION SLING
76549/2



CONTAGION CHASSIS
76549/1



THE COMPLETED CONTAGION OF NURGLE
CONSISTS OF

- 1 x CONTAGION CHASSIS
- 1 x CONTAGION SLING



COMPLETED CONTAGION OF NURGLE



IMPERIAL TANKS

COMMAND CHIMERA

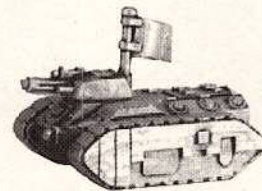


CHIMERA COMMAND
TURRET
76026/5

A COMPLETE COMMAND CHIMERA
CONSISTS OF:
1 x CHIMERA CHASSIS
1 x CHIMERA COMMAND TURRET

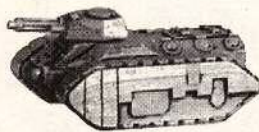


CHIMERA CHASSIS
76020/1



COMPLETED COMMAND CHIMERA

CHIMERA



COMPLETED CHIMERA

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

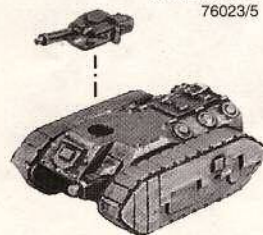


CHIMERA TURRET
76020/2



CHIMERA CHASSIS
76020/1

CHIMERRO



CHIMERRO TURRET
76023/5

A COMPLETE CHIMERRO
CONSISTS OF:
1 x CHIMERA CHASSIS
1 x CHIMERRO TURRET

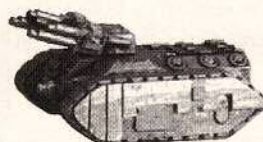


CHIMERA CHASSIS
76020/1



COMPLETED CHIMERRO

CHIMERAX



COMPLETED CHIMERAX

A COMPLETE CHIMERAX
CONSISTS OF:
1 x CHIMERA CHASSIS
1 x CHIMERAX TURRET



CHIMERAX TURRET
76021/3



CHIMERA CHASSIS
76020/1

CHIMEDON

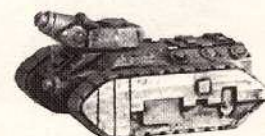


CHIMEDON TURRET
76022/4

A COMPLETE CHIMEDON
CONSISTS OF:
1 x CHIMERA CHASSIS
1 x CHIMEDON TURRET



CHIMERA CHASSIS
76020/1



COMPLETED CHIMEDON

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EPIC® IMPERIAL

LEMAN RUSS BATTLE TANK

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



A COMPLETED LEMAN RUSS
BATTLE TANK

STANDARD TURRET
76006/4



LEMAN RUSS CHASSIS
76006/1

LEMAN RUSS COMMAND TANK

LEMAN RUSS
COMMAND TURRET
76026/3



LEMAN RUSS CHASSIS
76006/1

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



A COMPLETED LEMAN RUSS
COMMAND TANK

PREDATOR

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



A COMPLETED PREDATOR

PREDATOR
TURRET
76043/25



PREDATOR CHASSIS
76043/24

PREDATOR COMMAND TANK

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



A COMPLETED PREDATOR
COMMAND TANK

PREDATOR
COMMAND
TURRET
76026/6



PREDATOR CHASSIS
76043/24

RAZORBACK

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



A COMPLETED RAZORBACK

RAZORBACK
TURRET
76007/2



RHINO CHASSIS
76007/1

IMPERIAL TERMITE

A COMPLETE TERMITE
CONSISTS OF
1 x TERMITE
1 x TRANSPORTER



A COMPLETED IMPERIAL
TERMITE

TERMITE
76072/7



TRANSPORTER
76072/6



SURFACING
TERMITE
76072/8

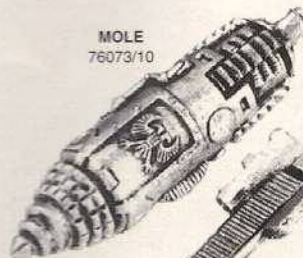
IMPERIAL MOLE

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



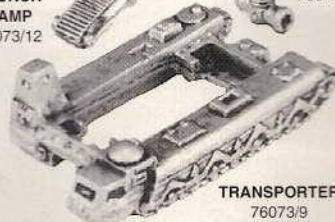
A COMPLETED IMPERIAL MOLE

MOLE
76073/10



LAUNCH
RAMP
76073/12

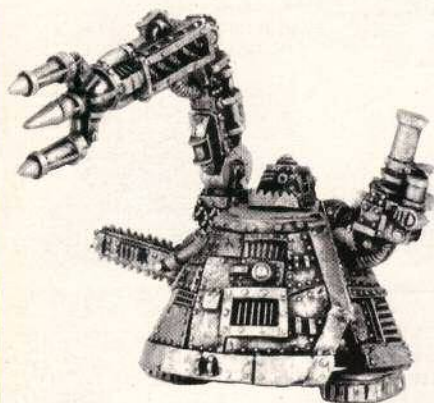
HYDRAULIC
PISTON
76073/11



TRANSPORTER
76073/9

ORK GARGANTS

MEKBOY GARGANT



EXAMPLE OF A COMPLETED MEKBOY GARGANT

A COMPLETE MEKBOY GARGANT
CONSISTS OF:
1 x MEKBOY GARGANT BODY
1 x MEKBOY GARGANT BELLY
1 x MEKBOY GARGANT ARM VARIANT



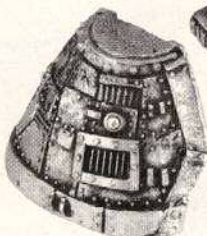
SUPER LIFT
DROPPA ARM
0495/4



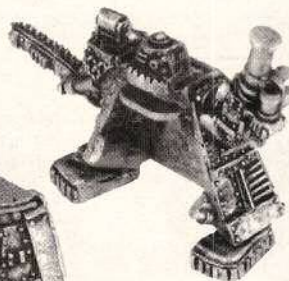
BUZZ SAW ARM
0495/3



KRUSHER ARM
0495/5



MEKBOY
GARGANT
BELLY
0495/2



MEKBOY
GARGANT
BODY
0495/1

SLASHER GARGANT



EXAMPLE OF A COMPLETED SLASHER GARGANT

A COMPLETE SLASHER GARGANT
CONSISTS OF:
1 x SLASHER FRONT
1 x SLASHER BACK
1 x SLASHER RIGHT SIDE
1 x SLASHER LEFT SIDE
1 x GUTBUSTER MEGA-CANNON
1 x SLASHER HEAD
2 x SLASHER WEAPONS



CLUSTER BUSTER
0497/11



SLASHER MORK
HEAD
76211/9



RIPPER FIST
0497/6



SLASHA ATTACK GUN
0497/7



SLASHER GORK
HEAD
0497/5



DETH CANNON
0497/10

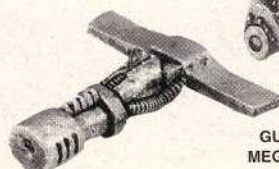


SLASHER
RIGHT SIDE
0497/2

SLASHER
FRONT
0497/4



SLASHER
BACK
0497/3



GUTBUSTER
MEGA-CANNON
0497/8



SLASHER
LEFT SIDE
0497/1

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WARHAMMER

40,000

Driven by the single alien consciousness of their hive mind, the Tyranids fall on the outposts of the Imperium like an unstoppable avalanche of death. Wave after wave of Tyranid creatures quickly overrun each planet, stripping it bare of all living matter and reducing it to bare rock.

This latest Warhammer 40,000 codex allows you to unleash the full horror of the Tyranid swarm into your games. In addition, Codex Tyranids includes a second army list for the insidious Genestealer Cult forces.

CODEX TYRANIDS



CITADEL®
MINIATURES

Codex Tyranids provides comprehensive descriptions of the dreaded Hive Tyrants, Lictors, Hormagaunts, and many other previously unknown organisms and their deadly new weaponry. Also included are rules for biomorph upgrades, as well as special Tyranid mission cards.

CODEx TYRANIDS IS NOT A COMPLETE GAME.

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GAMES®
WORKSHOP



THE TYRANID SWARM BURSTS FROM THE JUNGLE TO ENGULF AN IMPERIAL GUARD OUTPOST